

CREATURES OF THE TROPICAL WASTES

A MENAGERIE OF MUTANTS AND MUTATIONS



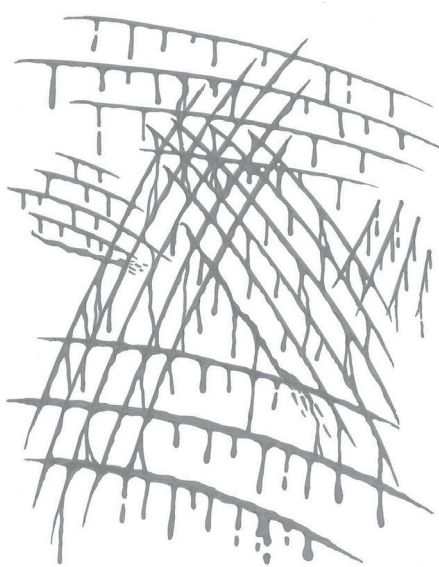
MUTANT FUTURE
COMPATIBLE PRODUCT

By Chris Van Deelen and the Skirmisher Game Development Group
Foreword by Derek Holland
Illustrated by Sharon Daugherty and Bradley K. McDevitt

BKM 2011

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FOREWORD

When I first downloaded the *Mutant Future* role-playing game, I couldn't have possibly seen all the work that I have done for Skirmisher Publishing. Two books so far and a few more on the way. More than a thousand free monsters and several dozen mutations on the Skirmisher Forums. New kinds of mutations and the use of real biology to expand the limits of creature design. It has been a fun three years and I look forward to many more creatures and mutations as well as other products that players and GM will want to tinker with.

When Chris first told me that he was doing a creature book based on the myths of the Philippines, my first thought was "Huh!" When I design creatures, I try to keep myths and magical beasts for *Labyrinth Lord* and mutants for *Mutant Future*. I didn't mix them. But, now that I have read Chris' work, I am starting to think differently.

This book contains a pretty nifty collection of critters and mutations and I will be using some of them, even if I have to drag them over to North America. And it has inspired me to take a look at the myths of Central America, looking for monsters and powers that can serve as invaders from the south. Invasions from other parts of the world are an excellent way to introduce new creatures and mutations (especially parasite mutations), while keeping their numbers low enough that the GM can exterminate them if needed. And both the creatures and mutations can be easily tinkered with so that the GM can use them for all kinds of settings and adventures, even those not on Earth.

But in the end, all that really matters he did a lot of work that produced a book that has plenty of material that can be adapted to most, if not all, LL and MF campaigns (as well as other games). And that is the best an author can hope for.

Derek Holland



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AUTHOR'S PREFACE

No matter the game, one thing that both players and game masters alike enjoy are new monsters. Look at D&D 3.5 ... there were five monster manuals and if you add up all the other books that were published for the game, you will discover that all in all you could end up owning upwards of 15 books, all of them containing new monsters.

The *Mutant Future* roleplaying game is no different. There was a plethora of mutant monstrosities included in the core book but frankly, it just wasn't anywhere near enough. Skirmisher Publishing published two books by author Derek Holland, filled with new mutants to use. This is now the third compilation of mutants, a menagerie of monsters inspired in part by the creatures of the tropics.

Inspiration can come from a myriad of sources. I am inspired by the common, the mundane and every day, and observing the locations, people, and even common animals around me during a simple walk down the street or through a local mall can give me plenty to think about.

The inspiration for this book came to me through several sources back in January of 2010. First and foremost was the location. My wife, son, and I were on vacation in the Philippines, staying with her family.

The second source of inspiration for this book came from the wide and varied amount of wildlife that lived in and around my in-law's farm, including lizards, insects, and domesticated animals. A large number of the creatures in this book were directly inspired by these sources.

Lastly, I have to give thanks to a bad wisdom tooth that kept me up half the night with nothing to do except write and concentrate on getting past the pain. A lot of late-night Internet browsing and talking over a bottle of Tanduay rum with my brothers-in-law also led to the creation of numerous creatures that spring directly from the mythology of the islands.

The end result is a compilation of 50 brand-new mutant creatures to surprise, vex, horrify, mystify, and delight your players. Each one springs from a variety of sources that include but are not limited to my fertile and twisted imagination, real world flora and fauna, and, of course, the mythology of the Philippines. Those creatures that have been inspired by the myths and legends were written up as mutants. They don't possess any magical powers, and their uniquely strange and often disquieting abilities are the result of science fantasy, specifically radiation-induced genetic mutation.

All the creatures presented in this book were created with a tropical location in mind, but they can easily be fit into any existing campaign with very little work on the part of the game master.

On top of the new mutant creatures, there is a list of 30 brand-new mutations for the game master to incorporate into his or her campaign. They have been included at the end of the book with full descriptions on how to use them.

Believe it or not, all the creatures in this book were created to be taken seriously. There are no "fun" or "joke" mutants or mutations here. Although *Mutant Future* was designed with the wild and wahoo in mind, I personally take it seriously and all the material I write for it reflects that seriousness.

Of course this doesn't mean that the creatures presented here couldn't be used in that vein and, if you do so, I hope that you, the game master, will have a blast using them as such!

I hope that you will find these creatures to be entertaining on many levels and that they will make a nice addition to your current campaign.

Chris "Outlander" Van Deelen

INTRODUCTION

In Mutant Future, the term "monster, mutant, or creature" can refer to any being other than the player characters. Monsters are listed in this section in an encyclopedic format. Each monster has certain characteristics, which are defined below. Although each monster listing can be considered to represent the "average" specimen of a particular creature, the Game Master can alter the abilities and power level of any creature to fit the situation.

Number Encountered: This variable number represents the typical number of this type of monster that will appear together at one time. For example, if a 4 HD creature has a Number Encountered listing of 1d8, then when this creature is encountered, 1d8 of the creatures will be present. The Game Master should alter the Number Encountered as necessary to adjust the difficulty level. In general, the number should be reduced if the creature is encountered by weaker characters, and increased if encountered by more powerful characters. A number range in parenthesis represents the number of monsters of a type that typically inhabits their "nest" or lair, or the number that will be encountered in a wilderness setting.

Alignment: All monsters will be chaotic, neutral, or lawful. Many monsters are either unintelligent or are simply unconcerned about law and chaos, and are considered neutral.

Movement: There are two listings under this category. The first represents a number in feet per turn that a creature may move. The second value provided in parentheses represents the monster's encounter movement, which are in feet per round. If two different rates are given, the additional movement will relate to movement of a different kind, which will be appropriate to the creature. A couple of possibilities include flying or swimming.

Armor Class: In game terms, the AC of a monster means the same thing as a character's AC. For monsters, this value reflects not only the creature's general agility but also its natural armour, from tough hide or a mutational adjustment.

Hit Dice: This value is roughly equivalent to character level, but for mon-

sters it always represents a number of hit points determined by this number of d8s. For example, a 2 HD monster will have 2d8 hit points. Sometimes a value is given as a "+" or "-", in which case this number is added or subtracted from the hit points rolled. A monster will have a minimum of 1 hp. Hit dice further reflect the attack ability of monsters. The hit dice number will be located on the Monster Attack table, and the number needed to hit different armour classes will be used for an encounter. Further, the number of hit dice a monster has is related to how many experience points the characters receive when the monster is killed. Refer to the Monster Experience Points table on page 42 in Section 4 of the Mutant Future core book.

Attacks: This listing describes how many attacks are available to a monster, per round, and the nature of the attacks. These will be listed in the same order as the appropriate damage in the damage listing.

Damage: Damage is listed in the same order as attacks, and is represented by a number and the kind of die that should be rolled, just like weapon damage is rolled. Some monsters may in fact employ weapons. There are a number of special or unusual attacks that monsters can employ, and the effects of these are explained in greater in the body of the description.

Acid

Some monsters employ acid. When acid successfully hits, it does damage because it has made contact with flesh. Once contact is made, acid does not need to make a new successful roll to hit in another round (unless otherwise noted). Most acid can be removed by rinsing it

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off with water or other non-flammable liquids (beer, wine). If armor is destroyed by acid, the character's AC should be adjusted to reflect having no armor.

Charge

In order to make a charge, a monster must have clear terrain and be able to run toward an opponent for 20 yards. The extra momentum of such an attack inflicts double the normal damage. Likewise, if a braced attack is prepared against a charging monster, such as a spear braced in the ground, a successful hit will deal double damage to a charging monster.

Continuing Damage

Some monsters have attacks that, once successful, continue to deal damage on subsequent rounds without requiring further rolls to hit. Examples include the constrictive attack of a giant snake, or a character swallowed by a giant monster.

Dive

Some monsters capable of flight can attack by swooping in to do a dive attack. Opponents must be in open terrain for this attack to be effective. Like a charge, this attack deals double damage. If the roll to hit is 18 or greater and the flying monster is of sufficient size, it grasps the opponent and attempts to carry him away.

Paralysis

The paralysis attack of most monsters lasts 2d4 turns, and a saving throw versus stun attacks is allowed. When a character is paralyzed, he collapses and is incapable of any movement whatsoever, including speaking. Characters remain conscious and aware of their surroundings. Paralyzed characters are very vulnerable to attack, and no roll to hit them is required.

Poison

One of the most dreaded attacks of some monsters is poison. A character exposed to the poison of a monster, unless otherwise noted, must succeed in a saving

throw versus poison or suffer the full effects of the poison type.

Swallow Attack

Some monsters are capable of swallowing a character whole, and will ordinarily do so in an attack if a "20" is rolled to hit. Characters who are swallowed will suffer damage every round until they die (varies by monster), or until the monster is killed. If a character who has been swallowed has a sharp weapon, he may attack the monster from inside its belly with an attack penalty of -4 (but firearms always hit). Should a swallowed character die and remain in a monster's belly for 6 turns, he has been completely digested.

Trample

When a monster tramples, it stomps or throws its weight against an opponent to deal damage due to its immense bulk. This attack adds +4 to hit if the opponent is humansized or smaller. Any monster capable of this attack will do so 3/4 of the time (1-3 on a d4), and the remaining times will employ any other forms of attack available to it. Large numbers (20 or greater) of normal sized animals may also attempt a trample attack, such as a herd of cattle. These kinds of trample attacks deal 1d20 hit points of damage.

Save: Like characters, monsters have saving throws. Monsters have saving throws that are the equivalent of a character level, so a listing might read "L4," where a monster saves as a 4th level character. Monsters that are unintelligent often save as a character of a level equal to one-half of the monster's hit dice number, rounded up.

Morale: This is the number that the Game Master refers to when testing for morale. The Game Master will roll 2d6 according to the Morale Check optional rule on page 51 of Section 5 of the Mutant Future core book. Any monster that fails this check will attempt to flee or surrender.

Hoard Class: This listing refers to

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the Treasure Hoard Class of the monster, and will consist of a roman numeral. This Roman numeral is cross-referenced on the Treasure Hoard Class table to determine the treasure that is found in the lair of a monster. If the treasure quantity is fairly small, a monster may have this on its person, but usually treasure is kept in a secure location.

Creatures, Mutants, Monsters and Willpower

At times, particularly when mental combat arises, it is necessary to know a monster's WIL. As a general rule, animals of generally low or animal intelligence will have WIL scores that range from 3-8 (1d6+2). Monsters of approximately human intelligence will have a WIL from 3-18 (3d6). Extremely intelli-

gent monsters may have a WIL from 11-21 (2d6+9). These are merely guidelines, and there may be exceptions. Exceptions will be noted in monster descriptions, and the Game Master may rule that some monsters or individuals deviate from these guidelines.

Abbreviations

In written adventures, when monsters are indicated, their characteristics are typically abbreviated in the following order and format: AL, alignment; MV, Movement; AC, armor class; HD, hit dice; #AT, number of attacks; DG, damage; SV, save; ML, morale.

For example: AL N, MV 90', AC 6, HD 1, #AT 1, DG 1d4, SV L1, ML 7

Alignment is abbreviated as follows: C, chaotic; N, neutral; L, lawful.



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A

Ahas Folk

No. Enc: 1d10
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 3
 Hit Dice: 10
 Attacks: 3 or 1 (bite and 2 claws, or by weapon)
 Damage: 3d6 plus 1d4 plus poison/4d6/4d6 or by weapon (+3d6 if melee weapons)
 Save: L10
 Morale: 7
 Hoard Class: III, XVIII, XIX (Artifacts only)

Wasteland Scholars are uncertain if the Ahas Folk are mutated humans that have the characteristics of snakes or mutated snakes that have evolved to appear like scaled humanoids. These alien but strangely beautiful folk appear as slender scaled humans that stand between five and seven feet in height and weigh between 100 and 250 pounds.

Both males and females have oddly-shaped scales covering their heads that appear at first glance to be hair but are, in fact, scales. Coloring varies by individual, running the entire gamut; rarely are Ahas Folk scales of one uniform color, and typically they are multi-hued, with tiger-like, diamond, or stripe patterns being the most common.

The eyes of such creatures are always reptilian and have a deep hue in colors that include silver, gold, ruby, and emerald. The ears are almost nonexistent, nothing more than small slits on the side of the head.

Females are the leaders of the Ahas Folk and tend to have multiple males as mates. Like humans, they gestate for nine months and give birth to live children, instead of laying eggs. The Ahas have human lifespan.

In combat, the Ahas have powerful natural weapons to use, and their bite will inject a powerful venom (Class 8). They

often use primitive weapons, such as spears and bows, but usually only when they are defending against creatures that would be too dangerous to engage hand-to-hand.

Ahas Folk make their homes along the banks of rivers and lakes, and are often found along the coastlines. They are a hearty people, who live mainly by hunting and fishing, and tend to live a primitive lifestyle, although they are not necessarily averse to using technology.

One trait that sets Ahas Folk aside from many of the other tribal creatures is that they have a natural affinity for healing. They make powerful poultices and medicines from the local flora and fauna, which can fetch a heavy price and prompt many people to seek out the Ahas Folk for healing.

Despite this, the Ahas Folk are very territorial and do not like intruders. They typically will not attack unless provoked, but more often than not will



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demand that intruders leave their territory unless they have something to offer the Ahas Folk; even those seeking the healing properties of the Ahas know that they need to have appropriate payment or they will be turned away. This has given the Ahas Folk a reputation of being cold and reptilian, but they are not without compassion, especially to the old and the young. If someone does not have something to offer and the Ahas decide to help that person, they will be indebted to the Ahas and will eventually collect, one way or another.

Mutations: aberrant form (xenomorphism, natural weapons), increased physical attributes (strength and dexterity) toxic weapon.

Alimango, Giant

No. Enc: 1d4
Alignment: Neutral
Movement: 120' (40')
Swim: 90' (30')
Armor Class: 0
Hit Dice: 12
Attacks: 3 (bite, 2 pinchers)
Damage: 2d4/3d8/3d8
Save: L8
Morale: 8
Hoard Class: None

Giant Alimango are the mutated descendants of burrowing crabs that are found along the shores of the great oceans. They are pure scavengers, living off the rich refuse washed upon the coastlines. Rarely are the creatures ever hungry for food.

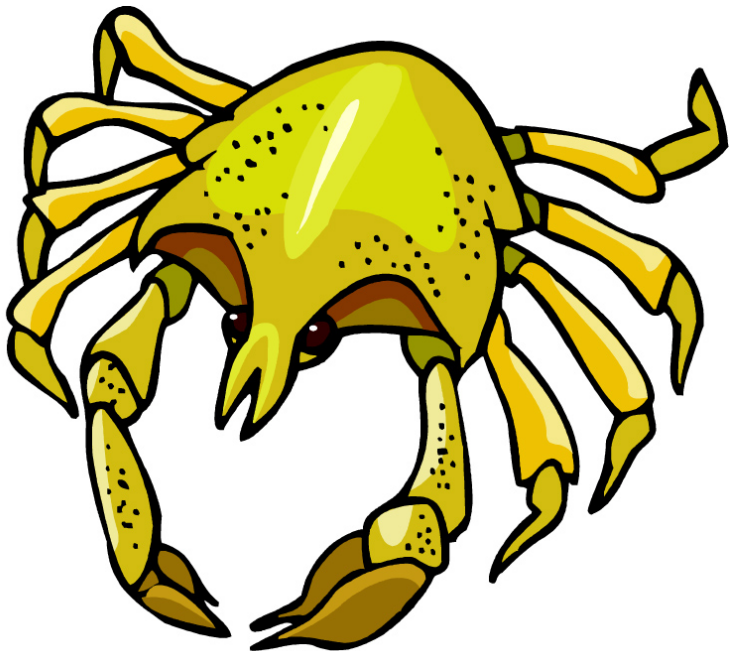
Alimango hunt during the day, living in the shallow waters on and off the shore, and during the day they burrow deep into the sand, resting during the hot temperatures and digesting their meals. The typical Giant Alimango is four feet in diameter and weighs in at a whopping 500 pounds. They move about on eight segmented legs and have two massive pinchers that, given enough time, can cut through metal. The creatures' eyes are attached to two retractable eyestalks and can easily see behind or

even underneath them. The exoskeleton is covered by thousands upon thousands of small, razor-sharp spines that make hand-to-hand combat a deadly proposition at best, and any creature attacking an Alimango with physical attacks will suffer 1d8 points of damage from the spines.

Alimango typically use the same burrows every night and these are very easy to spot, being holes that are usually the same width as the creatures and with huge piles of wet sand lying all around. The Alimango can sense the approach of any creature and if one is foolish enough to approach the hole the crab will leap out with astonishing speed and attack, getting the usual chance at surprise.

As dangerous as these creatures are, they are often hunted by locals not only for their meat but also for their exoskeletons, which can be used for armor and many other objects, including turning the spines into daggers or other weapons.

Mutations: gigantism, unique sense (vibration sense, new), spiny growth.



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Apoy Dropper

No. Enc: 1d20
 Alignment: Neutral
 Movement: 30' (10')
 Fly: 210' (70')
 Armor Class: 3
 Hit Dice: 1
 Attacks: 1 (dropping)
 Damage: special (see description)
 Save: L1
 Morale: 6
 Hoard Class: None

Apoy Droppers are greatly-feared swallows, not because they attack humans or mutants but because of the unique way in which they defend themselves and drive away predators.

