

CREATURES OF THE WASTELANDS

A MENAGERIE OF MUTANTS AND MUTATIONS

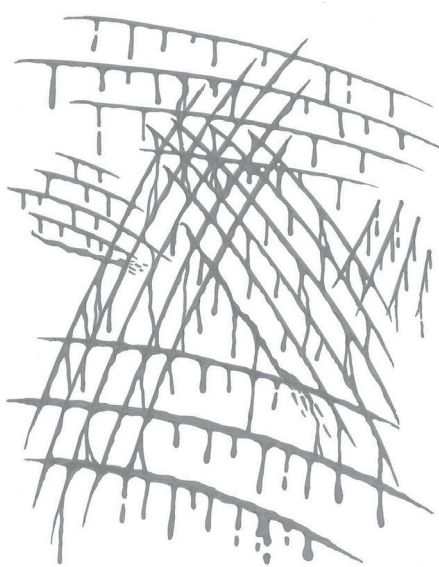


MUTANT FUTURE
COMPATIBLE PRODUCT

*By Derek Holland and the Skirmisher Game Development Group
Illustrated by Dragan Ciric, Jeremy Pea, and William T. Thrasher*

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Foreword by Mutant Future Creator Daniel Proctor

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Silver Phoenix (page 51)

FOREWORD

I felt very honored to be asked to write the foreword to *Creatures of the Wastelands*, but I was even more humbled when I first heard this book was being written. It is a very special feeling to know someone has seen your creation and felt inspired enough to take a certain vision further. This book is the first professionally published supplement for *Mutant Future*, and it doesn't disappoint in delivering the unusual, sometimes startling, creatures and mutations we've come to expect from this post-apocalyptic science fantasy game.

One of the most attractive aspects of *Mutant Future* is its adaptability. You can play in a wide variety of campaigns, with any flavor imaginable, just based on a set of solid, simple rules. The book you hold in your hands gives you additional tools to bring your game to life.

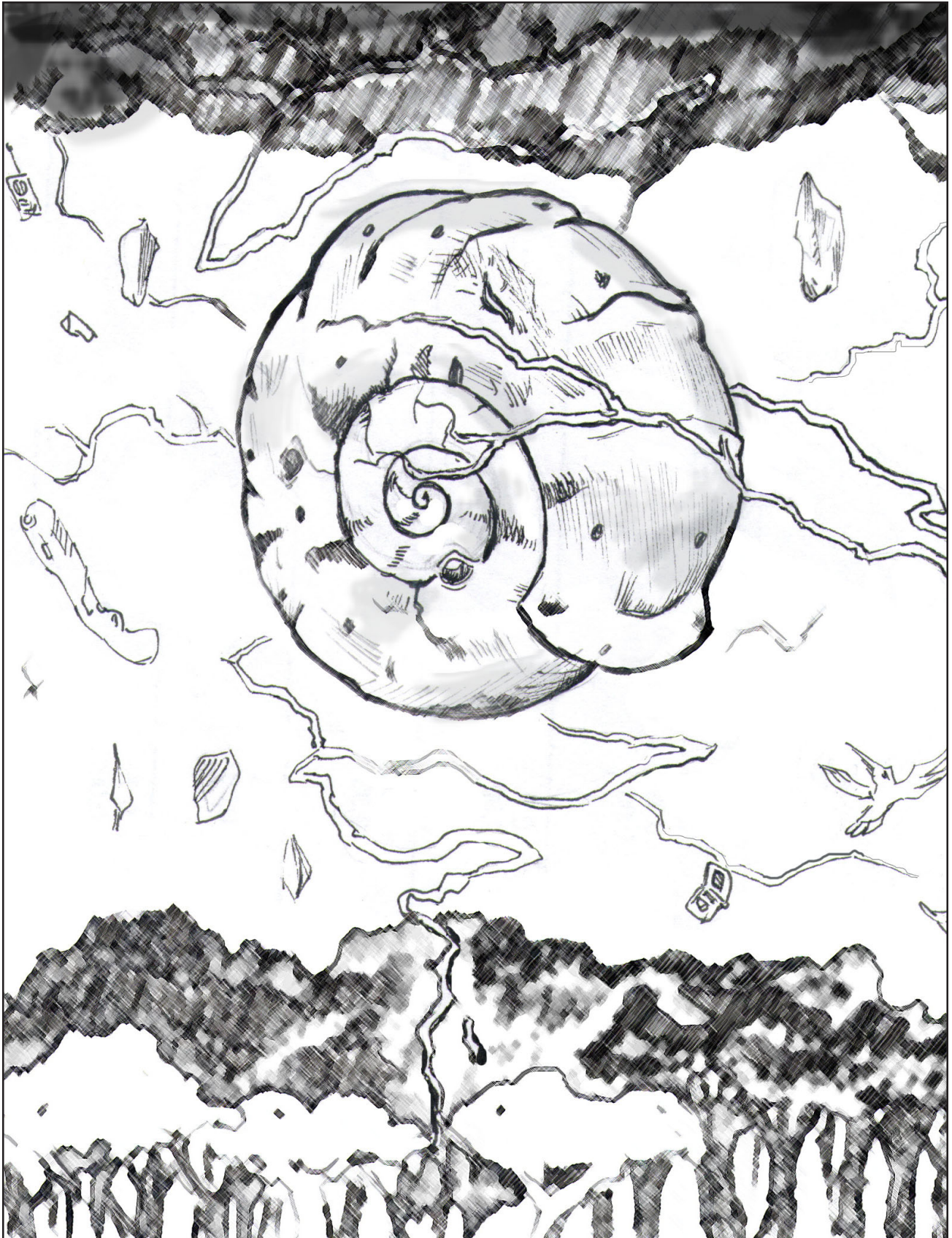
Creatures of the Wastelands is a book you're going to want to keep at the gaming table. As I was reading through it, I caught myself again and again chuckling maniacally over a monster description, imagining how my players will react when faced with another unique mutant horror. Likewise, as I read the new mutations available to characters, I found myself thinking, "Ewww ... that's *awesome!*" more than once.

This genre of nuclear post-apocalyptic science fantasy tries not to take itself too seriously, and this book succeeds in perfectly capturing that flavor. There is a balance between the serious and whimsical, and between harsh realities and exciting adventure.

In addition, *Creatures of the Wastelands* visits new possibilities. For instance, the parasitic mutations are a great twist, and the inclusion of fleshed-out terrain types and hazards are inspired and extremely useful to campaigns. That is, in fact, one of the most impressive things about the effort that went into this book: There is no "filler" material. This is a book full of material ready to be used, now.

Soon, your player's characters will be fighting through swarms of black snowflakes, or lamenting the day they made enemies with a group of lumbicids. And laser blast to one character's chest will be a reminder of why it is a bad thing to have transparent skin.

Daniel Proctor
Goblinoid Games



INTRODUCTION

In *Mutant Future*, the term "monster" 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 Mutant Lord 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 Mutant Lord 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 armor, 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 armor 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 in Section 4.

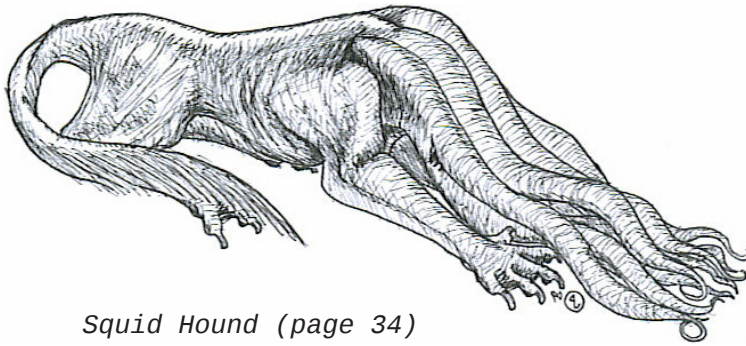
Attacks: This listing describes how many attacks are available to a monster, per round, and the nature of the attacks. These will be listed in the same order as the appropriate damage in the damage listing.

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 detail below.

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 off with water or other non-flammable liquids (beer, wine). If armor is de-

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Squid Hound (page 34)

stroyed 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.

Confusion

Swarming animals, such as bats or insects, often may attack by engulfing an opponent and making him unable to independently determine what he will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

Roll 1d10 Behavior

- | | |
|------|---------------------------------------|
| 1-4 | Attack character's group. |
| 5-6 | Do nothing but flail about uselessly. |
| 7-10 | Attack creature's group. |

A *confused* character that can't carry out the indicated action does nothing but babble incoherently.

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 mon-

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ster 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 Mutant Lord refers to when testing for morale. The Mutant Lord will roll 2d6 according to the Morale Check optional rule in Section 5. Any monster that fails this check will attempt to flee or surrender.

Hoard Class: This listing refers to the Treasure Hoard Class of the monster, and will consist of a roman numeral.



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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.

Mutants and "Normal" Animals

Some mutant animals/monsters have mutations that do not necessarily conform to the mutations provided for PCs. This is done to expand possibilities as well as make creatures unique and challenging. The most frequent mutation where this is the case is *gigantism*, where the ordinary attack and damage adjustments do not always apply because the PC mutation assumes a humanoid form that is attacking other humanoids.

Many animals listed here are "normal" or "ordinary." These may be used as-is, or as templates for devising mutated versions. Mutated animals may be created from normal animals or any monster presented here simply by either choosing or rolling randomly for mutations presented in Section 3. When using mutations in this way, The Mutant Lord should feel free to be creative and modify them in any way to create unique or powerful mutations that are not usually available to PCs.

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 intelligent 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 Mutant Lord 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.

TERMS

Several terms are introduced in this book, as follows.

Aggregate is a single creature created from 2 or more. Usually it is the result of mutation of a parasite and its host where both are now required for survival. See the crusty bunny for an example made from 3 species. Also it results in a new type of mutation- parasite. These cost 2 or more abilities points in exchange for some mutant power. This one of several rare kinds of mutations that may affect Pure Humans.

Base Stock is the unmutated ancestral species of a mutant.

Cluster is a group of immobile animals that live close to each other. Not very common due to the inability to collect food, those that exist use the fragrance development or prey scent mutations to draw prey to them. Sponges and coral can be considered real world clusters.

Elder People are those who lived before the cataclysm. Other than they were humans with high technology, little is known of them.

Kaiju are huge monsters, best known examples are Godzilla and Gamera. Almost all kaiju have more than 100 hit dice and their attacks do damage to an area rather than a single creature (exceptions do exist). A save versus energy attacks halves the damage.

Instar is a stage of life for immature insects. I apply it to seedlings that have life stages and mutations that differ from the adult.



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A

Air Screw

No. Enc.: 1 (1)
 Alignment: Neutral
 Movement: 10' (3')
 Fly: 150' (50')
 Armor Class: 8
 Hit Dice: 4
 Attacks: 1 (slam)
 Damage: 2d4
 Save: L2
 Morale: 12
 Hoard Class: none

Air screws are oozes that fly in a spiral shape. On the ground, they take a form that is very much like a stone and may remain so for a week or two after feeding. Birds and insects are their preferred prey, but they will attack anything that smells edible that passes near them if they are beginning to starve.

Mutations: *metamorph, psionic flight, toxic weapon*

Annual Tree

No. Enc.: (0) d10
 Alignment: Neutral
 Movement: 0'
 Armor Class: 9
 Hit Dice: 2-25
 Attacks: see below
 Damage: see below
 Save: L0
 Morale: 12
 Hoard Class: none

These are fast growing plants. They take eight to 12 months to reach a height of 80', go to seed, and die off. They are harmless to humans, but inflict 3d10 points of damage per day to structures, vehicles, and any other large objects on which they are growing.

Their wood is worthless for building anything meant to last and smokes badly if used for a fire. After they die, they leave large amounts of wood that can catch fire from combat with energy weap-

ons and mutations or lightning.

Mutations: *special*

Antlion

Antlion, Larva, Giant

No. Enc.: 0 (1)
 Alignment: Neutral
 Movement: 90' (30')
 Armor Class: 4
 Hit Dice: 12
 Attacks: 1 (bite)
 Damage: 2d10 + d8 per round
 Save: L6
 Morale: 9
 Hoard Class: VI

Antlion, Adult (Owlfly), Giant

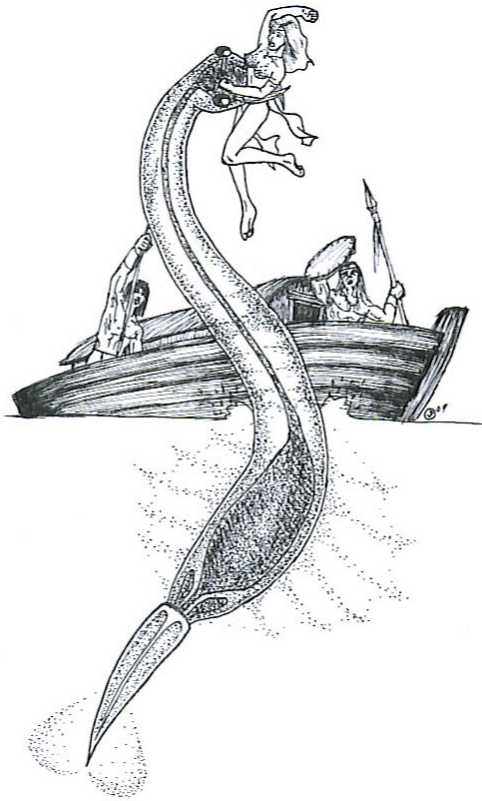
No. Enc.: 0 (d2)
 Alignment: Neutral
 Movement: 30' (10')
 Fly: 120' (40')
 Armor Class: 8
 Hit Dice: 6
 Attacks: 1 (bite)
 Damage: d4
 Save: L3
 Morale: 5
 Hoard Class: None

The giant antlion is an insect that, as an adult, looks like a dragonfly. Other than some minor differences in antennae, the best ways to determine if it is an owlfly or dragonfly is the presence of water and flying speed (as owlflies are much slower). The owlfly, the adult form of antlion, is usually found far from bodies of water. The larva is maggot-like, with large mandibles that are used to both crush and drain prey. After a successful hit, the target is held and damaged each round unless it makes a save versus energy attacks. The owlfly has a small set of mandibles but usually flies away from conflict.

Mutations: *gigantism*



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Arrow Worm, Giant

No. Enc.: 0 (d6)
 Alignment: Neutral
 Movement: 10' (3')
 Swim: 150' (50')
 Armor Class: 6
 Hit Dice: 8
 Attacks: 1 (bite)
 Damage: 3d8
 Save: L4
 Morale: 6
 Hoard Class: none

These worms are fairly common in the oceans near shore. They are 45' long with two fins, eyes, and fangs. Flexible enough to rise out of the water, an arrow worm can bend into a boat to lift a person out. A preferred hunting spot is where trees overhang the water, allowing the worms reach into the branches to attack birds and other arboreal creatures. When they face resistance or take damage, the worms release a cloud of stun gas from their heads in a 20' diameter and then attempt to escape. Because

of their limited capacity to move on land, they very rarely move onto a boat or shore.

Mutations: gigantism, increased strength, toxic weapon, regenerative capacity

B

Banshee Ice

No. Enc.: d4 (d4)
 Alignment: Neutral
 Movement: 0'
 Armor Class: 9
 Hit Dice: 6
 Attacks: see below
 Damage: see below
 Save: L1
 Morale: 12
 Hoard Class: none

More of a hazard than an actual creature, banshee ice is extremely dangerous for those that encounter it. When damaged by a physical attack (rather than an energy weapon or mutation), the ice produces a mental scream that inflicts 6d8 to all animal life within 100'. A save versus poison halves this damage. The source of this strange material is unknown but could be the result of alien energy or a unique mutation.

Mutations: special

Barf

No. Enc.: 2d4 (4d4)
 Alignment: Neutral
 Movement: 90' (30')
 Climb: 150' (50')
 Armor Class: 6
 Hit Dice: 3
 Attacks: 2 (claws)
 Damage: d4/d4
 Save: L2
 Morale: 7
 Hoard Class: XII

The easiest way to describe a barf is "web vomiting monkey-cow." They are mu-

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tant cattle adapted to life in the trees. Their gut bacteria produce a substance similar to spider silk and they use this to capture prey consisting of certain mobile plants (like some PCs). The webbing is collected and thrown, up to 10' (or 50' down) and the barf must make an attack roll. If successful, the target is entangled for a number of rounds equal to 25 minus Strength. The barfs then move in for the kill. A pack of barfs is difficult to drive off as they attack from above and only felling the trees or destroying the branches will make them depart.

Mutations: *webbing (new), aberrant form*

Bee, Tiger

No. Enc.: d4 (4d12)
Alignment: Neutral
Movement: 30' (10')
Fly: 180' (60')
Armor Class: 6
Hit Dice: 2
Attacks: none
Damage: none
Save: L1
Morale: 6
Hoard Class: see below

Tiger bees are named for their orange coloration. They are desired by plant communities because they produce a wax that heals plants (treat it as stim-shot A for a 6-ounce dose). Otherwise they are harmless. Because they are so valuable, tiger bee colonies are protected and their wax controlled by community leaders, be they plants or other.

Mutations: *special*

Bee, Stone

No. Enc.: d4 (4d8)
Alignment: Neutral
Movement: 30' (10')
Fly: 240' (80')
Armor Class: 4
Hit Dice: 2
Attacks: 1 (bite)
Damage: d8
Save: L1

Morale: 8
Hoard Class: see below

Stone bees collect soil and small rocks to make a form of concrete for nesting material. Their mandibles are very strong and are used to break holes in their nests as needed. They are known to make nests in ruins and thus alter the layout by closing off doorways and creating new buildings and chambers below ground. They are communal and thus do not have queens, workers, or soldiers. Each female bee makes its own nest within the whole and treats it as her territory. Males make group nests and live together amicably, or at least until they die after mating. Females are 3' long and males 2'.

Mutations: *special*

Bison, Forest

No. Enc.: 0 (2d8)
Alignment: Neutral
Movement: 210' (70')
Armor Class: 5
Hit Dice: 10
Attacks: 1 (trample)
Damage: 3d10
Save: L5
Morale: 6
Hoard Class: none



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These strange forest creatures have an almost magical ability to travel unimpeded through vegetation. They phase themselves so that all plant material passes through them, and thus have an immunity to wooden weapons and all plant mutations that inflict damage, as well as being able to walk through trees and vines. When they need to feed, they unphase their heads. When one dies, its entire body unphases and if there is plant material suddenly within them, the body explodes with great force, inflicting 5d10 damage in a 50' radius.

Mutations: special

Bison, Water

No. Enc.: 0 (3d4)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 6
Hit Dice: 15
Attacks: 1 (bite)
Damage: 2d8
Save: L8
Morale: 8
Hoard Class: none

These mutant bovines have filled the hippo niche in North America. They have large mouths and increased mass. Unlike hippos, they have gills and stay underwater all the time. Because they stir up the bottom while walking, water bison draw a great many fish looking for prey – both small fish looking for mud dwelling insects and big fish looking for small fish. Many anglers have a really bad day when they hook a bison instead of a fish.

Mutations: gills

Black Snowflake

No. Enc.: 0 (2d12)
Alignment: Neutral
Movement: 330' (110')
Armor Class: 9
Hit Dice: 1
Attacks: 1 (slash)
Damage: d4
Save: L0



Morale: 12
Hoard Class: none

Like dust bunnies, black snowflakes are an oddity. They look like oversized snowflakes that are brown to black and come down in the worst of blizzards. They fly around, even against the wind, and seem to feed on the small amounts of blood collected with each impact with a victim. As the flurries let up, the snowflakes return to who knows where in the sky.

Mutations: special

Blazemoth

No. Enc.: 8d10 (8d10)
Alignment: Neutral
Movement: Fly: 90' (30')
Armor Class: 9
Hit Dice: 1/2
Attacks: none
Damage: none
Save: L0
Morale: 12
Hoard Class: none

A special type of floater (q.v.), blazemoths are a serious danger to those who use camp fires and emit a dust that

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causes fires to turn purple and then explode. A swarm of moths from 8-40 cause an explosion with a radius of 20' and 3d4 points of damage. Larger swarms cause an explosion with a radius of 30' and 3d6 points of damage. Blaze moths die from such explosions like any moths drawn to flame.

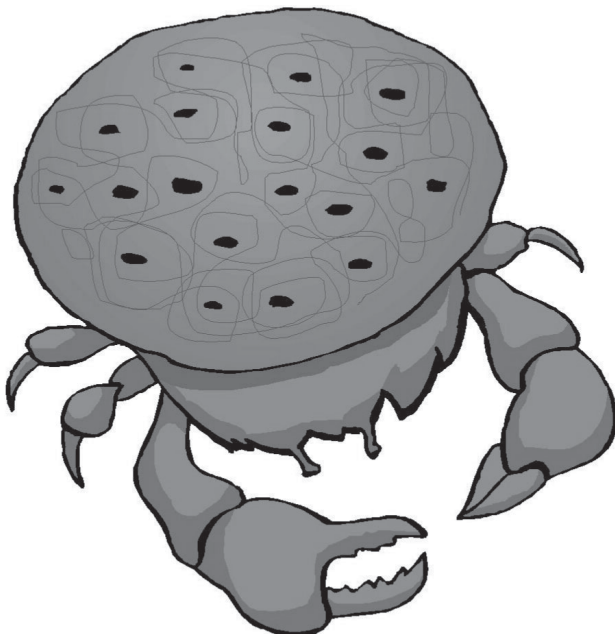
Mutations: *special*

Bloater Crab

No. Enc.: 0 (8d10)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 5
Hit Dice: 2
Attacks: 2 (claws)
Damage: d6/d6
Save: L1
Morale: 11
Hoard Class: none

Invaders from the sea, these very large crabs have some kind of toxin that causes bloating of living and dead flesh. Anyone failing a save versus poison is -4 to hit and has +4 to Armor Class for d4 hours because of the pain and difficulty handling or wearing items.

