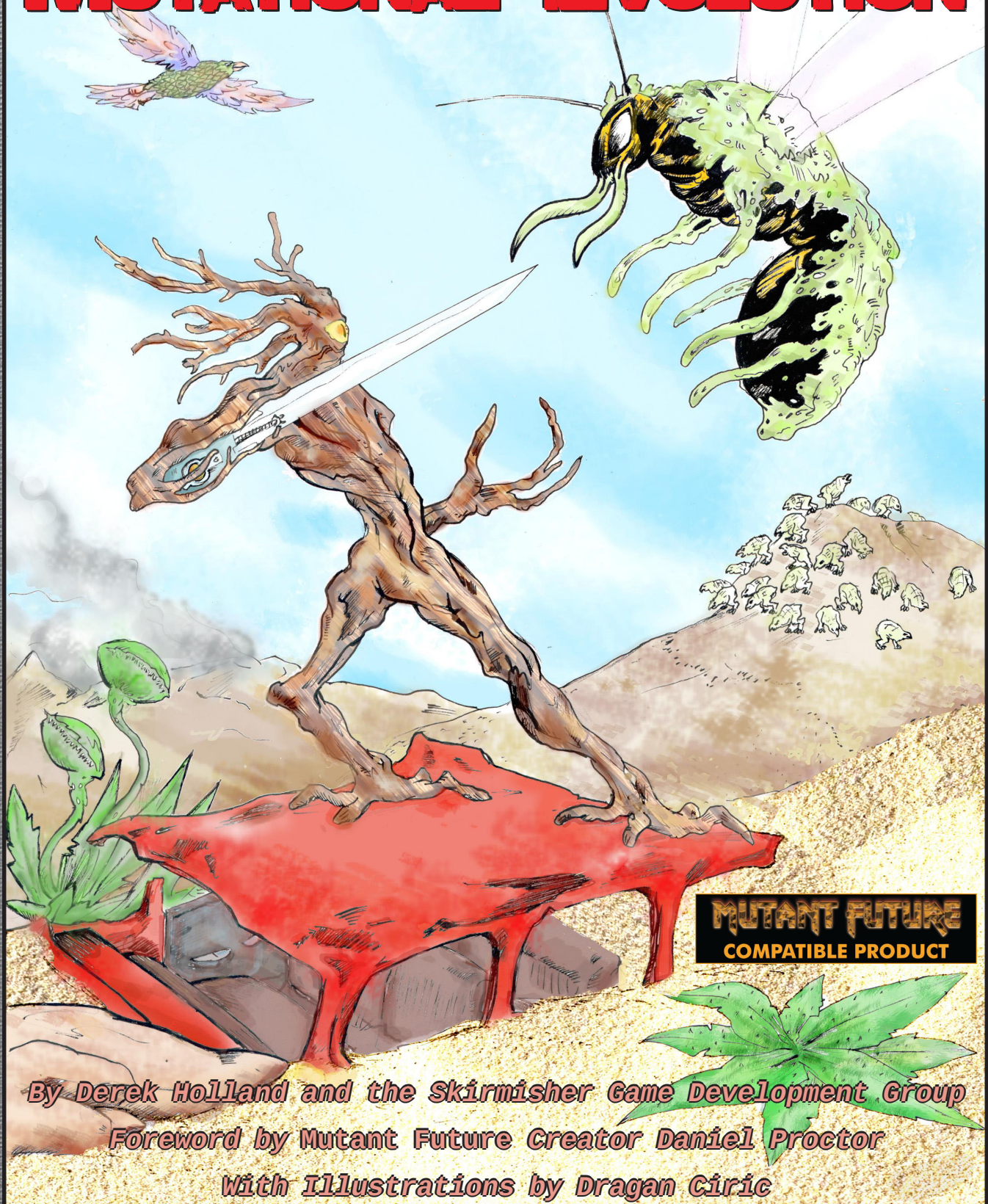


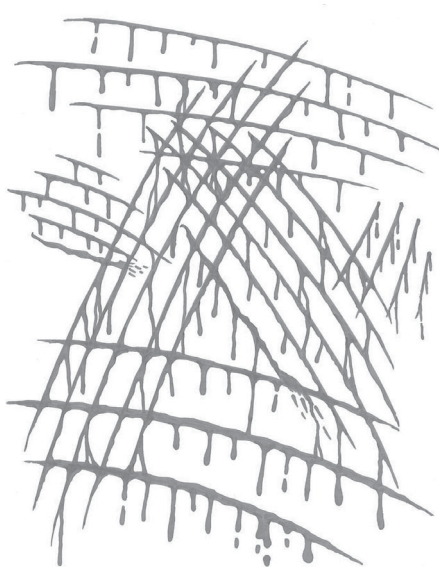
CREATURES OF THE WASTELANDS: MUTATIONAL EVOLUTION



MUTANT FUTURE
COMPATIBLE PRODUCT

By Derek Holland and the Skirmisher Game Development Group
Foreword by Mutant Future Creator Daniel Proctor
With Illustrations by Dragan Ciric