Apoy Droppers appear similar to their ancestors. They are small birds (although larger than their ancestors), being one foot in length, with their long forked tails jutting out an additional two feet from the backs of their bodies. They are fire-engine red, with white bellies and ruby-red eyes. The birds mate in pairs and build their mud nests high up on the sides of trees, or in ruined buildings far away from the reach of most predators. They mate once per year and the female lays four eggs – no more, no less – at a time. The eggs

hatch after three weeks of gestation and the young reach maturity in five months.

When threatened, the Apoy Droppers are able to secrete into their waste a chemical that reacts violently with oxygen. This turns the usually-harmless (and often good for crops) droppings quite literally into napalm.

The birds home in on a target and drop the fiery mixture. When it hits, it causes 2d6 points of fire damage and will continue to burn, causing an additional 2d6 points of damage per round for 1d8 rounds. If this hits homes or fields of crops, it usually means disaster for the locals. That is why many tribesfolk go out of their way not to antagonize these small birds, and have been known to search out and kill anyone stupid enough to incur their wrath. After all, no one wants to lose a crop to these small insect eaters.

Mutations: *toxic weapon.*

Aswang

No. Enc: 1
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 5
 Hit Dice: 9
 Attacks: bite or special (see below)
 Damage: 1d6 or special (see below)
 Save: L9
 Morale: 4
 Hoard Class: II, IV, VIII

Also known as False Beasts, wasteland scholars argue over the origins of these monsters and are not sure if they are actually mutated humanoids or mutated animals. They have been named after a Filipino mythological monster that supposedly preyed upon both the living and the dead. Most of the time, Aswang appear to be un-mutated humans and live among human communities as normal members until they need to feed.

When they hunt, Aswang tend to take on various animal forms, and can take the form of any un-mutated animal they wish, gaining its movement and physical attacks.

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Aswang can only survive by consuming still-living flesh. They can live off the flesh of animals but most are cannibalistic, preferring to eat the flesh of other intelligent humans and humanoids.

While living among humans, many Aswang tend to be surly and unpleasant loners, although some have been known to be pillars of the community and well-liked. Either way, they are selfish and self-serving, concerned primarily with their own comfort and survival.

One aspect of the creature that can reveal its nature is that it has a scent about it that only animals or creatures with increased senses can detect. Because of this, most regular animals avoid them, typically showing fear or aggression whenever an Aswang is around; when an Aswang is living in a community, many domesticated animals tend to get ill or simply "disappear."

Those who know about Aswang look for these signs, although many an innocent victim has been wrongfully accused of being a Aswang in more superstitious communities.

Mutations: dietary requirement change (living flesh, new), predatory scent (new), shapeshift (new).

B

Blasting Tipaklong

No. Enc: 1d100
Alignment: Neutral
Movement: 12' (4')
Armor Class: 1
Hit Dice: 1 hp
Attacks: special
Damage: see below
Save: L1
Morale: 12
Hoard Class: None

Blasting Tipaklong are a very common nuisance among the rice farmers of South-east Asia.

The tiny creatures feed off the rice and other aquatic plants that are the staple of many tribes and creatures liv-

ing in the tropical jungles, and are physically not that much different from their un-mutated ancestors.

Blasting Tipaklong are snails that grow up to four inches in diameter. Their shells are as hard as steel, making them difficult to crack, but, thankfully the creatures are quite easy to kill if one can get past the shell.

What makes the Blasting Tipaklong so dangerous is that it can generate a powerful electrical blast that reaches out to 5 feet. Any creature caught within the blast radius must make a save vs. energy or suffer 1d6 electrical damage. A successful save cuts the damage sustained in half. Other Tipaklong are completely immune to this blast, but it can quite easily kill plants and other creatures if enough of the Blasting Tipaklong are near by to combine and enhance the attack. Fortunately, a Tipaklong can only use this attack once every 10 minutes.

To figure out how much damage a group of these creatures do, first determine how many are present. There will always be 10 for every five foot radius (they are thus vulnerable to area effects). The Blasting Tipaklong travel in roughly circular patterns, so that if 50 are encountered they will be spread out over a area approximately 25 feet in diameter. Anyone caught in even a five feet



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area will suffer up to 10d6 damage from a full electrical attack. The victim can only save once for the entire attack, not for each individual attack.

Due to their size, the Blasting Tipaklong are difficult to see and this, combined with their steel-like shell, makes it difficult at best to kill the creatures.

Once the Blasting Tipaklong have attacked, they become vulnerable and many tribesfolk take advantage of this and quickly use poisons or other weapons to dispatch the creatures. They are considered to be quite tasty and the shells are able to retain energy that allow many people to use them as primitive batteries or even makeshift power cells for certain weapons.

Mutations: *energy-retaining cell structure (modified).*

Bone Gnawer

No. Enc: 1d10 (scouts), 10d100 (nest)
Alignment: Neutral
Movement: 120' (40')
Climbing 120' (40')
Armor Class: 3
Hit Dice: 4
Attacks: 1 (bite)
Damage: 2d6
Save: L4
Morale: 10
Hoard Class: None XVIII (hive)

These creatures are gigantic mutated ants. Other than being four feet in length and weighing around 50 pounds, Bone Gnawers appear to be almost identical to their tiny, un-mutated relatives. They are typically found in small groups, which are constantly on the lookout for sources of food.

Bone Gnawers are feared by most creatures and, when a hive is established in a location, it is not long before all living creatures flee or are eventually destroyed.

These creatures can eat regular flesh but gain almost no nutritional value from it. What they need in order to survive are bones or, more specifically,

the calcium in them.

When the creatures attack, they bite and tear, with the intent of physically removing the bones from their victims, leaving behind the flesh and other organs for scavengers to pick and fight over.

If it proves to be too difficult to get to the bones of a target, the Bone Gnawers have a specialized form of the *insubstantial* mutation. This mutation allows them to phase through solid objects (i.e., the victims' bodies) until they reach the bones. At that time, the Bone Gnawers latch onto the bones and quite literally pull them out of the body, causing hideous damage in the process. Any creature targeted by this attack suffers 6d6 damage as whole sections of their skeletal structure are pulled away. This version of *insubstantial* works against creatures that have the mutation.

No creature in its right mind would ever enter a Bone Gnawer hive, as this would likely result in an incredibly painful death (unless, of course, the creature in question did not have bones to begin with).

Mutations: *clinging (new), dietary requirement change (bone, new), gigantism, insubstantial (new).*

Burrowing Bulati

No. Enc: 1d6
Alignment: Neutral
Movement: 60' (20')
Fly: 120' (40')
Burrow: 30' (10')
Armor Class: 8
Hit Dice: 1
Attacks: 1 (bite)
Damage: 1d4
Save: L1
Morale: 10
Hoard Class: None

Burrowing Bulati are mutated worms, generally between six inches and one foot in length, that have the ability to fly. Their bodies are thin and generally a dark brown in color, randomly flecked with bits of green, black, and gray,

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giving the creatures excellent camouflage. The head of the creature has 12 tiny red eyes that are spaced evenly around the large circular mouth, which is filled with tiny sharp teeth that curve inwardly toward the creature's gullet.

Burrowing Bulati live mainly underground except when they are hunting. When they need to feed, they take to the air and fly high above the ground, searching out either carrion or living flesh to burrow into. When on the ground they are effectively invisible and very difficult to spot (as per the *chameleon epidermis* mutation). These creatures surprise on a 1-3 instead of the usual 1-2.

A Burrowing Bulati attacks by first biting its victim (requiring a successful to hit roll) and, once it is latched on, will begin to burrow into the creature. The bite of the creature injects a powerful anesthetic, so that the victim does not even know it has been bitten. This burrowing does 1d8 points of damage per round, and half of the damage sustained will go to heal the burrower, as its mutated metabolism turns the food into new flesh.

While the creature is burrowing, any attacks on it will affect the victim as well. Unlike other dangerous insects, this creature does not attempt to burrow to the heart of its victim, and it is content to eat and eat and eat. Once the creature has consumed 40 hit points of flesh, it will detach from the victim and fly off, find a secluded place to burrow into the ground, and lay its eggs. The burrower lays 1d100 eggs, which hatch in exactly 21 days. The immature burrowers then stay underground for three months while they mature.

Many cultures actively hunt these creatures down to harvest their saliva, as it can be used as a powerful anesthetic.

Mutations: *anesthetic venom (new), chameleon epidermis, complete wing development.*

Buwaya

No. Enc:	1
Alignment:	Chaotic
Movement:	40' (13') Swim: 120' (40'),
Armor Class:	1
Hit Dice:	30
Attacks:	1 (bite or tail slap)
Damage:	6d10/4d12
Save:	L20
Morale:	10
Hoard Class:	XXII

Also known as Devil Dragons, the Buwaya are massively mutated estuarine crocodiles. The creatures' ancestors could reach up to 20 feet in length, but these monsters easily reach 80 to 100 feet and weigh in at 10 or more tons. Due to their massive size, they prefer to live in the ocean. On land, they are ungainly and much slower.

Buwaya are one of the worst predators to hunt the seas. Their appetites are as large as they are and even sharks steer clear from these predators.

Buwaya have a keen intelligence and are thoroughly evil. They actively seek out ships and will often attack and sink them, and then toy with the hapless survivors before finally devouring them.

Any victim bitten by the Buwaya with a natural 20 will be swallowed whole. The creature can attempt to cut its way out of the Buwaya's stomach, but will suffer 3d6 acid damage per round. The lining of the Buwaya's stomach is very strong and has an effective armor class of 5. At least 30 points of damage has to be done with only slashing weapons to cut free. And this will make the Buwaya very angry ...

Once per day, the Buwaya is able to produce a powerful sonic roar. It typically uses this roar when attacking ships or large groups of prey. Any vehicle subjected to this attack will lose 1d3 levels of condition grade due to the damage it causes. The vehicle is allowed a saving throw based on the highest level character aboard own saving throw against that type of attack.

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Like dragons of myth, the Buwaya love to collect treasure and keep it hidden away deep within the ocean, usually inside old ruins or shipwrecks that they have managed to create an air pocket, to keep their goods from wasting away.

Mutation: gigantism, sonic roar (new).

C

Cold Pali

No. Enc: 1 Patch
Alignment: Neutral
Movement: 0
Armor Class: 9
Hit Dice: 10
Attacks: special
Damage: special, see description
Save: L6
Morale: 12
Hoard Class: None

Cold Pali is found infrequently among



the rice paddies of the Southeast Asian countries. It is literally indistinguishable from its un-mutated cousin, the rice plant. Each patch of Cold Pali covers one square foot per hit dice. A typical Cold Pali is 10 feet in diameter, but entire fields have been known to grow up to hundreds of feet across.

Typically, the Cold Pali grows among other rice but, when the tribes go to harvest it, its true nature is revealed. When disturbed (e.g., by moving through it), the Cold Pali releases a burst of freezing cold energy, damaging everything within a 10-goot radius. Anything caught in this radius suffers 10d6 damage (save vs. energy attacks for half damage).

Of course, this kills the regular rice plants as well as the harvesters. It is thus a hated plant, greatly feared by the tribal folk who rely on rice as a food staple. Fortunately for most tribesfolk, they have been able to figure out ways of distinguishing Cold Pali from the un-mutated version; the easiest way to tell is that the ambient air temperature around the Cold Pali is typically a few degrees lower than that of the rest of the field. Keen tribesfolk are able to detect this and can usually map out the location of where the Cold Pali is located.

Tribals have discovered that the only way to effectively destroy crops of Cold Pali are to use poisons or non-energy-based mutations, as any energy-based weapon is turned back on the user.

Mutations: reflective epidermis (all energy).

Corpse Eater

No. Enc: 1d4
Alignment: Neutral
Movement: 120' (40')
Armor Class: 5
Hit Dice: 9
Attacks: 3 (bite, 2 claws)
Damage: 1d12/1d8/1d8
Save: L9
Morale: 7
Hoard Class: VI

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These mutated humans are sometimes mistaken for Aswang (q.v.). Instead of being supernatural monsters, however, they are just one of many mutated humanoids that inhabit the tropical wastes. Like the Aswang, they live among human or humanoid communities, using their Metamorph ability to appear as regular humans. The only time they revert to their true form is when they are feeding.

Their true appearance is that of a skeletal human with bright red eyes and monstrous fangs, as well as wickedly-clawed hands. They are completely hairless and their skin has the pallor of a corpse, alternating from bruised looking to pale white.

Despite their appearance, Corpse Eaters are not true monsters. Most are content to live among human communities as humans, only feeding when they have to, while others actually become monsters, kidnapping victims and killing them, allowing the bodies to begin decompos-

ing before they feed.

Corpse Eaters reproduce by taking human or humanoid mates, never revealing their true appearance to their mates. They have the same gestation period and the same lifespan as regular humans or humanoids, and all children born appear to be human or humanoid. It is not until the children reach puberty that they begin to take on the appearance of their parents. When puberty hits, the Corpse Eater will take the child away from the human parent and teach it about its true nature and how to control its metamorph power.

Corpse Eaters must eat carrion in order to survive, but they can also consume regular food, which helps them fit into human communities. They can feed on animal or humanoid corpses, but only the true monsters of this mutated race feed off the latter.

When they feed, Corpse Eaters must revert to their true forms or, if they need to defend themselves, they will use their natural forms. Any creature bitten by a Corpse Eater must save vs. poison or contract the flesh-eating disease or leprosy (GM's choice).

Mutations: aberrant form (natural weapons, xenomorphism), dietary requirement change (carrion, new), metamorph.

Curser

No. Enc:	1
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	6
Hit Dice:	7
Attacks:	1 (bite)
Damage:	1d3
Save:	L7
Morale:	9
Hoard Class:	IX, X

Cursers appear to be for all intents and purposes to be human females with ruby-red eyes and snow-white hair, much like albinos. Their physical appearance is otherwise as varied as that of pure humans, and they have the same gestation period. They will, however, only take

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pure humans as mates and any offspring produced is always female, and a Curser.

Cursers are greatly feared by the people of Southeast Asia as they are considered to be both witches and very evil in nature. That is not the case, however, as they are actually neutral and have no desire to harm others. But, if they are wronged in any way, they are quick to exact revenge and have many powerful mutations to aid them.

Most of the time Cursers live in seclusion but typically stay within a day's walk of most communities. Often they will take on the forms of other women, and sometime even men or regular animals, in order to scout out any settlements they wish to live near, and to get a feel how the locals feel toward mutants and see what they have to offer in trade goods, technological level etc.

Cursers' homes are always hidden away, be it deep in the woods, underground, in ruins, or other such places. The interiors of their homes are very clean and neat, with comfortable furnishing and all the luxuries that they can obtain.

When wronged or attacked, they will often use their *mental phantasm* mutation in order to scare away any would-be attackers, usually creating illusions of powerful mutant beasts that live nearby or something else appropriate. If an attacker is not deterred by this, the Curser has several other mutations that will come in very handy (e.g., *energy ray*). Every time they use this mutation, it has a different effect, being heat, cold or electricity. Often they will use this in conjunction with *mental phantasm*, making it appear as if they are throwing bolts of lightning, fireballs, iceballs.

Lastly, Cursers have a powerful mental ability that, for all purposes, seems to place a curse on anyone they wish. Treat this as a mental attack with the Curser having a Will Power of $10 + 2d4$. If the attack succeeds, the target discovers that its life is now filled with terrible luck. The target of the curse suffers a -3 to all saves as well as a -1 to all attack rolls and -1 per dice of

damage (e.g., if a cursed victim does hit a creature and the weapon does 2d6 points of damage, they will roll damage as usual but subtract 2 from the total. So, if they would normally do 7 points of damage with the attack, it becomes 5 points as a result of the curse). The target is allowed a saving throw each day against energy attacks to shake off the effects of this curse (with the inclusion of the -3 penalty). The curse will last for 21 days unless it is shaken off or the Curser who used the attack decides to end it.

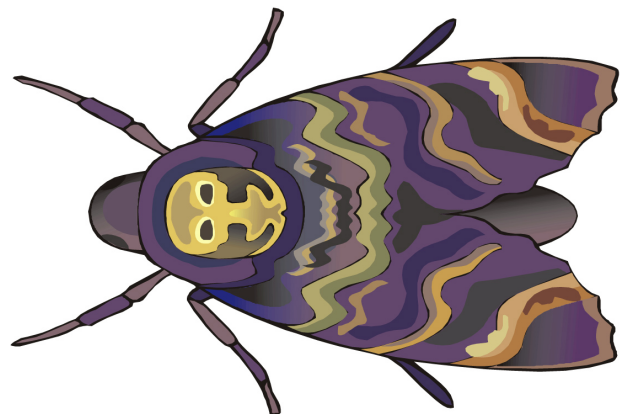
Mutations: *energy ray, mental phantasm, negative energy effect (new), night vision, psionic flight, shapeshift (new).*

D

Damit Eater

No. Enc:	1d6 (10d100)
Alignment:	Neutral
Movement:	9' (3')
	Fly:150' (50')
Armor Class:	4
Hit Dice:	1
Attacks:	1 (bite)
Damage:	1d3
Save:	L1
Morale:	7
Hoard Class:	None

These creatures are large mutated moths and are descendents of the common gypsy moth that is found worldwide (and, like



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many mutated insects, are somewhat larger than their tiny ancestors).

These creatures grow to have a wingspan of 1 foot in length, but weigh no more than a single pound. Their wings are flat gray in color but their bodies have a strange pattern that looks like plaid.

Unlike their ancestors, which fed off of plants and the like, once these creatures undergo the change into the moth stage they retain their mandibles and still need to eat in the same manner. They have huge appetites and can feed off of fibrous plants but this barely sustains them and they are attracted to any sort of cloth. Normally, they flit about seeking a suitable source of food and, when they find it, send out an instinctual telepathic "burst" that will attract the attention of all other Damit Eaters within a 10-mile radius. When other Damit Eaters receive the call they teleport to the location to join the feast.