Mutations: *toxic weapon*



Blood Crow

No. Enc.: 0 (2d6)
Alignment: Neutral
Movement: 90' (30')
Fly: 240' (80')
Armor Class: 7
Hit Dice: 2/10
Attacks: 1 (bite)
Damage: d2/2d8
Save: L1/L5
Morale: 9
Hoard Class: X

Blood crows are animals that enlarge themselves to hunt. A small size crow appears no different from a unmutated bird and the large form has a wingspan of 18'. They can change once per round (as their action for the round) and use this to move about in or fly around branches, looking for the best way to rip open prey. A murder of blood crows assist each other and provide a +2 to hit for every bird that attacks an individual that has been successfully attacked by another crow. For example, in a flock of 6 that attacks a human, if the first 2 hit, the second had +2 to hit and the third bird gets a +4 to hit. If it misses, the next bird gets no bonus. Like other crows, blood crows collect shiny items, although they do not keep a regular lair and abandon the items with regularity.

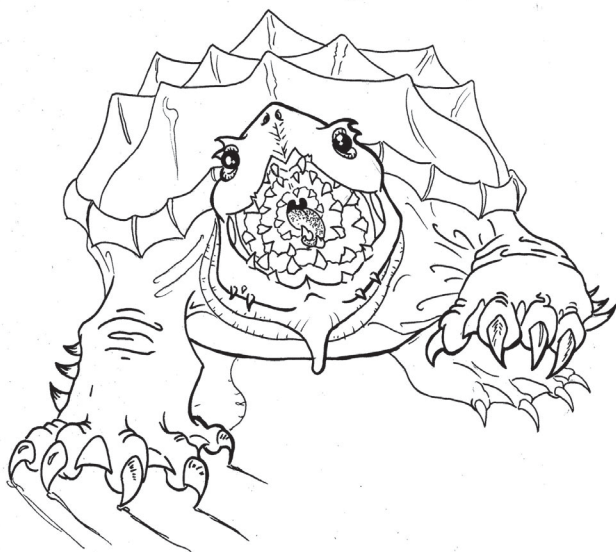
Mutations: *density alteration, self (special)*

Bloodfeeder

No. Enc.: 0 (1)
Alignment: Neutral
Movement: Swim: 120' (40')
Armor Class: 3
Hit Dice: 14
Attacks: 1 (bite)
Damage: 2d8 and d8/round
Save: L7
Morale: 8
Hoard Class: none

These massive turtles feed exclusively

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on blood. Although they prefer sharks, whales, and other large animals, human-sized prey will do in a pinch. After making a hit, the target is held and damaged for every round thereafter until it makes a save versus death. People who live on or in the ocean occasionally go on bloodfeeder hunts as the shells and skeletons can be useful and the meat will feed a typical tribe for a week or two.

Mutations: aberrant form

Bloody Lion

Bloody Lion, Builder

No. Enc.: 0 (6d4 X 10)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 6
 Hit Dice: 8
 Attacks: 2
 Damage: d12/d12
 Save: L4
 Morale: 12
 Hoard Class: as fortress

Mutations: animal limbs (human hands), abnormal size, fragrance development (plants), free movement, full senses and natural vegetal weapons

Bloody Lion, Forager

No. Enc.: 2d6 (3d4 X 10)
 Alignment: Neutral
 Movement: 180' (60')
 Armor Class: 7
 Hit Dice: 3
 Attacks: 4
 Damage: d6/d6/d6/d6
 Save: L2
 Morale: 8
 Hoard Class: VI (for group) or as fortress

Mutations: chameleon metamorph, abnormal size, fragrance development (plants), free movement, full senses and natural vegetal weapons

Bloody Lion, Reproductive

No. Enc.: 0 (4d6)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 6
 Hit Dice: 16
 Attacks: 4
 Damage: 2d12/2d12/2d12/2d12
 Save: L10
 Morale: 8
 Hoard Class: as fortress

Mutations: animate seed, abnormal size, fragrance development (plants), free movement, full senses and natural vegetal weapons

Bloody Lion, Speaker

No. Enc.: 2d4 (8d10)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 6
 Hit Dice: 6
 Attacks: 2
 Damage: d8/d8
 Save: L6
 Morale: 10
 Hoard Class: gear

Mutations: prehensile tendrils (simple), metaconcert, neural telekinesis, abnormal size, fragrance development (plants), free movement, full senses and natural vegetal weapons

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Bloody Lion, Large Soldier

No. Enc.: 0 (2d4 X 8)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 5
Hit Dice: 12
Attacks: 6
Damage: 3d6/3d6/3d6/3d6/3d6/3d6
Save: L8
Morale: 12
Hoard Class: as fortress

Mutations: shriek (plant), thermal emission, abnormal size, fragrance development (plants), free movement, full senses and natural vegetal weapons

Bloody Lion, Small Soldier

No. Enc.: 5d10 (10d10 X 4)
Alignment: Neutral
Movement: 180' (60')
Burrow: 30' (10')
Armor Class: 7
Hit Dice: 2
Attacks: 2
Damage: d6/d6
Save: L1
Morale: 12
Hoard Class: VI (for group)

Mutations: grenade-like fruit, abnormal size, fragrance development (plants), free movement, full senses and natural vegetal weapons

Bloody lions are desert-dwelling mutant dandelions that look like dandelion roots covered with large bladed leaves and vines for movement and which live in a caste system, similar to ants and termites. They live in nests, called fortresses, that are mound-shaped with large bowls in the center. A bowl is shallow enough that the reproductives at the center get full sun three to four hours a day. Otherwise, there are walls and doors meant to keep intruders out or bottleneck them for defensive purposes. There are no underground portions, although rumors exist of treasure rooms filled with artifacts of the Elder People.

Builders: This caste creates and re-

pairs the fortress. They have vines that closely imitate human hands and use tools in addition to their roots. They are 8' long and have 2 leaves for defense.

Foragers: These 2' long plants are the workers who go outside the fortress and collect the fertilizer- dead plants and animals- and water that the colony needs to survive as well as picking up anything else that might be of use. They stay in small groups, sometimes protected by small soldiers, and stay out until they collect enough to bring back. If they must stay away from the fortress over night, they assume the shape of local plants and imitate them for protection. If they must enter combat, they have 4 leaves for defense.

Reproductive: The heart of the fortress is the domain of the reproductives. They have several dozen flowers at all stages of development growing at once. At 25' long, they are the largest caste and have 4 huge leaves for defense.

Speaker: This caste may have intelligence but they do not rule the colony- no one does. They are 6' long and have 2 leaves for defense. The leaves are rarely used as speakers prefer to use firearms such as shotguns and laser rifles. They do not wear armor because of their body shape, but otherwise can use any gear the foragers collect. In close combat, they connect their minds and use telekinisis to push their targets prone on the ground. Their complement of small soldiers (4 for every speaker) then make the kill.

Soldier, Large: At 20' long, these warrior plants are the second largest caste. They are always found within the fortress and protect the reproductives with their lives. In combat they use beams of cold, sonic pulses and their 6 large leaves, in that order. They have an innate sense of tactics and fooling large soldiers is very difficult.

Soldier, Small: At 2' long, small soldiers are the smallest caste and their 2 defense leaves seem huge because of this. This caste is usually found outside the fortress in the company of speakers and foragers. They are easy to grow in huge

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numbers so they are considered very disposable. They are also stupid and easy to fool. When out with foragers, if they have to stay outside the fortress overnight, they burrow into the ground to hide.

Body Parts

Body Parts, Hands

No. Enc.: 4d8 (4d8)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 7
Hit Dice: 2
Attacks: 1 (slam)
Damage: d4
Save: L1
Morale: 10
Hoard Class: none

Mutations: aberrant form

Body Parts, Heads

No. Enc.: 2d8 (2d8)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 8
Hit Dice: 1
Attacks: 1 (bite)
Damage: d3
Save: L1
Morale: 12
Hoard Class: none

Mutations: aberrant form

Body parts are mutant humans and other animals that have atrophied all but one limb or the head. Although they look like a part of the source stock, when sliced open there are tiny organs within. Hands and heads are pests found in most ruins. Some people have a phobia toward killing heads, especially if they look like the persons in question.

Bridge Troll

No. Enc.: d4 (d4)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 6
Hit Dice: 4
Attacks: 2 (claws)
Damage: d6/d6
Save: L3
Morale: 8
Hoard Class: XIV

Bridge trolls are mutant humans who live in deep, dry river beds. They project the illusion of bridges over their gorges and wait under them and, when something tries to cross and falls, the trolls then rend survivors with their claws and devour them. They do not collect artifacts purposefully, but do generally have a pile of them somewhere nearby.

Mutations: aberrant form (natural weapons), mental phantasm

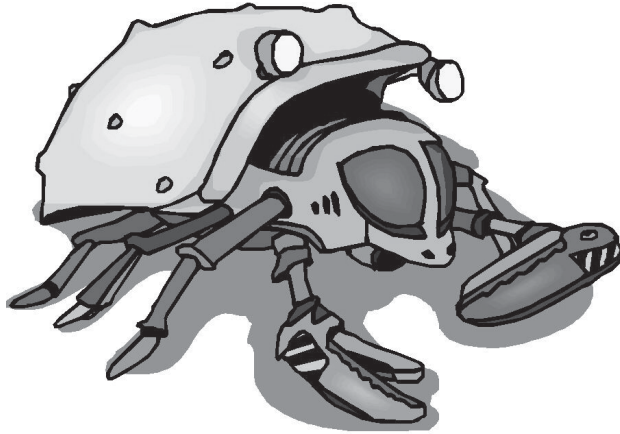
Bronze Beetle

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 240' (80')
Armor Class: -5
Hit Dice: 350
Attacks: 1 (trample)
Damage: 4d20
Save: L19
Morale: 12
Hoard Class: see below

Bronze beetles are engineered creatures that were meant to create simple tools in large quantities for off-world colonies with power production problems. They require raw materials and generally eat



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both ruins and newer communities. After feeding, they drop a random 4d100 tools per day for 2-12 days (depending on the amount of raw material consumed). The tools can be anything from shovels to spyglasses and are always an assortment. All the known beetles have small communities that follow them in hopes of collecting the tools for trade. Their trample attack damages everything within a 10' diameter circle. A save versus energy attacks halves the damage.

Mutations: *special, gigantism*

Bubble Bug

No. Enc.: 0 (3d4)
Alignment: Neutral
Movement: 0'
Armor Class: 9
Hit Dice: 1/8
Attacks: contact
Damage: poison
Save: L0
Morale: 12
Hoard Class: none

The mutant spittle bug covers itself with a mass of spit in the form of bubbly foam. They can be found on various herbs and shrubs throughout the wastelands. Unlike the stock species, this monster's foam is extremely toxic (class 14). Because they are quite obvious, only the unobservant, hard of seeing, and nocturnal have a chance of stumbling into them.

Mutations: *toxic weapon*

Bug Friend

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 0'
Armor Class: 4
Hit Dice: 18
Attacks: special
Damage: special
Save: L9
Morale: 12
Hoard Class: none

This tree uses insects for protection. It attracts several species and uses a hormone to prevent the pupa from hatching. When something climbs or attacks the tree, another hormone causes all the insects to emerge and drives them into a frenzy. Anything within 50' of the tree takes 3d6 points of damage per round for d6 minutes. After that, the swarm calms and disperses. It takes a few days for the tree to reset this trap.

Mutations: *special*

Buzzer

No. Enc.: 0 (1)
Alignment: Neutral
Movement: 0'
Armor Class: 8
Hit Dice: 12
Attacks: 0
Damage: none
Save: L2
Morale: 12
Hoard Class: XVIII

This mutant tree enslaves insects to protect it and feed it with the blood of those slain around it. It is found with 4d6 swarms and giant insects such as giant ants, piranha butterflies, and vomit flies. If all the insects are slain, but the tree is not, it takes 2d4 days for a new complement to be drawn.

Mutations: *fragrance development*

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C

Ceiling Walker

No. Enc.: 4d4 (6d4)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 7
Hit Dice: 2
Attacks: 1 (slam)
Damage: d6
Save: L1
Morale: 5
Hoard Class: none

Strange mutant humans, ceiling walkers have 40 arms and legs. They look like a ball of limbs and it is these that allow them to walk on walls and ceilings like normal humans walk on the floor. They are no longer intelligent, are 2' tall (3' in diameter), and use a rolling slam to incapacitate prey. Nocturnal, they do not like bright light and lair deep in ruins.

Mutations: aberrant form (extra limbs), night vision

Creeping Road

No. Enc.: swarm
Alignment: Neutral
Movement: 30' (10')
Armor Class: 4
Hit Dice: 24
Attacks: 1 (chew)
Damage: 5d6
Save: L4
Morale: 12
Hoard Class: none

A mass of beetles that look like pebbles, the creeping road slowly destroys everything in its path and looks like new cobblestone construction. The swarm only moves at night unless it is stepped on. Anything on a road automatically takes damage and must save versus death or have its legs broken (if it has legs). This reduces the victim's movement by three quarters and takes d4 months to heal. The best way to deal with a road is

to avoid it or use fire to drive it off.

Mutations: aberrant form, natural armor

Crinoid

Crinoid, Red

No. Enc.: 0 (8d12 mixed red and yellow)
Alignment: Neutral
Movement: 0'
Armor Class: 9
Hit Dice: 1/4
Attacks: 1 (bite)
Damage: d2
Save: L0
Morale: 12
Hoard Class: VII

Mutations: neural telekinesis

Crinoid, Yellow

No. Enc.: 0 (8d12 mixed red and yellow)
Alignment: Neutral
Movement: 0'
Armor Class: 8
Hit Dice: 1/2
Attacks: 1 (bite)
Damage: d4
Save: L0
Morale: 12
Hoard Class: VII

Mutations: fragrance development

Crinoids, or sea lilies, are marine animals that look sort of like plants with stems, bodies, and feeding tentacles around their mouths. They are found typically on coral reefs, although some have adapted to northern waters. Red and yellow sea lilies feed on larger-than-normal fare. The yellow releases a chemical into the water that can draw prey from up to a mile and the red use a form of telekinesis to immobilize the victims. If a save versus poison fails (-1 for every 10 red crinoids), the target is rendered helpless until the lilies are slain. As it does take some concentration, the lilies can only target one person or creature at a time.

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Crusty Bunny

No. Enc.: d4 (d4)
Alignment: Neutral
Movement: 240' (80')
Armor Class: 2
Hit Dice: 1
Attacks: 1 (bite)
Damage: d3
Save: L3
Morale: 3
Hoard Class: None

An aggregate monster, the crusty bunny is made up of 3 mutated animals – the snowshoe hare, athlete's foot, and tapeworm. Its skin is covered with a solid mass of fungus that provides excellent protection against radiation (takes half damage) and physical attacks (thus their low AC). The tapeworm neutralizes poisons and disease.

The only downside to the symbiosis is an increased need for food. Starvation is common during the winter and many bunny bodies are seen in regions where they are common. Intelligent plants consider them a major pest and a terrifying monster in the winter months. Only a few carnivores – those immune to or resistant to poison – will eat crusty bunnies.

Mutations: special

Cyst Monster

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 4
Hit Dice: 18
Attacks: 3 (claws and bite)
Damage: 2d4/2d4/2d12
Save: L9
Morale: 11
Hoard Class: none

This large mutant has features of feline, reptile, and fish. At 35' long and 8' high, it is one of the largest predators commonly found in ruins. They are so named because every wound caused by an attack that draws blood forms a cyst

that breaks in d4 rounds and releases a jellyfish plant (see MF corebook). Death causes the body to form 3d4 cysts. The plants do not attack the cyst monster but usually are consumed by it.

Mutations: special

D

Death Thread

No. Enc.: Swarm
Alignment: Neutral
Movement: 0'
Armor Class: 9
Hit Dice: 20 (swarm)
Attacks: Contact
Damage: 2d12
Save: L0
Morale: 12
Hoard Class: VI

These mutant worms imitate grass blades. They wait until prey is surrounded and then use a poisonous bite to immobilize the potential food. The poison's class is 11. They are noticeable to humans because they stay brown all year long. It is only during the dry season do they become a serious hazard.

Mutations: aberrant form, toxic weapon

Dinosaur

Dinosaur, Bellow

No. Enc.: 0 (d6)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 4
Hit Dice: 30
Attacks: 2 (tail and stomp)
Damage: 3d12/3d10
Save: L15
Morale: 10
Hoard Class: none

The Elder People brought many extinct species to life, including many dinosaurs. Those that survived the cataclysm mutated just as readily as other animals. Bellows are sauropods that

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use sound to drive off predators. Their bellow inflicts 5d10 points of damage to everything, except other bellowers, within 100' and is otherwise identical to the shriek mutation. They are found in plains where it is easy for them to spot any potential problems.

Some mutants that are resistant or immune to sonic attacks hunt bellowers much in the same way Native Americans hunted bison.

Mutations: shriek

Dinosaur, Grey Tide

No. Enc.: 3d10+40
Alignment: Neutral
Movement: 270' (90')
Armor Class: 7
Hit Dice: 1
Attacks: 3 (bite and 2 claws)
Damage: d4/d2/d2
Save: L1
Morale: 8
Hoard Class: none

These tiny velociraptors are but 1' tall. They are a danger because they swarm over a victim with great speed and carry a nasty parasite in their bloodstreams.

Anyone exposed to grey tide blood has a chance to be exposed. This particular parasite reduces the host's strength score by 2 until cured with antitox.

Mutations: dwarfism, quickness, parasite host (new)

Dinosaur, Minirex

No. Enc.: 3d8 (5d8)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 6
Hit Dice: 3
Attacks: 1 (bite)
Damage: d6
Save: L2
Morale: 10
Hoard Class: XX

The pet every dinosaur-loving kid wanted, the minirex was fed engineered microgoats. After the cataclysm, some mutated the ability to survive on any meat and it is the descendants of these survivors that devour the people of today.

Mutations: dwarfism

Dinosaur, Rooter

No. Enc.: 0 (3d4)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 4
Hit Dice: 12
Attacks: 1 (tail club)
Damage: 2d12
Save: L6
Morale: 8
Hoard Class: none

These mutant ankylosaurs act like very big wild hogs. They are a walking disaster that digs up trees to get at the roots. Their forefeet have huge digging claws that hobble their ability to run and even walk well. In some locations they are so prevalent that the only trees that survive are either toxic or have an ability to fight back.

Mutations: aberrant form

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Dinosaur, Spikey

No. Enc.: 0 (d12)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 3
Hit Dice: 12
Attacks: 1 (horns)
Damage: 2d12
Save: L6
Morale: 11
Hoard Class: none

Mutant triceratops, these herbivores are extremely dangerous to anything moving near them. They have no qualms about ramming trees swaying in the wind and squashing humans and other small pests. They are named because of the large number of spines on their faces and backs.

Mutations: *spiney growth*



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Dream Eater

No. Enc.: d4 (2d4)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 6
Hit Dice: 4
Attacks: 1
Damage: d6
Save: L4
Morale: 9
Hoard Class: none

Mutant foxes, these canines learn about potential prey via their dreams. If a person looks soft enough to kill, the dream eaters induce violent nightmares that further weaken the victim. After a week or so of this, dream eaters attack as a group and try to kill before the person awakens.

Mutations: neural telepathy, induce nightmares (new)

Dunelord

No. Enc.: 0 (d6)
Alignment: Neutral
Movement: 10' (3')
Armor Class: 4
Hit Dice: 18

Attacks: see below
Damage: see below
Save: L9
Morale: 12
Hoard Class: XX

These mutant trees are always found on top of piles of sand. Any animal that comes in contact with its leaves and fails a save versus poison turns to sand. As the sand increases in depth, the dunelord slowly digs itself out using mobile roots.

Because the tree is constantly shedding leaves, the dunelord is surrounded by them. Other plants that colonize sandy locations, such as beaches and deserts, sometimes hide the leaves from view.

Mutations: free movement, alter atomic composition (new)

Dust Bunny

No. Enc.: 4d100 (0)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 9
Hit Dice: 1
Attacks: 1 (ram)
Damage: d4
Save: L0
Morale: 12
Hoard Class: none

Dust bunnies are some alien life form made entirely from dust and dirt. Found only in ruins where there is no air movement to disturb them, they simply collect more dust as it slowly arrives. If something causes a draft or other movement or air, the bunnies seek it out as a potential new source of dust. They ram their targets and explode into a cloud 5' in diameter. People may suffocate and if they fail a save versus poison, they take d6 points of damage per round for 2d6 rounds. After the disturbance has passed, the bunnies that have exploded re-form.

Mutations: special

E

Elder Stone

No. Enc.: 1 (0)
 Alignment: Neutral
 Movement: 30' (10')
 Armor Class: -3
 Hit Dice: 20
 Attacks: 1 (tail)
 Damage: 3d8
 Save: L15
 Morale: 12
 Hoard Class: VI

Elder stones are silicon-based lifeforms that appear to be hybrids of cows and alligators. They slowly consume stone and concrete and are thus almost exclusively found in ruins. They are very aggressive in protecting their food supplies and may accidentally block passageways or doors.

Mutations: none

F

False Fly

No. Enc.: d3 (d3)
 Alignment: Neutral
 Movement: 30' (10')
 Fly: 90' (30')
 Armor Class: 9
 Hit Dice: 3
 Attacks: 1 (bite)
 Damage: d2
 Save: L1
 Morale: 12
 Hoard Class: None

False flies are fat flies that have been infected by a fungus. Other than being faster while walking, they appear identical to normal varieties. When slain, false flies explode, releasing trillions of spores. Because the fungus is the best control on plagues of fat flies (q.v.), the spores are collected and spread where ever fat flies have been sighted.