CREATURES OF THE WASTELANDS: MUTATIONAL EVOLUTION



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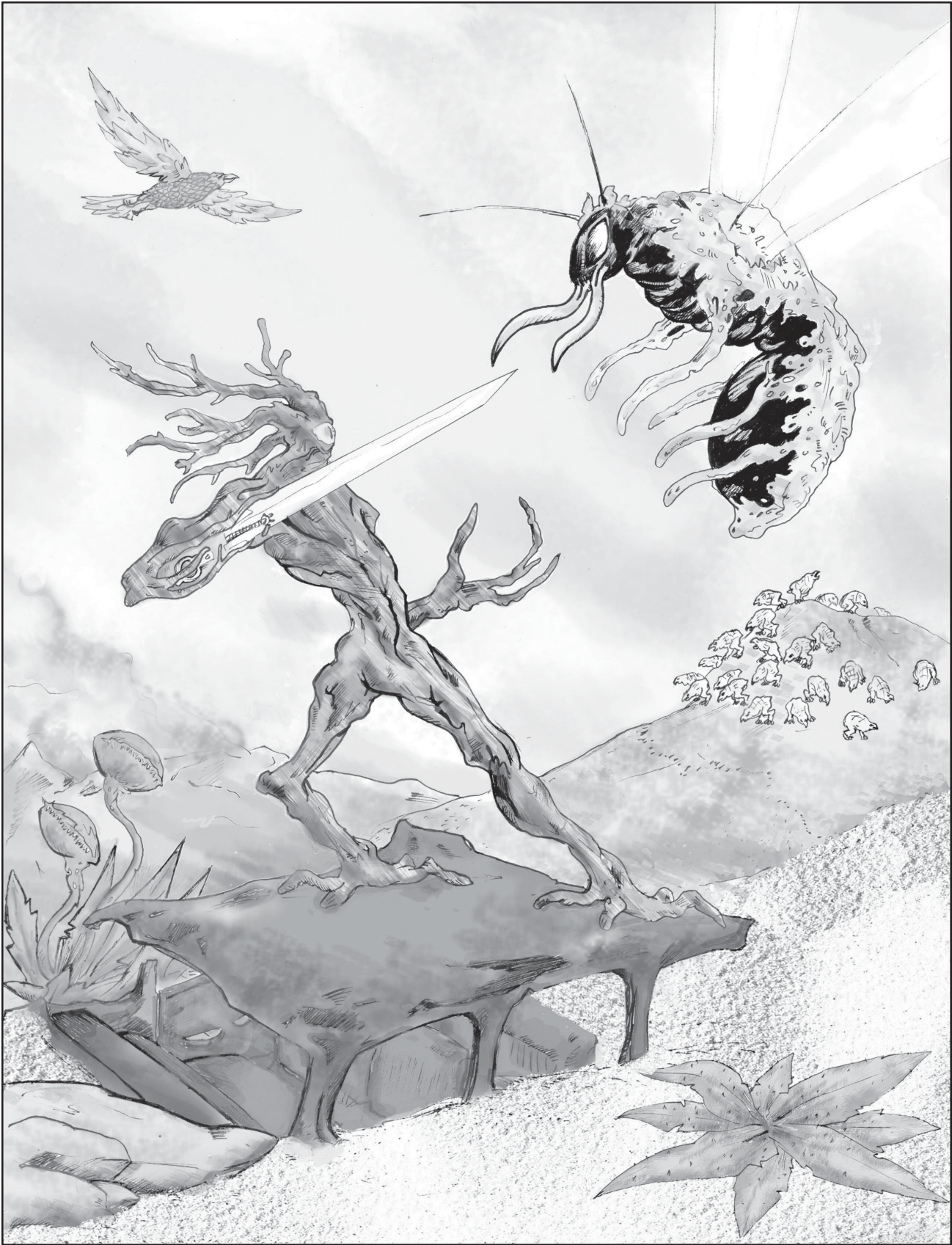
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TABLE OF CONTENTS

Foreword by Daniel Proctor.....	5
Introduction.....	7
Essays.....	11
The Family Tree Concept.....	11
The Mutant Herd Concept.....	12
Accelerated Evolution.....	13
The Families.....	15
House Sparrow Family.....	15
Stinging Nettle Family.....	21
Feather Shrub Family.....	26
Giant Yellowjacket Family.....	34
Mutations.....	46
Poison and Radiation Tables.....	47
Family Trees.....	48
Skirmisher Product List.....	52
Open Game License Version 1.0a.....	54

CREATURES OF THE WASTELANDS



INTRODUCTION

My creative efforts are geared toward an audience that appreciates an older style of loose – and quirky – rules and game play. *Mutant Future* has, for a growing audience, just the sort of fresh quirkiness people need to turn to when their other gaming interests are getting stale. Where else can you battle spidergoats while one of your heads is arguing with the other about how to best roast a spidergoat haunch?