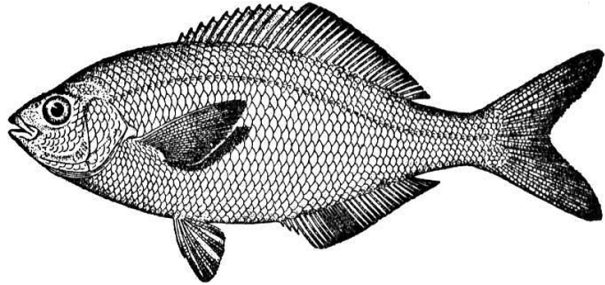
The bites of these creatures are purely accidental and they are mainly interested in getting at the clothing and, unless the unfortunate victim happens to be a fibrous plant, will only bite while eating food.

The cocoons of these moths are highly sought out by tribal folk because the silk makes strong, soft cloth. And, strangely enough, Damit Eaters will not consume clothing made from this silk.

Mutations: gigantism, neural telepathy, teleport.

Digger

No. Enc:	1
Alignment:	Chaotic
Movement:	90' (30')
	Swim: 150' (50')
Armor Class:	4
Hit Dice:	12
Attacks:	1 (bite or ram)
Damage:	1d12 plus class 8 poison/4d6
Save:	L12
Morale:	7
Hoard Class:	None



Diggers are dangerous mutated descendants of whitefish that have adapted to life both in the water and on the shores. These creatures have grown to five feet in length and their fins have developed so that they can move and burrow on the loose sand that is commonly found along the shorelines of the oceans.

Diggers' bodies are covered in iridescent scales and have tiny holes all over, which is where their main defense comes out from, spikes tipped with Class 5 poison.

These creatures come out of the water in order to hunt. They use their modified fins to burrow into the loose sand and cover themselves up so that they are hidden from view. Their eyes can extend from their skulls on retractable stalks and are the only things that are visible when they are hiding in the sand, but look like nothing more than misshapen twigs that have washed upon the shore.

When they attack, typically by surprise, they burst out of the sand and attempt to ram their intended targets, impaling them on the spikes and allowing their poison to incapacitate or outright kill their victims. Once they have dealt with a victim, they quickly feed off the remains and then return to the ocean until it is time to feed once again.

Diggers are very territorial and will fight others of their kind that encroach upon their territory.

Mutations: aberrant form (xenomorphism, natural weapons), toxic weapon.

E

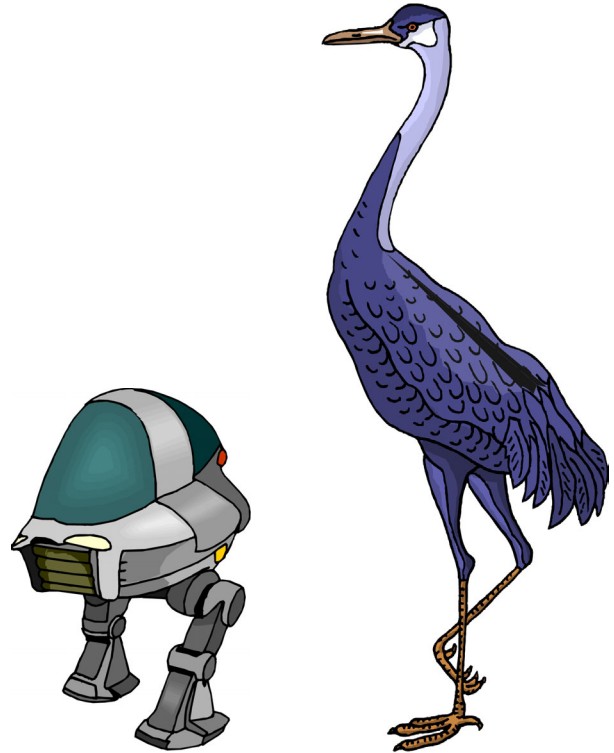
Egret Puppeteer

No. Enc: 1d12
 Alignment: Neutral
 Movement: 30' (10')
 Fly: 150' (50')
 Armor Class: 7
 Hit Dice: 2
 Attacks: 1 (peck)
 Damage: 1d4
 Save: L2
 Morale: 4
 Hoard Class: special (see below)

Egret Puppeteers are mutants that have developed a strange way of defending themselves. These Egrets appear as they did before the final war, long-necked birds with long bills, up to 2 foot tall and weighing about 10 pounds, that live around shorelines, marshes, and rice paddies in many Southeast Asian countries.

These birds spend their days eating snails, small lizards, crabs, fish, and larger insects, and have been known to hang around water buffalo and other large mammals, eating parasites that live off the skins of these creatures. They live together in small colonies, typically of up to a dozen birds. They lay three to five eggs every four months and the parents stay with the eggs, incubating them for about three weeks until they hatch. The young grow to adulthood in two months.

What sets these mutated birds apart from their non-mutated cousins is the fact that they have developed powerful mental mutations that allow them to control robotic units. They can quite literally take over the CPUs of programmed and Artificial Intelligence units and force them to become guardians for them, protecting them from larger predators and from hunters. If a robotic unit proves to be too difficult for one Egret Puppeteer to handle, other members of the flock will use their *metaconcert* mutation to help try to take control of the



unit. This ability has a range of up to 150 feet and, if they go past this range, any controlled robotic unit is automatically freed from the control of the Egret.

When they are feeding, Egret Puppeteers will keep their robotic guardians nearby, typically hidden from casual view (e.g., in tall reeds, trees, gullies). Only when they feel threatened do they bring out their guardians to attack. Most of the time the Egret Puppeteer will simply fly high into the sky until the threat has been dealt with or the guardian has been destroyed.

The GM can determine the strength of guardians as appropriate and/or use Egret Puppeteers against parties that have androids in the group.

Mutations: *metaconcert*, *possession* (computer, new).

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F

Flensing Eel

No. Enc: 1d12
Alignment: Neutral
Movement: Swim: 120' (40')
Armor Class: 3
Hit Dice: 6
Attacks: 5 (bite, 4 fin slaps)
Damage: 1d6/1d10/1d10/1d10/1d10
Save: L6
Morale: 7
Hoard Class: None

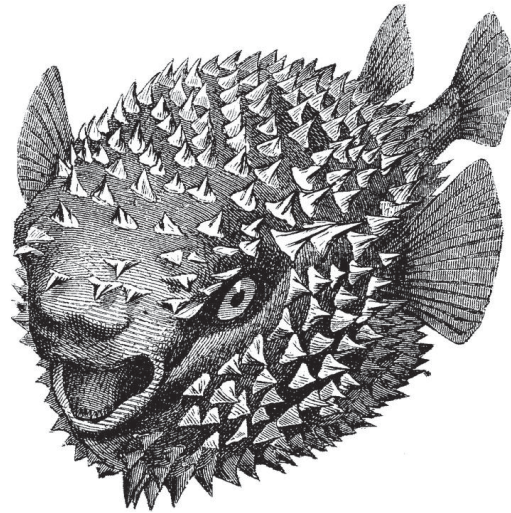
These mutated eels are found all over the oceans and waterways of Southeast Asia. They are on average eight feet in length and can weigh in at more than 200 pounds. They are a deep, nearly-black green in color and have heads that look like grinning human skulls filled with dagger-like teeth.

Flensing Eels live in small colonies that are grouped around underwater wreckage or outcroppings of rock, places where the creatures can live in peace and lay in wait for meals to swim by – or for meals that are too curious for their own good.

Instead of a hard internal bone structure, the skeleton of the fish is hard cartilage, allowing it to fit into spaces most creatures of its size would not have a hope of fitting into.

These creatures move very quickly under the water and when they attack, they bite and then curl around their targets at blinding speed, slashing at them with four fins that serve no other purpose but attack. These fins are tipped with razor-sharp barbs that can tear through even the thickest hides, inflicting hideous wounds.

Mutations: aberrant form (natural weapons), skeletal structure modification (cartilage, new).



Flying Puffer

No. Enc: 1d20
Alignment: Neutral
Movement: 60' (20')
Swim: 150' (50')
Fly: 210' (70')
Armor Class: 4
Hit Dice: 1
Attacks: 1 (bite or slam)
Damage: 1d3 or 1d8
Save: L1
Morale: 4
Hoard Class: II, III

Flying Puffers are mutated puffer fish that have developed the ability to fly and breathe air. The fins of the fish are greatly elongated and when in the air work quite readily as wings, which is a great way for the creatures to escape from potential predators and allows them to stay on dry land for short periods of time. The Flying Puffer can typically stay on dry land for two hours at a time before they need to return to the water.

These creatures are typically no more than a foot in length and weigh about five pounds.

Like their ancestors, Flying Puffers are generally quite small, until a threat presents itself. When this happens, the puffer can expand its body to tremendous proportions, easily growing to three feet or more and greatly increasing their density, while causing powerful spines

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to pop out from its scaly flesh. These spines are also coated with a mild toxin (class 2) that can cause painful burns when they pierce the skin.

If threatened, the Flying Puffer can either bite or slam its body into that of a target, piercing it with its spines and allowing its toxin to cause even further damage. When a Flying Puffer uses this latter form of attack, however, it is no longer capable of taking flight, so one will typically use it only when it cannot escape from a predator. They are, however, quite timid and more often than not prefer to flee potential predators.

Although somewhat dangerous to hunt, Flying Puffers are a staple in the diets of many shore-dwelling communities, as many portions of these fish can be used for not only food but also as weapons and for medical purposes.

Mutations: aberrant form (xenomorphism), complete wing development, density alteration, spiny growth, toxic weapon.

G

Gek

No. Enc: 1d12
Alignment: Neutral
Movement: 120' (40')
Climb 120' (40')
Armor Class: 6
Hit Dice: 2
Attacks: 1 (bite) or by weapon
Damage: 1d3 or by weapon
Save: L2
Morale: 6
Hoard Class: II, III

Geks are a race of tiny mutated geckos, descended from the common house geckos found throughout Southeast Asia. These creatures have evolved rudimentary intelligence and live in small clans, which mark out their territories and defend it from intruders.

These small mutants are no more than a foot in length from the tips of their



in small caves or in damp ruins and their diet consists almost exclusively of insects, both normal and mutated. It is not unknown for Geks to hunt insects significantly larger than themselves and it is a well known fact that the more dangerous an insect is, the more likely they will target it. Thus, they are often welcomed by tribes that have been having issues with dangerous insects.

Communication is via a complex language of grunts and clicks, which is difficult for most other creatures to understand, let alone use.

Geks have a highly-developed natural chameleon epidermis, which allows them to remain almost invisible in the right conditions, and have a natural immunity to all poisons. Due to the nature of their skin, these creatures need to be near water and have to moisten their skin at least once every 24 hours or they begin to sicken and will soon die.

Although Geks have no use for technological artifacts, they do recognize the importance of such items and will often trade found items for food or the right to hunt in a particular locale. Also, Geks do use primitive weapons, such as spears and clubs, when dealing with prey that could cause them significant harm.

Mutations: chameleon epidermis, clinging (new), epidermal dependency: (water, new), increased sense (sight, hearing, smell).

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Gentle Giant

No. Enc: 1d4
Alignment: Lawful
Movement: 90' (30')
Armor Class: 1
Hit Dice: 20
Attacks: 2 (punches)
Damage: 2d12+5d6+15/2d12+5d6+15
Save: L20
Morale: 12
Hoard Class: V, IX

As their name implies, these mutated humans are massive, powerfully-built combat monsters. They typically stand at eight to 10 feet in height and weigh between 500 and 1,000 pounds. Their outward appearance is that of a tank on two legs, their bodies being covered with reflective bony plates that stop all but the most powerful attacks and are capable of turning blades and even energy attacks. Gentle Giants' visages are frightening to most people, with heavy brows, eyes set deep within their sockets, and large, steam-shovel-like protruding jaws. Their hands are massive and have steel-strong spikes protruding from their knuckles.

A surreal blue third eye is located in the center of the forehead, which is covered by the body armor and only opens when the giant is studying or speaking to someone.

Gentle Giants are very soft spoken and are quick to smile, although most people find this disconcerting, and they have a well-developed sense of humor and can appreciate beauty in all its forms. Those that befriend others consider it to be for life and are loyal to a fault.

Despite their truly frightening appearance, Gentle Giants are just that. They are a very peaceful race, capable of showing great tenderness and mercy, and are selfless and always willing to help those in need. They quite literally live by the philosophy of "turn the other cheek" and will forgive an attack, as long as the offender does not continue. If they are forced to defend themselves, they are a deadly force to be reckoned

with, able to beat down all but the most dangerous foes.

Even though they are peaceful and prefer to avoid fights at all costs, Gentle Giants will on the occasion take up a cause and will go to war. Usually, this is when there is a dangerous creature that has taken many lives, or a despot that is making life difficult for others. Heaven itself quakes in fear when these giants go on the warpath.

In combat, they are truly deadly opponents. Gentle Giants will readily use the *extreme body adjustment* mutation in order to obtain any advantage they can use against targets. This, combined with their combat empathy, greatly increased strength, and various mental mutations, nearly ensure that, if they get into combat, they will emerge the victors.

Mutations: aberrant form (natural weapons), bizarre appearance (drawback), combat empathy, empathy, extreme body adjustment (new), gigantism, increased physical attribute (strength, constitution), intellectual affinity (martial), molecular intuition (new), natural armor (extreme, modified), precognition, reflective epidermis (heat, electrical).

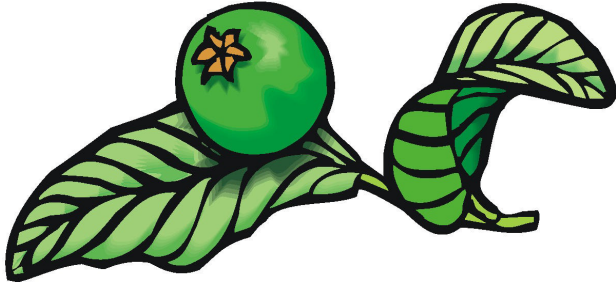
Guav

No. Enc: 1
Alignment: Neutral
Movement: 0
Armor Class: 2
Hit Dice: 17
Attacks: special, see description
Damage: special, see description
Save: L17
Morale: 12
Hoard Class: incidental

Guav are fairly uncommon mutated guava trees that are found in Southeast Asia. Like their un-mutated cousins, the Guav appear to be moderately tall fruit-bearing trees, standing at a maximum height of 25 feet.

Guav produce fruit only one time a year. During the spring, the trees flower, attracting many different types of flying insects to help in pollination, and

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the flowers grow within two months into full guava fruit; a tree produces 200-500 individual pieces of fruit.

For the most part, Guava are harmless, although if they are injured or threatened in any way they have a unique way of defending themselves, and will send out 1-10 specialized sensor pods attached to long, snake-like vines. Protruding from the tree, these pods fan out in all directions, and have a range of 35 feet. The pods will then actively seek out life force energy and will target it with several different types of attacks.

First, the tree will attack with a burst of heat energy which has a range of 50 feet. It can only use this attack once every five combat rounds. If the attack does not dissuade any predators, it will use a second specialized attack, squirting out a stream of powerful acid that does 5d6 damage. It will continue to burn, the damage being reduced by 1d6 per round until after round six it causes no further damage. The tree can only use this attack once per day.

Finally, the tree will use its control temperature attack. This attack is an area-of-effect attack, covering an area of 25 feet in diameter. It will continue this attack until the attackers either flee or are killed outright.

Mutations: energy ray (heat), natural armor (plant), natural vegetal weapons, new senses (life force sense, new), temperature control.

H

Haribon

No. Enc:	1d6
Alignment:	Neutral
Movement:	90' (30')
	Fly: 150' (50')
Armor Class:	5
Hit Dice:	7
Attacks:	3 (beak, 2 claws) or by weapon
Damage:	1d4/1d6/1d6
Save:	L7
Morale:	8
Hoard Class:	VII, VII, XII

These magnificent birds were, before the final war, on the verge of extinction. The only reason that they survived instead of disappearing from the planet forever was due to the extensive work of pre-war conservationists, who worked tirelessly to breed the birds in captivity. Although many of the creatures' ancestors died during the holocaust, those that survived ended mutating into a highly-evolved race.

Physically, the Haribon, or Philippine Eagle, appears much as it had before the final war, standing nearly a yard in height and with a wingspan of almost six feet and with a weight of no more than 50 pounds.

The Haribon has evolved into an intelligent species that is able to communicate and use tools. They live together in small family "flocks" high up in the mountains of the south Pacific island chains. Although primitive by most intelligent racial standards, the Haribon employs artifacts whenever they can get their talons on them, and they have a natural affinity when it comes to figuring out pre-war artifacts.

Haribon like shiny objects, and are particularly fond of silver and gold. They also understand the value of such precious metals and hoard them, even though they rarely actually use their treasure. Because of their intuitive grasp of understanding technology, they

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often are hired out by people who have difficulty understanding or figuring out artifacts that they have discovered. For a fee, the Haribon will work together to discover the secrets behind any artifact that they are presented with. Those who deal with the Haribon do so with the utmost confidence because, due to some genetic quirk, these creatures are incapable of lying. This mutation goes both ways, however, and the Haribon are able to tell when someone is lying to them – and they don't take kindly to dishonesty.

When threatened, a Haribon can use its formidable talons as well as its beak in combat, but prefers to use its energy ray instead, which has a range of 50 feet. They are not above using powerful artifact weapons to defend themselves, thanks to their telekinetic hands.

Mutations: echolocation, energy ray (electrical), intellectual affinity (tinkering), intuitive lie detection (new), quick mind, telekinetic hands (new).

Heap

No. Enc:	1d6
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	0
Hit Dice:	5
Attacks:	3 (slaps)
Damage:	1d10/1d10/1d10
Save:	L5
Morale:	12
Hoard Class:	III, IV, V, XX (artifacts only)

Heaps are strange creatures and wasteland scholars argue about their origin and whether or not they are a form of slime or a type of plant. Either way, these creatures are dangerous and unpredictable, and downright evil in their own right.

Heaps appear as piles of garbage typically about five feet in diameter. They look like anything from rusted cans mixed in with paper and shards of glass, to chunks of rubble, to piles of discarded clothing. The only thing that they have in common is that there is an abundance of green, slimy-looking moss that covers portions of the creature. In reality, this substance is the "glue" that holds the Heaps together and contains their alien intelligence.