Mutations: obese, toxic weapon

Fat Fly

No. Enc.: d3 (2d8)
 Alignment: Neutral
 Movement: 10' (3')
 Fly: 90' (30')
 Armor Class: 9
 Hit Dice: 2
 Attacks: 1 (bite)
 Damage: d2
 Save: L0
 Morale: 12
 Hoard Class: none

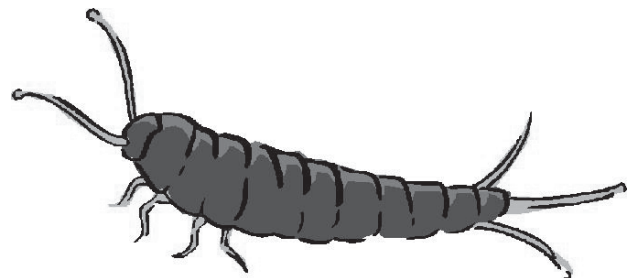
Fat flies are disgusting 3' long insects that are bloated with poison. Nothing eats them and only the false fly (q.v.) fungus acts as a control on their population. When slain, they burst and the soil beneath them is rendered sterile for at least a decade. The other danger of fat flies is their diet, which consists primarily of herbs and crops.

Mutations: obese, toxic weapon

Firebrat, Giant

No. Enc.: 3d8 (6d8)
 Alignment: Neutral
 Movement: 90' (30')
 Armor Class: 6
 Hit Dice: 4
 Attacks: 1 (bite)
 Damage: d4
 Save: L2
 Morale: 6
 Hoard Class: XVI

Cousins to silverfish, giant firebrats are herbivores feared by intelligent plants. They have retained their ancestral desire to live in warm places, but this does not stop them from braving



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cold if starving. Firebrats seem to prefer mobile plants, and have a paralytic toxin that only affects plants (class 10), but they will eat dead wood, books and other plant material.

Mutations: gigantism, reflective epidermis (heat), toxic weapon

Firelord

No. Enc.: 0 (d3)
Alignment: Neutral
Movement: 0'
Armor Class: 4
Hit Dice: 18
Attacks: 2 (roots)
Damage: d6/d6 plus temperature control
Save: L9
Morale: 12
Hoard Class: XX

These mutant trees capture prey in pairs by transferring the heat from one to the other. There have to be two targets, otherwise the tree does not attack. The roots have a reach of 30'. The damage is as per the temperature control mutation.

Mutations: temperature control

Flash Jelly

No. Enc.: 1 (0)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 9
Hit Dice: 8
Attacks: 1 (slam)
Damage: 2d6
Save: L4
Morale: 12
Hoard Class: VI

This ooze hunts only underground, in the darkest of ruins, and waits until something comes close and then makes a huge flash, hoping to blind and disorient potential prey.

Mutations: optic emission (bright eyes)

Floater

No. Enc.: d4 (3d10)
Alignment: Neutral
Movement: Fly: 90' (30')
Armor Class: 5-9
Hit Dice: 1/8-2
Attacks: 1 or none
Damage: d4
Save: L0
Morale: 4
Hoard Class: none

Floater is a generic term for a great many creatures that are attracted to fire. Anytime a campfire is started, an assortment of 3d10 floaters might appear in d4 hours and stay until the fire is put out. Some of the more common floaters are wingnuts and wingseeds, glob wasps (fungi with wings), and blink jellies (tiny jellyfish within a bubble of water that they renew with rain, they blink in reaction to the fire).

Mutations: variable

Flow Wood

No. Enc.: d4 (d6)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 6
Hit Dice: 8
Attacks: 1 (slam)
Damage: 2d6
Save: L4
Morale: 9
Hoard Class: none

A plant that has gained ooze traits, flow wood forms branches and leaves as needed. It usually does not change shape often but does retreat into the ground at night in more dangerous locations. If it becomes shaded, the plant will simply move to where there is light, even on other plants. It only attacks when something attacks or tries to eat it.

Mutations: special, toxic weapon

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G

Ghost Bat

No. Enc.: 3d10 (3d10)
 Alignment: Neutral
 Movement: Fly: 300' (100')
 Armor Class: 5
 Hit Dice: 2
 Attacks: 1 (bite)
 Damage: d4
 Save: L5
 Morale: 8
 Hoard Class: None

These radioactive bats glow in the dark and thus have a ghostly appearance. They constantly emit a class 3 radiation field within 10' and anyone bitten by a ghost bat is exposed to a class 5 field. They are "turbo powered" because of the radiation and thus move much faster than normal bats.

Mutations: special

Glow Pea

No. Enc.: d4 (d4)
 Alignment: Neutral
 Movement: 0'
 Armor Class: 8
 Hit Dice: 8
 Attacks: 1 (stinger vine)
 Damage: 2d4
 Save: L4
 Morale: 12
 Hoard Class: VII

Massive shrubs that are 12' and 10' in

diameter, glow peas are always found in radioactive locations. They use the radiation to help them kill their prey. Anyone stung by a pea must save versus poison or take double damage from radiation.

Mutations: abnormal size, reflective cell structure, toxic weapon

Grainstealer

No. Enc.: 0 (d8+)
 Alignment: Neutral
 Movement: 90' (30')
 Armor Class: 9
 Hit Dice: 1
 Attacks: 1 (thorns)
 Damage: d4
 Save: L0
 Morale: 4
 Hoard Class: none

These plants prey on herbs and grasses of various sorts, including grain. After consumption, they take the form of their food and reproduce by splitting. If attacked, they revert to their natural form and use a thorn-covered stem for defense. Because they reproduce so quickly, a single grain stealer can replace a 100-acre field in a month. Unless a farmer is blind, however, the absence of crops will be noted long before that happens, as grainstealers have to feed every three to four days and so will not be able to replace every plant.

Mutations: chameleon metamorph, natural vegetal weapon

Great Mother, Adult

No. Enc.: 0 (1)
 Alignment: Lawful
 Movement: 0'
 Armor Class: 2
 Hit Dice: 60
 Attacks: 1 (mind thrust)
 Damage: 6d10
 Save: L21
 Morale: 11
 Hoard Class: special

This massive tree desires one thing – to replace all other plantlife with its

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seedlings. It produces them in huge numbers and sends the seedlings out to both destroy plants and be consumed by animals, thus gaining control over them. It has a telepathic range of 50 miles for its slaves and 500' for everyone else. It picks 10 champions from its slave pool and provides them with one of the following mental mutations: acute hyper healing, combat empathy, or mental barrier. The champions only have the mutations within the 50-mile range. Great mothers fight each other over territory and when they are found within 50 miles of each other, use their seedlings to destroy the other.

Mutations: *animate seed, full senses, mind thrust, neural telepathy, xenochemistry (new)*

Great Mother, Seedling

No. Enc.: 4d10 (10d12)
Alignment: Lawful
Movement: 120' (40')
Armor Class: 6
Hit Dice: 2
Attacks: 1 (tendrils)
Damage: 2d6
Save: L1
Morale: 12
Hoard Class: none

Seedlings are the vital component of the great mother's plan for domination. They are humanoid in shape with a vine in the center of their chests that they use to crush the life out of other plants and humans/animals threatening the parent. Otherwise, when they encounter animals, they emit an odor that makes them irresistible even to carnivores. Anyone eating any portion of a great mother seedling must save versus poison with a -10 penalty or be converted into a slave to the seedling's parent and gain the aberrant form (xenochemistry) mutation. If the animal is already a slave to another great mother, the save is the same, but is instead treated as a class 20 poison. Communities that have been claimed by a great mother plant the seedlings and use them as their sole crop as everything

else is now poisonous to them.

1 in 10,000 seedlings is an immature adult. It must escape the notice of its parent and all of the other seedlings, otherwise it will be killed as a competitor. If it survives this, the seedling escapes and tries to find a place with both plants to replace and humans/animals to control. It has a year to do so or dies when its roots mature. Unlike the adult form, this kind of seedling does have a pair of leaves that has the toxin of all seedlings.

Mutations: *free movement, full senses, prehensile tendrils (constrictive), prey scent, xenochemistry*

Great Trilobite

No. Enc.: 0 (d12)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 4
Hit Dice: 8
Attacks: 1 (bite)
Damage: 3d4
Save: L4
Morale: 6
Hoard Class: none

Along with the dinosaurs, the Elder People brought many creatures back from extinction. This spiny bug like creature is one of them. It is 6' long and armor-plated. The spines are 1' long and covered with a class 4 poison. Great trilobites are usually docile and only those



CREATURES OF THE WASTELANDS

that disturb their aquatic feeding grounds are attacked. They scuttle along the bottom and consume kelp, algae, and carrion.

Mutations: *spiny growth (d8), toxic weapon*

Green Hill

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 10' (3')
Armor Class: 9
Hit Dice: 400
Attacks: 20 (vines)
Damage: 3d8
Save: L19
Morale: 12
Hoard Class: all

These kaiju plants are the bane of all. They are a mass of vines 400' in diameter and 50' tall at the center. They slowly pass over the ground, demolishing everything in their path in the search for good soil. If such is found, they settle for a week or two and drain the nutrients to the point where the soil is useless to all but lichens for a decade. Green hills can and will destroy asphalt and concrete structures. A building falling on one may crush it, but chances are that enough of the hill will survive to heal and continue on the path of destruction. If they are starving due to poor soil, they will attack animals and other plants with their vines.

Mutations: *abnormal size*

Grey Cattle

No. Enc.: 0 (8d10)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 8
Hit Dice: 6
Attacks: 1 or 1 (horns or fire)
Damage: d8 or 4d6
Save: L3
Morale: 7
Hoard Class: none

Ash-consuming bovines, these animals burn everything in their path. The only up-

side of their passing, beyond the possible destruction of monsters, is that their droppings act like super fertilizer. Not that this helps the farmer who just saw his food supply go up in smoke, but the next year's crop will be two to six times more bountiful than normal and orchard trees will grow in half the time. Crazy, desperate, or greedy people follow herds of grey cattle to collect this fertilizer and many are burned to a crisp for their efforts.

Mutations: *energy ray*

Grey Pudding

No. Enc.: 1 (0)
Alignment: Neutral
Movement: 60' (20')
Swim: 30' (10')
Armor Class: 5
Hit Dice: 6
Attacks: 1 (slam)
Damage: 3d8 or d6
Save: L3
Morale: 12
Hoard Class: none

This ooze melts stone, metal, and concrete and then swims in the resulting liquid. It leaves its pool to consume nearby machines, such as robots and basic androids, but will go no farther than 100' or so. Extremely territorial, grey puddings will eat each other, after which the winner claims the loser's pool and expands its own to incorporate it. Grey puddings cannot consume flesh and do very little damage to it.

Mutations: *special, toxic weapon*

Ground Swell

No. Enc.: swarm
Alignment: Neutral
Movement: 60' (20')
Armor Class: 9
Hit Dice: 40
Attacks: none
Damage: none
Save: L0
Morale: 12
Hoard Class: none

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A massive group of earthworms, the ground swell displaces almost everything in its path. Only the most massive trees and moderately to heavy buildings are immune to the swell. Everything else is pushed over or knocked out of alignment. Because a swell moves slowly, one would think it would be easy to deal with, but a typical swell is 200' across and 50' deep and has a form of sonar that allows it to notice rivers, canyon walls, foundations, and other obstacles in its path. In fact, other than setting thousands and thousands of moles on them, there is no known way to drive off a swell. Those communities that have encountered them previously build moats that keep ground swells at bay.

Mutations: *special*

Gunk Child

No. Enc.: d20 (d20)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 4
Hit Dice: 6
Attacks: 2 (mouths)
Damage: d4+2/d4+2
Save: L5
Morale: 10
Hoard Class: XVIII

Not all mutation is genetic. The way DNA is wrapped by protein affects the way it is expressed and it is because of this gunk children exist. They were former pure humans exposed to a certain chemical (treat it as a disease rather than a poison). Those who succumb to it seem to die but, after a week, the body falls apart and the 3' tall child emerges.

A gunk child is humanoid with two mouths and seven eyes, all on 2' long stalks and it is colored pea green (although it is usually bloody red for the first couple days). Gunk children are sterile and have no desire to expose other pure humans to gunk. Unfortunately they also see pure humans as the best food source and try to eat as many as possible.

Mutations: *aberrant form (xenomorphism), special*

H

Hog, Black

No. Enc.: d4 (d4)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 5
Hit Dice: 4
Attacks: 1 (bite)
Damage: d6
Save: L2
Morale: 6
Hoard Class: none

These pigs were created to consume pollution and waste and still do that and, because of this, they are immune to most poisons. Their diet is plastic and plants and they eat both with gusto.

Mutations: *aberrant form (xenomorphism), special*

Hog, Despoiler

No. Enc.: d6 (3d8)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 5
Hit Dice: 10
Attacks: 1 (bite)
Damage: 2d4
Save: L8
Morale: 8
Hoard Class: none



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These 800-pound feral pigs are almost exclusively carrion feeders. They can smell rotting flesh from a mile away and will only be driven off by fire or the odor of a powerful predator. They get their name from their tendency to dig up graves no matter how well they hidden.

Mutations: *unique sense*

Hog, Smoke

No. Enc.: d8 (3d8)
Alignment: Neutral
Movement: 180' (60')
Armor Class: 5
Hit Dice: 6
Attacks: 1 (bite)
Damage: 2d4
Save: L3
Morale: 7
Hoard Class: none

These big pigs constantly give off a cloud of greasy smoke from their skin. The cloud is 15' in diameter unless deformed by wind. Suffocation is possible for those who linger in a cloud too



long, and those who fail a save versus poison take d6 points of damage per round for 2d6 rounds. After the pig dies, the cloud dissipates in d4 rounds.

Mutations: *smoke production (new), immunity to gas based attacks*

Hound

Hound, Scent

No. Enc.: special
Alignment: Neutral
Movement: 180' (60')
Armor Class: 6
Hit Dice: 3
Attacks: 1 (bite)
Damage: d6
Save: L2
Morale: 11
Hoard Class: none

Mutations: *unique sense*

Hound, Squid

No. Enc.: special
Alignment: Neutral
Movement: 180' (60')
Swim: 120' (40')
Armor Class: 6
Hit Dice: 3
Attacks: 1 (bite)
Damage: 3d4
Save: L2
Morale: 11
Hoard Class: none

Mutations: *aberrant form*

Hound, Viper

No. Enc.: special
Alignment: Neutral
Movement: 180' (60')
Armor Class: 6
Hit Dice: 3
Attacks: 1 (bite)
Damage: d6
Save: L2
Morale: 11
Hoard Class: none

Mutations: *toxic weapon, unique sense*
These hounds are mutant dogs that are used by people for guarding or attack-

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ing. The scent hound can see through UV and IR camo. The squid hound, used by fish people, has its head replaced by a mass of tentacles. The viper hound sees heat and has a class 7 poison bite.

Huel

No. Enc.: 0 (3d10)
Alignment: Neutral
Movement: 30' (10')
Swim: 90' (30')
Armor Class: 8
Hit Dice: 4
Attacks: 3 (claws and bite)
Damage: d4/d4/d3
Save: L2
Morale: 10
Hoard Class: X

Huel are non-sapient mutant humans who have adapted to swamps. Their bodies have gained the shape of alligators,



although their heads are unaltered. They have to hunt in packs due to their soft skin and weak claws. Some humans and other races consider them good eating.

Mutations: aberrant form

Hyratt

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 180' (60')
Armor Class: 5
Hit Dice: 7
Attacks: 1 (bite)
Damage: 2d6
Save: L4
Morale: 5
Hoard Class: none

These 6' long, cowardly rats use a slow kill poison (class 14, takes 2d4 days to kick in). They are tireless and follow anyone they have bitten until it is either obvious the target will recover or it dies.

Some people use hyratts for hunting fugitives. All prisoners are bitten and then given an antidote a few days later. If someone escapes, the rats will then track them to the ends of the earth.

Mutations: gigantism, toxic weapon

Hyratt, Urban

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 5
Hit Dice: 8
Attacks: 1 (bite)
Damage: 2d6
Save: L4
Morale: 7
Hoard Class: XI

An 8' long cousin to the common hyratt, these monsters produce webbing that carries the same kind of poison. Their lairs are within 50' of the web and they use sound and scent to determine if anything has been caught in it.

Mutations: gigantism, webbing (new), toxic weapon

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Ice Picker

No. Enc.: d3 (d8)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 6
Hit Dice: 6
Attacks: 1 (temperature control mutation)
Damage: as per mutation
Save: L3
Morale: 7
Hoard Class: XVI + XVIII

Mutant apes, ice pickers capture unfortunate people by encasing them in blocks of ice. Anyone taking more than 20 points of damage from their mutation must save versus death or be immobilized. After this occurs, the ice picker then teleports itself and the prey back to its lair. The encased prey is still alive and will remain so for one day. Although they hunt in the lowlands, ice picker lairs are found on the tops of tall mountains where the snow never melts.

Mutations: *temperature control, teleport*



Ice Vine

No. Enc.: 1 (d4)
Alignment: Neutral
Movement: 0'
Armor Class: 6
Hit Dice: 8
Attacks: 1 (vine lash)
Damage: see below
Save: L4
Morale: 12
Hoard Class: VIII, XII

These plants are only seen in winter months. They are blue unless they have recently fed and then turn red. Anything warm that comes within 5' of one is attacked and anything struck loses most of its body warmth. Treat this as a killing sphere affecting only the target. Then the vine retreats and slowly cools.

Mutations: *killing sphere (special), reflective epidermis (cold)*

Jun Honeysuckle

No. Enc.: 0 (3d10 X 20)
Alignment: Neutral
Movement: 0'
Armor Class: 9
Hit Dice: 10
Attacks: none
Damage: none
Save: L2
Morale: 12
Hoard Class: XX

An all-too-common shrub, the jun honeysuckle is found on ruins, in fields, and in invading forests. It is covered with small, toxin-filled cysts or bladders (the jun). The poison is paralytic and a failed save versus poison means the victim is down for the count for a day or so. Oddly, it has no effect on arthropods and because of this, various bug peoples plant it or have small communities within fields of jun. It has an edible tuber

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that is occasionally harvested and sold to humans and others.

Mutations: *poisonous spores*

K

Killer Forest/Demonic Garden

The killer forest is a place where large creatures do not survive very long. Vines, spiny branches and hordes of insects constantly attack anything over 10 pounds.

All such creatures take d6 points of damage per minute and must save versus poison or be unable to do anything but move for the next minute.

Demonic gardens are mechanically the same but look much different. They are found on plains and are the result of insect swarms, flowers and other herbs. Some are nocturnal or diurnal and only attack when the sun is down or up (as the case may be).

In both cases, the only way to destroy the swarms and plants that cause damage is to burn or bomb the forest or garden to the ground.



Killer Moss

No. Enc.: d4 (d4)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 8
Hit Dice: 1
Attacks: 1 (bite)
Damage: d4
Save: L0
Morale: 8
Hoard Class: none

This mutant spider looks like a patch of moss or lichen. It hides in plain sight among real patches of plants and on tree trunks. Its poison is class 4.

Mutations: *toxic weapon*

L

Leaf Swarm

No. Enc.: swarm
Alignment: Neutral
Movement: 60' (20')
Fly: 10' (3')
Armor Class: 9
Hit Dice: 25
Attacks: 1 (slice)
Damage: 4d6
Save: L2
Morale: 12
Hoard Class: VI

This is a mass of leaves that has become a new form of plant life. Swarming leaves reproduce by fission, although only once per year. Most of the time they simply sit on the ground and flutter around if the soil becomes depleted. In the fall leaf swarms become dangerous as they actively hunt for fertilizer in the form of meat.

Mutations: *special*

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Living Rain (Version 1)

No. Enc.: special
Alignment: Neutral
Movement: 15' (5')
Fly: 240' (80')
Armor Class: 8
Hit Dice: 2-40
Attacks: 1
Damage: d4-3d12
Save: variable
Morale: 12
Hoard Class: none

An uncommon form of airborne ooze that normally lives above 15,000', this form of living rain occurs when several of the oozes are torn apart by a thunderstorm. The pieces rain down on the earth and then aggregate by collecting the drop-sized blobs and feeding on whatever they encounter. They can not survive for more than a few hours in the crushing air pressure at ground level. Their fly movement rate only applies when they are encountered at high altitudes.

Mutations: *toxic weapon*

Living Rain (Version 2)

No. Enc.: 0 (6d20+40)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 9
Hit Dice: 14
Attacks: 1 (swarm bite)
Damage: 3d10
Save: L1
Morale: 12
Hoard Class: none

This species of spider balloons much higher than most and occasionally comes down in huge numbers. People caught in such a swarm have to deal with a class 9 poison. Because it is the young that travel this way, each spider is only 2" long. The adult has a 2' long body.