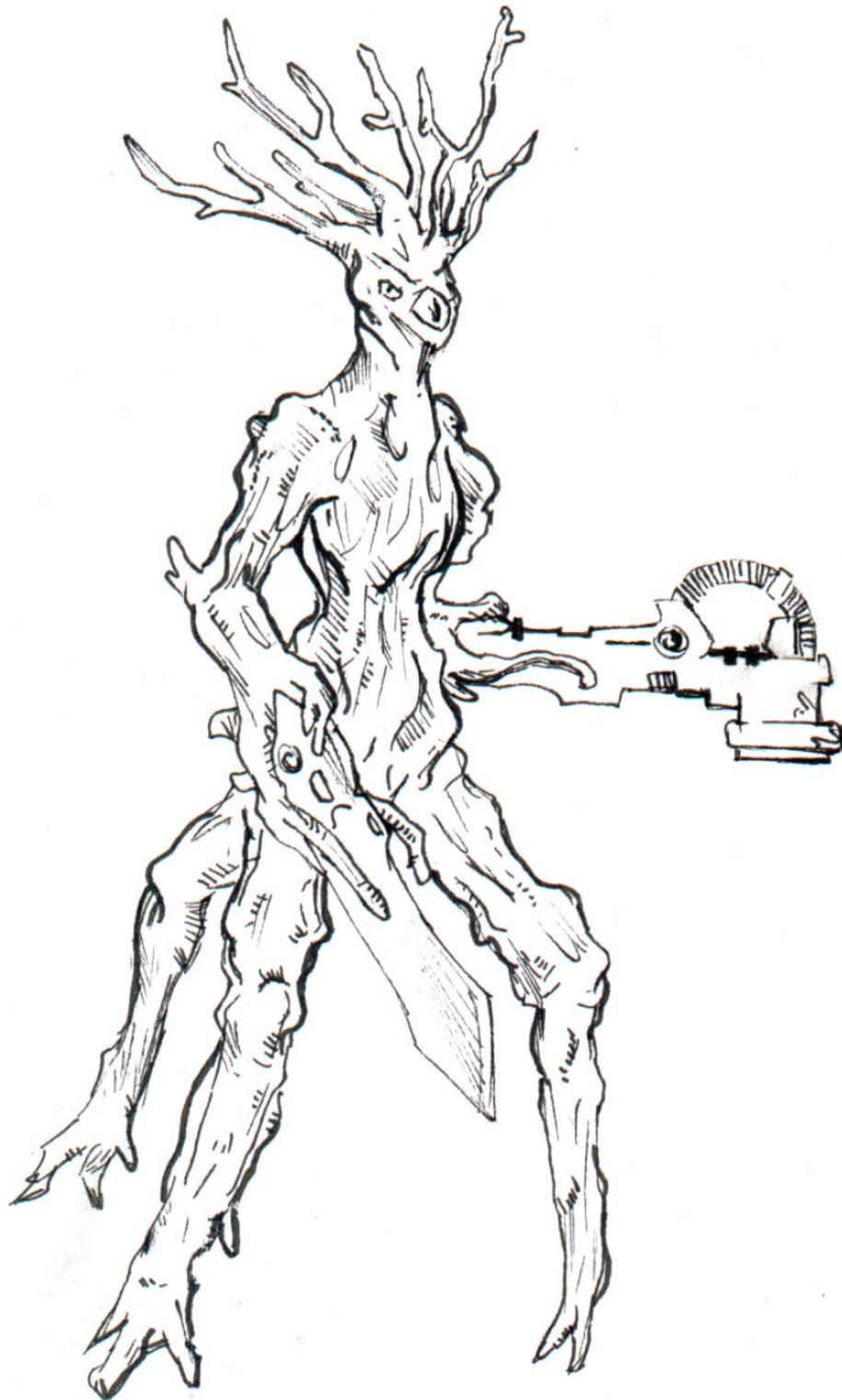
That's not to say *Mutant Future* can't be serious business. Like any role-playing game, the "feel" will largely be developed by what the players bring to the table. If you want a dark, gritty post-apocalyptic game, *Mutant Future* can give you that. If you want a more gonzo, lighthearted romp, we have that covered, too. And because the rules are fully compatible with similar fantasy games, simulacrum wizards could fight right alongside Father Fiestro, the mutant dog cleric.

Now we have *Creatures of the Wastelands: Mutational Evolution*. This book contributes to the growing family of *Mutant Future* products by discussing and providing guidelines for creating entire families of mutant creatures. It is a guide to adaptive radiation in the mutant future, for those of you out there who speak biologese.

Use this book to add more depth to your post-apocalyptic world, and to create ever more startlingly vibrant science-fantasy!

Daniel Proctor
Goblinoid Games

CREATURES OF THE WASTELANDS



Green Warrior (page 33)

INTRODUCTION

This installment of *Creatures of the Wastelands* supplements to the Mutant Future post-apocalyptic role-playing game looks both at how whole families of creatures can be created and how mutations might affect campaign setting construction. First are three essays that discuss the family concept, the herd concept, and accelerated evolution. Then there are four sample families, House Sparrows, Stinging Nettles, Feather Shrubs, and Yellowjackets; the first three have 20 species each and the yellowjackets have 40, and each has different ways of using the family concept. And finally there are the mutations from *Creatures of the Wastelands* used in creating the families, which are reprinted here for your convenience.

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 monsters 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

CREATURES OF THE WASTELANDS



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 destroyed by acid, the character's AC should be adjusted to reflect having no armor.

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.

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.

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. 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.

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 used in this book, as follows.

Aggregate is a single creature created from two 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 three species. Also it results in a new type of mutation- parasite. These cost two 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.

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

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.

Shattered Lands 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.





Wormhunter (page 19)

ESSAYS

THE FAMILY TREE CONCEPT

The family tree concept describes how anywhere from several to many creatures can be developed through the mutation rules found in *Mutant Future* and similar games. For those people who have never read or seen a family tree, the charts at the end of the book might be helpful in visualizing the concept, as well as providing context to the four examples we have provided. These rules assume that a creature can mutate in a matter of hours to days and gain one or more amazing abilities or powers. In all cases, the charts of mutations and drawbacks to be used should be customized by the Mutant Lord.

After selecting a creature as the progenitor, the Mutant Lord then rolls or selects mutations and drawbacks to create the first generation. We generally do this for three to five creatures but you can create as many as you want. We also freely admit to fudging some die rolls to make the results more interesting, although we find some randomly-created creatures provide inspiration as well. After writing up the stat blocks for the first generation, select those that have the best chance for survival and/or those that are very well-adapted to their habitats and do the process over again for generation 2. Some of the mutations and drawbacks from generation 1 may be removed if the results conflict with them or if the ML has something specific in mind. And so on and so forth with each generation.

Those are not real generations, of course, they are the point at which mutation causes the formation of a new species or new individual creatures. Most mutants in some *Mutant Future* settings are individuals and not species found in any numbers. We simply use the term because of the analogy to a family tree.

As you read our creations, you will notice that some branches are much larger than others. This is due to extinction because of crippling drawback combina-

tions – something that hit the yellowjackets many times – or boredom with the results. Several branches of the yellowjackets did not inspire us in the least and we can say that there are plenty of undescribed species because of that. The nettle family suffered from both as well and that is why there are only two generations. And as for the feather shrub, one branch became much more interesting than the others combined. Do not be afraid to drop lines or introduce new parent species that will provide additional mutations. Your creations should be under your control. Just don't forget that the randomness of rolling on the charts may provide some interesting results two or more generations after the one you are working on.

As with evolution, the later generations do not have to replace the earlier ones. Out of the 40 yellowjackets described, the only ones that are replaced are the firecracker and spark wasp, the latter because of its weak immune system. Because of this, many different related species of mutant can be found even within the same habitat. Player characters may encounter many similar species that are from the same family or different ones. Convergent evolution is very possible, depending on the charts used to design the creatures.