Heaps are found only in ruins or places where there is an abundance of litter or rubble to use. They lay in ambush, even when they are not hungry, waiting for hapless victims to pass by and then they spring their attack, surprising on a roll of 1-3. They use three, five-foot-long long pseudopods covered in rock and jagged garbage to attack targets and, if they are able to kill a victim outright, roll the bulk of their body over the corpse and feed on it, adding anything it is carrying to their own mass. These creatures are actually quite hard to hurt, because the garbage and junk that they use makes excellent armor. They often toy with victims and often use money or artifacts as potential "bait" to try and lure them in.

Once a year, a Heap will reproduce,

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and literally splits in two, dividing up its total hit points between the two creatures. For some reason, there will never be more than six of these creatures in any single location. When the annual splitting occurs, any new Heaps created over six will leave and find territories of their own.

Mutations: *toxic weapon.*

Hydrosaur

No. Enc: 1-d4
Alignment: Neutral
Movement: 120' (40')
Swim: 90' (30')
Climb 120' (40')
Armor Class: 3
Hit Dice: 8
Attacks: 4 (bite, 2 claws, tail slap)
Damage: 1d6/1d8/1d8/1d10
Save: L8
Morale: 6
Hoard Class: VII

Hydrosaur are the mutated descendents of the sailfin lizard. These reptiles are nearly six feet in length and can weigh in at well over 400 pounds, making them considerably larger than their much smaller ancestors.

Hydrosaur make their nests on the shores of rivers, lakes, and other bodies of water, although they do prefer to live near salt water. They spend most of the day either sunning themselves on the rocks or hunting for food along the shore or in the water. Their favorite food is fish, although they will hunt and kill smaller mammals, reptiles, and other creatures.

Males are solitary and will often fight one another for territorial rights, but typically not to the death, with the loser leaving and finding territory of its own. Females find a mate once every four years and build a nest, hidden away from sight, which they line with shiny objects (thus the hoard class), and then lay one to three eggs at a time. The female stays with the young after they hatch, nurturing and caring for them until they reach maturity in three years.

Hydrosaur, if captured at a very early age or taken before they hatch, will bond with those who feed and care for them. The lizards become quite loyal, are actually very affectionate, and enjoy having the scales around their necks rubbed. They will defend those who they consider to be their "parents" to the death.

Although they are huge, these creatures are actually quite timid and are more likely to flee than to fight but, when they are attacked or cannot escape, they make quite formidable opponents as a result both of their natural weapons and the mutations they possess.

Anyone bitten by a Hydrosaur must save vs. poison or contract the flesh-eating virus. Also, the lizards have a third, almost vestigial eye located on the top of their heads, almost directly center between the regular eyes. This eye remains closed most of the time, except when the Hydrosaur employs its optic emissions.

Mutations: *clinging (new), gigantism, increased sense (sight, hearing, smell), optic emissions (gamma eye), reflective epidermis (radiation), thermal vision, toxic weapon.*

Iron Eater

No. Enc: 1d8
Alignment: Neutral
Movement: 120' (40')
Armor Class: -1
Hit Dice: 14
Attacks: 1 (bite)
Damage: 4d12 plus acid
Save: L10
Morale: 12
Hoard Class: None

Iron Eaters are mutated beetles that are commonly found in Southeast Asia. These gigantic creatures can reach eight feet in length and weigh in at well over 2,000 pounds. Their exoskeletons look

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like rusted iron, and flakes are constantly dropping off their bodies. Like most beetles, they move around on six long legs. The head is segmented from the body and they have powerful pincers that can rip through the toughest of metal. Three obsidian eyes are centered in the head, directly above the mandibles. Hidden behind the mandibles is a siphon-like mouth, from which they spew a powerful corrosive acid, and which then acts like a vacuum to clean up the melted slurry of metal for them to ingest. Finally, two two-foot-long feathery antenna protrude from the tops of their heads, which help the Iron Eaters to locate metal.

Although they appear almost robotic, they are in fact just mutated insects that eat any kind of metal. Because of this they are usually found in the many ruins that dot the landscape, contentedly melting and consuming the metal that is found in such abundance. For the most part, they ignore the majority of creatures they encounter, excepting those using an abundance of metal equipment and armor.

The beetles attack by first shooting a stream of highly-corrosive acid onto a target (a successful to hit roll is required). This acid does 8d6 damage per round and will continue to burn for 1d6+4 rounds. Any metal object hit by this acid requires a save vs. poison (use the character's saving throw) or it will be

destroyed outright, no matter what level of condition grade it has. The beetle will then go and suck up the melted metal, healing 1d6 points of damage per pound of metal it has consumed.

The beetle can produce this acid once every four hours. If it has used the acid, it will use its powerful mandible to literally rip metal apart, breaking the chunks down into smaller, bite-sized bits that it shovels into its mouth.

If robotic units are capable of feeling fear, these mutated beetles are able to instill it in them.

Mutations: aberrant form (natural weapons), dietary requirement change (base metal, new), gigantism, new senses (magnetic sense, new), toxic weapon.

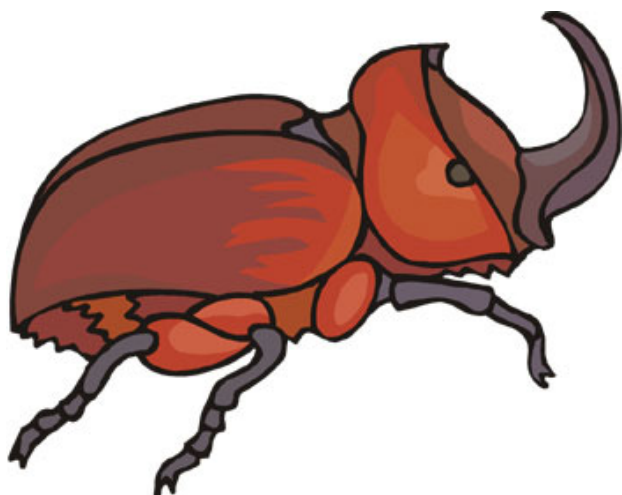
Itim Onano

No. Enc: 1d6
Alignment: Neutral
Movement: 90' (30')
Armor Class: 7
Hit Dice: 5
Attacks: By Weapon
Damage: By Weapon
Save: L5
Morale: 8
Hoard Class: I, II, V

Itim Onano are diminutive mutant humans who live on the outskirts of villages and larger communities located throughout the Southeast Asia island chains. Itim Onano appear to be perfectly-formed humans with two exceptions. First, none ever grow taller than three feet in height, with the average being two-and-a-half feet, and weigh no more than 30 pounds. Second, their skin is a pure obsidian black.

During the daylight, their coloration causes the Itim Onano to stand out but, in the darkness, they are like ghosts, capable of using shadows to remain completely unseen. In dim light or darkness and Itim Onano is effectively invisible and surprises on a 1-3 under these conditions.

Most humans and humanoids consider the Itim Onano to be pests, robbers, and creatures to be exterminated. There is



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some justification for this, as they live off the work of others, sneaking into homes and dwellings during the darkest hours to take food and objects that they find useful.

Others see past this and know the potential use of these diminutive beings. More unscrupulous types often hire Itim Onano to act as spies, thieves, and saboteurs, which the Itim Onano are often more than willing to do – for a fee, of course.

These mutants live underground, or in ruined buildings, caves, hollows of trees, and the like. Although some people believe that they live like animals, the Itim Onano are very clean and keep their dwellings tidy and neat.

In combat, these mutants will use daggers or short swords and have been known to use bows. Occasionally, they will use small artifact weapons, such as pistols or small melee weapons, but find larger weapons to be unwieldy and difficult to handle.

Itim Onano are capable of wearing custom-made armor, but typically forgo doing so, as armor this diminishes their natural night-time camouflage.

Mutations: clinging (new), dwarfism, increased hearing, night vision.

K

Karpintero

No. Enc: 2d6
Alignment: Neutral
Movement: 30' (10')
Fly: 150' (50')
Armor Class: 0
Hit Dice: 4
Attacks: 1 (peck)
Damage: 1d10
Save: L4
Morale: 10
Hoard Class: None

Karpinteros are the descendents of the crimson-sacked woodpecker, commonly found in Southeast Asia. These small birds



appear to be much the same as they were before the final war mutated their ancestors. They stand at only a foot in height and weigh no more than five pounds.

What sets Karpinteros apart from their ancestors is that their beaks and feathers are laced with metal and incredibly tough. This accounts for their very low armor class and, given enough time, they can peck through pretty much any type of material. If something proves to be too tough for the Karpintero to get through the bird can regurgitate a powerful stomach acid that, with enough time, will soften up and break through all materials. This acid causes 4d6 damage per round and will continue to burn through any material it hits for 2d4 rounds. The bird can produce this acid once every four hours.

Their main diet consists of large insects, which they will actively hunt out, no matter where they hide. Grubs and insect eggs are a particular favorite of theirs.

Karpinteros are very social birds and will never be found alone. Sometimes a

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single pair will be a mated pair, while other times they are a small family group or flock. If captured at a young age, or taken before they hatch, the birds can be raised and trained by human(oid)s to act as pets or guardians.

A mated pair will produce 1-4 eggs annually and once the eggs hatch, the young Karpinteros mature within six months.

Mutation: *natural armor, toxic weapon.*



Leech Vine

No. Enc: 1
Alignment: Neutral
Movement: 0
Armor Class: 5
Hit Dice: 12
Attacks: constrictive tendrils,
blood drain
Damage: 2d6 (special,
see description)
Save: L12
Morale: 12
Hoard Class: I, II, V, VIII

Leech vines are a very common plant predator found throughout the Southeast Asian jungles and swamps. They appear to be nearly identical to numerous other common flowering vines, so by the time a creature figures out that they are near a leech vine, it is often far too late.

The vines typically have a symbiotic relationship with larger trees, clinging to them and gaining nourishment, while protecting their trees from predators and often providing them with fresh fertilizer.

Each vine is covered with hundreds of brightly-colored flowers, which exude a powerful pheromone to attract potential food. Unlike other plants, the Leech Vine can actively control the release of this pheromone, deciding when to use it.

The vine keeps its constrictive tendrils hidden inside its body until it has enticed a victim to come close enough

for it to attack. The vines can reach out up to 20 feet from the main body of the plant, and shoot out through the flowers that cover the vines.

Once the vine has wrapped around a victim it constricts, doing 2d6 damage per turn. At the same time tiny thorns pop out from the flesh of the vine and pierce the skin of the victim, draining an additional 2d4 points of bodily fluids per round. Half of the fluids drained this way are returned to the plant as extra hit points, healing any damage it has sustained.

Any treasure found around the plant is purely coincidental, having been dropped from creatures that could not escape from its grasp.

Mutations: *chameleon metamorph, fragrance development, modified vines and roots (constriction, fluid leech vines; new), prehensile tendrils (constrictive).*



Manananggal

No. Enc: 1
Alignment: Chaotic
Movement: 120' (40')
Fly: 150' (50')
Armor Class: 3
Hit Dice: 14
Attacks: 3 (bite, 2 Claws)
Damage: 1d10 (special, see description)/2d8 (special, see description)/2d8 (special, see description)
Save: L14
Morale: 7
Hoard Class:

Manananggal are mutated shape-shifting humanoids that are right out of Filipino mythology. These creatures take on the appearance of regular humans or humanoids, typically very attractive males or females, and usually live lifestyles of luxury in whatever communities they have taken for their homes.

The actual appearance of Manananggal

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is quite monstrous. They are hairless creatures, with huge bat-like wings that allow them to fly. Their skin is a deep crimson, which looks almost black in certain light. The eyes are unusually large and are pure white, seeming to be without pupils. Typically they make it appear as if they do not have a lower torso, and the illusion makes it look like their internal organs are hanging loose beneath them as they fly around.

Manananggal have only two fangs in their mouths, and these are hollow and allow them to suck their victims' blood, the only food from which they gain any nutritional value. Their hands have long, razor-sharp and nearly-indestructible claws, which they use in combat to hold onto their victims, and the palms of these appendages have small mouth-like organs, which allow the creature to suck blood from the wounds they inflict. Whenever they successfully hit with a bite or claw attack, they are able to inflict an additional 1d8 points of damage each succeeding turn thereafter, so long as they maintain a grip on their victim. This requires a second to hit roll with a bonus of +4. All damage inflicted in this way heals wounds suffered by the creature.

This monster also possesses the *mental phantasm* mutation, which they use to make their appearance as hideous as possible, helping to enhance their *fear generation* mutation. Any NPC seeing one of these monsters must immediately make a morale save and, if it fails, must then flee from the creature. If any NPCs make the check, the creature can then use *fear generation* to try and make them flee.

Manananggal are incredibly vain greedy mutants, more than willing to "vamp" out would-be suitors, figuratively and literally, for whatever they can get. Many of these creatures are very wealthy, their husbands or wives having met some sort of accident or attack by a dangerous mutated creature, leaving all their worldly possessions to the new widow.

The creatures have the same life span and gestation period as humans, and all

offspring appear to be normal humans until they reach puberty, at which time they undergo their first metamorphosis and learn of their true heritage.

Mutations: aberrant form (*xenomorphism*, *natural weapons*), complete wing development, dietary requirement change (blood, new), fear generation (new), mental phantasm.

Manok

No. Enc:	1d20
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	6 (4)
Hit Dice:	1 (4)
Attacks:	2 or 2 (peck, 1 wing slap) or (2 talons)
Damage:	1d2/1d3 or 1d4/1d4 (1d6/1d4 or 1d8/1d8)
Save:	L1 (4)
Morale:	6, 8
Hoard Class:	None

Manok's are mutated tropical chickens. Physically, they are not all that different from their un-mutated ancestors, but there are several unique changes that set them apart, and make them quite dangerous.

Like their ancestors, the Manok live together in small flocks, with one alpha rooster and his brood of hens.

The hens lay four to eight eggs every three months and typically 50-100% of them hatch. Most of the chicks are females but some 30% of them are males, which upon reaching maturity – usually within eight months – leave the brood to start ones of their own. Males that do not leave the brood can fight the alpha male for dominance, with the loser being killed outright.

Female Manoks can generate a fear field once every hour to scare away would-be predators who threaten their eggs or young. Other Manok are immune to this attack.

Male Manoks are very dangerous. They are easily twice the size of the females and are very territorial, and will not hesitate to attack any creatures threat-

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ening their broods. Note that the statistics in parentheses represent the male Manok. Like the females, a male is capable of generating a field of fear, which more often than not will cause a creature caught in its effect to flee. If this does not work, and the offending creature turns out to be too tough for the male Manok to deal with, it can use a shriek attack to stun and deafen a foe.

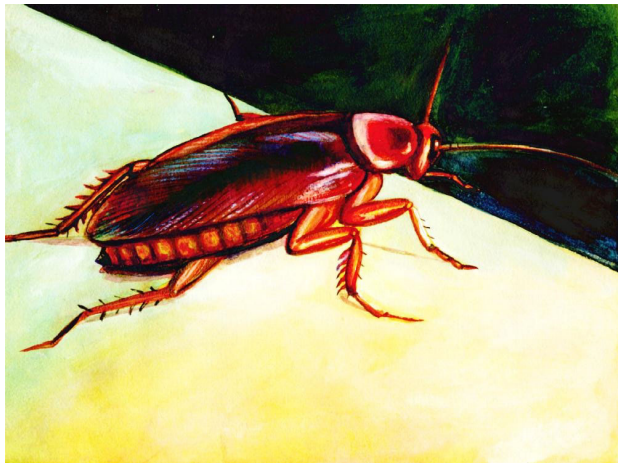
The male Manok will stay and defend its brood against all attackers until the females have managed to escape with the chicks to safety.

Mutations: fear generation (new), shriek.

Maingay Roach

No. Enc: 1d10
Alignment: Neutral
Movement: 150' (50')
Climb 150' (50')
Armor Class: 5
Hit Dice: 1
Attacks: 1 (bite)
Damage: 1d3
Save: L1
Morale: 5
Hoard Class: None

Maingay Roaches, "noisy roaches," are common pests in Southeast Asia. They can be found everywhere and, for the most part, resemble their ancestors. Their exoskeletons are considerably tougher,



and they move a lot faster. The worst aspect of the creature is that they regenerate injuries at an almost magical rate and, if not killed outright, will regenerate all damage sustained in the next combat round.

Maingay Roaches are usually only active at night, or stay in dark, damp places. They feed on refuse and no matter how carefully someone seals a package, if there is food, the roaches are able to find their way into it by using their *insubstantial* mutation.

The roaches defend themselves mainly through painful bites, but their best defense is in the fact that when they are hit by physical attack, such as a melee weapon, they let out a painfully loud screech that can cause injury up to 10 feet away. One can use this screech only once per round, no matter how many times it is hit.

All Maingay roaches are asexual and lay one to 100 eggs in dark, damp nests once every three months. Despite the fact that they are insects, the eggs are actively sought out by many creatures because of the healing properties they contain, and a single egg will heal 6+1d6 points of damage.

Mutations: asexual (new), clinging, *insubstantial* (new), sonic burst (new).

May Dalawang Ulo Ang Higante

No. Enc: 1d3
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 5
Hit Dice: 8
Attacks: 1 (bash or by weapon)
Damage: 3d6 + 3d6 or by weapon
(base damage plus 3d6)
Save: L8
Morale: 7
Hoard Class: VI

May Dalawang Ulo Ang Higante literally means "two-headed giant." Each member of the species of mutant human stands between 10 and 12 feet in height and possess two fully-functional heads. Both male and females are powerfully muscled

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and easily intimidate smaller creatures. These fierce inhabitants of the South Pacific island chains are bullies and enjoy picking on those weaker than themselves ... which is pretty much everyone. They are, thankfully, uncommon.

Several factors keep these creatures from dominating the lands that they inhabit. First, they are incredibly stupid, being incapable of understanding even the simplest artifacts. Only if someone takes the time to actually show them how to use an artifact will they ever be able to comprehend it, and then only the simplest, such as pistols, rifles, or melee weapons. Second, even though they are immensely strong, they move very slowly.