Mutations: *toxic weapon*

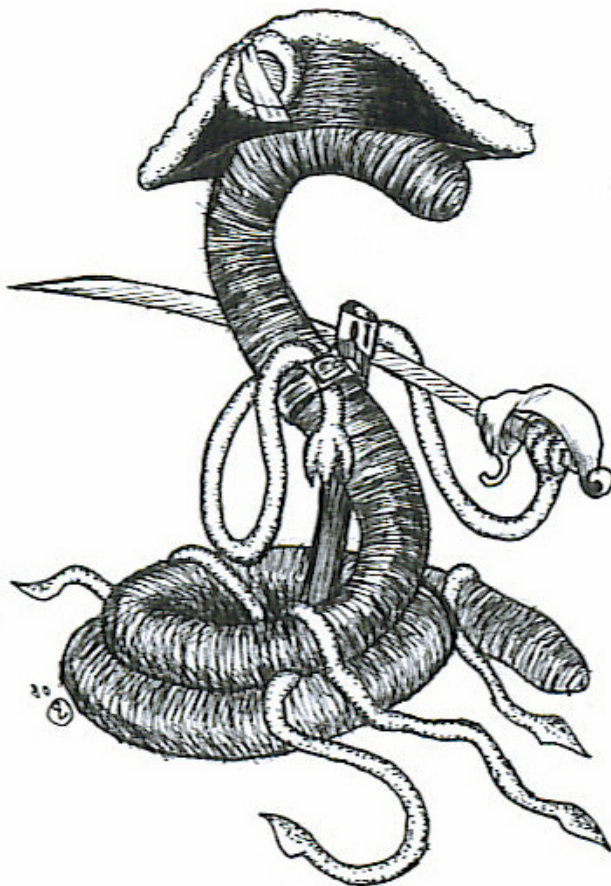
Living Rain (Version 3)

This creature is more of a hazard than a

monster. It is a form of lichen that travels in rain clouds and, when it comes down, encrusts everything. Anyone outside must make a save versus energy attacks every minute or gain one level of encumbrance. If they fail by 5 or more, then they are so encrusted that they begin to suffocate, suffering d6 points of damage per round for 2d6 rounds if they fail a save versus poison.

Lumbricid

No. Enc.: 1 (1)
Alignment: Lawful
Movement: 90' (30')
Armor Class: 8
Hit Dice: 20
Attacks: 1 (weapon)
Damage: by weapon
Save: L20
Morale: 11
Hoard Class: gear plus VI X 3



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For the atrocities their ancestors suffered, these mutant worms are the leaders in a war against pure humans and androids. Often referred to as "Generals" — especially by themselves — they have four legs and two arms, although they tend to slither when not in a rush. They have an enhanced form of telepathy and can contact any mutant animal within a mile. They direct their soldiers via this and with great tactical skill. A typical lumbricid has 4d4+20 soldiers, although some of the largest armies can be counted in the thousands. Lumbricids suffer from a phobia of hooks and fish and smart opponents use both.

Mutations: *aberrant form (xenomorphism), gigantism, intellectual affinity (tactics), neural telepathy*

M

Mad Hare

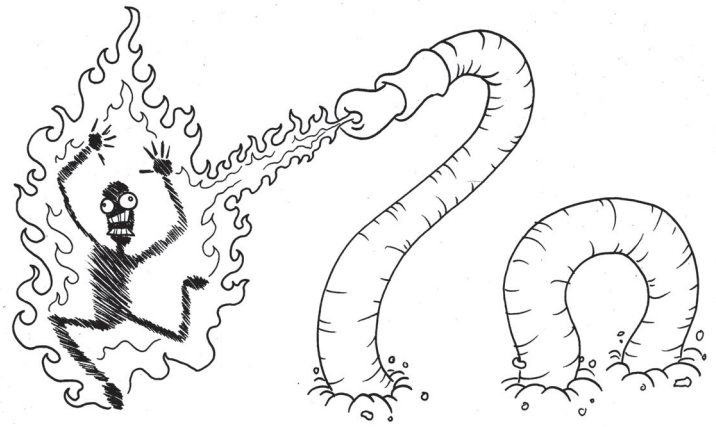
No. Enc.: 1 (2d6)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 7
 Hit Dice: 1/4
 Attacks: special
 Damage: special
 Save: L0
 Morale: 3
 Hoard Class: none

This mutant hare has a unique defense against predators. Any animal that attempts to attack it must save versus poison or go mad and turn against its allies (or itself if the predator is solitary). This effect lasts for d4 minutes, giving the hare plenty of time to run and hide from those the mutation did not affect.

Mutations: *special*

Magma Worm

No. Enc.: d4 (d4)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: -2



Hit Dice: 15
 Attacks: 1 or 1 (bite or breath)
 Damage: 3d8 or 8d10
 Save: L10
 Morale: 11
 Hoard Class: none

Magma worms are 45' long, 3' wide earth-worms that breathe fire. The cone is 50' long and 10' wide at the end. They have a version of the metaconcert mutation that makes the breath more deadly when they are found in groups. For every worm after the first within 50' of each other, increase the fire damage by 4d10 for each worm (maximum 20d10). This means a group of four worms inflict 20d10 points of damage each. At that level, they typically melt through concrete and stone, leaving slagged ruins behind them.

Mutations: *special*

Mazcar

Mazcar, Task Master

No. Enc.: 2d4 (6d4)
 Alignment: Lawful
 Movement: 120' (40')
 Armor Class: 5
 Hit Dice: 6
 Attacks: 1 (weapon)
 Damage: weapon
 Save: L6
 Morale: 7
 Hoard Class: VII

Mutations: *fragrance development, mental barrier, metaconcert, possession*

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Mazcar, Liason

No. Enc.: d6+2 (d4)
Alignment: Lawful
Movement: 120' (40')
Armor Class: 5
Hit Dice: 4
Attacks: 1 (weapon)
Damage: weapon
Save: L4
Morale: 9
Hoard Class: VII

Mutations: *ancestral form, mental barrier, metaconcert*

Mazcar, Lord

No. Enc.: d4+1 (2d6)
Alignment: Lawful
Movement: 120' (40')
Armor Class: 5
Hit Dice: 5
Attacks: 1 (weapon)
Damage: weapon
Save: L5
Morale: 9
Hoard Class: VII

Mutations: *density alteration (others), mental barrier, metaconcert, vampiric field*

Mazcar, Blade

No. Enc.: 3d4 (6d8)
Alignment: Lawful
Movement: 180' (60')
Armor Class: 3
Hit Dice: 9
Attacks: 1 or 1 (mind attack or weapon)
Damage: 2d8 or weapon
Save: L9
Morale: 10
Hoard Class: VII

Mutations: *empathy, mental barrier, metaconcert, mind thrust*

Mazcar, Elder

No. Enc.: d4+1 (3d4)
Alignment: Lawful
Movement: 120' (40')
Armor Class: 5
Hit Dice: 8

Attacks: 1 or 1 (ray or weapon)
Damage: 4d6 or weapon
Save: L8
Morale: 10
Hoard Class: VII

Mutations: *control weather, energy ray, mental barrier, metaconcert, teleport*

Mazcar, Seer

No. Enc.: 2d4 (5d6)
Alignment: Lawful
Movement: 120' (40')
Armor Class: 5
Hit Dice: 3
Attacks: 1 (weapon)
Damage: weapon
Save: L3
Morale: 5
Hoard Class: VII and VIII

Mutations: *intellectual affinity (tinkerer), mental barrier, metaconcert, foresight*

Mazcar, King

No. Enc.: 3 (4d4)
Alignment: Lawful
Movement: 150' (50')
Armor Class: 3
Hit Dice: 8
Attacks: 1 (weapon)
Damage: weapon
Save: L8
Morale: 10
Hoard Class: XIX and XXI

Mutations: *mental barrier, metaconcert, possession, quick mind*

Mazcar, Queen

No. Enc.: 2 (d4+1)
Alignment: Lawful
Movement: 90' (30')
Armor Class: 5
Hit Dice: 12
Attacks: 1 or 1 (mutation or weapon)
Damage: special or weapon
Save: L12
Morale: 8
Hoard Class: XIX and XXI

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Mutations: *fragrance development, mental barrier, metaconcert, toxic weapon*

Mazcar — a garbled form of “master” — are members of a termite nest that want world domination. Fortunately for the world, they are still just one nest with limited numbers. All mazcar are humanoid and between 3’ and 15’ tall. Only the first and third pairs of legs are still used; the second pair of legs have withered and hang uselessly. Otherwise, they look like wingless bug people. There is no leader caste as a hive mind connects them all and increases the use of their mental mutations, which are five times more effective than normal. The nest is run on the concept that only slave do the physical labor and the easiest to control slaves are pure humans.

Base Castes

Base castes are at the bottom of the heap. They are the ones that get the actual work done, albeit through slaves. The hivemind treats them as only slightly disposable.

Task Master: This caste controls the slaves either chemically or, in the case of rebellious individuals, by mind control. Unlike the standard possession mutation, task masters do not die if the controlled slave does. If the hive is invaded, task master possess the most powerful slaves to assist the lords. They are 5’ tall.

Liaison: The leaders of the hive know they cannot dominate the world without assistance and so this caste is sent out to create alliances. Liaisons always pick less intelligent mutants and bully them with the threat of removing their mutations. The allies are used to make war on population centers and monster-infested lands the hive have no hope of conquering on their own. They are 6’ tall and slender.

Lord: These mazcar lead the defense of the hive. They have more powerful weapons than even blades and use their mutations on the slaves they lead to both bolster their forces and ensure their own survival. The loss of all the slaves

under a lord is of little consequence as long as the lord survives. They are 6’ tall.

Blade: Psionic soldiers sent out to destroy the enemies of the colony, blades do their job well. They always attack from ambush and attempt to instill fear in those they fight first. If there is any resistance, blasts of mental force are used to kill. They are 8’ tall.

Leader Castes

Leader castes are usually found bossing around the members of the base castes when they are not involved in their own projects.

Elder: So called because of their appearance rather than their actual age, elders are a powerful weapon of the hive. They teleport behind enemy lines and manipulate the weather to the hive’s advantage. If discovered, they can throw bolts of lightning in their defense. While within the colony’s territory, a typical elder has two lords and their slaves for its protection. They are 5’ tall.

Seer: The technology designers and tactics masters of the colony, seers are vital to the plan. They create traps in both the main colony and any outposts established, as well as improve weapons for the slaves and allies. They have an ability to see the future and direct elders, lords, and blades through the hive mind. For protection, the average retinue of a seer is two lords and two blades plus several slaves. They are 3’ tall.

Master Castes

Master castes are equal to the leader castes in the hivemind’s eye but are more vital as they are the reproductives for the colony. Like the leaders, masters have personal projects to increase the power and influence of the hive.

King: Kings have three functions for the colony — reproduction, leading the liaisons, and infiltration. The three that are outside the hive take over from liaisons who have impossible assignments and use their mutations to assure com-

CREATURES OF THE WASTELANDS

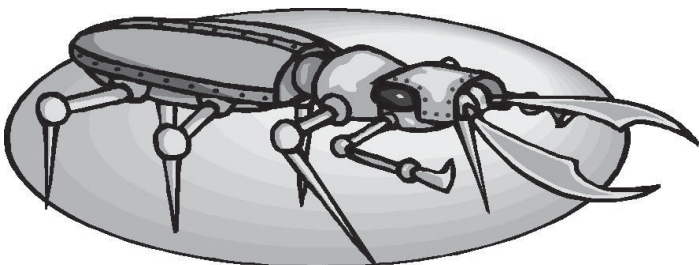
pliance from the mutants. If the leaders continue to resist, the kings use mind control. Kings always have 6d4 blades for defense. Kings are 10' tall.

Queen: Queens produce scores of eggs per day to ensure the growth of the hive. As each egg is only 2" in diameter, the queens are not giant bags of flesh as with normal termites. Only queens can feed their nymphs and do so by converting living flesh into a special goo (a save versus poison at -5 negates this). They also use this ability if they need to defend themselves and are weaponless. A typical queen has 5d4 blades and 3d4 lords plus slaves for defense. The two queens found outside the hive are generally exploring for a location for a new colony as well as checking for sources of food for the nymphs. Queens are 15' tall.

Metal Grub

No. Enc.: d4 (2d10)
Alignment: Neutral
Movement: 30' (10')
Fly: 90' (30')
Armor Class: 4
Hit Dice: 2
Attacks: 1 (bite plus shock)
Damage: d4 + 3d6
Save: L1
Morale: 6
Hoard Class: XIV

This beetle melts nickel and iron and uses them as armor. It feeds on electrical lines and other sources of power and so has easy access to these metals. 2' long with a 4' wingspan, these are quite obvious when moving about even in piles of junk. Anyone attempting to stop their



feeding has their armor melted and gets bitten and shocked.

Mutations: *energy-retaining cell structure, sonic disruption (new)*

Mirid

No. Enc.: 1 (d4)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 6
Hit Dice: 4
Attacks: 2 (hands)
Damage: d6/d6
Save: L2
Morale: 8
Hoard Class: VI

These aggregates are humans that have lost their intelligence and become hosts to plant bugs. They look and act feral. The only visible difference between them and pure humans are the insect proboscises in the center of each palm. With these, mirids feed on plants. After striking one plant with both hands in one round, the mirid drains 2d6 points of damage per round for a total of 10 rounds and then tries to escape and digest the sap.

Mutations: *aberrant form (xenomorphosis)*

Mole Bear

No. Enc.: 1 (2d4)
Alignment: Neutral
Movement: 150' (50')
Burrow: 30' (10')
Armor Class: 5
Hit Dice: 6
Attacks: 3 (claws and bite)
Damage: d8/d8/d6
Save: L3
Morale: 8
Hoard Class: VII

A desert-dwelling animal, the mole bear makes huge, rabbit-like warrens deep within the soil. The lowest tunnels reach the water table and are used by mole bears and many other smaller animals. The mole bear itself travels down only a

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few times of year and then makes many trips. Much closer to the surface, there are chambers where it coughs up large mucus sacks full of water. There are so many that the bear will let more than half go to waste. Local people know of this and use the bear as a constant source of water. They will not kill a mole bear and will be very angry at anyone who does as it might mean their own extinction.

Mutations: *aberrant form (xenomorphism), special*

Mosquito, Great

No. Enc.: 6d10
Alignment: Neutral
Movement: 90' (30')
Fly: 150' (50')
Armor Class: 6

Hit Dice: 3-8
Attacks: 1 (bite)
Damage: d4-2d8
Save: var
Morale: 12
Hoard Class: none

There are no common names for the various types of giant mosquitoes. They are lumped together and locals usually call them buzzers or vamps. The following has the number of HD, damage, and mutations, as well as notes for each species. All also have the gigantism and night vision mutations.

A: 3 HD, damage d4/d4/d4 and aberrant form (two extra probosci). It only requires one attack roll for all three "beaks" to hit. They drain d4 points of damage per round for 5 rounds thereafter.

B: 4 HD, damage d6, density alteration (others) and increased hearing. Because the expansion of their prey provides more blood to feed on and an easier target to track, these mutants always enlarge their victims.

C: 5 HD, damage 2d4, teleport and prey scent. These giant mosquitoes stay still, emitting an odor that brings predatory animals to them. They then teleport as a swarm, surround, and overwhelm their meal.

D: 6 HD, damage d10, epidermal photosynthesis and obese. These mosquitoes do not feed very often and only do so on plants. They absorb the green chlorophyll and use it to heal and grow on sunlight. They are so successful that they are usually very fat.

E: 7 HD, damage 3d4, regenerative capacity. These mosquitoes are very hard to kill. Not only do they regrow limbs and other parts, severed limbs change themselves into tiny adult versions of their progenitor.

F: 8 HD, damage 2d8, reflective epidermis (radiation) and epidermal susceptibility (sunlight). These mosquitoes die if exposed to sunlight. They are usually found in the most radioactive ruins, hiding deep in buildings or underground.

CREATURES OF THE WASTELANDS

Mountainlord

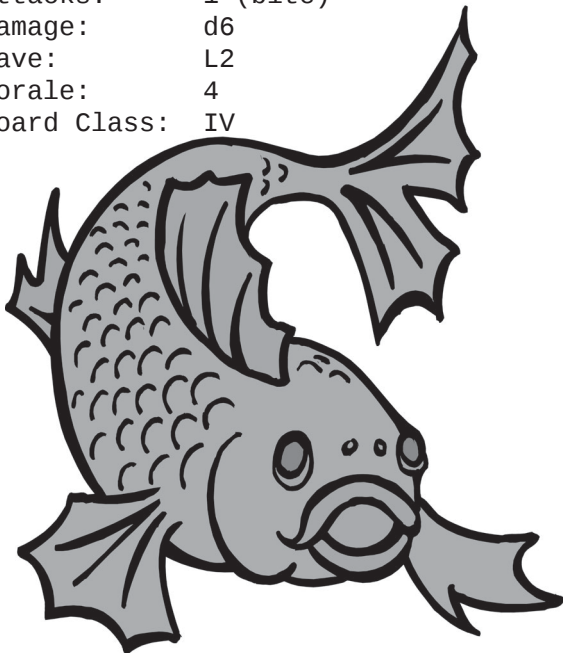
No. Enc.: 0 (d4)
Alignment: Neutral
Movement: special
Armor Class: 4
Hit Dice: 14
Attacks: see below
Damage: see below
Save: L7
Morale: 6
Hoard Class: none

This tree lives in the snowy wastes on the highest peaks. It constantly teleports around in an attempt to find places with less wind and better soil. If attacked, it emits a killing sphere. Otherwise, it can be used as a random method of moving about on the mountain range. When they teleport, they never mis-jump or take damage.

Mutations: *killing sphere, teleport*

Mud Eater

No. Enc.: 2d4 (2d4)
Alignment: Neutral
Movement: Swim: 90' (30')
Armor Class: 6
Hit Dice: 4
Attacks: 1 (bite)
Damage: d6
Save: L2
Morale: 4
Hoard Class: IV



Mud eaters are mutant carp. They rip away at soil banks and concrete walls to enlarge their streams or ponds. Although they are not very dangerous to people, they have caused buildings to fall by destroying their foundations. Considered an important food animal in some locations, they are farmed where water is plentiful.

Mutations: *none*

Mycel

No. Enc.: 1 (d4)
Alignment: Neutral
Movement: 180' (60')
Armor Class: 5
Hit Dice: 7
Attacks: 3 (claws and bite)
Damage: d6/d6/3d4+2
Save: L6
Morale: 8
Hoard Class: see below

These big cats are the size of cave bears. They do not feed on any Earthly life form, but rather use their ability to create gates to other planes of existence to hunt. There is a specific plane that the mycel use. After opening a gate, which lasts for d4 hours, they emit an odor that draws several different aliens. Unfortunately for everyone else on Earth, these aliens are toxic and emit a unique form of radiation, one that cannot be resisted except by the mycel. Some of these aliens are intelligent and bring strange technologies with them, most of which can be used by humans.

Mutations: *immunity to poison, reflective epidermis (radiation), prey scent, plane shift*

A MENAGERIE OF MUTANTS AND MUTATIONS

N

Nylon Moth

No. Enc.: 0 (10d10)
Alignment: Neutral
Movement: Fly: 60' (20')
Armor Class: 9
Hit Dice: 1/8
Attacks: none
Damage: none
Save: L0
Morale: 3
Hoard Class: see below

These engineered insects produce nylon, or other once-artificial fibers, instead of silk. They are larger than silkworms at 8" long and are an important resource in the wastelands. Those mutant creatures that specialize in consuming ar-

tificial fibers find nylon moths a vital source of food.

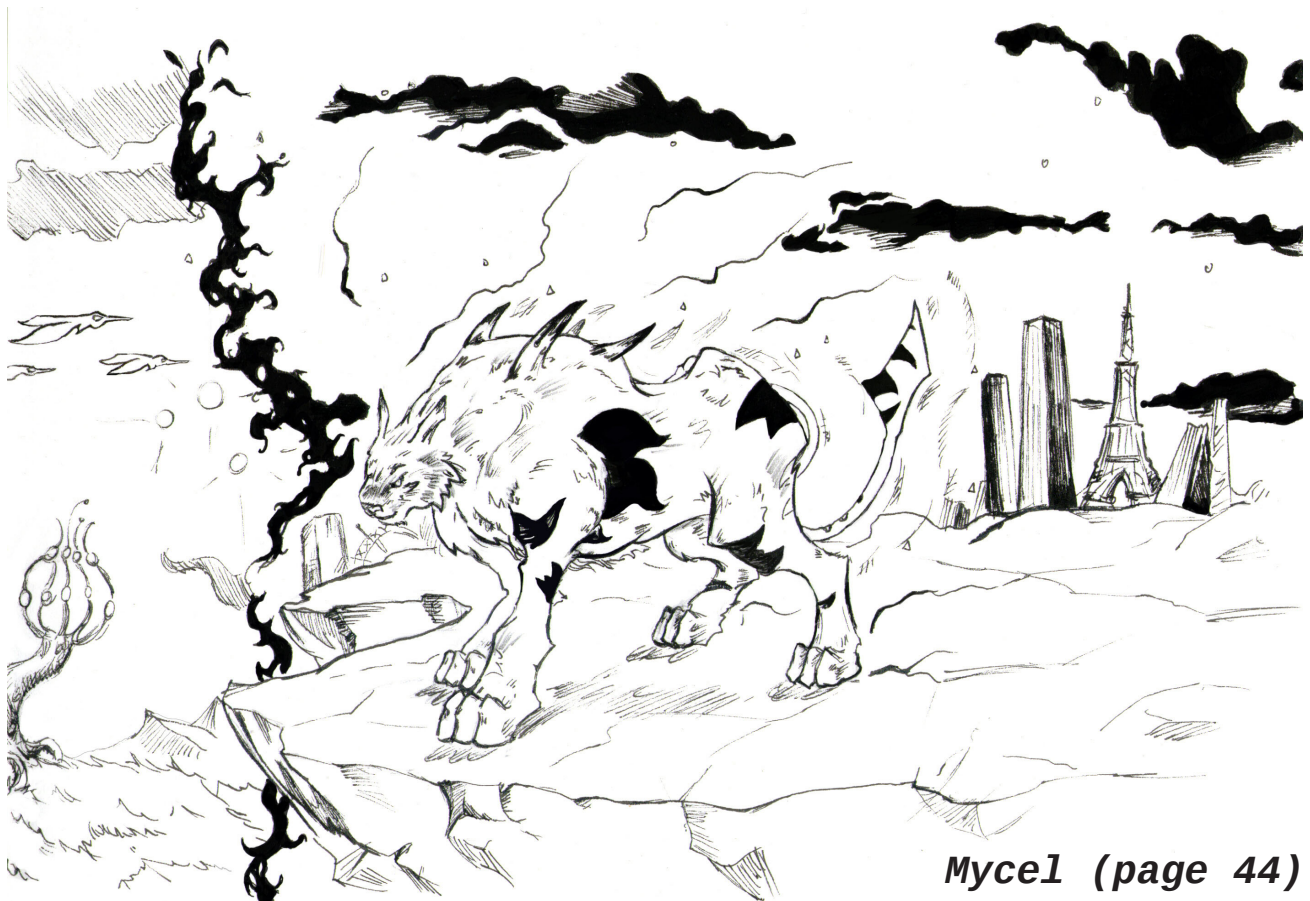
Mutations: none

O

Oasis Shrub

No. Enc.: 0 (1)
Alignment: Neutral
Movement: 0'
Armor Class: 9
Hit Dice: 10
Attacks: see below
Damage: see below
Save: L5
Morale: 12
Hoard Class: none

These engineered plants draw water from the air and deep soil and form puddles



Mycel (page 44)

CREATURES OF THE WASTELANDS

around their bases. Unfortunately, there was a mutation and now the plants produce an electric charge, usually shocking to death anything that attempts to drink the water. A few resistant plants of different species do take root around some oasis shrubs and make the danger less apparent.