Also, if you want to skip generations to reach a specific end point, go ahead. We considered it several times and decided against it because these examples are meant to showcase the concept rather than fit into the author's typically weird settings. As in the house sparrow family, some end points may be specific, as they represent breeding attempts using mutagens to provide genetic novelty (i.e., new mutations). With such a capacity, some cultures in *Mutant Future* may have livestock that is very well-adapted to the function the breeders have envisioned. Of course, some drawbacks may be very difficult – if not impossible – to entirely remove from the gene pool and will pop up as throwbacks

CREATURES OF THE WASTELANDS

from time-to-time.

Some other examples of livestock and beasts of burden might include a town that uses giant spiders to ride and draw carts, another town that uses 10-legged fish in the same ways but also milks them, mountain nomads that try to breed larger and larger birds to carry as much of their goods as possible, and hyperintelligent plants that are trying to breed a human population to be more carnivorous by dipping a few into the local toxic waste pit and seeing if any useful mutations result.

Here is an example of how it would work. A breeder wants to make his herd of ant-rat beasts tougher to deal with the ghostly flying plants that prey on them. He has 100 heads and takes five to run through the local radiation field. He keeps them separate and checks for any mutations or drawbacks daily for a month. If anything really bad happens to any of the irradiated animals – such as the negative empathy drawback – the breeder culls them and burns the bodies.



If anything really useful appears, he starts using them in very controlled breeding. If nothing useful and nothing really harmful appears, he returns the beasts to the herd and selects a few more to try again. He may be surprised when the herd produces new kinds of mutants in that case. Hopefully, they will not eat him and the landscape as well.

THE MUTANT HERD CONCEPT

With so many mutagens floating about, there is always the possibility that a group of animals or plants may have different mutations from that of the general population. A herd of mutant deer, for example, covering 250 square miles, could have a total population of 3,000 and a dozen or more subpopulations because of mutation. There could be deer that fly, those that eat the top leaves of trees by climbing to them, or even burrowing deer. But they are all still deer and may be inter-fertile.

Another example would a school of fish, which could have air-breathing members that flop onto land and draw prey close enough that tentacled fish can grab them. The deeper divers collect corals to make nests on the mud flats the school hunts on. There are even a few salamander-like fish that hunt on land and bring back some of the carcasses so that the rest can feed, though only in times of need.

There may even be species that prey upon their own kind exclusively. Or predators and parasites that have adapted to consuming the flesh of lower-order predators (on the food chain) or herbivores. Carnivorous cows, herbivorous tigers, butterflies that suck the blood of caterpillars, and such are all fodder for Mutant Lords wanting a setting filled with creatures that will amaze and probably confound his or her players.

The main question a Mutant Lord should ask of himself while considering this concept is, "Does it apply to most social creatures?" It can be a lot of work to populate a region or world if every creature is unique enough to have its own statistics block. There are some

MUTATIONAL EVOLUTION

easy ways around this, such as using cosmetic rather than mechanical changes. The deer look different, for example, but their mutations, hit dice, armor class, and such are identical. Or, have two or three different mutants and then apply the cosmetic changes. The drawback Bizzare Appearance can be very useful in this regard.

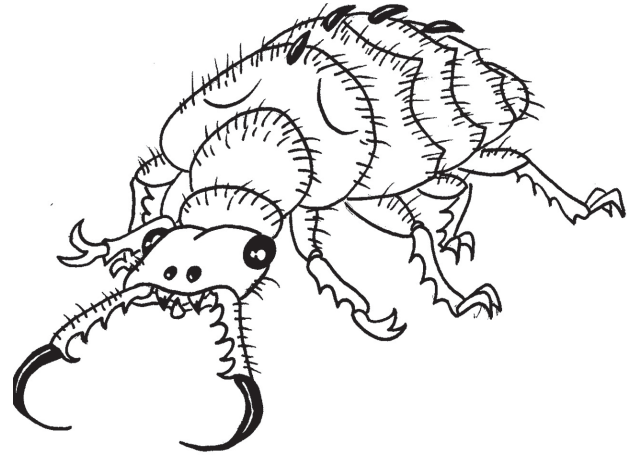
While doing all this, keep in mind that some individuals within the whole may be poorly adapted to their habitats. Some species drive out such creatures and others assist in their survival. It all depends on the species in question and the difficulty of survival. If such assistance hurts the herd or species as a whole, they will have to change their behavior or die out.

The result of the mixture of such genomes is up to the Mutant Lord. We recommend using fiat, as *Mutant Future* is not that serious of a game and taking the time to decide which genes are dominant, recessive, or other can become time-consuming and tedious.

ACCELERATED EVOLUTION

Another point is that evolution is occurring at an accelerated rate. We covered some of this under the family concept, but it can go much farther. Unique mutants may pop up all the time, but only a few are going to survive to breed. With the mixing of all these weird genes, even stranger mutants appear.

If the setting is filled with lethal monsters, there is a lot of ecological pressure and the two-step of evolution – some may choose to think of it as an arms race – forces even more changes. This is where a plant or herbivore evolves a method that defeats the herbivore or carnivore that preys upon it and then some survivors of the herbivore or carnivore population find or mutate a way around the new defensive mutation. Many species end up forming symbiotic relationships in which they protect one another from the environment or other creatures (i.e., where one lives on or in



the other). The danger of this is mutation, and if a symbiont mutates into something that cannot provide protection for its partner species (singular or plural), then those individuals may die off. Parasite mutations, as described in *Creatures of the Wastelands*, another the Skirmisher Publishing supplement to *Mutant Future*, are a good example of this. They provide a benefit and penalty. If they were to mutate, then the host may find new abilities, die horribly, become sterile, or simply feel like their guts are being ripped out while the parasite mutates.