Despite these drawbacks, May Dalawangs are incredibly tough to kill. They make up for their slow speed by being able to regenerate from all but the worst injuries, given enough time, and their bodies are covered with a toxic slime (Class 5 poison) that makes physical contact a very dangerous proposition at best. These creatures are immune to the poison slime generated by members of their own race.

More disreputable types often hire May Dalawangs out as bodyguards or employ them in mercenary companies, knowing that their sheer size and brute strength often make up for their other "shortcomings."

Despite the fact that these creatures have two heads, they have a single personality that controls the entire body (although they often will use both heads in a conversation, using each head to speak a word or a sentence).

Mutations: *atrophied cerebellum (drawback), dermal poison slime, dual-headed, gigantism, increased physical attributes (strength), regeneration, slow.*

Minuta Cat

No. Enc: 1d6 (hunting parties),
5d10 (tribes)
Alignment: Neutral
Movement: 120' (40')
Climb 60' (20')
Armor Class: 5
Hit Dice: 9



Attacks: 3 or 1 (bite, 2 claws, or by weapon)
Damage: 1d4/1d6/1d6 or by weapon
Save: L12
Morale: 7
Hoard Class: V (Individual), XIII, XIV, XXI (weapons only, no armor or coins)

Minuta Cats, the mutated descendants of Philippine Leopard Cats, can only be found in mountainous regions of Southeast Asia. Unlike their ancestors, these creatures appear to be nearly human, standing typically at four to five feet in height and weighing in at around 100 pounds at the most. Only their heads still appear to be completely feline, and their bodies are covered with soft fur, striped like that of a tiger. Their hands and feet still retain retractable claws, which they use for climbing and in combat.

These mutants have obtained intelligence on a scale that equals most humans and live in small tribes. Over the gen-

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erations since the first of the Minuta Cats achieved sentience, the creatures have observed human civilization and have taken many aspects of it as their own.

Minuta Cats take one mate for life, and both sexes mature and can produce offspring within 10 years. Females gestate for six months and give birth to litters of one to four kittens. The kittens are able to care for themselves within two years of birth.

All young, despite the individual parents, are raised by the entire tribe.

Minuta Cats are hunters with few peers and love combat. Scars are considered a badge of honor and they will actively seek out weapon masters to learn from and train with in order to bring the skills back to their respective tribes.

Like many primitive peoples, they are not adverse to using technological artifacts when they can obtain them, and are quite adept at fashioning melee and ranged weapons to use when no artifacts are available. Minuta Cats, however, prefer hand-to-hand-combat, and one thing that all tribes have in common is that somewhere in the distant past the common ancestors of all the tribes learned Kung Fu, which is taught to every member from the moment they can walk.

Because of their *extreme body adjustment* mutation, they can perform amazing feats of martial arts prowess, even if it costs them to do so.

Mutations: *aberrant form (xenomorphism), extreme bodily adjustment (new), increased balance, increased sense (sight, hearing, smell).*

Mud Doppler

No. Enc: 1d4
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 7
Hit Dice: 10
Attacks: 3 (bite, 2 slams)
Damage: 1d10/1d6/1d6
Save: L10
Morale: 7
Hoard Class: VI, VIII

It has yet to be determined exactly what Mud Dopplers are and wasteland scholars have not been able to determine if they are some sort of mutated human or something else entirely. At first sight, these creatures appear to be nothing more than large puddles of mud, usually covering an area of about five feet in diameter. When they spring an attack (surprising on a 1-3), these creatures then take the appearance of a humanoid made entirely of mud. In this form a Mud Doppler has no features, just a large mouth filled with dagger like teeth, two arms ending in blunt appendages, two legs, and a torso. No sex is evident.

As the creature attacks, it absorbs portions of the victim into its body. Once 10 or more hit points of damage has been done to a single target – a Mud Doppler will only attack one creature at a time – a change begins to take place over the course of three rounds.

The first round, the Mud Doppler's body will take on the exact physical shape of the victim. On the second round, the Mud Doppler will then take on all the victim's mutations, both physical and mental. Finally, on the third round, the Mud Doppler will look and act like an exact copy of the victim.

These creatures are intelligent and quite often will capture victims and keep them secured in a location and then go on to take over their lives, often stealing a victim's possessions from his or her home, ruining relationships, and generally creating chaos whenever and wherever it can.

These creatures can and will use all manner of weapons, from primitive to advanced, and they can use armor (although not while in their natural forms). While one is duplicating a creature, a Mud Doppler is able to live off whatever food it requires, but in its natural form is parasitical and have to use its *vampiric field* mutation in order to survive.

It is not known how long these creatures live or how they reproduce.

Mutations: *aberrant form (natural weapons, xenomorphism), genetic doppelganger (modified, new), vampiric field.*

N

Niyog Tiki

No. Enc: 1
 Alignment: Neutral
 Movement: 0 (180' (60'))
 Armor Class: 6 (0)
 Hit Dice: 8 (1 hp)
 Attacks: 1 (burrow, see below)
 Damage: See below
 Save: L6
 Morale: 12
 Hoard Class: incidental,
 up to GM to decide.

Niyog Tiki are mutated seed plants that are parasitical in nature. They have several unique mutations that allow them to quite literally invade a host and then begin to live off them.

In the wild they appear to be clusters of small oval seeds attached to large branches. These branches grow out of other plants and are often found growing from carcasses. There are typically several hundred seeds per plant.

The plant seeds come in two varieties – an edible version and the mobile seeds. No two Niyog Tiki have exactly the same type of edible seeds and each plant will produce up to three different varieties, and this is the reason many tribesfolk are willing to risk getting at the plants to harvest the seeds. The seeds often appear as pineapples, bananas, and mangos but other tropical fruit types have been seen.

It is the mobile seeds that are dangerous. The stats for the seeds are shown in parentheses in the statistic block. When the Niyog Tiki senses living organisms approaching, it sends out 1d6 mobile seeds per target. When the seeds detach from the plant, they unfurl and take on the appearance of small gecko lizards, which upon closer inspection are actually plants. Due to the size and speed of the seeds, they are very difficult to hit, but can easily be destroyed, as they have only 1 hit point each.

These lizards actively seek out living creatures and attack by climbing up onto the creature and using the *insubstantial* mutation to literally burrow into the living host.

Each seed that succeeds in burrowing into a host causes 3d6 damage. The seeds then return to their dormant state and begin to feed off the host, causing an additional 3d6 damage per day. Once a seed has drained 30 hit points from the host it bursts open, causing 6d6 points of damage and begins to grow. The seed grows so fast that it will burst out of the host in 1d8 rounds, causing 3d6 points of damage per turn until it bursts through the surface.

Any creature that somehow survives the birth of the seed finds that it has a fullygrown Niyog Tiki growing out of it, although the plant will not have sprouted seeds of its own yet; the seeds will appear on the plant 1d4+4 later.

The only way to kill a seed that has burrowed into the creature is to dig it out. The seed can sense someone trying to get at it and will move around inside the body. A successful to hit roll is required to actually find the seed. Removing the seed, once found, causes 3d6 damage. Each round that it is not found the seed causes 1d6 damage as it moves around.

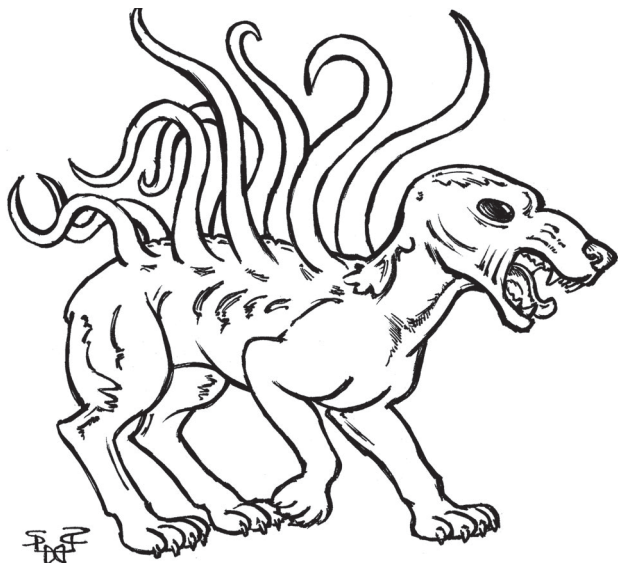
Mutations: *animate seeds, full senses, insubstantial (new), edible seeds (new, no less than three types of seed).*

O

Octo-Aso

No. Enc: 1d10
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 6
 Hit Dice: 5
 Attacks: 3 (bite, 2 tentacles)
 Damage: 1d6/1d4 (plus poison)/1d4 (plus poison)
 Save: L5
 Morale: 6
 Hoard Class: None

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Octo-Aso are mutated dogs that are actually very common in Southeast Asia. They are as easily domesticated as their ancestors and are used extensively by many of the tribes.

Octo-Aso are about three feet in length and weigh about 30 pounds and, physically, have an outward resemblance to ancient dogs, but this is really only superficial. They are completely hairless, and their skin is coated with a thick, non-toxic slime to prevent it from drying out. The most unusual feature of the Octo-Aso, and where they get their name from, is that they have two to eight leathery tentacles sprouting from their spines. These tentacles are tipped with spikes that can, upon a successful attack, inject class 5 poison. An Octo-Aso has no tail or visible ears and its eyes are wide and pure black.

Like many of the creatures that are found in Southeast Asia, these creatures use sound as not only a defense but also as an attack to harm and deafen targets (see page 26 of the *Mutant Future* core book for more information).

Octo-Aso mate yearly, the females giving birth to one to six live young at a time. When the animals mature in about a year, the males typically break away from the pack, usually taking at least one of the other, non-related females

with them to start their own pack.

They are territorial, and will fight members of other packs for dominance, more often than not forcing the loser out of the territory rather than killing them outright.

Octo-Aso use their powerful jaws in combat, and will also employ their tentacles, although they only use them for striking and not constriction.

Mutations: aberrant form (xenomorphism), increased sense (sight, smell), shriek, toxic weapon.

P

Palmer

No. Enc:	1
Alignment:	Neutral
Movement:	0
Armor Class:	2
Hit Dice:	16
Attacks:	1-6 (leaf blades) or 1-3 (grapple)
Damage:	1d8 (see description)
Save:	L16
Morale:	12
Hoard Class:	incidental (up to the GM)

Palmer are a rare mutated form of the palm tree, look identical to their unmutated cousins, and are typically found living side by side with them. Most average in height between 15-25 feet, depending on the age of the tree.

Like most palm trees, the Palmer survives on plenty of water and sunlight, but has developed several mutations that allow it to supplement its diet.

First, the leaves of the tree have mutated. At first glance, they appear to be just regular leaves but, in reality, have edges that are razor sharp and can cut through most flesh like a hot knife through butter.

Secondly, the leaves are attached to a long retractable vine, which spreads out from the top central portion of the trunk, allowing the tree to use the leaves like blades, allowing them to attack up to 25

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feet away.

Third, mixed in with the leaves are carefully-hidden grapple vines that allow the tree to grab and hold onto victims, so that the tree can slice and dice them at its leisure.

Once a creature has been killed, the tree holds it upside down over the roots and allows all of its bodily fluids to drain out, which the roots quickly absorb. When it is finished with the corpse, the tree flings it away, having no use for the meat or any technological artifacts that it might have possessed. The downside to this is that the very act of disposing the corpse tends to attract other predators and scavengers to the location, making it dangerous for explorers.

Every four months the Palmer produces a batch of coconuts, typically anywhere from six to 20 of them, and, once these seeds ripen, the Palmer plucks them from the trunk and throws them high and far, usually aiming for a nearby water source so that the offspring can be carried

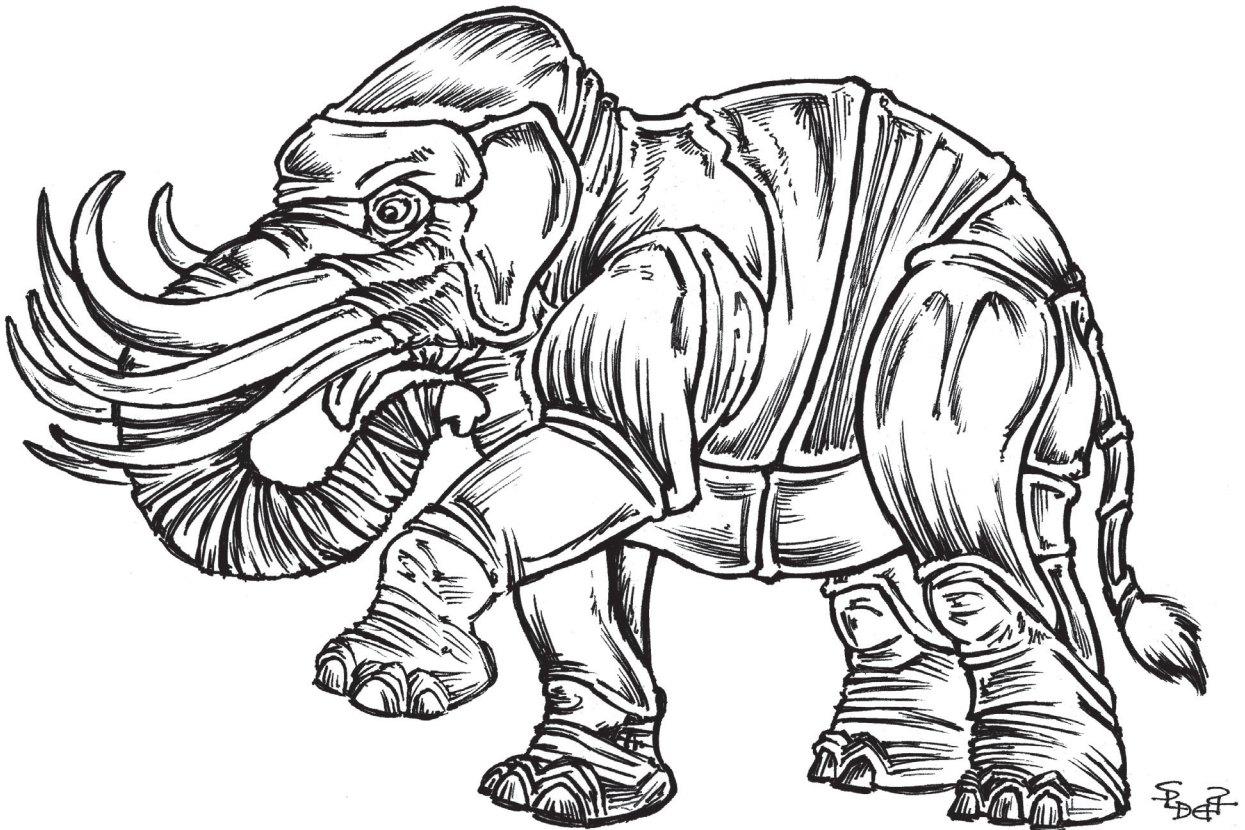
away to new territory. Approximately 50% of the seeds are specially modified so that they explode on impact, allowing the Palmer to use them as grenade-like weapons. Each seed causes 6d6 damage in a 15-foot radius.

Mutations: *full senses, grenade-like fruit, natural vegetal weapons.*

Q

Quaker

No. Enc:	1
Alignment:	Chaotic
Movement:	150' (50')
Armor Class:	0
Hit Dice:	20
Attacks:	4-7 (Trample, 3-6 Tusks)
Damage:	8d8/3d6 x 3-6
Save:	L20
Morale:	10
Hoard Class:	None



CREATURES OF THE TROPICAL WASTES

Quakers are massive mutated elephants. These evil-tempered creatures have remained relatively the same size and shape as their un-mutated ancestors but have developed several dangerous mutations, making them extremely deadly.

First, their skin is covered in thick bony plates, making them difficult, at best, to hurt.

Secondly, the Quaker will rush an opponent and, if it hits, trample it. The target has to make a save vs. death or be knocked to the ground. After the trample attack, the Quaker will use its tusks. Instead of just two of these, they have an additional 1d4 tusks that they use to deadly effect in combat. When a Quaker hits a target with its tusk attack, only one roll is required. If the attack hits, the creature suffers full damage from all the tusks that it possesses. Note that if a target is knocked to the ground, the Quaker will get a +4 to its to hit roll with the tusks.

Finally, the Quaker has a powerful roar, which it will use to injure and deafen any opponents that it encounters.

Quakers get their name from a specialized attack that they possess. The Quakers can, by going up on their hind legs and then slamming down with all their considerable might, cause powerful earth tremors. These tremors have a good chance of knocking opponents to the ground (save vs. death). If they fall to the ground, they will suffer 4d6 points of damage.

This attack will affect everything within a 100-foot radius. Buildings, trees, etc., all have a chance to be damaged by this creature's attack. The extent of the damage caused to structures is up to the GM, but the Quaker can use this attack over and over and over again, as long as it is still alive.

Mutations: aberrant form (extra body parts), natural armor, sonic roar.

R

Radiation Roach

No. Enc:	1d6
Alignment:	Neutral
Movement:	120' (40')
	Climb 120' (40')
Armor Class:	3
Hit Dice:	6
Attacks:	1 (bite)
Damage:	1d6
Save:	L6
Morale:	5
Hoard Class:	None

Radiation Roaches are huge mutated cockroaches that are prevalent throughout the world. They are massive creatures, easily standing four feet high at the shoulder and weighing several hundred pounds each.

Like the majority of their un-mutated brethren, these huge creatures live in dank, dark places, preferring to be near plenty of food (i.e., any type of garbage). They breed rapidly and usually stay near their nests, where 1-100 nymphs can be found in various stages of growth. When the nymphs reach maturity the roaches spread out, claiming territory of their own. Typically, most communities will have only a handful, as that is all that the garbage output from a small community will sustain. Larger communities will attract more of these creatures.

The bite of these creatures is painful, and most of the time they will spread disease (typically superflu), but also the bites are mildly poisonous (Class 3). The roaches are also able to generate a powerful burst of radiation. They use this if they are startled or find that an enemy is too tough for them to fight off. This burst of radiation works similar to the energy ray mutation, except that it spreads out from the Radiation Roach, up to 15 feet away from the creature. The radiation emitted is class 7. They are immune to all forms of radiation.