Mutations: *electrical charge generation*

Ok'se

No. Enc.: 1 (d4)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 4
Hit Dice: 8
Attacks: special
Damage: special
Save: L4
Morale: 9
Hoard Class: none

This giant worm has a single eye that emits a ray of cold. It uses an unusual method to kill prey – it “locks on” to a target before releasing a powerful blast. In game terms, the ray does 2d4 points and, if the target is hit for 3 rounds in a row, the third and subsequent rounds' damage is 6d10. If it misses, the damage returns to 2d4 points of damage. There is a heat producing version, the val'se, that has a faster movement rate [150' (50')] but is otherwise identical.

Mutations: *energy ray, special*

Oozelord

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 0'
Armor Class: 6
Hit Dice: 18
Attacks: 4 (tentacles)
Damage: 2d6/2d6/2d6/2d6
Save: L9
Morale: 12
Hoard Class: VI (times 4)

When the food supply runs out in a particular area, any resident grey oozes may converge and form a tree-like structure – the oozelord. It takes about 250

oozes to make a 20' tall tree with 5' long tentacles. Three to four weeks after it forms, the oozelord explodes and releases trillions of ooze spores high into the air.

Mutations: *special*

P

Pearl Tree

No. Enc.: 0 (3d10)
Alignment: Neutral
Movement: 0'
Armor Class: 6
Hit Dice: 12
Attacks: 4 (branches)
Damage: d8/d8/d8/d8
Save: L6
Morale: 10
Hoard Class: see below

These mutant apple trees are a dangerous resource for some communities. One quarter of all the fruit contains six pearls instead of seeds. Unfortunately, these pearls can decay and so must be collected and treated within 12 hours of the fruit falling from the tree. Intimidating a pearl tree is difficult at best (thus the high morale score), and so people who want to collect the pearls generally have to accept some damage in exchange for a very desired trade good. Each pearl is worth 500-1000 gp.

Mutations: *prehensile tendrils*

Petro Tree

No. Enc.: 0 (d6)
Alignment: Neutral
Movement: 0'
Armor Class: 6
Hit Dice: 10
Attacks: none
Damage: none
Save: L0
Morale: 12
Hoard Class: none

This tree was engineered to solve the

A MENAGERIE OF MUTANTS AND MUTATIONS



world's fuel problems by creating and storing high energy hydrocarbons. Now they are a hazard, as any time one is struck by an energy attack or is burned, the tree explodes and does 6d8 points of damage in a 50' radius. Because they can live in large stands, one explosion may cause the entire forest to go up.

Mutations: *chemical gland (new)*

Phorid Fly, Giant

No. Enc.: 2 (2)
Alignment: Neutral
Movement: 10' (3')
Fly: 150' (50')
Armor Class: 7
Hit Dice: 1 hit point
Attacks: 1 (implantation)
Damage: special
Save: L0
Morale: 11
Hoard Class: none

These insects are 6" long and are greatly feared by most sapients. Only the female can attack and she implants a few dozen eggs into her victim (save versus poison to negate). After 24 hours, the eggs hatch and the maggots swim and crawl to the brain. There, they eat a small portion of the brain, inflicting d4 points of intelligence drain (i.e., it is permanent) and removes one mental mutation, if any. After a week, the maggots pupate and the new adults leave the host via the nose or back of the neck.

Because they are not lethal to most creatures, phorids can use the same host multiple times, and it is only when the intelligence score is reduced to zero that the host dies. Creatures with the regenerative capacity mutation regain their points and mutation after a week and some populations of the flies target these creatures because of that, possibly determining this as the result of some odor.

Mutations: *gigantism*

Q

Quake

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 300' (100')
Armor Class: 2
Hit Dice: 200
Attacks: 1 (bite)
Damage: 8d12
Save: L19
Morale: 12
Hoard Class: none

Kaiju grasshoppers, these monsters devour forests and fields of crops bringing ruin to many. When a quake jumps and lands, everything within 1,000' must save vs. energy weapons at a -4 penalty or fall prone. Their bite damages everything within 10' of the mouth and anyone failing a save versus energy attacks is swallowed (instant death).

Mutations: *gigantism*

CREATURES OF THE WASTELANDS

R

Rat, Chewer

No. Enc.: 2d4 (3d4)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 7
Hit Dice: 1
Attacks: 1 (bite)
Damage: 2d4
Save: L1
Morale: 9
Hoard Class: XXIII

These mutant rats have teeth that grow so fast that it is visible. They are constantly gnawing on hard substances, such as metal and concrete, to prevent their lower teeth from breaking into their skulls and puncturing their brains. They are always skinny, as gnawing non-food objects takes precedence over eating. They prefer armored food over others.

Mutations: aberrant form

Rat, Twilight

No. Enc.: 4d8 (4d8)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 8
Hit Dice: 1/2
Attacks: 1 (bite)
Damage: d2
Save: L0
Morale: 4
Hoard Class: VI (in lair)

These rats emit a weird form of radiation that only affects dead plants, causing them to decay rapidly. The rats cause massive losses in stored crops because of this. Otherwise, they look and act like normal rats.

Mutations: special

Rat, Wasp

No. Enc.: d4 (d4)
Alignment: Neutral
Movement: 150' (50')

Armor Class: 6
Hit Dice: 1
Attacks: 1 (bite)
Damage: d10
Save: L0
Morale: 5
Hoard Class: VI

These mutant rats have an extremely painful bite. Anyone so bitten must make a save versus poison or be stunned for d4 rounds.

Mutations: toxic weapon

Red Raptor

No. Enc.: 0 (1)
Alignment: Neutral
Movement: 30' (10')
Fly: 240' (80')
Armor Class: 4
Hit Dice: 6
Attacks: 1 (eye ray)
Damage: 4d6
Save: L 3
Morale: 8
Hoard Class: none

These mutant dragonflies hunt birds with eye-based lasers. Their hunting grounds are obvious because of all the scorch marks. Their naiad form, which is aquatic, uses a sonic pulse to stun prey.

Mutations: energy ray

Reincarnation Slime

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 9
Hit Dice: 6
Attacks: 1 (slam)
Damage: 4d6
Save: L3
Morale: 12
Hoard Class: none

This strange creature was created by the Elder People for use on objects and has since mutated into its current state. It seeks to come into contact with dead things and encases them for four hours. When it leaves, the organism is alive

A MENAGERIE OF MUTANTS AND MUTATIONS

but is different. Remove any mutations and roll 2d4 new ones. The creature also loses all of its memories. For PCs, this may mean an infant-like state or a reduction to level 1, depending on the ML's desire. If a reincarnation slime comes in contact with a living creature, it inflicts 4d6 points of damage and may cause drawbacks (save versus poison or roll d4 drawbacks).

Mutations: *special*

Ripper

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 150' (50')
Armor Class: -2
Hit Dice: 11
Attacks: 1 (vortex)
Damage: 4d8 + special
Save: L9
Morale: 11
Hoard Class: none or special

These paradimensional aliens look like flying snail shells surrounded by vortices of energy and matter. They exist in several universes and force material and energy between them. Anyone touching a vortex takes damage and must save versus energy attacks or be thrown into another universe. As it is also drawing creatures and artifacts, almost anything might be found in its wake (although they do take damage and may be dead or destroyed).

Mutations: *special*

Rocket Plant

No. Enc.: 0 (4d6)
Alignment: Neutral
Movement: 0'
Armor Class: 5
Hit Dice: 3
Attacks: see below
Damage: see below
Save: L0
Morale: 12
Hoard Class: none

These plants have a painful method of introducing their seeds onto animals for

transportation. Each seed packet has a tiny organic rocket motor that ignites when a warm body passes near. An individual plant produces 2d4 packets per year and only in the spring. The rockets attack as 10 HD monsters and do 3d12 points of damage. If struck, a person is then covered with several thousand seeds, which drop off after a week or so.

Mutations: *special*

Ruin Worm

Alignment: Neutral
No. Enc.: swarm (0)
Movement: too slow to matter
Armor Class: 9
Hit Dice: 1/8
Attacks: none
Damage: none
Save: L0
Morale: 12
Hoard Class: none

The ultimate bane of ruins and other concrete structures, ruin worms are the maggots of mutant flies. They slowly chew away, riddling walls, floors, and roofs with holes and galleries. A typical infestation does d4 structural hit points per year. The only way to deal with them is fire, cold (both of which can damage the structure), and some plants that produce pheromones that attract the adult males.

Mutations: *none*

S

Sand Rat

Sand Rat, Normal

No. Enc.: 2d4 (6d4)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 7
Hit Dice: 1
Attacks: 1 (bite)
Damage: d4
Save: L0
Morale: 3
Hoard Class: XXII

CREATURES OF THE WASTELANDS

Mutations: special

Sand Rat, Irradiated

No. Enc.: 2d4 (6d4)
Alignment: Neutral
Movement: 180' (60')
Armor Class: 4
Hit Dice: 6
Attacks: 1 (bite)
Damage: 4d4+8
Save: L4
Morale: 6
Hoard Class: XXII

Mutations: aberrant form (xenomorphism, natural weapon), gigantism, unique sense

The sand rat is found in deserts and ruins. Normally, they are 2' long and have short, dun or tan hair. When they encounter radiation, sand rats do not take damage, but rather go through a startling transformation. They grow to 8' long, gain fangs and antennae, and turn florescent green. When they leave the field, they revert to their normal size and color after d4 minutes. The antennae allow them to detect sweat within 50'.

Scale, Giant

No. Enc.: 0 (4d10)
Alignment: Neutral
Movement: 10' (3')
Armor Class: 2
Hit Dice: 1/2
Attacks: 1
Damage: d2
Save: L0
Morale: 11
Hoard Class: none

These 9" long insects are the plant equivalent of ticks and fleas. They fall on their targets from branches high in the trees and latch on with a successful hit. They are not that dangerous, as each only does d2 points of damage per day thereafter, but some do carry diseases (which are also plant-specific). To remove a scale, the plant must take 2d8 points of damage.

Mutations: gigantism

Sea Net

No. Enc.: 0 (1)
Alignment: Neutral
Movement: floats
Armor Class: 9
Hit Dice: 100
Attacks: 50 (tentacles)
Damage: d6
Save: L10
Morale: 12
Hoard Class: none

Kaiju jellyfish, sea nets bob along on the oceans, eating everything in the paths. They have 50 tentacles with a range of 200'. Toxic, they contain a class 15 poison. Because the tentacles are weak and cannot move much by themselves, poison-immune mutants (both people and monsters) are sometimes found raiding the net's captured food.

Mutations: special, toxic weapon

Sewer Beast

No. Enc.: d10 (0)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 6
Hit Dice: 6
Attacks: 1 (bite)
Damage: d6
Save: L4
Morale: 12
Hoard Class: none

These giant, bald rats are a terror to those who explore the deeps. They are fearless, fight to the death, and carry a lethal disease (tetanus). When they squeak, there is a 45% chance that another swarm will be attracted to the noise. This can happen as many times as the GM deems possible.

Mutations: gigantism

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Sewer Swarm

No. Enc.: swarm (0)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 9
Hit Dice: 18
Attacks: 1 (swarm bite)
Damage: 6d6
Save: L2
Morale: 12 (2 in bright light)
Hoard Class: none

Cockroaches, thousands upon thousands of them, comprise these swarms. Sewer swarms are troubling because, unlike many other insects in the wastes, they are immune to both energy attacks and chemicals. Only cold and light drive them back, so much so that a torch or penlight will keep a swarm at bay.

Mutations: night vision, phobia, special

Shadow Lion

No. Enc.: 2d4 (3d4)
Alignment: Neutral
Movement: 180' (60')
Armor Class: 5
Hit Dice: 4
Attacks: 3 (claws and bite)
Damage: d6/d6/d8
Save: L2
Morale: 8
Hoard Class: none

Shadow lions use a form of illusion to hunt. One spooks prey into running into the other members of the pride. The illusion is used to both terrify and herd their prey animals. They are found anywhere a lion can find enough food.

Mutations: mental phantasm

Silver Phoenix

No. Enc.: 0 (d4)
Alignment: Neutral
Movement: 30' (10')
Fly: 240' (80')
Armor Class: 2
Hit Dice: 8
Attacks: 1 (bite)



Damage: d8
Save: L8
Morale: 5
Hoard Class: none

Although it is thought to be a machine, the silver phoenix is a bird with chrome-colored feathers. It only hunts on cloudless days and uses its reflective wings to blind potential prey. After eating, they go to the nearest body of water to clean themselves of the blood and gore. A typical phoenix has a wingspan of 12'.

Mutations: reflective epidermis

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Silver Sheet

No. Enc.: Swarm
Alignment: Neutral
Movement: 30' (10')
Armor Class: 9
Hit Dice: 20
Attacks: Contact
Damage: d4
Save: L2
Morale: 12
Hoard Class: XII

A swarm of silverfish, this monster is a slow death to those who encounter it. The silver sheet uses telekinesis to immobilize prey and then chews it apart over the next few days. The maximum weight they can hold down is 2,000 pounds per sheet. Many saved from a sheet are insane and have lost their minds because

of the torture.

Mutations: neural telekinesis

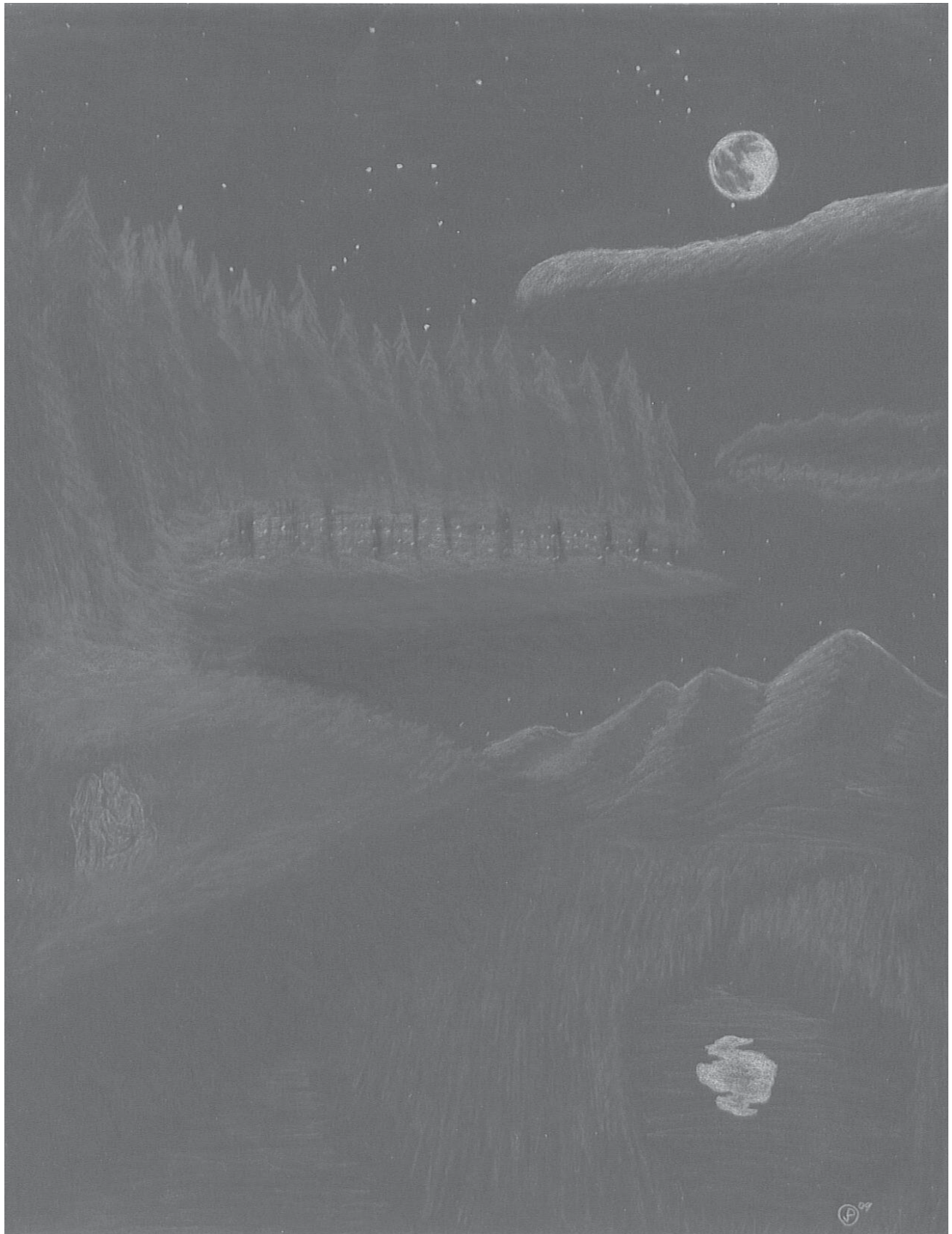
Skeletal Tar

No. Enc.: d12 (0)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 7
Hit Dice: 4
Attacks: 2 (claws)
Damage: d6/d6
Save: L2
Morale: 12
Hoard Class: see below

This mutant ooze travels only on the skeletons of its past victims. Every time it makes a kill, the tar reproduces and the new skeleton is encrusted and controlled after d4 days. It is black



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and gooey and occasionally a few coins or small artifacts are stuck to it.

Mutations: *special*

Sky Garden

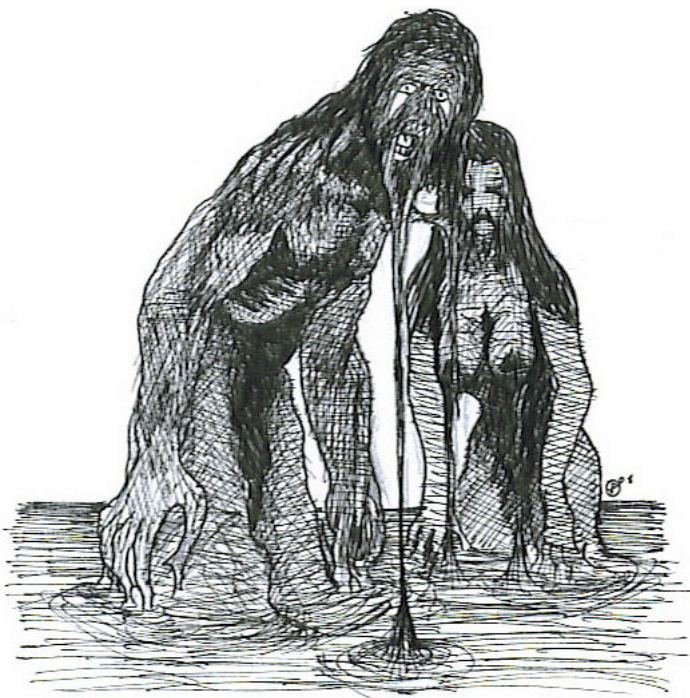
No. Enc.: 0 (d3)
Alignment: Neutral
Movement: floats
Armor Class: 9
Hit Dice: 100
Attacks: none
Damage: none
Save: L19
Morale: 12
Hoard Class: all lair classes

Massive plants, sky gardens are tangles of branches, vines, and roots that are found floating 1,500' – 4,000' above the ground. They bob around on the wind and provide homes for many different species.

Mutations: *special*

Slimedweller

No. Enc.: 4d6 (0)
Alignment: Neutral
Movement: 90' (30')
Swim: 60' (20')



Armor Class: 6
Hit Dice: 8
Attacks: 2 (claws)
Damage: d6/d6
Save: L4
Morale: 9
Hoard Class: VI, XV

These non-sapient human mutants produce copious amounts of slime, so much so that they form pools in ruins that the slimedwellers live in. Other than large claws and gills, they are unchanged from the base stock. Good luck looting them.

Mutations: *slime production (new), gills*

Slush

No. Enc.: 1 (d4)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 4
Hit Dice: 1/2
Attacks: 1 (bite)
Damage: d4
Save: L0
Morale: 9
Hoard Class: none

This arctic cat does what few other felines can – swim and hunt from water. They are naturally transparent and are invisible underwater. Above the surface, one can only be seen by water dripping off its hide, its prints, and any food in its gut. They do not have gills but can stay underwater for an hour or so.