The same applies to mutualistic relationships, like bees that pollinate a single species of plant. If the bee mutates, the plant may go extinct. And then there is the ripple effect. If that plant produced fruit that was vital to local herbivores, they either have to migrate to somewhere where there is food or starve to death.

In longer-running settings, this may be visible. Ten years will show significant differences in the populations of plants and animals that live short lives. Trees and other long-lived species will have different seedlings and offspring, but the adults should still be around. A setting where the PCs are descendants of PCs 250 years before will have a very different landscape.

This can also result in creatures with mutations that make no sense for the habitat. Gilled creatures on the icy

CREATURES OF THE WASTELANDS



wastelands of the Antarctic, creatures with a climb movement rate on a treeless plain, and winged creatures living in the deep ocean are all possible.

It may also result in almost perfectly-adapted creatures. It is doubtful that they would be able to breed true, as these are more likely individuals than species. Examples might include a predator that can hide in shadows even though it is the size of an elephant, an herbivore that has no scent to follow, and invisible plants that can draw pollinators by scent.

Or it may turn out that the "mutations" that allow this are not just genetic. Cyberware-growing nanites could be found in the air, soil, and water and have massive effects on the creatures they infest. This may, of course, result in very horrific, twisted monsters that are so maladapted that they go insane and die soon after going on a bloody rampage.

This can be used for species regionality. In the real world, there are many species that are endemic to a single location, such as salamanders, cave fish, insects, and many tropical plants. A *Mutant Future* setting could be similar, where every geographical barrier – such as a mountain range, desert, or river – separates very different sets of organism guilds (complexes of dif-

ferent species). If the breeding via mutation idea is used, each village and city may have different livestock and beasts (or plants) of burden. A couple examples are found above, and see also the scouts in the house sparrow family.

One serious real-world issue that we as a species face today is invasive organisms – plants, animals, disease microbes, and others that are running slipshod over native species and reducing the land's capacity to support wildlife. If the Elder People do nothing about this, the number of existing species at the time of the cataclysm will be much less than they are at present. Forced mutational evolution would cause the remaining natives and invasives to speciate and expand their ranges, niches, and habitats.

For example, mutant kudzu vines might cover a large section of the Great Plains of the United States, choking out the grasses and excluding the cattle and other animals that rely on such grass species. In their place come mutant rusty crayfish, locusts, cicadas, leaf-eating apes, and others. The topography may be the same, but the appearance will be much different.

Another example is the house sparrow, one of the species I used for the example creatures. It is a highly adaptable and aggressive animal known to kill off native birds by taking over nesting sites. Occasionally they even incorporate the body of the previous owner into their own nesting material. If they became more aggressive – and probably would in a world where fang and claw is much more the rule than today – house sparrows might replace many other birds and may even drive out squirrels and other tree nesters.

All that ignores what the plane shift mutation may bring to the world of *Mutant Future*. Real aliens may bring genetic, radioactive, or other kinds of pollution that messes everything up or puts impossible pressure on native life, causing mass extinction and replacement by either the aliens or a complex of alien and native life.

THE FAMILIES

HOUSE SPARROW FAMILY

This mutant family was developed using a modified mutation chart that both includes new creations and emphasizes certain mutations that should be more widespread (e.g., natural armor, improved senses, aberrant form).

GENERATION 1

Scout

No. Enc.	d4 (2d4)
Alignment	Neutral
Movement	10' (3') Fly: 90' (30')
AC	9
HD	1/4
Attacks	1 (touch)
Damage	none
Save	L0
Morale	5
Hoard Class	none

Scouts work with kamatas (see *Mutant Future*). They tag creatures the kamatas pick and then receive scraps from the kill. The hairs on their heads gum up predators' mouths and make them very difficult to eat.

Mutations: *scent tag (new)*, *sticky hairs (new)*

Ruin Dweller

No. Enc.	d4 (d4)
Alignment	Neutral
Movement	30' (10') Fly: 150' (50')
AC	7
HD	2
Attacks	1 (peck)
Damage	d6
Save	L1
Morale	7
Hoard Class	VI for nest

This is a 3' tall bird that has spines on its legs and neck. It lairs in rock



Ruin Dweller

CREATURES OF THE WASTELANDS

piles and ruins and collects food and shiny objects in its nest. Many bleed to death due as the result of a devastating defect in their ability to clot.

Mutations: *flexible skeleton (new), gigantism, hemophilia, spiny growth*

Dirtscratcher

No. Enc.	swarm
Alignment	Neutral
Movement	10' (3') Fly: 90' (30')
AC	7
HD	1 hp
Attacks	none
Damage	none
Save	L0
Morale	3
Hoard Class	VI for nest

Dirtscratchers are ground nesters about 2" tall. They have hairs all over the bodies and their feathers incorporate any metal they pick at. Always found in flocks, dirtscratchers strip the ground bare in their search for insects and other food.

Mutations: *dwarfism, natural armor, sticky hairs (new)*

Hivebird

No. Enc.	2 (2d4)
Alignment	Neutral
Movement	10' (3') Fly: 120' (40')
AC	9
HD	1/4
Attacks	1 or 1 (peck or sting)
Damage	d2 or d2
Save	L1
Morale	4
Hoard Class	VI for lair

These birds hide in plain sight by transforming into giant bees during the day. They can regrow wings, legs, and other body parts and this has induced a recklessness in their nature. They are found in pairs or families.

Mutations: *increased senses, metamorph, regenerative capacity*

GENERATION 2

Scout Alpha

No. Enc.	d4 (2d4)
Alignment	Lawful
Movement	30' (10') Fly: 210' (70')
AC	2
HD	1/4
Attacks	1 (touch)
Damage	none
Save	L0
Morale	5
Hoard Class	none
Parent	Scout

One of several mutants of the scout that have survived culling by the kamatas, alphas are very fast both on the ground and in the air due to an extra pair of wings and some internal changes. They are very difficult to hit as a result (thus their low AC). Otherwise, they function much like their progenitors, specializing in tagging large prey for the kamatas.