The main reason that Radiation Roaches

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are not incredibly common and over-running most communities is that the shell of the roach nymph, when properly prepared, cures all known form of disease. Because of this the nests of Radiation Roaches are actively sought out and harvested by those in the know.

Mutations: energy ray (radiation), gigantism, reflective epidermis (radiation), toxic weapon.

Razor Wing

No. Enc: 5d10
Alignment: Neutral
Movement: 150' (50')
Armor Class: 3
Hit Dice: 2
Attacks: 1 (wing slap)
Damage: 1d8
Save: L2
Morale: 7
Hoard Class: None

Razor Wings are the mutated descendants the red lacewing butterfly, one of the many hundreds of species of such insects that were common in Southeast Asian countries before the final war. They are about a foot in size and act like most other members of their species, flitting from flower to flower, helping to pollinate, and generally preferring to be left alone.

Such creatures will, however, attack if they are provoked or feel in any way threatened. The creatures do so by literally flying past a target and letting their wings brush gently across exposed body parts. The wings of the insect are tipped with near-molecular-thin strips of metal, making the wings sharper than razor blades and allowing them to inflict horrible wounds.

Unless they are heavily armored, any single creature unfortunate enough to be caught in a flock of these small creatures is typically ripped to shreds in a matter of seconds. Any cloth-based armor – but not metal or plastic – will potentially be damaged by these creatures. The wearer must save vs. energy or the armor is damaged and is reduced



to just half its usual protective value. If the armor is damaged three or more times it is effectively destroyed. Artifact armor suffers one level of condition grade damage per failure.

Razor wings caterpillars are highly sought out for the silk that they spin as cocoons. This silk is harvested after the pupae's metamorphosis has been completed and is used by many primitive tribes for making clothing.

Mutations: aberrant form (natural weapon).

S

Sewer Slime

No. Enc: 1
Alignment: Chaotic
Movement: 30' (10')
Armor Class: 8
Hit Dice: 20
Attacks: 1 (slam)
Damage: 1d10
Save: L10
Morale: 12
Hoard Class: None

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Sewer Slimes are horrible creatures and no one has been able to determine what they have descended from. They are clear creatures and most of the time appears to be condensation or large puddles of water. That is typically the only way to distinguish the creature from the noxious fluid typically found in sewers and other underground tunnels and places that are used for refuse by most creatures.

This monstrosity is greatly feared by all creatures because of the way it reproduces. It attacks a creature and then literally invades the creature like a virus, slowly re-writing the creature's genetic code with its own over a period of eight days.

Such a monster generally feeds only on refuse, absorbing it into its gelatinous body, where its digestive fluids break down the organic material and use it either to heal damage or store it as energy. They are also not above trying to eat living beings they encounter. Doing so requires a successful to hit roll with its pseudopod and, if it hits, the initial slam does 1d10 damage. The target creature must then save vs. poison or suffer an additional 5d6 damage as the acid nature of the slime begins to eat away at its flesh. Half of the damage sustained by the victim goes to healing any damage the Sewer slime has taken.

Any creature that survives this attack must then make an additional save vs. poison or have its body invaded by the Sewer Slime's genetic code, which begins to re-write the hosts own genetic code, slowly transforming the creature from its original form to that of a Sewer Slime over a period of a week or so.

The first and most drastic change is the mind of the creature. Within 24 hours of initial infection, the affected creature will be overcome with a powerful desire to escape from any companions, family, or the like that are with it. This can be thwarted by a successful save vs. energy, but each hour that passes the creature must make an additional save. If and when the save fails, the infected creature will do everything in

its power to leave anyone it is with and find a dark, secluded place to hide until the transformation is complete.

During the second, third, and fourth days the victim's skin begin to turn transparent, showing off all the organs. The bones will also liquefy and as the change progresses the victim will lose 2d6 points of intelligence per day after the third day.

If the victim still has any intelligence left after the eighth day, any remaining intelligence is gone as the victim fully transforms into a Sewer Slime.

At any time over the first seven days that the proper medical treatment is administered, the transformation can be reversed and all lost stats will return at the rate of 1 point per day.

Mutations: *genetic replication (new), toxic weapon.*

Slime Diablo

No. Enc:	1
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	5
Hit Dice:	7
Attacks:	1 (siphon tongue)
Damage:	1d6 plus poison
Save:	L7
Morale:	6
Hoard Class:	VII, XVI (artifacts only)

The Slime Diablo is a mutated humanoid that preys on other humans and mutated humans for nourishment. The most disturbing aspect of this creature is that it appears to be a pure human, as it uses its *metamorph* mutation to maintain this illusion, except when the need to feed becomes too powerful for it to stand.

Their true form is quite disturbing. Slime Diablo's have no skeletal structure and hardened cartilage instead of bones. Because of this, the Slime Diablo is able to fit into tiny spaces, allowing it access to places that most people would find secure.

The skin of the Slime Diablo is translucent, and all the internal organs and

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structures are visible, although appear blurry and vague. The flesh itself is slick with slime, although they do not leave trails of slime behind as they travel.

The Slime Diablo does not have any teeth. Instead, its tongue has developed into a siphon like appendage, which can reach out from the body up to five feet away. It uses this tongue to ingest its food.

A Slime Diablo attacks by first slamming its target with its hands. The slam itself does not do too much damage, but it is the toxic slime that they leave behind that is the real danger. First, the victim must make a save vs. poison or suffer the effects of class 11 poison. The second effect is that the slime begins to break down the flesh, literally melting it away from the victim's body. This effect causes 2d6 damage per round and can only be negated by cutting away the affected area, causing an additional 1d6 damage to the victim.

Any attacker physically hitting the Slime Diablo will suffer the same poison effects if they strike with exposed flesh.

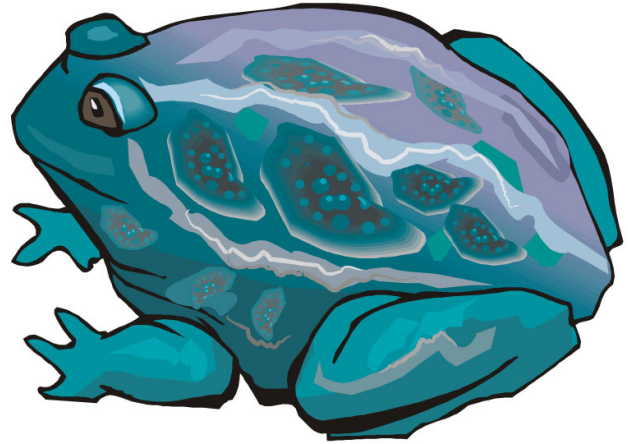
The creature then uses its tongue to suck up the melted flesh of its victims, and this will sustain it for a number of days equal to the victim's Constitution, after which it must feed again.

Slime Diablos are not averse to using technological artifacts of any type. Quite often they wear armor and wield weapons while attempting to blend in with regular humans or humanoids. The GM can give a Slime Diablo additional weapons, armor, and equipment if he wishes to make the creature that much more formidable.

Mutations: *dermal poison slime, metamorph, skeletal structure modification (cartilage, new), toxic weapon.*

Squirt Toad

No. Enc: 1d4
Alignment: Neutral
Movement: 120' (40')
Swim: 120' (40')
Armor Class: 8



Hit Dice: 3
Attacks: 1 (bite or squirt)
Damage: 1d3 or Class 8 poison
Save: L3
Morale: 6
Hoard Class: None

Squirt Toads are giant versions of the poisonous toads found throughout Southeast Asia and have grown quite large, typically measuring three feet from end to end.

Most of the time, Squirt Toads are quite docile, hopping away from trouble as soon as it appears, but, occasionally, if they cannot escape or feel threatened, they will squirt out a stream of toxic poison (poison class 4) from their backs, with a range of up to 15 feet. Any creature hit by the fluid must save vs. poison or suffer from the effects. A Squirt Toad can use this attack a total of four times every 24 hours; the poison replenishes itself at the rate of one dose every six hours.

The skin of the Squirt Toad is coated in the same toxic slime, keeping its skin moist while protecting it from predators.

Like their ancestors, Squirt Toads tend to blend into their surroundings and thus will surprise creatures on a 1-3. However, if a creature comes within 20 feet of a Squirt Toad, the toad will immediately make a morale save and, failing it, attempt to flee if it can.

Mutations: *dermal poison slime, toxic weapon.*

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Subic Bat

No. Enc: 1-6 [1]
Alignment: Neutral [Chaotic]
Movement: 60' (20') [150' (50')]
Armor Class: 5
Hit Dice: 5 [10]
Attacks: 3 or 1 (bite,
2 claws or by weapon)
Damage: 1d4/1d6/1d6, or by weapon
[1d6 plus poison/1d10/1d10]
Save: L5 [L10]
Morale: 4 [10]
Hoard Class: IV, XX (Artifacts only)

Subic Bats are the mutated descendents of the giant fruit bats that were commonly found in and around Subic in the pre-war country of the Philippines. Over the generations following the final war, these once small – despite their name – bats mutated into huge, humanoid creatures that make their homes in the caves of the tropical mountains and in the high and high inaccessible ruins of many of the pre-war cities that dot Southeast Asia. They tend to build simple but comfortable homes in these locales, typically using bamboo and leaves, which resemble many of the same types of homes used by the primitive natives of the

various Southeast Asian countries centuries before the final war.

Radiation and other toxins have mutated the bats so that they now resemble human-sized bats with an extra set of limbs that can be used for manipulation of weapons and equipment. Many humans and other humanoids find the Subic Bats to be repulsive and tend to shun the creatures, despite the fact that they are quite timid and are more likely to flee than stand up and fight.

But if they are forced to fight, they can defend themselves quite readily. Like many of the species found in Southeast Asia, the Subic Bats have a powerful sonic attack that they can use to defend themselves. It is more of an evolution of the natural echolocation that the creatures use when navigating the darkened skies as they hunt.

Subic Bats take different mates every four years and the female gives birth to 1d4 pups. Males stay with the females until the pups mature enough to be able to fend for themselves (i.e., in four years).

Subic Bats live off fruit and larger flying insects. They communicate using a complex language of squeaks, clicks, and squeals and utilizing their natural echolocation, although they have been known to speak the common language of nearby humans and humanoids, which they use when they wish to trade for fruit and other supplies.

They have been known to employ primitive weapons and equipment, and have been known to, on the rare occasion, use artifact items.

Occasionally, members of this species have been born with a very unpleasant mutation, one which requires them to feed on the blood of other creatures. These mutated Subic Bats are typically exiled from the tribes and are forced to live a solitary life; Subic Bats cannot bring themselves to kill their own, despite the danger these creatures present to other species. Statistics for these larger and more deadly creatures appear in brackets.

Mutations: aberrant form (xenomorphism), dietary requirement

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change (blood, new), echolocation, gigantism, increased Sense (sight, hearing), shriek, sonic roar.

T

Tamaraw

No. Enc: 3d10
Alignment: Chaotic
Movement: 90' (30')
Swim: 30' (10')
Armor Class: 0
Hit Dice: 10
Attacks: 2 (gore, trample)
Damage: 2d12/4d10
Save: L10
Morale: 8
Hoard Class: None

Tamaraw are the mutated descendants of the Southeast Asian water buffalo. Al-

though physically almost identical to their ancestors, they appear to have heavy bone plates covering most of their bodies, which act as a natural armor, protecting the creatures from all but the strongest physical attacks. The horns, instead of pointing backward, point forward and they use them with deadly precision.

These creatures have a downright evil temperament and are prone to unprovoked attacks on any creatures that crosses its path.

Most of the time, Tamaraw are content to stay almost completely submerged in rivers and lakes, contentedly munching away on water plants and milling about in small herds. Even though they spend so much of their time in water, they are mammals and require air and can thus only stay submerged for a couple of minutes at a time. Other Tamaraw are the only creature that they can stand to be around.



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When confronted with creatures not of its own species, the Tamaraw will bellow out a stunning shriek. This action is not to simply challenge any would be trespassers, but it also works to stun or injure any would be opponents. This is the only warning the Tamaraw will give any potential opponent before it attacks. After the shriek, it will then charge the trespassers, goring with its powerful horns and then trampling them under its heavy hoofs.

The Tamaraw is typically about 12 feet in length and weighs in at 3,000 pounds.

Mutations: *increased sense (smell), natural armor, shriek.*

Tentacle Horror

No. Enc: 1
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 6
Hit Dice: 16
Attacks: 8-13 (7-12 tentacles, bite), constriction (see description)
Damage: 1d6 x 7-12/2d12, 6d6
Save: L10
Morale: 8
Hoard: XXII

These intelligent monsters are mutated squids that, like many aquatic creatures, have adapted to life on land. They have the familiar shape of octopuses, but instead of the usual eight tentacles, they have grown dozens upon dozens, and are massive in size. They make their homes in damp and dark ruins, or deep in the jungles near water sources. Even though they have adapted to life on land, they still need to stay moist.

Tentacle Horrors hunt by ambush. They lay in wait for a creature to come within range and then they spring out, wrapping their mass of tentacles around the victim and then squeezing it to death while pulling it toward the powerful beak mouth located underneath the mass. If at least four or more tentacles hit, the creature will then be able to constrict for 6d6 damage every turn until it or its prey

is dead. Each individual tentacle can be attacked and can withstand 6 hit points of damage before being severed.

What makes this predator even more dangerous is that it has several mutations that allow it to be one of the most efficient hunters. First, it employs a powerful *mental phantasm* that helps disguise it, or it can use it to lure prey to it. Typically, it will probe the mind of any creature approaching to first determine if it is something it could potentially kill, and secondly to determine what it would desire, be it treasure, food, artifacts, etc. It then uses its *mental phantasm* to entice the creature to approach its location, whereupon, unless the creature has a reason to be suspicious, it will attack. This gives it a chance to surprise on a 1-3.

If the Tentacle Horror finds that its intended victim is too much for it to handle, it can use its *shriek* to stun the victim long enough to either deal a killing blow or escape, or it can employ a modified version of its ink cloud. It can spray out a cloud of fine particles of ink that are highly radioactive. This cloud will surround it out to a radius of 20 feet and it will then use the cloud to retread back into its lair or simply to escape.

Finally, these creatures are immune to radiation.

Mutations: *aberrant form (extra body parts) mental phantasm, neural telepathy, shriek, toxic weapon.*

Tinker Daga

No. Enc: 1d8
Alignment: Neutral
Movement: 120' (40')
Armor Class: 6
Hit Dice: 5
Attacks: 1 (bite)
Damage: 1d3 + 1d6
Save: L5
Morale: 4
Hoard Class: VII (2-8 items, 100%), XVII

A very rare species, Tinker Daga are mutated rats that, despite their pedi-

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gree, are actually sought after for their intelligence and their ability to repair and recharge almost any technological item they are presented with.

Physically, Tinker Daga are almost unchanged from their ancestors, with two distinct differences. First, they are slightly larger, usually standing three feet in height and weighing about 25 pounds. Also, instead of having the typical brown, black, or even white pelts of rats they tend to be multicolored, having a nearly tie-dyed appearance. No two Tinker Daga have identical colorization.

Tinker Daga have a much longer lifespan than their ancestors. Males and females reach sexual maturity in a year, although they do not reach their full intellectual potential until they are at least six years old. Females tend to take multiple mates and give birth to litters of 2d4 young after a three-month gestation period. Rarely do the siblings have the same father.

Tinker Daga make their homes in communities where technological artifacts are commonly used. They tend to be quite wealthy because of their skills and abilities in using and repairing technology. One can, at will, sacrifice a part of its own life force to charge an item, or able to leech power from an item to heal itself. They have the ability to rearrange the molecular structure of any item, allowing repairs to be made.

Like many humans, the morality of the Tinker Daga runs the entire gamut. There are those who charge exorbitant prices to repair or figure out artifacts, while others practically give away their skills.

Many of Tinker Daga employ mercenaries and staff to not only protect them but also to take care of them. More often than not, those in the employment of Tinker Daga are far better off than others – even if they are working for what many consider to be overstuffed, technicolored rats!

Mutations: *energy transfer (new), energy vampiric field (new), increased willpower, increased senses (hearing, sight, smell), intellectual affinity (tinkering), molecular intuition (new),*



molecular molding (new), quick mind, re-activation (new), temporal repair (new).

Tiny Scholar

No. Enc:	1d3
Alignment:	Lawful
Movement:	180' (60')
	Climb 180' (60')
Armor Class:	3
Hit Dice:	1
Attacks:	1 (bite)
Damage:	1d2
Save:	L5
Morale:	8
Hoard Class:	None

Tiny Scholars are the mutated descendants of Philippine Tarsier primates. This incredibly small animal was, before the holocaust, threatened and near extinction. Amazingly enough despite the war that destroyed so many forms of life, it managed to survive and evolve in the new, toxic environment.

Tiny, barely six inches in length from the tip of its wide-eyed head to the end of its long, splayed toes, the Tiny Scholar survived and evolved intelligence that surpasses that of most humans and other mutants in the wastes.

These creatures always live in jungles,

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using the foliage to keep themselves hidden from sight. They are nocturnal and spend the days asleep inside trunks of jungle foliage, or hidden deep within bushes or the like. They live off small insects, occasionally feeding off smaller lizards or even birds if they can catch them.

The most that one will ever encounter of the creatures is three at one time. This will be a mated pair and their offspring. Females will give birth to only one baby at a time, and once it has been weaned, it will leave the family to make a life of its own. Gestation is typically six months and the young grow to adulthood in five years. A female will produce offspring approximately once every five to 10 years.

Shy, reclusive, and very timid, Tiny Scholars live their lives hiding in trees and staying out of view. Despite this, they are excellent observers, have photographic memories, and love to spy on the actions of humanoids and other creatures that wander through their small territories.

Due to some genetic quirk, Tiny Scholars have a very long life span, which allows them accumulate a great deal of knowledge over the years.