Mutations: *aberrant form (xenomorphism)*

Sludge

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 15' (5')
Armor Class: 9
Hit Dice: 12
Attacks: 2
Damage: 3d6/3d6 (to plants only)
Save: L6
Morale: 12
Hoard Class: XVIII

This mold is the bane of all plant life.

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It acts like an ooze, extending two pseudopods to digest cellulose that the main body cannot reach. If a sludge crawls onto a plant, it inflicts 4d8 points of damage per round.

Mutations: none

Sod

No. Enc.: 0 (3d4)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 8
Hit Dice: 2
Attacks: 1 (bite)
Damage: d6
Save: L1
Morale: 6
Hoard Class: VI

Sods are 2' long mutant rats that grow grass like hair on their backs. They eat grass roots and viciously attack anyone that steps on them or a neighbor.

Mutations: special

Spark Slug

No. Enc.: d20 (d20)
Alignment: Neutral
Movement: 10' (3')
Armor Class: 9
Hit Dice: 1 hit point
Attacks: none
Damage: none
Save: L0
Morale: 12
Hoard Class: none

These gastropods constantly emit sparks that keep predators away. Normally, this does not matter much, as their slime inhibits any potential fires, but in the dry season that is not always so. Because they are so small, it is difficult to find any infestations and when they do appear, it is usually in huge numbers. A village could be home to millions.

Mutations: electrical charge generation (special)

Spider

Spider, Bang

No. Enc.: 2d4+2 (2d4+2)
Alignment: Neutral
Movement: 180' (60')
Armor Class: 4
Hit Dice: 4
Attacks: 1 (bite)
Damage: d6
Save: L2
Morale: 8
Hoard Class: none

Mutations: shriek (special), gigantism

Spider, Boom

No. Enc.: d4+1 (d4+1)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 3
Hit Dice: 8
Attacks: 1 (bite)
Damage: 2d4
Save: L4
Morale: 8
Hoard Class: none

Mutations: shriek (special), gigantism

Spider, Click

No. Enc.: 2d6+2
Alignment: Neutral
Movement: 150' (50')
Armor Class: 5
Hit Dice: 3
Attacks: 1 (bite)
Damage: d4
Save: L2
Morale: 8
Hoard Class: none



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Mutations: fear generation (new), gigantism

Clicks, bangs, and booms are three species of spider that are always found together. Clicks hide near a path and use a quick sonic burst to startle prey and get it to run toward the others. Bangs and booms use much stronger versions of the sonic pulse to kill. Bangs do 2d4 and booms 4d6, both with a cone 50' long and 25' wide at the end.

Spider, Ceiling

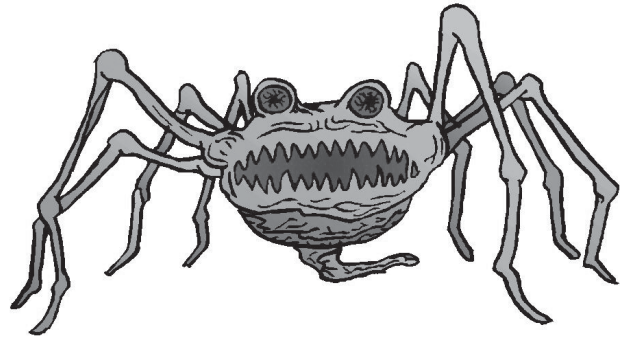
No. Enc.: 1 (d6)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 4
Hit Dice: 6
Attacks: 1 (bite)
Damage: d6
Save: L3
Morale: 6
Hoard Class: XV

This nasty predator has an unusual method of prey capture. It makes a small web on the ceiling of a large room and then places lines down to the floor. These lines are under high tension and, if anything makes contact with one, the line breaks and pulls the unfortunate victim up to the spider. A single strand can lift 200 pounds and larger creatures can make contact with several at the same time. After being lifted, the victim slams into the ceiling, generally taking 4d6 points of damage, and then falls slowly enough for the spider to pull it into the main web. The spider's bite contains a class 11 poison.

Mutations: webbing (new), toxic weapon, gigantism

Spider, Hippy

No. Enc.: 2d8 (3d8)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 7
Hit Dice: 6
Attacks: 1 (bite)



Damage: d6
Save: L3
Morale: 6
Hoard Class: XX

This sort of spider feeds on other arthropods but uses humans and other mammals as slaves. They control their slaves in two ways. First is an odor that draws people from as far away as a kilometer (if the wind is in the right direction) and the second is an addictive poison. Humans get so needy for the bite that they may starve to death. The more insects the humans bring, the more they are bitten after the spiders feed.

Mutations: fragrance development, gigantism, toxic weapon (new variant), webbing (new)

Spiny Maple

No. Enc.: 0 (3d10)
Alignment: Neutral
Movement: 0'
Armor Class: 5
Hit Dice: 18
Attacks: 4 (claws)
Damage: 2d6/2d6/2d6/2d6
Save: L9
Morale: 12
Hoard Class: XX

This aquatic tree is covered with chunks of arthropod exoskeleton and has four tendrils that end in crablike claws. Every spring it produces 3d20 seeds that are mechanically giant crabs. The seeds travel until they find, or make, a sunny spot in the mud.

Mutations: animal organs, animate seed

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Splat

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 0'
Armor Class: 9
Hit Dice: 2
Attacks: 1 (spore sack)
Damage: see below
Save: L0
Morale: 12
Hoard Class: VI (for older fungi)

This fungal monster, like many other fungi, uses live hosts to germinate spores. Unlike most, the growth of the tiny fungi do not kill, at least with animals. An adult, usually found above doorways, drops a sack of spores, which explodes and covers every creature in 10' that does not make a save versus energy weapons. Unless the spores are killed by alcohol, they cause pain for the next week as the fungi develop. This results in a -2 on all attack rolls or, if the victim is a plant, 2d6 points of damage per day. After that, the larval splats fall off and find a place to feed and reproduce.

Mutations: special

Steel Bite

No. Enc.: 2d4 (4d6)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 0
Hit Dice: 4
Attacks: 1 (bite)
Damage: 2d12
Save: L3
Morale: 8
Hoard Class: XX

These mutant ants consume metal and incorporate it into their exoskeletons and mandibles. Because they have such strong mandibles, steel bites can chew through most anything quickly. Their nest mounds are collections of (mostly broken) artifacts, as well as coins, stones, tree limbs and trunks, and chunks of concrete. Sinkholes are fairly common in

regions with steel bites because these mutant ants have yet to adapt to their new strengths. Otherwise, they are identical to normal giant ants.

Mutations: special

Steel Daisy

Steel Daisy, Adult

No. Enc.: 0 (d4)
Alignment: Neutral
Movement: 0'
Armor Class: -2
Hit Dice: 8
Attacks: 4 (leaves)
Damage: d8/d8/d8/d8
Save: L6
Morale: 12
Hoard Class: special

Steel daisies, sometimes called rust flowers, are 6' tall plants that incorporate iron into their bark. Because of this iron and structural changes within the plants, they are immune to radiation. Once per hour, the flower can emit a sonic pulse that turns iron to liquid and is absorbed by roots just under the soil's surface. The range for this is 10' and cannot affect other rust flowers. Beyond that, the plant has four razor sharp leaves that are used for defense. Anyone slaying a steel daisy can harvest 3d4 x 10 pounds of iron from the whole plant, including the roots.

Mutations: accumulated resistance (radiation), animate seed, natural armor (plant), natural vegetal weapons, sonic disruption (new), special

Steel Daisy, Instar 1

No. Enc.: 4d4 (4d4)
Alignment: Neutral
Movement: 180' (60')
Armor Class: 8
Hit Dice: 1
Attacks: 1 (leaf)
Damage: d4
Save: L0
Morale: 6
Hoard Class: special

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The smaller seedlings of rust flowers prowl for small chunks of iron they can absorb to begin their transformation. Unusually fast due to the absence of armor, the young daisies have a single leaf covered in rust used to drive off herbivores. Only when they discover a source of iron do they settle into a lair. If slain, a first instar rust flower can provide d4 pounds of useable iron.

Mutations: free movement, full senses, natural vegetal weapons, quickness, sonic disruption (new)

Steel Daisy, Instar 2

No. Enc.: 2d4 (2d4)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 6
Hit Dice: 4
Attacks: 2 (leaves)
Damage: d6/d6
Save: L3
Morale: 10
Hoard Class: special

After absorbing some iron, steel daisy seedlings transform into a slower instar that seek out radiation to test their resistance. Many die because they incorporated the metal incorrectly or do not have enough. They have two rust-covered leaves and a thin layer of iron for defense. If slain, second instar steel daisy contains 3d4 pounds of iron. After they discover a radiation field, the survivors transform into adults.

Mutations: accumulated resistance (radiation), free movement, full senses, natural armor (plant), natural vegetal weapons, sonic disruption (new)

Sunflower, Adult

No. Enc.: 0 (d100)
Alignment: Neutral
Movement: 0'
Armor Class: 6
Hit Dice: 4
Attacks: see below
Damage: see below
Save: L2

Morale: 12
Hoard Class: XX

The adult sunflower collects a great deal of heat from everything within 50'. Because of this, a patch has the individual plants separated by at least 50'. Other than the intense chill it produces (5d6 points of damage per round), a sunflower retains its ancestral form. Sunflower patches are home to many types of animals and plants that are adapted or immune to cold conditions. The heat absorbed by the sunflower is used to incinerate the plant and send its seeds far and wide.

Mutations: animate seed, temperature control

Sunflower, Instar 1

No. Enc.: 0 (d20)
Alignment: Neutral
Movement: 30' (10')
Fly: special
Armor Class: 9
Hit Dice: 1
Attacks: none
Damage: none
Save: L0
Morale: 3
Hoard Class: none

The smallest of the larval form of sunflower floats around on the wind via bags of hydrogen. It stays airborne until a great deal of heat is detected. Then the seedling deflates its bags and crawls into the fire, something it must do before it can transform into instar 2.

Mutations: flight, free movement, full senses

Sunflower, Instar 2

No. Enc.: d20 (d20)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 6
Hit Dice: 2
Attacks: 1 (leaves)
Damage: d8
Save: L1
Morale: 6
Hoard Class: none

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The medium-sized larval form of sunflower spends its time collecting sunlight and finding a lair to transform into instar 3. It has several razor sharp leaves for defense but, unlike its elder kin, is generally harmless. The lair it looks for must be totally dark, as the transformation makes light very painful and usually fatal.

Mutations: free movement, full senses, natural vegetal weapons

Sunflower, Instar 3

No. Enc.: d20 (d20)
Alignment: Neutral
Movement: 180' (60')
Armor Class: 6
Hit Dice: 3
Attacks: 3
Damage: d8/d8/d8
Save: L2
Morale: 10
Hoard Class: XIV

The largest larval form of sunflower requires a lot of meat to grow and transform. It hunts in packs from a lair, usually the one where it transformed from instar 2. Although it has lost the sharp leaves of its previous form, the third instar has three mouths filled with wooden teeth to rend and devour prey. As it ages, the plant emits an odor that attracts others so that they can form a patch of adults when the season arrives (usually after four to five years). When they are about to take their adult form, the collected third instar sunflowers leave their hunting grounds and find some place where there is full sun (i.e., no shadows) and spend a week transforming.

Mutations: carnivore, free movement, full senses, fragrance development

Swamplord

No. Enc.: 0 (d20)
Alignment: Neutral
Movement: 0'
Armor Class: 4
Hit Dice: 24



Attacks: see below
Damage: see below
Save: L12
Morale: 12
Hoard Class: XX

These massive trees are always found in swamps. They ensure this by controlling the weather and bringing rain five days per week. Winter is unusually mild in their swamps and thus many people and animals are attracted to them. The lords protect themselves from insects and other pests by constantly throwing sparks and electrocuting anything that comes in contact with them.

If needed, they can shock an area around them, via the water, inflicting 4d6 damage in a 50' diameter.

Mutations: control weather, electrical charge generation



Tate

No. Enc.: d4 (0)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 9
Hit Dice: 1
Attacks: 1 (bite)
Damage: d3
Save: L0
Morale: 4
Hoard Class: VI (X2)

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Tates are mutant packrats that can burrow through solid stone and concrete. They are less of a danger to ruins than ruin worms and mud eaters, but still take their toll over the decades. If one is lucky enough to find a tate nest and dig it out, there is usually a large stash of valuables within it.

Mutations: none

Tiger Beetle, Giant

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 240' (70')
Fly: 90' (30')
Armor Class: 3
Hit Dice: 12
Attacks: 1 (bite plus shock)
Damage: 5d4 + 3d6
Save: L6
Morale: 10
Hoard Class: none

An ambush predator, the tiger beetle hides in thick vegetation. Some 18' long with 1' long mandibles, this beetle attacks just about anything that comes along. After hitting and shocking a victim for 3d6 damage, if the beetle is still being attacked effectively, it will fly away with its food.

Mutations: energy-retaining cell structure, gigantism, increased balance, night vision, quickness

Tiki

No. Enc.: 1 (2d4)
Alignment: Neutral
Movement: 10' (3')
Fly: 90' (30')
Armor Class: 8
Hit Dice: 1
Attacks: 1 (bite)
Damage: d4
Save: L0
Morale: 6
Hoard Class: none

The tiki is a bird that has plumage that is bright in the morning but which slowly becomes drabber as the day wears on.

Tikis feed in part on sunlight and grow significantly stronger the more light they "consume". At midday, the following changes apply: fly 180' (60'), AC 6, HD 2, damage d8, save L2. At sunset: fly 240' (80'), AC 4, HD 3, damage d12, save L4. As the night progresses, the effects reverse and the feathers begin to brighten. Otherwise, tiki are omnivores found in the tree tops of tropical jungles. They prefer to hunt on the wing, as it increases their exposure to sunlight.

Mutations: special



Vine Spinner

No. Enc.: 1 (3d8)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 6
Hit Dice: 4
Attacks: 1 (bite)
Damage: d6
Save: L2
Morale: 10
Hoard Class: VII

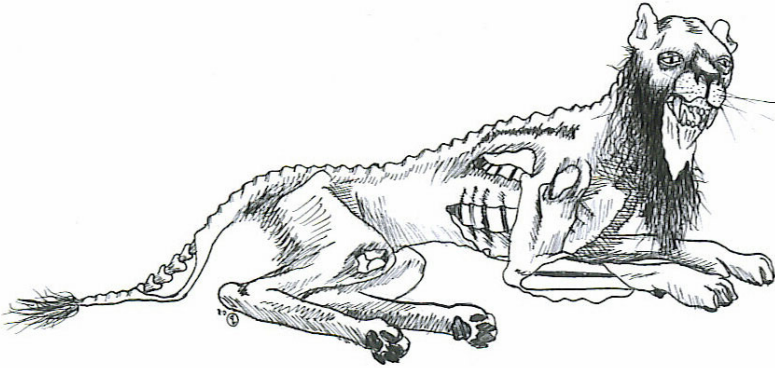
This aggregate of plant and animal looks like a normal – if very large – spider. Unlike other spiders, it does not have silk and instead "spins" vines. Covered in a class 3 poisonous sticky slime, the vines adhere to almost everything except the spider.

Mutations: special

Vulture Eater

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 6
Hit Dice: 5
Attacks: 3 (claws, bite)
Damage: d4/d4/d8
Save: L3
Morale: 9
Hoard Class: none

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Wall Grabber

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	10' (3')
Armor Class:	5
Hit Dice:	4
Attacks:	1
Damage:	2d6+2
Save:	L2
Morale:	8
Hoard Class:	VI

These mutant lions use their defective mutations to draw prey. They leave bits of skin and scent in an area, act dead in the center of it, and ambush anything that comes close. The prey scent mutation makes them smell like they are rotting, so only scavengers are attracted to them.

Mutations: *clinging skin (new), prey scent*

This 8' long mutant centipede ambushes prey by hiding against a wall (ruin or other) and then rearing out so that the head, with its poison claws, slams into whatever the grabber is hungry for. Once discovered, wall grabbers are not much of a threat because they cannot move very fast and will not attack anything more than 3' from the wall.

Mutations: *gigantism, toxic weapon*

W

Walking Stick, Giant

No. Enc.:	1 (d6)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	4
Hit Dice:	12
Attacks:	2 (sprays)
Damage:	poison class 6
Save:	L6
Morale:	4
Hoard Class:	none

At 30' long, this is among the largest of the mutant insects. It hides as either a log on the ground or a partially-toppled tree. A consumer of leaves, the walking stick devours the crowns of large trees in a day or two. When it detects motion, a walking stick freezes. If attacked, it fires poison from a pair of glands near its head on either side of its body. The range is 30' and can only hit a single target per gland.

Mutations: *gigantism, toxic weapon*

Wasp, Shrubkiller

No. Enc.:	0 (1)
Alignment:	Neutral
Movement:	
	Fly: 270' (90')
Armor Class:	4
Hit Dice:	1
Attacks:	1 (sting)
Damage:	see below
Save:	L0
Morale:	12
Hoard Class:	none

These insects use plants to host their larvae. They have a sting that paralyzes a plant for d6 hours, giving the female shrubkiller enough time to saw into the trunk and lay eggs. Over the next week, the plant grows galls filled with hydrogen, causing it to float away (and slowly die in the process). The galls last for a month and when the adults emerge they are thus usually far away from their parents.

Mutations: *toxic weapon*

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Water Sack

No. Enc.: 2d4 (2d4)
Alignment: Neutral
Movement: 0'
Armor Class: 9
Hit Dice: 6
Attacks: Contact
Damage: 2d8
Save: L0
Morale: 12
Hoard Class: see below

These oozes draw water from their surroundings, including anyone who touches them. Contact inflicts 2d8 points of damage per round and adds one ounce of water to the sack. With the correct tools, a sack can be partially drained without killing it. Under non-desert conditions, a sack will collect one ounce of water from the air and rain per week. In desert conditions, this may take as long as three months.

Mutations: *special*

Webspinner, Giant

No. Enc.: 3d4 (20d12)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 6
Hit Dice: 3
Attacks: 1 (bite)
Damage: d4
Save: L2
Morale: 6
Hoard Class: XVIII

Webspinners are insects that look like ants with an enlarged foreleg. The "Popeye" limbs contain a webbing producing gland. Unlike spiders, webspinners do not make webs with designs. Their lairs are a mass of webbing gluing together wood, artifacts and any useful landscape. Because of their need for something to prop up the mass, they are almost exclusively found in forests. They are herbivores and hunt mobile plants. Some nests are known to make traps, but no webspinner throws webbing in combat (they simply cannot because of how the

spinnerets function).

Mutations: *Gigantism*

Whale, Deep

No. Enc.: 0 (d4)
Alignment: Neutral
Movement: Swim: 180' (60')
Armor Class: 4
Hit Dice: 25
Attacks: 1 (fluke smash)
Damage: 3d12
Save: L15
Morale: 8
Hoard Class: none

This whale has been somewhat changes since the cataclysm — its young have gills. Because the threat of drowning has been eliminated, there are more whales in the oceans now than even before the advent of whaling. Also, the young have become a serious danger to underwater communities. They stalk human sized prey and are, amazingly for their size, quite stealthy.

Mutations: *aberrant form (gills)*

Whistle Shrub

No. Enc.: 0 (3d4)
Alignment: Neutral
Movement: 0'
Armor Class: 8
Hit Dice: 2-30
Attacks: 4 (thorns)
Damage: d8/d8/d8/d8
Save: variable
Morale: 12
Hoard Class: XVI

These plants consume air and grow at a fantastic rate. The shrubs are obvious due to the noise and the large spines covering them. If something comes within 10' of a whistling shrub, it is attacked with enhanced projectile thorns — air pressure gives them a range of 80' and increased damage. Killing a shrub is difficult, as they resprout from roots and large fragments (those over 10 pounds).

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Their seeds are active and quite different from the adult plants. The seed finds suitable soil and buries itself and the emerging shrub grows 100 pounds a week. After nine months and more than one-and-a-half tons, the plant releases 10d10 seeds to continue the cycle and then dies.

Mutations: *animate seed, projectile thorns, regenerative capacity*

Whistle Shrub Seed

No. Enc.: 4d4 (10d10)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 5
Hit Dice: 1/2
Attacks: 1 (thorn)
Damage: d4
Save: L0
Morale: 8
Hoard Class: none

These seeds start out stupid and swarm over anything that seems to be threatening, but as their numbers fall they seem to learn and go from an attack mentality to a hide mentality (even though they can alter their forms to hide within minutes of emerging from their parent). They have three months to discover proper soil and full sun conditions or die without germinating. In their native state, the seeds look like those within a pumpkin or other squash but are dark green, have several roots to walk with, and have a nasty serrated spine.

Mutations: *chameleon metamorphosis, free movement, natural vegetal weapons*

Womb Beast

No. Enc.: d12 (d12)
Alignment: Neutral
Movement: 180' (60')
Armor Class: 4
Hit Dice: 25
Attacks: 1 (bite)
Damage: 4d12
Save: L19
Morale: 8
Hoard Class: none

The womb beast is a huge monstrosity that creates other monsters. It is 20 tons, 40' long with a 16' ovipositor, two sets of mandibles, and 12 legs and looks somewhat like a flesh-colored, hairless spider with an unusually nasty mouth. A womb beast consumes other creatures to gain DNA samples and then lays eggs that will hatch into randomly created monsters. Each batch of eggs, usually 20-80, produces the same monster. Some are non-viable (those with more than six drawback mutations), a few are sapient and may become PC races, but most become a terror to the region. The womb beast itself has one defensive feature – if slain, each of its legs slowly becomes a new womb beast with 4 HD within a week.