Mutations: *scent tag (new), sticky hairs (new), quickness, aberrant form (extra body parts)*

Scout Beta

No. Enc.	3d4 (4d4)
Alignment	Lawful
Movement	10' (3') Fly: 90' (30')
AC	9
HD	1 hp
Attacks	1 (touch)
Damage	none
Save	L0
Morale	5
Hoard Class	none
Parent	Scout

Betas are only 2" tall but have an amazing ability to detect prey for their masters. Unlike the larger scouts, betas are used in small flocks of 3-12 and specialize in tagging small creatures for the kamatas. They are so small, it is easy to miss them – something that has resulted in the death of many en-

MUTATIONAL EVOLUTION

emies at the teeth of the kamatas.

Mutations: *dwarfism, increased senses, scent tag (new), sticky hairs (new)*

Lasher

No. Enc.	d4 (d4)
Alignment	Neutral
Movement	30' (10') Fly: 150' (50')
AC	5
HD	2
Attacks	1 (tongue)
Damage	d6
Save	L1
Morale	7
Hoard Class	VI for nest
Parent	Ruindweller

While bleeding caused many ruindwellers to die out, those that survived do not have that drawback. Lashers have 10' long tongues and use them to kill prey from a distance. Constant wear-and-tear from their nesting sites has also encouraged tougher skin.

Mutations: *aberrant form*

(*xenomorphosis*), *flexible skeleton (new)*, *gigantism, natural armor, spiny growth*

Screamer

No. Enc.	d4+2 (5d4)
Alignment	Neutral
Movement	120' (40') Fly: 300' (100')
AC	7
HD	2
Attacks	1 (peck)
Damage	d6
Save	L1
Morale	8
Hoard Class	VI for nest
Parent	Ruindweller

More social than the common ruindweller, the screamer is found in colonies. It uses its call to weaken potential prey and speed to keep away from predators and to ambush in small flocks.

Mutations: *flexible skeleton (new)*, *gigantism, quickness, shriek, spiny growth*



Lasher

CREATURES OF THE WASTELANDS

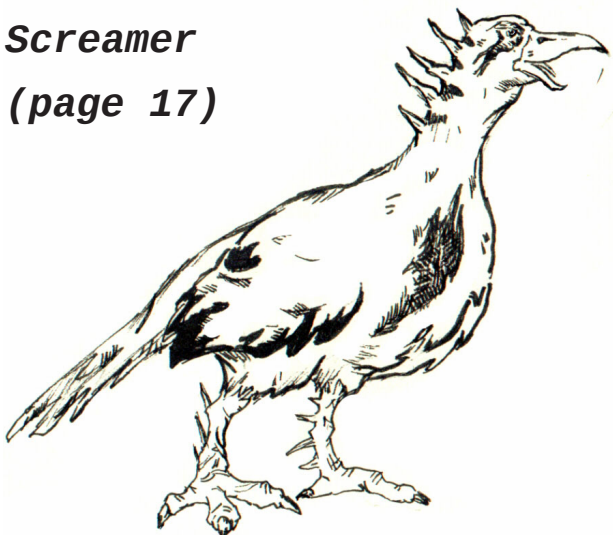
Lizard

No. Enc.	swarm
Alignment	Neutral
Movement	10' (3') Fly: 90' (30')
AC	7
HD	1 hp
Attacks	none
Damage	none
Save	L0
Morale	3
Hoard Class	none
Parent	Dirtscratcher

Most dirtscratchers have lost their hairs and metal feathers for better defenses. Lizards are desert dwellers that have scaly skin and hunt plant life. They are nocturnal, as that is when most mobile plants are asleep (or whatever passes for sleep in plants).

Mutations: *aberrant form (xenomorphosis), dwarfism, natural armor, night vision*

Screamer (page 17)



Toadstool

No. Enc.	swarm
Alignment	Neutral
Movement	30' (10')
AC	5
HD	1 hp
Attacks	1 (claws)
Damage	1 plus class 10 poison
Save	L0
Morale	6
Hoard Class	none
Parent	Dirtscratcher

Toadstools are so called because they are very toxic. These tiny birds have lost their wings and have evolved thicker skin. They hunt in huge flocks of hundreds to thousands, swarming over any animal that crosses their path. They would not be very dangerous were it not for the paralytic toxin that allows them to take out just about anything.

Mutations: *dwarfism, natural armor (heavy), toxic weapon*

Hivedweller

No. Enc.	2d4 (8d4)
Alignment	Neutral
Movement	10' (3') Fly: 120' (40')
AC	9
HD	1/4
Attacks	1 or 1(peck or sting)
Damage	d2 or d2
Save	L0
Morale	6
Hoard Class	VI times 2 for hive
Parent	Hivebird

Hivedwellers act more like bees than birds, although they are still insectivores. They no longer have the capacity to regrow body parts, so they are much more careful than their ancestors. They also act in groups. Their name comes from their nest, which is sort of like a bee hive made from mud and saliva (i.e., by hivedwellers in bee form). Because they now have the ability to see heat on top of the sharpened senses of their progenitors, hivedwellers are almost

MUTATIONAL EVOLUTION

GENERATION 3

Scout, Gamma

No. Enc.	3d4 (6d4)
Alignment	Lawful
Movement	30' (10')
	Fly: 210' (70')
AC	2
HD	1/4
Attacks	1 (touch)
Damage	none
Save	L0
Morale	5
Hoard Class	none
Parent	Scout, Alpha

Gammas are immune to radiation and are used to tag and/or capture prey in radiation fields. They use webbing to either directly capture prey or to close off escape routes. Kamatas are not immune to radiation, so gammas are not widely used but they can be very helpful nonetheless.

Mutations: aberrant form (extra wings), quickness, reflective epidermis, scent tag (new), webbing (new)



Wormhunter

never caught off guard. They still return to their bird forms at night, except guards of the hive.