Tiny Scholars know their surrounding territory intimately, and can give exact information on what animals live there, to include numbers, locations of lairs, ruins, villages, and the like. This knowledge they will bestow for a price, typically food and for being left alone, or the promise that those who have encountered them will not bring others without first obtaining permission. And they do not like to be lied to.

If threatened, despite their diminutive size, Tiny Scholars possess powerful mental mutations that can thwart even the strongest opponents (e.g., *disintegration*). Thus, Tiny Scholars have garnered the respect of many creatures throughout the tropical wastes.

Finally, it is not unheard of for Tiny Scholars to actually branch out into various fields of expertise. Because of

their photographic memories, they will often seek out and learn as much as they can about specific fields of study, such as medicine, biology, or even more esoteric fields, such as programming (although they have no use for technology themselves).

These rare and invaluable creatures do impart their knowledge, but usually demand something more than just food (e.g., that a particular predator or dangerous creature, or creatures be destroyed or driven away, or some wrong righted).

Mutations: *clinging (new), disintegration, extended life span (new), increased sense (sight, hearing), increased willpower, intuitive lie detection (new), intuitive translation (new), mental phantasm, mind thrust, neural telepathy, night vision.*

W

War Baboy

No. Enc:	1d8
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	4
Hit Dice:	8
Attacks:	3 (bite, tusk, trample)
Damage:	1d6/1d8/2d10
Save:	L8
Morale:	11
Hoard Class:	None

These ill-tempered creatures are giant mutated pigs. They have an evil disposition and will attack anything that comes into their territory, even if they are well fed and not looking for food (which is what they are doing most of the day when they are not asleep).

Physically, these monsters can reach six feet at the shoulder and weigh nearly a ton. They have huge tusks that jut out from their jaws, much like those of elephants, and their feet have large, jagged claws that grow from the tips of their two toes, as well as a spike that

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juts out from the back of the heel.

The skin is covered with coarse, sharp hair and anyone attacking a War Baboy takes 1d6 points of damage if they use any sort of physical attack against it; the hide of the War Baboy is quite thick and they are immune to this effect from others of their kind.

One thing War Baboys hate more than anything is laughter. It does not matter if it is directed at them or not, anytime they hear laughter War Baboys go into a berserker rage and will attack the creature laughing until it, or they, are dead.

Despite their fearsome appearance, the hair on War Baboys is always a comical color, typically a bright pink or blue, or a combination of bright colors, giving them an almost clownish appearance.

Mutations: aberrant form (natural weapons, xenomorphism), gigantism, spiny growth.

Wasper

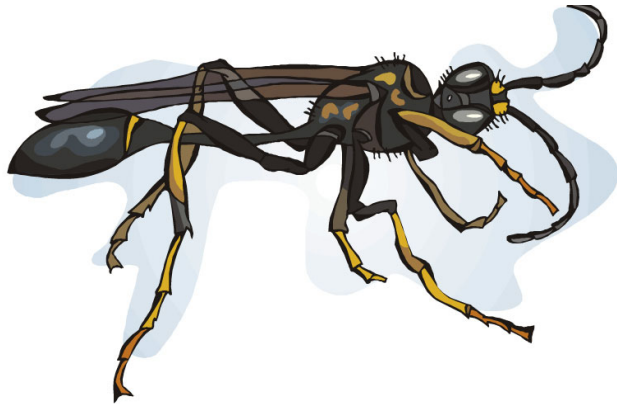
No. Enc:	1d12
Alignment:	Neutral
Movement:	90' (30') Fly: 150' (50')
Armor Class:	2
Hit Dice:	3
Attacks:	2 (bite, sting)
Damage:	1d6 /1d8 plus poison
Save:	L3
Morale:	9
Hoard Class:	None

Wasps are the mutated descendents of the common Black wasp found throughout Southeast Asia before the final war. They have grown to huge proportions, measuring two feet in length and weighing in at around three pounds.

They are deadly predators, even though they are rather fragile. They hunt together in small groups and live in hives,



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hidden high in the topmost sections of great trees or in the highest ruins they can find.

Wasps are asexual, with every member of the species able to reproduce without the need of taking mates, and that is part of what makes them so dangerous.

Wasps attack by attempting to sting a target. The sting injects class 11 poison, which if a fail against poison fails, paralyzes the victim.

If the attack is successful, two things will then happen. First, the Wasp will use its mental mutation *memory erase* to wipe the memory of the attack from the victim's mind. Second, the Wasp will inject the victim with 1d6 eggs, which will move throughout a victim's bloodstream and go deeper and deeper into its body. The eggs will slowly mature over four weeks, at which time they will hatch into Wasp larva. Once this happens, the larva will begin to feed on the victim, inflicting 1d6 damage per day, per Wasp larva. The GM must keep track of this damage separately because the Wasp larva produce a powerful anesthetic as they feed, harming the victim but never allowing it to know what is actually happening.

The victim will eventually die from the damage, and others will likely notice as the victim quickly wastes away due to the Wasp larva. Once the victim has died, the Wasp Larva will then emerge from the body and go hunting.

Mutations: *asexual (new), gigantism, memory erase (new), neural telepathy, toxic weapon.*

White Lady

No. Enc:	1
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	9
Hit Dice:	10
Attacks:	special (see description)
Damage:	special (see description)
Save:	L10
Morale:	6
Hoard Class:	None

White Ladies are a type of mutated human that resemble ghosts, and are often mistaken as such by the more superstitious folk of Southeast Asia. Physically, they appear as naked pure humans, except that they have white skin, hair, and eyes. White Ladies spend most of their lives insubstantial. Because of this, they are incapable of wearing clothing or using technology or other items.

The White Lady feeds via *energy vampiric field* and *vampiric field*. If it was not for this, they would simply cease to exist. Most of the time, they travel from location to location, siphoning away energy, just a little bit from various creature, plants, and life forms.

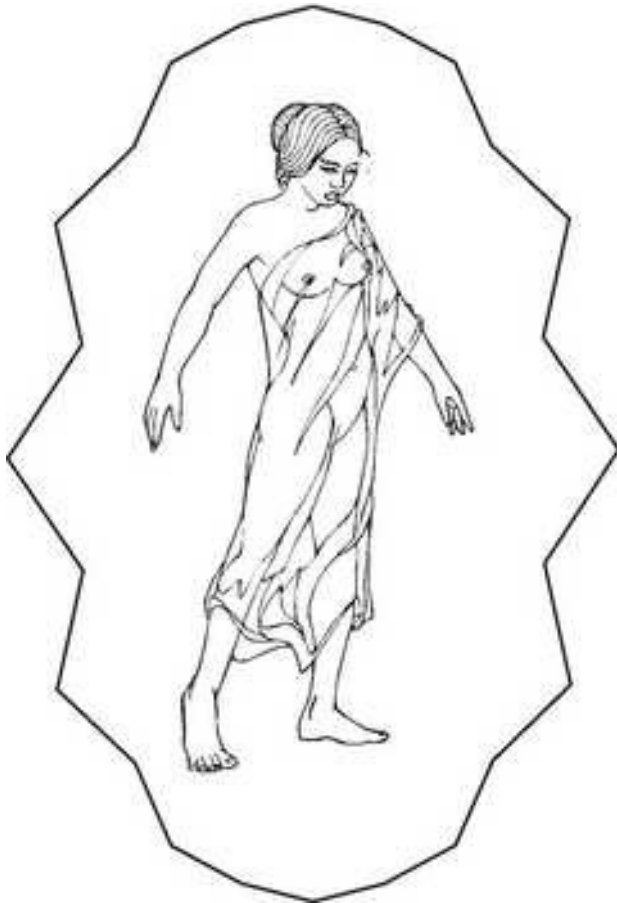
Typically, the worst that happens to most living beings is that they feel a little tired and maybe a bit weakened. Some White Ladies, however, if they have been wronged or are simply evil, will go to communities or areas where there are a lot of life-forms and drain every last drop of energy from the inhabitants, leaving behind nothing more than carrion for scavengers to feed off.

These creatures can only become corporeal once a year and only for a few days at a time. When this happens, a White Lady goes out to find a pure human or mutated human male to take as a mate. The White Lady mates with the male and, once she becomes pregnant, returns to her insubstantial form once again. Gestation is as with normal humans and the offspring are always White Ladies, although occasionally the offspring might also end up possessing mental mutations inherited from the father (roll an addi-

Z

Zombie Flea

No. Enc: 2d10
 Alignment: Neutral
 Movement: 10' (3')
 Armor Class: 3
 Hit Dice: 1 hp
 Attacks: 1 (bite) and special
 Damage: 1 hp and special
 Save: L1
 Morale: 6
 Hoard Class: None



tional 1d8-4 for any additional mental mutations, which can include drawbacks).

Most of these creatures are not evil, just misunderstood, but they are typically incapable of interacting with most human or humanoid communities because they are greatly feared.

Mutations: energy vampiric field (new), insubstantial (new), vampiric field.

Zombie Fleas are giant versions of the regular flea. These creatures can grow up to six inches in length and can weigh up to a pound. The exoskeleton of these tiny parasites is jet black, but with a strange white marking that looks disturbingly like the ancient biohazard symbol on its back.

This symbol has led many a wasteland scholar to speculate that the Zombie Flea might actually be a biological weapon created during the final war to spread a horrific disease: the zombie plague, which created the Walking Dead scourge. Anyone bitten by a Zombie Flea must immediately make a save vs. death or be infected by the Zombie Plague (see page 101 of the *Mutant Future* core book for more details on this disease).

The bite of the Zombie Flea not only infects a creature with the plague, but also injects 1-100 eggs. These eggs are instantly destroyed if the victim makes the save, as the body's immune system hunts down and destroys them. However, any creature that is killed by the disease and reanimates will have 1-100 fleas grow over a period of two weeks and then burrow their way out of the host, hopping away to hunt down more victims to infect.

If any pre-war medical technology or medicine is used to cure the disease, the eggs die and are passed out from the host as waste.

Mutations: gigantism.

CREATURES OF THE TROPICAL WASTES



NEW MUTATIONS

Following are a variety of new mutations. Those that are drawbacks to their recipient are marked with a (D).

PHYSICAL MUTATIONS

Anesthetic Venom

The mutant's bite contains a powerful anesthetic that deadens the nerves, allowing the creature to feed without the target feeling anything at all.

Asexual

The mutant can reproduce without mating. The mutant can, however, still appear to be either male or female. Once a year, if the mutant so desires, it will produce a bud on its body that will grow into a perfect copy of its parent, just in infant form. This typically takes nine months, but can take more or less long, depending on the species and determined by the GM. Some mutants with this ability are able to alter the sex of their children as well as make minor cosmetic changes, such as color, of skin, eyes, and hair. Otherwise, the offspring will have the same mutations and statistics as the parent when it reaches adulthood.

The mutant is still able to reproduce through conventional methods if it wishes.

Clinging

The mutant has developed powerful suction pads on its appendages that allow it to cling to any surface and move at its full speed, even upside down.

Dietary Requirement Change (Drawback)

For some reason the mutant's body has developed a need for food that most creatures would normally shun, or even find deadly. The mutant can still consume normal food, but it has to feed on its unusual diet at least once every 24 hours (it can also go an additional day per extra hit point of healing modifier granted by its Constitution score). For every day the mutant goes without partaking in its required diet, it loses 3d6 hit points until it starves to death.

Roll on the chart below for the type of dietary change:

Roll	Dietary Requirement Effect
1 Blood	The mutant must consume at least 10 hit points of blood per feeding.
2 Cannibal	The mutant must feed off 10 hit point's worth of flesh of its own species per feeding. +6 to reaction if this is discovered
3 Carrion	Any type of clearly rotting flesh will do, -2 to charisma due to the scent of decay that surrounds the mutant.
4 Poison	The mutant must consume at least 3 levels of destructive poison per feeding. The upside is the mutant is also immune to destructive poison.
5 Fungal	The mutant must consume at least 10 hit points of fungal matter per feeding.
6 Base Metal	The mutant must consume at least half a pound of metal. Most mutants will be forced to shave down metal into filings or something it can consume easily. Rust will do as well.
7 Vegetable	The mutant must consume at least 10 hit points of vegetable matter per feeding.
8 Sentience	The mutant has a horrible need to consume the nervous centers of sentient creatures (i.e., the brains). This requires the mutant to

CREATURES OF THE TROPICAL WASTES

kill and eat sentient creatures, which will make it an outcast in almost every society.

- 9 Chitin** The mutant needs to consume at least 10 hit points of chitin (insect shells) per feeding.
- 10 Bone** The mutant requires bone (or calcium) to survive, and has to consume at least 10 hit points of bone per feeding.
- 11 Living Flesh** The mutant cannot consume dead flesh. The food must be consumed right off the still-living creature. The mutant must cause at least 10 points of damage to a living creature with a bite attack.
- 12 GM's Choice** The GM can choose the type of dietary requirement, or create a new type.

Epidermal Dependency (Drawback)

The mutant's skin requires a specific element and must be immersed in it for a minimum of one hour per day or it will suffer damage until the creature dies or gets the element that it requires. For each hour the creature is out of the element after a 24 hour period it suffers 1d6 damage per hour. Damage suffered this way can be healed normally.

Roll	Element	Effect
1	Water	The creature must remain completely submerged for at least one hour per day.
2	Earth	The creature must cover itself in dirt, mud, soil, etc. for at least one hour per day.
3	Sunlight	The creature has to expose its body to direct sunlight for at least one hour per day.
4	Darkness	The creature has to be exposed to darkness for at least one hour per day.
5	Air Currents	The creature has to be exposed to moving air of at least 10 miles per hour for one hour per day.
6	GM's Choice	The GM chooses the type of element required, or creates a new type of requirement.

Extreme Body Adjustment

The mutant has a powerful understanding of its own body and is able to, through sheer force of will, change and adapt it to function in ways it was not meant to. By spending 1d8 in hit points, the mutant can bring to bear one of the following changes:

Function	Effect
Sight	The mutant gains one of the following: night vision, thermal, or ultraviolet vision. The range of the visual enhancement is 120 feet. The mutant can also visually gauge the level of any radiation encountered
Touch	The mutant can increase the amount of damage it does by 2d6 with any natural attacks. Also, the mutant gains a 15% bonus when attempting to figure out artifacts.
Hearing	The mutant can hear anything within 120 feet and cannot be surprised. If subjected to any sonic attacks, however, the mutant suffers triple normal damage.
Muscle Control	The mutant is able to increase its physical strength by 8.
Smell	The mutant can increase its sense of smell, allowing it to track creatures based on smell, tell if food has gone bad, or detect the

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presence of any toxins or poisons.

Adrenaline

Control

The mutant is able to increase its reaction time, giving it a bonus of 3 to initiative rolls, and increasing its movement speed by 50%.

Blood Control

The mutant is able to purge any poisons or toxins from its body, healing any damage caused from these sources. The toxin is purged through the wound it was originally introduced through.

Nerve Signal

Control

The mutant is able to enhance how information passes through its nervous system, greatly increasing its speed and allowing for double the normal number of attacks per round.

The effects of the adjustment last for 1d8 rounds before reverting back to the mutant's normal state. Only one adjustment can be used at a time, as the mutant's body simply cannot handle the stress. The only other way the mutant can use multiple modifiers is if it rolls this mutation more than once.

Extended Life Span

The life span of the mutant is multiplied by 2d6 in years. Thus, if an average person lives for 80 years, a mutant with this ability could live as much as 1,000 years or more. This does not make the mutant immortal, and it can still be killed by disease, weapons, environmental factors, etc.

Genetic Doppelganger

By consuming a portion of a target, the mutant with this ability temporarily gains all physical and mental aspects of the target, including memory, mental mutations, physical mutations, and so forth.

In order to trigger this transformation, the mutant must consume 10 hit points of flesh from the target. The metamorphosis takes one hour and the mutant must remain perfectly still and at rest during this time. If the mutant engages in any strenuous activity (e.g., traveling, fighting, taking damage), the transformation fails and the mutant reverts to its regular form.

While the mutant is transformed, it loses all of its own mutations (including mental) and takes on all of the target's mutations (including mental), memories, physical attributes, and so forth. The only thing the mutant retains of its former identity is its will power and intelligence scores.

The change, once complete, lasts for 1d4 days. At the end of this period, the mutant will begin to revert to its natural form over a period of one hour.

Genetic Replication

The mutant does not reproduce by conventional methods and does so more like a virus. By injecting a portion of the creature's genetic material via bite, scratch, blood, or the like, the mutant causes the victim to undergo a metamorphosis which, when complete, will make it an identical copy of the original.

The victim is allowed a save vs. disease and, if the save is successful, will not be affected by this attack and is for all intents and purposes completely immune to it in case of any future attacks.

If the victim fails the save, it will begin to undergo a transformation that will take approximately seven to 10 days to complete. During the first two days, the most obvious changes will be cosmetic physical changes, such as skin, eye, and hair color. The next three to five of days the physical changes will become more pronounced and drastic, and new organs and limbs will begin to appear, mutations will cease to function, new abilities will begin to show, and so forth.

CREATURES OF THE TROPICAL WASTES

These changes are very painful and the victim will be incapable of any action while they occur. The final days are when the last of the transformation takes place. The mind will be irrevocably changed, the mental statistics will alter to match those of the original mutant, thought patterns and personality will alter, and the only thing the victim will retain are memories of what it used to be (assuming the infecting mutant was intelligent).

The main reason mutants like these have not dominated the wastes is because the genetic replication can quite easily be stopped. It is viral, so any medical drugs that cure disease will kill off the virus that causes the change, after which the infected creature will revert to its original form over the same amount of time as the transformation had been allowed to persist, losing any new abilities that it had gained.

(Note that this is modified version of Genetic Replication, which appears in Creatures of the Wasteland).

Predatory Scent (Drawback)

A mutant with this defect has a strong scent about it that makes animals and other creatures with animal-like intelligence uncomfortable and nervous, as if it were something that wanted to hunt them. These creatures will have a +2 reaction modifier to the creature. Any human or humanoid creature with *increased senses (smell)* will suffer from the same reaction modifier.