Mutations: *special, limb cloning (new)*

Womb Beast Spawn

Take any stock creature, be it mutant or otherwise, and add four aberrant form mutations plus 2d4 other mutations (50% plant, 25% mental, 25% animal/human). Aberrant form (natural weapon) can only be rolled or selected once, but enlarged parts, xenomorphism, and extra parts may appear in any combination to the maximum of four plus any chance it is rolled again.



Xeno Shrimp

No. Enc.: 0 (1)
Alignment: Neutral
Movement: Swim: 120' (40')
Armor Class: 4
Hit Dice: 9
Attacks: 2 (claws)
Damage: d12/d12
Save: L5
Morale: 7
Hoard Class: none

This crustacean is 16' long and has a

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pair of large claws. Its palps and legs provide mutation benefits and they can be dropped and replaced by differently shaped palps and legs that provide different benefits. Four legs replicate physical mutations and two palps replicate mental mutations. If a limb is lost or damaged, it takes 48 hours to replace.

Mutations: regenerative capacity

Suggested mutations for limbs:

Physical: aberrant form, echolocation, energy ray, energy retaining cell structure, epidermal photosynthesis, fragrance development, thermal vision, toxic weapon, unique sense

Mental: control light waves, damage turning, metaconcert, temperature control, vampiric field

Z

Zombie Fly

No. Enc.: 0 (2d10)
Alignment: Neutral
Movement: Fly: 90' (30')
Armor Class: 9
Hit Dice: 1/8
Attacks: see below
Damage: see below
Save: L0
Morale: 11
Hoard Class: as host

These insects use mammals for both a source of heat and locomotion. Anything that comes in contact with this fly for three rounds must make a save versus death or become controlled. It will then be walked to death in whatever direction the fly takes it.

Mutations: parasitic control

ALIEN CREATURES

All these creatures are from the dimension to which the mycel has access and all have the toxic weapon (toxic flesh, class 8), radiation aura (10' diameter,

class 3), and unique sense mutations. The only physical feature that is common to these, but not all aliens from their home dimension, is sensory antennae that provide both sight and the ability to detect air motion – anything with a line of sight to the alien is detected. The range depends on the number of antennae, which is 5' for every one.

Rodent, Black

No. Enc.: 2d4 (3d4)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 6
Hit Dice: 2
Attacks: 1 (spines)
Damage: d4
Save: L1
Morale: 6
Hoard Class: none

These 2' long rodent-like aliens have hopping legs and spine-covered heads with six antennae. In combat, they use the spines to rip off small chunks of flesh. If they attempt to escape, they can hop 10' straight up and try to do so into branches.

Mutations: spiny growth (small), toxic weapon, radiation aura, unique sense

Rodent, Grey

No. Enc.: d4 (2d6)
Alignment: Neutral
Movement: 120' (40')
Burrow: 30' (10')
Armor Class: 6
Hit Dice: 3
Attacks: 1 (tail)
Damage: d6
Save: L2
Morale: 8
Hoard Class: none

These rodent-like aliens do not look much like the black versions. They have reduced heads without spines and very muscular tails. Their forelegs are for digging and their hindlegs are for running. Their eight antennae are found on

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their heads and spines. They ambush prey from holes using their tails to both knock over and crush them.

Mutations: *prehensile tail, toxic weapon, radiation aura, unique sense*

Songbird

No. Enc.: 2d4 (3d6)
Alignment: Neutral
Movement: 15' (5')
Fly: 120' (40')
Armor Class: 9
Hit Dice: 1/4
Attacks: 1 (shock)
Damage: 3d6
Save: L0
Morale: 5
Hoard Class: none

These odd little aliens look like headless bats with two antennae on their torsos. It is their deadly call that earned them the name songbird. They constantly build up a charge of electricity and zap anyone who touches them. Mycel have learned the hard way and many avoid songbird flocks.

Mutations: *energy-retaining cell structure, shriek (plant version), toxic weapon, radiation aura, unique sense*

Turtle

No. Enc.: d4 (d4)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 4
Hit Dice: 6
Attacks: 1 (bite)
Damage: 2d4
Save: L3
Morale: 8
Hoard Class: none

These 12-legged aliens have circular shell, which inspired their name. Unlike real turtles, one of these beasts has a neck and head that can reach out between any of the legs. Each leg acts as an antenna.

Mutations: *natural armor, toxic weapon, radiation aura, unique sense*

PARASITES

Blood Hopper

No. Enc.: Swarm
Alignment: Neutral
Movement: 30' (10')
Fly: 120' (40')
Armor Class: 9
Hit Dice: 6
Attacks: Contact
Damage: 4d6
Save: L2
Morale: 11
Hoard Class: none

These mutant crickets live within the muscles of other creatures. Anything infested inflicts 2 points less of damage with physical attacks. When the host is slain, the hopper emerges and attacks.

Mutations: *special*

Flesh Termite

No. Enc.: Swarm
Alignment: Neutral
Movement: 10' (3')
Armor Class: 9
Hit Dice: 8
Attacks: Contact
Damage: 6d6
Save: L2
Morale: 11
Hoard Class: none

Flesh termites live in the blood streams of very large creatures (hippo or larger). Anything infested has its speed reduced by half and gains a -2 penalty to initiative. After the host is slain, the swarm emerges and attacks anyone in the area.

Mutations: *special*

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Gold Drop

No. Enc.: 0 (d4)
Alignment: Neutral
Movement: 10' (3')
Armor Class: 9
Hit Dice: 1 hit point
Attacks: special
Damage: special
Save: L0
Morale: 12
Hoard Class: none

These tiny yellow worms collect certain metals, such as silver and gold, and with it make tubes to dwell in. If they are inside another creature and the host is given sea water, the worms make their homes within the body cavity of the host. Death occurs within 2d4 weeks and the resulting tubes are worth 3d4 x 100 gold pieces each.

Mutations: *special*

Living Blood

No. Enc.: 1 (variable)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 7
Hit Dice: 3 or 5
Attacks: 1 (slam)
Damage: d4-d10
Save: variable
Morale: 12
Hoard Class: none

These oozes are similar to parasite mutations but are not meant for PCs. They replace part of the blood of a host and some species of living blood may inhabit specific creatures as determined by the ML. Each is easy to identify as they have different colors. There are eight described, four lesser and four greater. The difference is how much of an advantage they give to their hosts as well as increased hit dice and damage. All prevent damage from bleeding, including attempts at draining blood by certain creatures. Lesser bloods also halve damage from slashing weapons and greater bloods halve damage from all physical weapons. And all, after their host has been slain,

will consume its body and spawn either 2d8 (lesser) or 2d4 (greater) offspring. The only time they enter combat is just after the host has been slain, when they try to collect even more flesh for breeding.

Lesser

Grey provide no other benefit. 3 HD, attacks for d4 points of damage.

Yellow increases the host's speed by 60' (20'). 3 HD, attacks for d4 points of damage.

Brown provide a -2 to armor class. 3 HD, attacks for d6 points of damage.

White add 2 points per day to healing. 3 HD, attacks for d6 points of damage.

Greater

Green provide no other benefit. 5 HD, attacks for d8 points of damage.

Blue decrease their host's armor class by 5 points. 5 HD, attacks for d8 points of damage.

Orange add 4 points of damage to physical attacks (claws, bites, and such). 5 HD, attacks for d10 points of damage.

Red add 20 hit points to the host. 5 HD, attacks for d12 points of damage.

Mutations: *toxic weapon, special*

Penny Worm

No. Enc.: 0 (2d6)
Alignment: Neutral
Movement: 10' (3')
Armor Class: 9
Hit Dice: 1 hit point
Attacks: 1 (infestation)
Damage: infestation and d6 per day
Save: L0
Morale: 12
Hoard Class: none

This mutant of the Guinea worm is very visible under the skin. Two weeks after the female lays her eggs on a potential host (who must save versus poison to avoid infestation), the victim takes d6 points of damage per day as the worms feed on flesh and blood. This happens until the host is dead, at which point the worms escape the body and search for hosts for their offspring.

Mutations: *special*

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SMART STONES

Smart stones are the result of nanites infecting and acting as brains to various sorts of rocks and minerals. Most have a mental mutation or two and a very few have the ability to move. Their HD listing is different from standard creatures in that it is related to their mass. Hard stone is 1 HD per 10 pounds, average stone is 1 HD per 20 pounds, soft stone is 1 HD per 30 pounds, and gems is 1 HD per 10 carats; each type also has a maximum HD listed. Because of this and their strange nature, their saves are listed as a formula.

Ceramic

No. Enc.: d20 (d20)
Alignment: Neutral
Movement: Fly: 150' (50')
Armor Class: 6
Hit Dice: 1 per 30 lb. (max 4)
Attacks: 1 (ram)
Damage: d4
Save: L(HD/2 -1)
Morale: 12
Hoard Class: none

One of the stupidest smart stones, ceramic likes to fling itself at anything that moves. It shatters upon impact with anything, but that is of little concern,



as the nanites will repair it within 24 hours. The only way to "kill" this stone permanently is with plasma weapons or a negation bomb.

Mutations: flight

Diamond

No. Enc.: d4 (d4)
Alignment: Neutral
Movement: 0'
Armor Class: -2
Hit Dice: 1 per 10 carats (max 4)
Attacks: none
Damage: none
Save: L(HD+3)
Morale: 8
Hoard Class: none

Where granite "convinces" others to bring information to them, diamonds use others to get to the outside world. Anyone touching a smart diamond is possessed by the gem's intelligence. After a few weeks or months of fun, the stone returns the body (hopefully, for the victim, intact).

Mutations: possession

Glass

No. Enc.: d100 (d100)
Alignment: Neutral
Movement: 0'
Armor Class: 7
Hit Dice: 1 per 30 lb. (max 2)
Attacks: see below
Damage: see below
Save: L(HD/2 -2)
Morale: 12
Hoard Class: XVI

Okay, this is not a mineral but it is still common and nanites do infect it. Glass is one of the lesser intelligent stones and seems to do just one thing – concentrate and reflect light. This does not sound so bad unless the source is sensitive to heat. Anyone carrying a light source is affected as per the temperature control mutation. Places with lots of chunks of smart glass tend to have lots of burnt husks about.

Mutations: temperature control

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Granite

No. Enc.: d4 (d4)
Alignment: Neutral
Movement: 0'
Armor Class: -4
Hit Dice: 1 per 10 lb. (max 20)
Attacks: see below
Damage: see below
Save: L(HD+2)
Morale: 11
Hoard Class: none

Smart granite is very intelligent and generally bored. When it comes in contact with an intelligent being, it causes its victim to shrink to 1/20th size. The stone will only reverse this when bribed with information it deems useful or at least interesting.

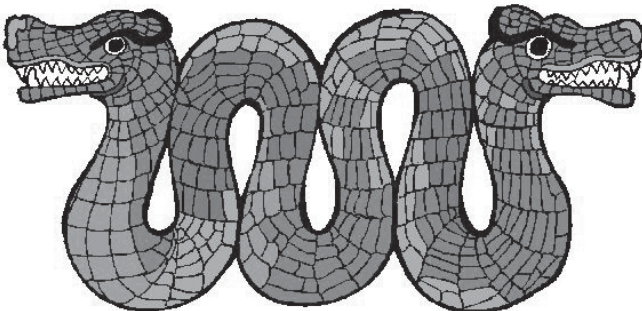
Mutations: density alteration (others)

Jade

No. Enc.: d4 (d4)
Alignment: Neutral
Movement: 0'
Armor Class: 3
Hit Dice: 1 per 20 lb. (max 12)
Attacks: none
Damage: none
Save: L(HD -1)
Morale: 12
Hoard Class: none

Jade is quite intelligent and has access to a dimension where the Aztec mythology is real. It opens portals for defense and to communicate with gods and monsters from that world. Pieces of jade are considered oracles by many.

Mutations: plane shift, neural telepathy



Limestone

No. Enc.: d100 (d100)
Alignment: Chaotic
Movement: 0'
Armor Class: 6
Hit Dice: 1 per 30 lb. (max 8)
Attacks: none
Damage: none
Save: L(HD), see below
Morale: 12
Hoard Class: any

Intelligent and evil, limestone is common in many places. It uses taunts to convince others to attack it and then laughs when the victims fall to their own attacks. Limestone reflects most damage and at any amount. Only radiation can harm it.

Mutations: damage turning, neural telepathy

Marble

No. Enc.: d10 (d10)
Alignment: Chaotic
Movement: 30' (10')
Armor Class: 0
Hit Dice: 1 per 10 lb. (max 10)
Attacks: 1 (slam)
Damage: d10
Save: L(HD-1)
Morale: 12
Hoard Class: none

Animated statues, smart marble is not that intelligent and acts feral. Gargoyle shapes are common as well as faux Greek and Roman.

Mutations: special

Obsidian

No. Enc.: d4 (d4)
Alignment: Neutral
Movement: 0'
Armor Class: 6
Hit Dice: 1 per 30 lb. (max 6)
Attacks: 1 (fall)
Damage: d6 per 30 Lb.
Save: L(HD/2)
Morale: 12
Hoard Class: none

A MENAGERIE OF MUTANTS AND MUTATIONS

This not very smart stone seems to have but a single purpose – to crush and mangle anything that lives. It teleports above a target with as many sharp surfaces as possible facing downward. It repeats this until everything is dead and, as the range for its senses and teleportation is 100', it may be moving a lot every day.

Mutations: *teleport*

Onyx

No. Enc.: d4 (d4)
Alignment: Neutral
Movement: 0'
Armor Class: 4
Hit Dice: 1 per 20 Lb. (max 12)
Attacks: none
Damage: none
Save: L(HD)
Morale: 8
Hoard Class: none

Unlike most smart stones, onyx is fairly likeable. It uses illusions to communicate and is occasionally hired to hide something with these illusions. Other than a nice place to rest and some conversation, they ask for no payment.

Mutations: *mental phantasms*

Quartz

No. Enc.: d8 (d8)
Alignment: Neutral
Movement: 0' (special)
Armor Class: 2
Hit Dice: 1 per 30 Lb. (max 4)
Attacks: 1 (telekinesis)
Damage: d12
Save: L(HD/2)
Morale: 12
Hoard Class: none

These stones see themselves as unborn sand and attempt to act as a sandstorm, typically destroying everything in their path. The range of their telekinesis is 100' and can be used once per day to move the crystal 500'. They use it to destroy buildings, plants, creatures, and whatever else is around them and



leave a nascent desert behind.

Mutations: *neural telekinesis*

Sand

No. Enc.: swarm
Alignment: Neutral
Movement: 240' (80')
Armor Class: 9
Hit Dice: 100
Attacks: 1 (slam)
Damage: 6d8
Save: L(HD)
Morale: 12
Hoard Class: none

Quartz that has been broken down into grains turns into sand. Smart sandstorms continue inflicting damage but now much more efficiently. A single storm covers an area of one to 50 acres and does damage every round to everything within it. Sealed buildings provide protection until they are broken into or worn away.

Mutations: *flight*



CREATURES OF THE WASTELANDS

NEW MUTATIONS

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

HUMAN/ANIMAL MUTATIONS

PHYSICAL MUTATIONS

Aberrant Form (Altered Body Shape) (D)

If the mutant was long and thin, it is now short and squat. If it was short and squat, it is now long and thin. Creatures in between are now one or the other (50% short, 50% long). All such mutants' movement rates are cut by half, as their bodies move in unnatural ways.

Aberrant Form (Adaptive Organ)

This mutant has a new organ that has two or more functions. Only one function works at a time, but the mutant can convert to either in one round. The player and ML should discuss this mutation and how it will work for the mutant.

Aberrant Form (Xenochemistry)

The mutant's chemical makeup is so different from the biosphere that it provides some benefits and penalties. All

carnivores dislike like the mutant's scent and will either avoid the mutant (75%) or attack him as an intruder (25%). The mutant's flesh is either indigestible (75%) or poisonous (25%). The former means anyone eating the mutant takes 6d8 points of damage over 16 hours and the latter is equivalent to the toxic weapon mutation. On the downside, there is little for the mutant to eat – only plants and animals with this mutation *and* the same chemistry are food for him. Because of this, most creatures who gain this mutation starve to death quickly or must remain within a limited area that can support their dietary needs.

Burning Blood

The mutant's blood acts a supercharger for others and functions as if it was hercurin (MF core book, page 127). This mutant takes 3d4 points of damage for every dose extracted.

Chemical Communication

This mutant can leave detailed information on objects that can be understood only by mutants with this mutation or the improved smell mutation. Up to 250 words can be left on any object and less for very small things.

Clinging Skin (D)

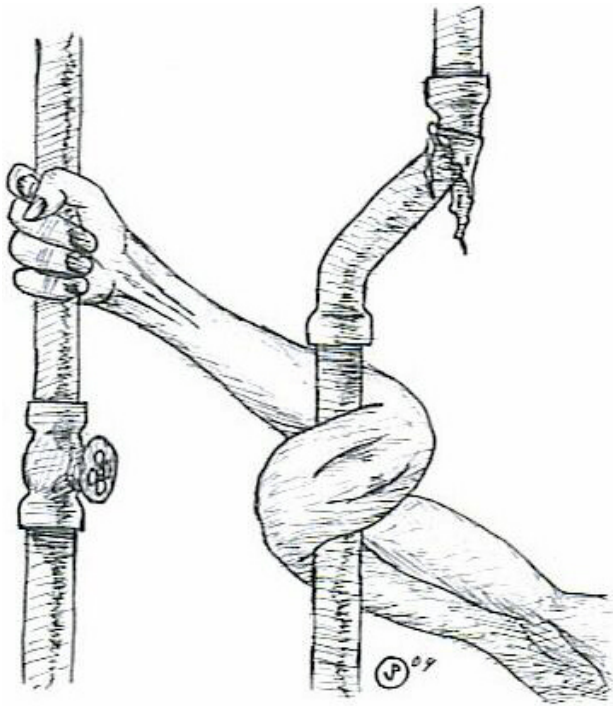
This mutant leaves bits of skin on all the surfaces he touches. This makes him easy to track and miserable in social situations.

Energy Absorption

This mutation weakens one type of energy that strikes the mutant (roll d6; 1-2 heat, 3-4 cold, 5 radiation, 6 electricity). This mutant takes half damage for the energy type rolled or selected during character creation.



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Flexible Skeleton

This mutant can go through any hole or space that he can fit his head into.

Floats (D)

This mutant bobs on water, unable to swim or walk, and will be taken wherever the current travels. Because of the associated motion, the mutant cannot sleep either when in or on the water (to include being on board a boat).

Genetic Memory (D)

This mutant has nightmares of the cataclysm. He cannot focus on anything and suffers a -1 penalty on attacks and -15% on technology rolls. Certain medications can induce dreamless sleep, but they can be dangerous in other ways.

Genetic Recall

This mutant receives flashes of inspiration from the lives of his ancestors who lived before the cataclysm. This provides a +10% bonus to technology rolls and occasionally locations or other helpful information. See the parasite mutation neck leech for more information.

Genetic Replication

This mutant reproduces by infecting others and causing them to turn into one of its own race. This does not affect Pure Humans. It requires a save versus poison and takes a week to complete the transformation.

Gliding Wings

This mutant has very large wings that allow flight over long distances. This mutant can fly 500 miles without resting along the way, but require a good night's rest after landing. This mutant also needs a wide open space both to take off and land.

Heat Sink (D)

This mutant is a sponge for heat. It takes double damage from heat and fire based attacks and must drink four times the normal amount of water in hot conditions.

Hollow Fangs

This mutant can inflict d6 points of damage with its bite and drain d4 per round thereafter, as long as the victim does not make a save versus energy attacks.

Ice Cocoon

This mutant can enter a form of sleep within a self-made block of ice. The cocoon has an armor class of 9 and 25 hit points. This mutant must determine the length of time to sleep, which can be no longer than six months, at the time the cocoon is created.

Induce Mutation

This mutant can cause a mutation or drawback in others. The range is touch, duration is 1 day, and the mutation is rolled or selected at the time of character creation.

Internal Clock

This mutant always knows what time it is even if deep underground. Also he knows how much time has passed between any 2 events.

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Kinetic Absorption

This mutation weakens physical attacks against the mutant. This mutant takes one-half damage against such attacks, which include falling damage.

Lightning Rod (D)

This mutant attracts electricity. He takes double damage from such attacks and has a 10% chance of being struck during a thunder storm (treat that has being hit by a killing sphere).

Limb Cloning

This mutant reproduces by dropping a limb that will convert itself into an immature version of the mutant. The lost limb is replaced over d4 weeks.

Organic Radio

Mutants with this can communicate with each other within 10 miles. Environment or landscape may reduce this and, inside ruins or underground, the range is 500' at best.

Oxygen Storage

This mutant can hold its breath for 10 times as long as normal. The oxygen is held within its muscles.



Parasite Host

This mutant has tiny parasites, either worms or crustaceans, swimming in its bloodstream. Anyone else in contact with the blood must save versus poison or be infected. Mutant Lords are encouraged to be inventive with the result – it could act like a disease or attack an organ that produces a mutation (thus negating it until the parasites die) or anything else you can dream of.

Replicate Physical Mutation

This mutant can take a physical mutation from another. The range is touch, duration is one day, and the mutation is selected at the time of contact. A save versus poison negates this effect. The victim retains the mutation (i.e., the stealing mutant simply replicates it).

Seed Production

This mutant reproduces by seed. The female either produces a small number (1-10) or large number (100+) after mating. Those mutants with a small number of seeds grow the resulting plants and care for the young that eventually emerge from them. Those mutants that produce a large number allow them to spread on the wind and may even consider their offspring pests. Mutant humans with a large number of seeds create plants that produce 2' tall humans that will eventually grow into normal-sized adults.

Scent Tag

This mutant can inflict the prey scent drawback on others by contact. The effect lasts 2d4 hours.