Mutations: aberrant form (xenomorphosis), increased senses, metamorph, thermal vision

Wormhunter

No. Enc.	2 (2d4)
Alignment	Neutral
Movement	10' (3')
	Fly: 120' (40')
AC	9
HD	1/4
Attacks	1 (claws)
Damage	d6
Save	L0
Morale	6
Hoard Class	VI for lair
Parent	Hivebird

Wormhunters dig with amazingly strong claws in search of burrowing insects (although they will also eat worms). Their sense of hearing has been refined to make the hunt easier — as long as they are on the ground, they sense everything else in contact with it within 50'. They still act recklessly and change into bees if threatened.

Mutations: aberrant form (natural weapons), increased senses, metamorph, regenerative capacity, unique sense

Scout, Delta

No. Enc.	d4 (d4)
Alignment	Lawful
Movement	30' (10')
	Fly: 210' (70')
AC	2
HD	1/4
Attacks	1 (touch)
Damage	none
Save	L0
Morale	8
Hoard Class	none
Parent	Scout, Alpha

Deltas are used as sentinels that guard kamata lands. They have the ability to change color and seem to vanish in plain sight. When intruders appear, deltas quickly entangle them with their smelly hair and then go to find their kamata handlers.

Mutations: aberrant form (extra body parts), chameleon epidermis, quickness, scent tag (new), sticky hairs (new)

CREATURES OF THE WASTELANDS

Scout, Epsilon

No. Enc.	3d4 (3d4)
Alignment	Lawful
Movement	30' (10') Fly: 210' (70')
AC	2
HD	1/4
Attacks	1 (touch)
Damage	poison
Save	L0
Morale	10
Hoard Class	none
Parent	Scout, Alpha

Epsilon scouts are used to destroy invaders. Their hair has a class 4 toxin that will affect the target every round until the hairs are removed. They are gluttons that require certain plants to make the poison and so are not that common – at least yet.

Mutations: *aberrant form (extra body parts), increased caloric needs, quickness, scent tag (new), sticky hairs (new), toxic weapon*

Scout, Zeta

No. Enc.	2d4 (3d4)
Alignment	Lawful
Movement	60' (20') Fly: 90' (30')
AC	4
HD	5
Attacks	1 (bite)
Damage	d8
Save	L3
Morale	10
Hoard Class	none
Parent	Scout, Beta

These 7' tall birds have razor sharp beaks and scales in place of their feathers, except on the wings. They have a single function for their kamata masters – provide protection. Where there are kamatas, zetas are usually found. There are generally four birds for every master but in dangerous lands the ratio may be as high as 10 to 1.

Mutations: *aberrant form (natural weapon), gigantism, increased senses, natural armor*

Scout, Eta

No. Enc.	2d4 (3d4)
Alignment	Lawful
Movement	240' (80') Fly: 120' (40')
AC	8
HD	3
Attacks	1 (slam)
Damage	d6
Save	L2
Morale	10
Hoard Class	none
Parent	Scout, Beta

5' tall birds covered in slimy feathers, etas are used to kill from above. They are very fast in the air and leave behind themselves a trail of slime (class 5 poison). Everyone under the bird must make a save versus energy attacks to avoid being hit by this slime. They have very large legs for their size and if something is faster than they can fly, etas will land and give chase, attempting to slam into and poison the target.

Mutations: *aberrant form (enlarged parts), dermal poison slime, gigantism, increased senses*

Great Lasher

No. Enc.	d4 (d4)
Alignment	Neutral
Movement	90' (30')
AC	4
HD	4
Attacks	1 (tongue)
Damage	d8
Save	L2
Morale	8
Hoard Class	VI
Parent	Lasher

5' tall with 15' long tongues, great lashers have lost both the ability to fly and to fit into small spaces. Now they have very thick skin that changes color and use that to ambush prey among the ruins they lair in.

Mutations: *aberrant form (xenomorphosis), chameleon epidermis, dermal armor (heavy), gigantism*

Pebbles

No. Enc.	swarm
Alignment	Neutral
Movement	30' (10')
AC	5
HD	1 hp
Attacks	none
Damage	none
Save	L0
Morale	4
Hoard Class	none
Parent	Lizard

Pebbles are still desert dwellers and now have large scales that are more for retaining water than protection (they are thus found in dryer parts of deserts than lizards). They have lost the ability to fly but have gained the ability to see heat, which is very useful for hunting at night, as mobile plants give off heat in a manner similar to animals.

Mutations: *aberrant form (xenomorphosis), dwarfism, natural armor (heavy), thermal vision*

Bloodsucker

No. Enc.	2 (2d4)
Alignment	Neutral
Movement	10' (3') Fly: 120' (40')
AC	9
HD	1/4
Attacks	1 or 1 (peck or bite)
Damage	d2 or d6
Save	L0
Morale	4
Hoard Class	VI for nest
Parent	Hivebird

Derived from the hivebird and an undescribed ancestor, the bloodsucker has lost its enhanced senses and ability to heal quickly. It now feeds on the body fluids of animals and transforms into a huge ant with hollow mandibles that drain bodily fluids. In both bird and ant form, it has antennae that are used to track via heat detection and chemoreception (smell).

Mutations: *aberrant form (xenomorphosis), hollow fangs, metamorph*

STINGING NETTLE FAMILY

GENERATION 1

Wailer

No. Enc.	2d8 (2d8)
Alignment	Neutral
Movement	0'
AC	6
HD	6
Attacks	1 (slam)
Damage	d6
Save	L3
Morale	12
Hoard Class	XVIII
Parent	Stinging Nettle

Wailers are small, 4' tall shrubs covered with hairs that cause agony to those who touch them. The plants are much more flexible than their ancestors and can rebound from strikes easily (i.e., they have a decent armor class). It is only when they are damaged that they shriek. Wailers are annuals and germinate in poor soil. They can be found in all kinds of odd places, such as ruin roofs and gutters and in hollows in trees. The given stats are for full-sized plants. Seedlings have 1 hit point and cannot shriek but are otherwise identical.