Shapeshift

The mutant is able to change its physical appearance to that of any creature it sees. The mutant gains certain abilities of the creature in question, such as natural attacks, flight, swimming, and armor class, but does not gain any of the creature's clearly physical mutations, statistics, or mental abilities. If it attempts to change into a creature that is larger or smaller than itself, however, the mutant retains its own size and mass and just takes on the new appearance of the creature in question. For example, if a mutant attempts to take the form of a wasp, it becomes a humanoid-sized wasp (with the natural attacks for a creature that size).

The mutant can retain this form for two hours and, at the end of this time, will automatically revert to its normal form.

Skeletal Structure Modification

The mutant's skeletal structure has changed significantly. Roll on the table below for the change that has occurred and the effect that takes place:

Roll	Change	Effect
1	Bone Density	The mutant's bones are far thicker and stronger than normal. It takes only ½ damage (round down) from bludgeoning attacks
2	Metal Lace	The mutant's bones have natural metal veins running through them. It suffers only half damage from piercing attacks (swords, bites, etc.)
3	Cartilage	The mutant's skeletal structure is made entirely out of cartilage. It can squeeze and flex its bones so that it can fit through holes that are no larger than the size of its head. It also can easily escape bonds such as ropes, handcuffs, and the like. The mutant gains a +2 to grapple checks.
4	Spikes	The mutant has bone spikes jutting out of parts of its body. The spikes cause the mutant no harm or discomfort but can be used as weapons. Treat the bone spikes as thorns for determining the

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damage they do based on the size of the creature. Any creature trying to grapple with the mutant will automatically suffer damage upon a successful grapple check.

5 Bone Sheathing

The mutant's skeletal structure is highly advanced, actually encasing the mutant's vital organs in a thin but strong sheath of bone. This means the mutant will only suffer half damage from falls or blunt weapon attacks.

Sonic Burst

This is a purely defensive mutation. Anytime it suffers a physical blow (i.e., melee attack, bullet, anything that causes kinetic damage), a creature with this mutation will generate a powerful burst of sound that will cause 1d6 damage (no save) to any creature within a 10-foot radius.

Sonic Roar

This mutation is a very powerful version of the *shriek* mutation, with damage of 9d6 and range of 30 feet. This power can be used once an hour and the mutant is immune to all forms of sound-based attacks.

Unique Sense

The mutant has developed a new type of sense. Roll 1d8 to determine its nature.

New Sense

Alpha Sense

Effect

The mutant can sense alpha wave emissions from animal and human brains at a range of 25 feet of anyone the mutant could possibly sense. The mutant locates the emission source exactly as if it were seeing the character.

Life Force Sense

The mutant can sense life forces at a range of 50 feet and will know how many, their exact positions, and their general health (e.g., uninjured, injured, diseased, dying).

Chemical Sense

The mutant senses the chemical makeup of surrounding area within a 100-foot range. The greater the variation from the background norm, the more clearly the mutant "sees" something. Double any modifiers to hit and damage gained from statistics if the targets are carrying any equipment that use chemicals (e.g., chemical power cells, medical drugs).

Energy Sense

This sense is much the same as chemical sense, except it works by detecting energy sources, including that of living creatures, out to a 100-foot range. The bonus is the same as for chemical sense but only works with powered items.

Magnetic Sense

The mutant is able to sense ferrous metals within 100 feet. It is also able to detect any kind of electrical field.

Vibration Sense

The mutant is able to detect vibrations in the ground caused by walking, running, fighting, vehicles etc. The range the mutant can "feel" these vibrations is 300 feet.

Ultrasonic Sense

The mutant is able to use Ultrasonic emissions to sense its surroundings. It can use this sense to examine things by their relative densities, permitting the mutant to see through things it can touch. The mutant also suffers no negative effects from visibility and is able to see "through" illusions and invisible objects. The range is equal to 30 feet.

GM's Choice

The GM can choose any of the above mutations or create his own.

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MENTAL MUTATIONS

Energy Transfer

This is the reverse of *energy vampiric field*. By converting its own life force, a mutant with this ability can recharge an item it touches with a single charge by sacrificing 1d6 hit points. The mutant must physically touch the item to recharge and can use this ability to heal damage sustained by robotic units and androids.

Energy Vampiric Field

This mutation is similar to *vampiric field* but, instead of sucking away the life force of creatures, it instead it works on power. Power cells of any type caught in the field will be drained of one standard charge per combat round until totally drained of power. Each charge drained heals the creature with the mutation at a rate of 1d6 hit points, and such a mutant can build up a reserve of hit points through this method (exactly the same way that they would build up a reserve via *vampiric field*). Robotic units instead suffer 1d6 points of damage and the creature with the power gains the same amount of hit points back.

Fear Generation

This mutation allows the mutant to produce an invisible field that causes any creature in its area of effect to be overcome by a powerful need to flee. The radius of the field is 25 feet and any creature inside the area of effect must make a save vs. energy or be forced to flee for 1d8 rounds at its full speed. Any creature unable or incapable of fleeing will be knocked unconscious for an equal number of rounds.

Insubstantial

The mutant possesses the ability to become insubstantial, allowing it to move through solid objects. While in this state, no physical attacks can harm the mutant and it cannot make any physical attacks. It can, however, use any mental mutations it possesses. The mutant can activate or deactivate this ability whenever it chooses, but it takes one round to become either substantial or insubstantial. The mutant is still susceptible to radiation, gas attacks, energy attacks as well as mental attacks directed toward it. It also cannot pass through any energy barriers.

Intuitive Lie Detection

The mutant knows automatically whenever someone is consciously lying to them. This mutation only works on living creatures that the mutant is actually interacting with. For example, the mutant would not know if someone was lying to him if they were communicating via radio.

Intuitive Translation

The mutant possesses a special ability to intuitively understand and speak any language it encounters (providing that it has the appropriate vocal cords or mouth parts). This does not mean it can read or write the language, however, only understand or speak it.

Memory Erase

The mutant must possess *neural telepathy* in order to use this mutation. If they do not have it, the mutation is dormant. The mutant is able to erase a number of minutes of memory equal to the mutant's Willpower score. The victim has no idea what was lost, only that there is a gap in their memory they cannot explain.

Molecular Intuition

The mutant intuitively understands the molecular structure of anything it touches. It can do 1d6 damage to anything it has previously touched in combat (physical attacks only). The mutant gains a bonus of 15% when attempting to figure out how to use and repair artifacts.

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Molecular Molding

The mutant can rearrange the molecules in an inanimate, nonliving item by merely touching it. Only simple items can be created and nothing with moving parts. For example, the mutant would be able to change a dead tree into a flat board, a pile of metal into a hammer or other simple tool, or a misshapen rock into brick.

Materials cannot be changed into other materials, such as metal to wood. Also, any item being created must be familiar to the mutant. The maximum amount of weight that the mutant can change is a number of pounds equal to its Willpower times 20.

This mutation can be used once per every five points of Willpower every six hours.

Negative Energy Effect

The mutant is able to project a ray of utterly black energy at a target. The attack is resolved as a mental attack and, if the attack is successful, the target appears to be surrounded by a field of black energy that dissipates after a single round. From that moment on, for a number of days equal to half of the attacker's Willpower, the target will suffer a -2 to all attacks, saves, armor class, and -10 to artifact checks. The only way to negate this effect is to kill the mutant who used it on the target or for the mutant to mentally dispel this negative effect. This mutation can be used once every 3 rounds and can only affect one target at a time.

Re-Activation

This ability will cause an artifact to work, even if the object is completely destroyed. The mutant has to physically touch the item in order to make it work. For example, a weapon will fire once, a computer will boot up and begin to function, etc. If an item was designed for continuous use it will function for 1d8 minutes. Other items that have a specific number of charges will work 1d3 times. This mutation does not allow one to figure out how to operate an item but it does allow a bonus of 10% when attempting to figure out how to operate the object. This mutation can be used once every eight hours.

Possession (Computer)

This mutation works in the same manner as the *possession* mutation but only works on machines, including computers, robots, machines, androids, and the like.

Telekinetic Hands

The mutant with this ability is able to use telekinesis quite literally as an extra pair of hands. The hands can manipulate objects (such as weapons or equipment) as if they were true hands. The range of this ability is 10 feet. The hands have the same strength as the mutant's mental strength. The mutant may attack with the hands but they do not provide an additional attack.

Temporal Repair

By manipulating not only time but also dimensional barriers, the mutant can repair a damaged or broken item by reaching back to a point in time when the item was new. The amount of damage or the effect is determined by the mutant's Willpower score. This ability may be used once per five points of Willpower per week and the mutant must already know how to use the item.

Item Condition	Willpower Required
Needs Recharging	6
Condition 4	10
Condition 3	12
Condition 2	14
Condition 1	16
Totally Destroyed	18

CREATURES OF THE TROPICAL WASTES

PLANT MUTATIONS

Edible Seeds

The plant develops a special type of edible seed that has any one of eight possible effects and colors. First Roll 1d10 to determine the color of the seed and then roll another 1d10 for its effect (or invent some new effects):

Roll	Color	Effect
1	Grey	Heals 3d4 points of damage.
2	White	Heals all damage.
3	Blue	Increases one mental statistic by 1d6 for 1d4 hours.
4	Yellow	Randomly determined poison.
5	Black	Randomly determined radiation.
6	Green	Gives immunity to radiation for 2d4 hours.
7	Orange	Antidote for all types of poison.
8	Purple	Increases one physical statistic by 1d6 for 1d4 hours.
9-10	GM's	Choice or new color/effect

NOTE: Edible seeds grow seasonally – typically in high summer – but could be found year round or in a different season (GM's choice), and all types lose potency within 5d4 days of picking. The number of seeds found on a plant depend on its size. A good rule of thumb is 1d12 seeds per plant size. So, if a plant is humanoid sized, it will produce 3d12 edible seeds, whereas a tiny plant will produce only 1d12 seeds. Also, when ingested poison antidote seeds will heal all damage (except death) caused by poison.

Fear Generation

See description under mental mutations.

Modified Vines and Roots

The plant has a network of modified vines or roots surrounding it. They are camouflaged by ground cover or hang from nearby trees, cliffs, walls, etc. The network extends for 30 feet around small plants, 60 feet for humanoid-sized plants, and 100 feet around large or huge plants. Other creatures will generally be unaware of the network unless attacked.

If the plant has sensory capabilities it is also assumed to have the intelligence to direct these modified vines and roots; otherwise, the vines and roots are undirected and attack anything that exerts pressure on them. To determine the exact nature of a network, roll 1d10 and consult the chart below.

Roll	Type	Effect
1	Poison Vines	Plant has a network of tendrils dotted with sharp thorns coated with poison (with a type randomly determined upon creation).
2	Tangle Vines	The plant has a network of thin, interlaced vines that entangle victims. Normally quiet, once triggered they quickly writhe and twist around anything thrust into their midst. Anything trapped must make a grapple contest against the plant's strength or be trapped and unable to move until the plant releases them, they kill the plant, or they succeed at a second strength vs. strength contest. Unless they have fallen, or walk on all four (or more limbs), they will be able to attack normally.

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- | | | |
|-------|---------------------------------|---|
| 3 | Squeeze Vines/
Roots | The plant has 2d6 vines or roots (GM's choice) that spring up when activated and whip about until they meet a solid object, which they wrap around and squeeze until destroyed. A successful grapple check is required and each round the plant may continue to grapple, doing an automatic 2d6 damage, or may attempt to hit the target with another vine. They are destroyed if severed or when their plant dies. |
| 4 | Manipulation
Vines | The plant has 2d4 tough (but not strong) gripping vines. They do no damage on their own but can manipulate weapons or grab characters like tangle vines. The plant can control two. They die when severed or when their plant dies. |
| 5 | Sucker Vines | The plant has 4d6 vines edged with suckers that affix themselves to a victim on a successful hit. Each vine does 1d6 damage each action round it is attached to a victim, (on the second round, not the first). All hit points drained from the victim are added to the plants score. A successful grapple check must be made each round to continue to drain the victim. Sucker vines release their victim when their plant or the victim is killed. The Plant can control 2 at a time. Even when severed, they keep draining the victim's life force. |
| 6 | Spear Vines | The plant has 4d6 hardened spear-like vines they can toss at will and in any direction and up to the plants total number of spears. Each spear does 1d6 damage plus strength modifier. |
| 7 | Energy Leech
Vines | The plant has 3d6 vines that will drain 1d6 charges (or equivalent) from any energy item it comes in contact with. The plant gains 1 hit point back from every charge drained. The plant can control two at a time. A successful grapple roll is required to maintain contact each round. |
| 8 | Fluid Leech
Vines | The plant has 3d6 vines that will drain 1d6 hit points from any creature they come in contact with. The plant gains half the damage done back in hit points. The plant can control two at a time. A successful grapple roll is required to maintain contact each round. |
| 09-10 | GM's Choice | The GM may choose any type of vine, combination of vines, or create his own type of vine. |

Sonic Burst

See description under physical mutations.

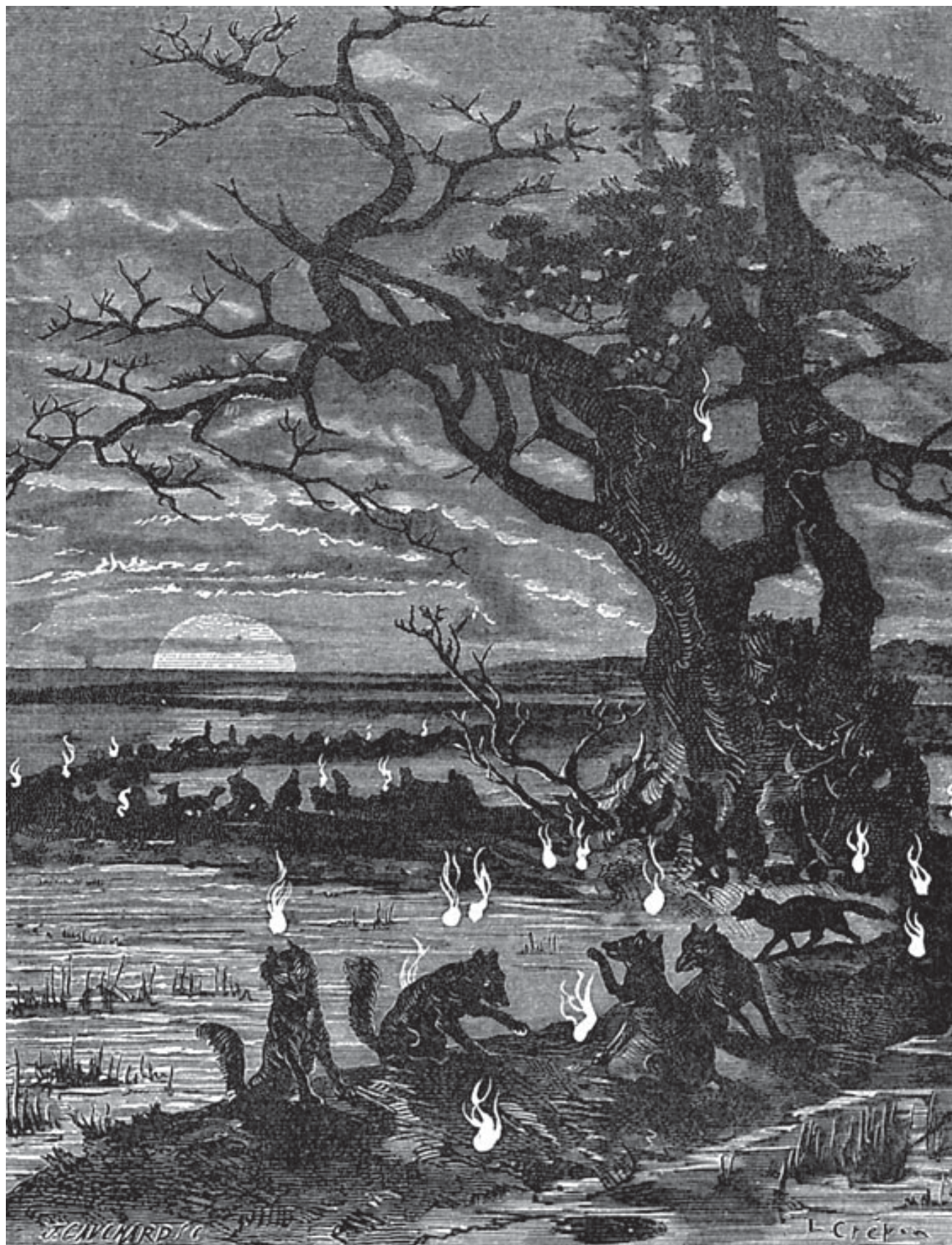
Sonic Roar

See description under physical mutations.

Unique Senses

See description under physical mutations.

CREATURES OF THE TROPICAL WASTES



POISON AND RADIATION TABLES

Poison Class Table

Roll

d00	Class	Fail Save Effects	Save Effects
01-13	1	1d6 damage	Negates effect
14-23	2	2d6 damage	Half damage
24-33	3	3d6 damage	Half damage
34-43	4	4d6 damage	Half damage
44-53	5	5d6 damage	Half damage
54-63	6	6d6 damage	Half damage
64-73	7	7d6 damage	Half damage
74-83	8	8d6 damage	Half damage
84-87	9	Sleep 2d4 rounds	Negates effect
88-89	10	Paralysis 1d6 rounds	Negates effect
90-91	11	Paralysis 2d6 rounds	Movement half for 1d6 rounds
92	12	Death	1d6 damage
93	13	Death	2d6 damage
94	14	Death	3d6 damage
95	15	Death	4d6 damage
96	16	Death	5d6 damage
97	17	Death	7d6 damage
98	18	Death	8d6 damage
99	19	Death	Paralysis 2d6 rounds
00	20	Death	Lose 1d6 CON (permanent)



Radiation Class Table

Roll

d10	Class	Fail Save Effects	Save Effects
1	1	1d6 damage	None
2	2	2d6 damage	Half damage
3	3	3d6 damage	Half damage
4	4	4d6 damage	Half damage
5	5	5d6 damage	Half damage
6	6	6d6 damage	Half damage
7	7	7d6 damage	Half damage
8	8	8d6 damage	Half damage
9	9	9d6 damage	Half damage
10	10	10d6 damage	Half damage

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