Sticky Hairs

This mutant has an attack that causes its target to become covered with small, interlocking hairs. They are so painfully annoying that the victim must save versus poison or take 2 rounds pulling the hairs off. Otherwise, the victim suffers a -1 to hit rolls until the hairs are removed.

Toxic Weapon, Activated

This version of toxic weapons requires a

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poisoned victim to be exposed to some environmental stimulus before the poison causes damage. It could be light, darkness, heat, cold, radiation, electricity, impact damage, or anything else the GM might devise.

Toxic Weapon, Narcotic

This mutant produces an addictive substance. Anyone bitten by such a mutant must make a save versus poison or follow the mutant around requesting to be bitten at least once per day. If the victim cannot obtain the venom, he will suffer, a penalty to one or more saving throws, or some other nasty

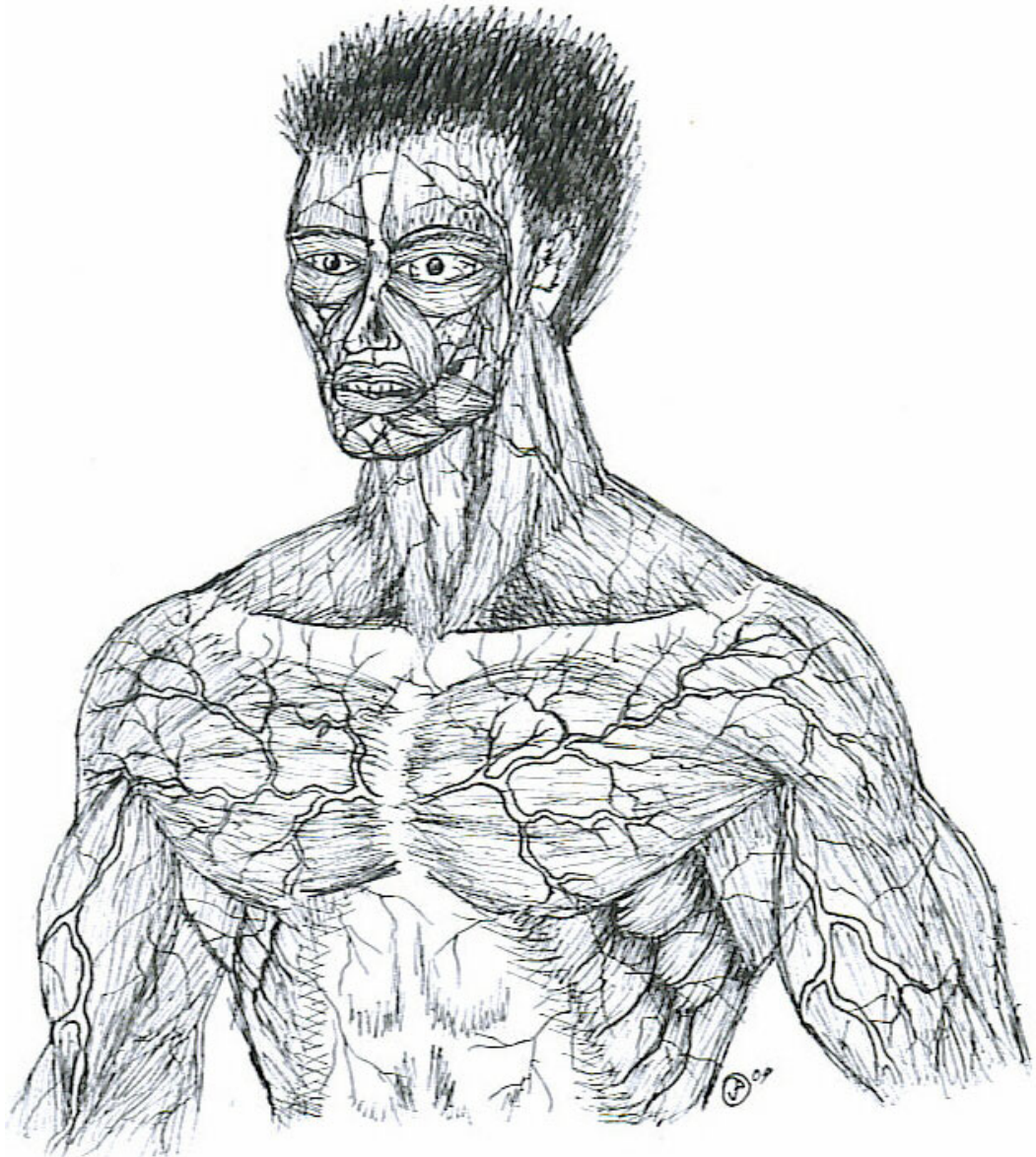
effect devised by the Mutant Lord.

Toxic Weapon, Specific Target

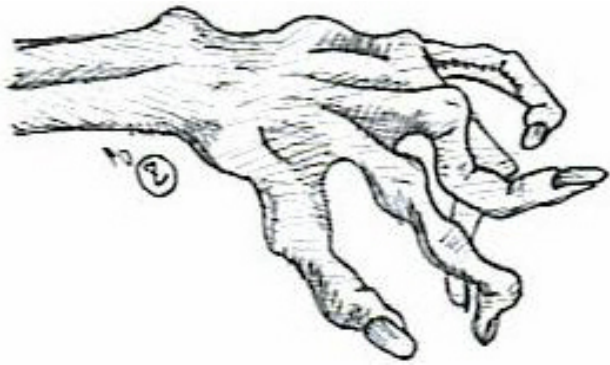
The mutant's poison only affects a limited group of creatures but does double normal damage to them. The group is up to the Mutant Lord and can be as broad as arthropods, mammals, or weeds or as narrow as ants, primates, or conifers.

Transparent Skin (D)

This mutant takes double damage from lasers and other light-based weapons and, because of its appearance, is treated poorly by most.



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Twisted Hands (D)

The mutant's hands and fingers are deformed and, as a result, it suffers -2 on attacks and -10% on technology rolls.

Vestigial Wings (D)

This mutant has wings that cannot lift it off the ground or even allow it to glide. Armor must be specially made and costs 50% more.

Webbing

This mutant produces silk in a manner similar to a caterpillar (i.e. from the mouth). Up to 25' of rope can be manufactured or one small creature can be trapped by the amount produced in one day. The webbing decays in 3 months.

MENTAL MUTATIONS

360-Degree Vision

This mutant can see in all directions except straight up and down. Surprise is all but impossible against this mutant.

Absorb Knowledge

Twice per day this mutant can take information from another mind. The range is touch, only one question can be answered and a save versus poison negates the effect. The ML must decide if this mutation affects androids, robots, and other artificial intelligences.

Access Machine

This mutant can gain access to a computer psionically. He does not need to use a keyboard, voice interface, or any other physical

method. This does not allow telepathy with artificial intelligences. The range is 10'.

Alter Atomic Composition

This mutant can change one material to another, both of which are randomly selected at the time of character creation. Only d4 x WIL pounds can be affected per day. If the result is undesirable, then this mutation is considered a drawback. Roll twice on this chart:

Random Materials

- | | |
|----|---------------------------|
| 1 | soft metal |
| 2 | hard metal |
| 3 | rubber |
| 4 | plastic |
| 5 | stone |
| 6 | wood |
| 7 | ceramic (including glass) |
| 8 | flesh (mindless) |
| 9 | ML's pick |
| 10 | player's pick |

Bend Sound

This mutant can control sound and either increase or decrease sonic damage by 50% or redirect sonic attacks made against him. The mutant still takes damage in the second case but can alter the direction of the attack, even back onto the source. The version is selected at the time the mutation is used.

Brainfire

This mutant produces a mental attack that causes the target to feel overwhelming pain. This induces a -4 to all rolls for d4 rounds. The range is 30' and a save versus poison negates the effect.

Cannot Lie (D)

This mutant is incapable of lying.

Cannot Tell the Truth (D)

This mutant is incapable of telling the truth.

Clairaudience

This mutant can select a spot up to 100' away and then hears as if it were at that spot.

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Clairvoyance

This mutant can pick a spot up to 100' away and then can see as if standing on that spot.

Control Disease

This mutant can make a disease stronger or weaker. This results in either a -4 or +4 to the save versus poison to resist the disease.

Crystallize

This mutant can turn metal and stone objects to crystal. This decreases their armor class by 4 by also halves their hit points due to the brittle nature of crystals.

Density Alteration, Objects

Similar to the other density alteration mutations, this one allows the mutant to enlarge or shrink objects up to 5 x WIL pounds. This applies to parts of objects that can be considered whole as well. Bricks, slats in doors and barrels, and many other component parts are among the many objects that can be affected. Consider, for example, a wall of cement and a wall of concrete. This mutant can not affect the former but can enlarge or shrink the rocks or reinforcing bars in the latter and cause it to crumble.

Familiar

This mutant has a specialized, mental form of parasitic control. It only works on non-sapient animals (or plants in the case the mutant is a plant), has a range of 30', and is permanent. The affected creature, which can be anything with less hit dice than the mutant (although the ML may limit this), acts like an obedient pet and will die for the mutant if things become grim. Only one creature can be affected at a time. Certain types of monsters can have more, but player characters cannot.

Fear Generation

This mutant emits waves of telepathic fear. Everyone within 30' must save versus death or run away for d4 minutes.

Foresight

This allows the mutant to see 10 minutes into the future. This mutation can be used twice per day.

Fuse Flesh

Once per hour, this mutant can use a variation of the radiation used by healing packs to fuse a target's flesh. The eyes and mouth are forced shut, the fingers and legs bind together, and the arms fuse to the torso. Anyone affected that forces the body parts apart takes 2d4 points of damage for the eyes, each hand, leg, and arm (so in total 12d4 total). Surgery only inflicts 2d4 points of damage total and takes one hour. A save versus poison negates the effect.

Green Eye

This mutant can telepathically see through the sight organs of any plant with the full senses mutation. The range is 500'. Intelligent plants can save versus radiation to stop the mutant.

Heal Other

This mutant can heal d6+2 points of damage three times per day other creatures (but not to itself).

Induce Nightmares

This mutant can cause violent nightmares in a single subject. The target must save versus stun attacks or suffer a -1 penalty to saves and attack rolls for every night he is subjected to this effect. The maximum penalty is -6. The range for this mutation is 100'.

Induce Sleep

This mutant can mentally attack one creature or person within 100' and force it to fall asleep for d4 hours. Until this time passes, the victim cannot be awakened. A save versus stun attacks negates and the ML must decide if this mutation applies to plants and fungi.

Life Scan

This mutant selects one type of lifeform – animal, plant, fungus, or alien – at the time the mutation is gained. Any

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time that type of life is within 50', the mutant knows its exact location.

Mental Barrier, Ranged

This mutation allows all allies within 25' to be protected as per the mental barrier mutation.

Mental Mutation Scan

This mutant detects the use of mental mutations within 100'. The location of the mutant is known but not the mental mutation used.

Mental Phantom

This mutant causes a target to see movement where there is none. The range is 60' and the target must save versus poison or take a -2 to attack rolls for the next round.



Part Water

This mutant forces all free water (not that in living things) to move away from him to a distance of 15'. This means a bubble forms if the mutant is underwater and the air inside is as fresh as the water surrounding it. This can also be used on ice, although weapons made of or encased in ice that are used on the field do double damage to the mutant.

Patron Mind

This mutant has telepathic contact with a willing subject. Anytime the mutant fails a save versus a mental attack, the patron suffers the consequences. The range is 50 miles.

Replicate Mental Mutation

This mutant can duplicate another creature's mental mutation. The range is touch, duration is 1 day, and the mutation is selected at the time of contact. The victim retains the mutation and a save versus poison negates this effect.

Rip Organ

A specialized version of telekinesis, this mutation inflicts 4d6 points of damage to a target within 30'. The organ type is selected at the time of character creation and may include plant parts. It can only be used once every three rounds.

Speak to Animals/Plants/Fungi

This mutant can communicate with other species. If he is an animal (including human), then he can understand plants. If he is a plant, he can understand animals. Either can select fungi instead of the standard.

Submind

This mutant uses a tiny fragment of its mind for defense. Anytime the mutant fails a save versus a mental attack, it can spend 10 hit points to kill the fragment and ignore the attack. The damage heals normally.

Telekinetic Monster

This mutant can collect water, mud, dust, rocks, sticks, and such and form them into the shape of a monster. It is not strong enough to inflict damage or lift objects but is tactile (i.e., it can be touched). This mutant selects the shape of the monster upon using the mutation. It can be created twice per day for up to 5 minutes each time.

Telekinetic Wave

This projects a wave of force that af-

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fects everyone within a square 30' by 30' in front of the mutant twice per day. Everyone in that area must make a save versus energy attacks or take 2d6 points of damage and fall prone. Those that save just fall prone.

Track Mind

This mutant locks onto a specific mind and knows its location. The range to lock onto a specific mind is 100' and the range for tracking is 100 miles. In other words, as long as the mutant with this ability is within 100 miles of its target, it knows its direction. The target can save versus stun attacks to negate this effect. This mutant can lock on to one target mind per day.

Universal Communication

This mutant can learn languages that are not based on the same principals as his own. For humans, this means such a mutant could learn the pheromone languages of plants and insects or the color display language of fireflies or cuttlefish. The learning process is still as involved as learning any language, as is exposure to a creature who uses it, but at least the mutant has the capacity. Mutants with this at first level can select such a language.

PARASITE MUTATIONS

This new type of mutation covers situation in which a being allows itself to be a host to another creature. The parasite usually provides a benefit, although some communities use them as a form of punishment. This is one of the rare few ways pure humans have access to mutations.

Bone Coral

These animals that colonize the skeleton provide a better anchor for the muscles. It costs 3 points of CON and provides the quickness mutation.

Fly Bristles

This mutant has dozens of flies embedded in its neck, their antennae poking out

of its skin. They provide a unique sense – air motion – which means this mutant cannot be surprised by anyone within 10'. It costs the mutant 2 points of CHA.

Liver Worm

This mutant has a writhing worm under its skin that acts as a secondary liver. This mutant takes half damage from poison attacks but loses 2 points of CON.

Lung Mold (D)

Meant to control slaves and punish some criminals, this fungus is inhaled and grows within the victim's body. It induces the reduced oxygen efficiency drawback and costs 2 points of CON.

Maggot Head

The mutant's head has 2d4 worms crawling through it, occasionally visible under the skin. This mutant loses 3 points of INT and gains d2+1 mental mutations.

Microfish (D)

Tiny fish that are inserted into the recipient's eyes, they are true floaters. Vision impairment and loss of 2 WIL are the result.

Muscle Worms

As these animals dig into and burrow around in the flesh, they drain 4 points of STR. To some it is well worth it, however, as the worms enhance the healing processes of the body and provide the regenerative capacity mutation.

Neck Leech

This slimy creature hangs on the back of the mutant's neck and taps into certain parts of the brain. It is the only known source of the genetic recall mutation and costs the mutant 2 points of WIL.

Scabby Eye

A mutant turtle, this tiny creature replaces one of the mutant's eyes, costs 2 CHA, and provides the bright eyes variant of optic emissions.

Skin Jelly(fish) (D)

The jellyfish's tentacles grow through-

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out the recipient's skin and make pain more acute. It induces the pain sensitivity drawback and costs 2 DEX.

Skin Mold (D)

This infection causes the mutant to glow in the dark, as per the drawback. Even worse, because it weakens the muscles, it also costs 2 points of STR.

Skin Snails

These little animals are fused to the skin with their shells out, protecting the host via the natural armor mutation. They are a bit painful and restrict movement and thus cost 2 DEX.

Skull Rat (D)

This tiny mutant takes up living in the mutant's skull and whispers telepathically with him. Effectively, it is the defective dual cerebellum drawback and also costs 2 CHA.

Spine Beetles (D)

These tiny animals crawl all over the spine and are quite disconcerting to the recipient. They cost 2 WIL and induce the dormancy drawback.

Throat Crab

This mutant arthropod digs into the voice box and allows the mutant to use the shriek mutation. The sight is disgusting and costs the mutant 2 CHA.

Throat Mold (D)

This fungus grows all over the mutant's neck and throat. It emits an odor of fresh, raw meat and draws predators from miles away. It induces the prey sent drawback and costs 2 CHA.

PLANT MUTATIONS

Acclimate

The plant is totally immune to environmental hazards after spending three days in said environment.

Adhesive Sap

This mutant can spray "blood" that acts

as superglue. The range is 10' and only affects one target. Anything attacked must save versus energy attacks or be covered in this sap. To forcibly remove an object like a weapon, the victim must make a save versus poison and, if successful, takes 2d4 points of damage. Helmets and armor are special cases that inflict more damage and possible scarring.

Aging Touch

This plant can activate a field once per day for 5 minutes. Anyone that comes in contact with the plant ages five years for every round and must save versus poison or be stunned for 2d4 rounds.

Chemical Gland

This mutant plant has an organ that allows it to replicate one substance. It could be industrial, like glue, or medicinal, like stim-shot A, and the Mutant Lord and player should work together to decide what substance is created. Up to three doses can be manufactured each day.

Dazzling Display

This mutant plant has cells within its bark and leaves that can make complex color changes. This can be used for communication, but mostly is a visual version of fragrance development (plants).

Dormancy (D)

This plant is "asleep" for two months out of the year. Most plants do this in the winter or dry season, but a few "hibernate" in summer.

Glow in the Dark (D)

This plant glows brightly enough that it can be detected 20' away. It is not bright enough to allow the mutant to read in the dark.

Inedible Fruit (D)

This plant's fruit is nontoxic but completely inedible. It may be wooden or taste horrible. The plant must break open the fruit to release its seeds, otherwise they rot along with the fruit.

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Metallic Bark

This plant draws heavy metals from the soil and incorporates them into its bark. This reduces energy damage, including radiation, by half.

Poisonous Spores (new variant)

A plant with this mutation produces a toxin that takes d4 days before causing damage and spreads by contact. An individual so poisoned can affect four others and they can affect two others (but there is no tertiary poisoning). This is a method meant to kill off swarms and hive-dwelling creatures.

Sonic Disruption

Once per hour, this plant can emit a pulse of sound that liquefies a certain material. The range is 10' and affects 50 lb. of the material in question. Roll a d6 to determine the material affected:

Random Materials

- 1 dead wood
- 2 plastic
- 3 mineral (specific), including concrete and natural stone
- 4 metal (specific)
- 5 ML's pick
- 6 player's pick

Spongy Wood

This only can be applied to trees and shrubs. An affected mutant's wooden core is full of holes and very flexible and, because of this, it takes half damage from falls and blunt melee weapons.

NEW MATERIALS

Fireproof Wood

Fireproof wood was engineered by the Elder People and considered a extremely valuable commodity today. It takes no damage from normal fire and heat-based attacks, although plasma can vaporize it.

Flexible Wood

Flexible wood is easy to recognize, be-



Xenochemistry

This plant's chemical makeup is alien to the biosphere. Herbivores and omnivores treat the plant as either inedible or poisonous. The former means anyone eating the mutant takes 6d8 points of damage over 16 hours and the latter is equivalent to the toxic weapon mutation. The plant is also toxic to its pollinators unless they have the aberrant form (xenochemistry) mutation and the same chemistry. Because of this, plants gaining this mutation usually die out after just one generation.

cause the plant loses its branches on the opposite side of the typical wind direction – as the result of them being broken off when the tree smashes into the ground. Uses for the wood include boatmaking, as the planks are easy to shape, although masts and structural beams are made from other wood to prevent a vessel from becoming deformed in the wind.

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NEW TERRAIN TYPES

Crystal Fields

There are several types of crystal fields. Some of the hazards of passing through them include toxic gas, crystals sharp enough cut through steel, blinding light, mind-blasting illusions, sink holes, mineral-based disease, nanites that inflict drawbacks, and crystals that change shape to disorient people (who then get lost in a maze of stone).

Green Zones (Fish Haven)

These are places in the ocean where technology or engineered organisms bring deep fertile water up to the surface. Always found far from land, they support a lot more fish than the waters around them. People find these places to be gold mines of both food and danger. With such a bounty, many mutant predators are found in them as well.

Shattered Lands

These are places where kinetic weapons struck in such numbers that all the soil, creatures, and infrastructure were blown away, leaving only bedrock. Depending on the size of a shattered land, the climate may remain the same. If rain is still abundant, there are pools and streams filled with dissolved minerals, which may or may not be toxic. What

little life is found here generally consists of lichens, some scrub grasses, and whatever eats them.

Solid Air

These places have some strange effect from bygone technology of the Elder People. Travel is difficult and there is a chance for suffocation. Movement rates are reduced to one third, attack rolls suffer a -4 penalty, and a save versus poison must be made every hour or travelers will take 4d4 points of damage from suffocation. The save is at a -3 penalty if the character was very active for most of the hour.

Soup Bowls

Valleys and other depressions may collect biological and chemical weapons, also known as "the soup." Only the hardest and most alien mutants can survive in these places. If a PC comes in contact with the soup, he must make a save versus poison at -15 or lose all but d4 hit points and gain 2 drawback mutations (25%/25%/50% plant, mental, physical). This even applies to pure humans, as the concentrated goo overwhelms their natural defenses against mutation.

NON-CREATURE HAZARDS

Dust Storm

This sort of hazard cuts down on visibility. Anyone within a dust storm can only see 5'.

Green Wilt

A type of algae, green wilt covers plants and starves them to death. The source of the wilt is not apparent until contact with the plant is made. Alcohol kills green wilt.

Oxyccloud

These clouds of oxygen float about on the wind and cause apparent aging in everything within them. They tend to be obvious, as they cause plant life to turn to dust within minutes. They age animals and minerals five years for every minute of contact.

Smog

Smog consists of fog with any number of toxic chemicals suspended in it. It may variously be treated as a poison or radiation.

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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