Mutations: *abnormal size, natural armor, shriek, stinging hairs, special*

Desert Nettle

No. Enc.	1 (1)
Alignment	Neutral
Movement	0'
AC	8
HD	18
Attacks	1 (slam)
Damage	2d6
Save	L9
Morale	12
Hoard Class	VI and XVI
Parent	Stinging Nettle

Desert nettles are huge shrubs that can be 6' tall and 20' in diameter. They are found in the hottest lands, as they are immune to the effects of high temperatures. These nettles have a very long

CREATURES OF THE WASTELANDS

lifespan and can live to five centuries. As being one of the few green plants in the environments they favor, they draw animals from miles around looking for food and water, something the plant encourages with a sweet odor. Such creatures usually find death and end up being drained by the plant. Like most nettles, these shrubs are covered with poisonous hairs.

Mutations: *abnormal size, prey scent, reflective cellular structure (heat), stinging hairs, special*

Bloody Nettle

No. Enc.	2d4 (2d4)
Alignment	Neutral
Movement	0'
AC	9
HD	1 hit point
Attacks	1 (ray)
Damage	4d6
Save	L0
Morale	12
Hoard Class	XVIII
Parent	Stinging Nettle

This plant is the result of a lab accident that mixed in human genetic material. It has skin and several eyes. Because of the incompatibility between the two genotypes, the bloody nettle is very soft and weak. The only reason it survives is its ability to throw fire – something it does often.

Mutations: *animal organs, frailty, stinging hairs, thermal emissions*

Zap Nettle

No. Enc.	1 (1)
Alignment	Neutral
Movement	0'
AC	8
HD	2
Attacks	1 (charge)
Damage	4d6
Save	L1
Morale	12
Hoard Class	none
Parent	Stinging Nettle

Zap nettles use other plants to move about. The nettle sticks to the host's bark and provides some defense for it. However, unless the host is immune to electrical attacks, this defense can be fatal, as the nettle zaps it as well as its attacker.

Mutations: *abnormal size, electric charge generation, stinging hairs, vegetal parasite*

GENERATION 2

Carpet Wailer

No. Enc.	4d8 (4d8)
Alignment	Neutral
Movement	0'
AC	6
HD	6
Attacks	1 (slam)
Damage	d6
Save	L5
Morale	12
Hoard Class	XVIII
Parent	Wailer

Carpet wailers are almost always found in large groups, as they clone themselves quickly. A typical clump is 50' in diameter, although some can be three times that size.

Mutations: *abnormal size, natural armor, runners, shriek, stinging hairs*

Thorny Nettle

No. Enc.	2d8 (2d8)
Alignment	Neutral
Movement	0'
AC	6
HD	6
Attacks	1 or 1 (slam or thorn)
Damage	d6 or d4
Save	L3
Morale	12
Hoard Class	VI (times 4)
Parent	Wailer

The thorny nettle has gained the ability to throw thorns that are covered with the plant's stinging hairs (although it has lost its parent's sonic attack). It is also unusually vulnerable to salt,

MUTATIONAL EVOLUTION

and any salt water will inflict 2d4 points of damage to it per round until it dies.

Mutations: *abnormal size, frailty, natural armor, projectile thorns, stinging hairs*

Swaying Nettle

No. Enc.	d4 (d4)
Alignment	Neutral
Movement	60' (20')
AC	6
HD	6
Attacks	1 (slam)
Damage	d6
Save	L3
Morale	12
Hoard Class	none
Parent	Wailer

This nettle has a dozen-or-so roots that allow it to slowly move about. It is the survivor of a group that gained an odor that attracted even slower herbivores (a kind of giant beetle that is resistant to the hairs). The only reason for its survival is its sonic attack.

Mutations: *abnormal size, free movement, natural armor, prey scent, shriek, stinging hairs*

Mist Nettle

No. Enc.	d4 (d6)
Alignment	Neutral
Movement	0'
AC	6
HD	6
Attacks	1 (slam)
Damage	d6
Save	L3
Morale	12
Hoard Class	none
Parent	Wailer

The mist nettle is usually surrounded by bare soil, as it pushes out all life via a kind of force field. Unlike the force screen mutation, this is kept up 24 hours per day unless something breaks into it. Anything that does break the field is met with a double-strength shriek. The screen is not totally transparent and

makes the plant look milky, leading to its given name.

Mutations: *abnormal size, force screen (greater), natural armor, shriek, stinging hairs*

Slimy Nettle

No. Enc.	1 (d4)
Alignment	Neutral
Movement	0'
AC	8
HD	18
Attacks	1 (slam)
Damage	2d6 +3d6
Save	L9
Morale	12
Hoard Class	XX
Parent	Desert Nettle

These plants weep acid, which protects them from herbivores and assists in killing prey. Creatures immune to acid find them to be a good source of moisture when far from watering holes.

Mutations: *abnormal size, dermal acidic sap, prey scent, reduced fertility, reflective cell structure, stinging hairs*

Toothy Nettle

No. Enc.	1 (1)
Alignment	Neutral
Movement	0'
AC	8
HD	18
Attacks	6 (slam, bites)
Damage	2d6/d8/d8/d8/d8/d8
Save	L9
Morale	12
Hoard Class	XX
Parent	Desert Nettle

Toothy nettles have five mouths and use them effectively in consuming anything foolish enough to come close to them. They are rarer than most desert nettles because of their reliance on meat.

Mutations: *abnormal size, carnivore, prey scent, reduced fertility, reflective cell structure, stinging hairs*

CREATURES OF THE WASTELANDS

Kite Nettle

No. Enc.	1 (1)
Alignment	Neutral
Movement	
	Fly: 1/2 wind speed
AC	8
HD	18
Attacks	1 (slam)
Damage	2d6
Save	L9
Morale	12
Hoard Class	none
Parent	Desert Nettle

After reaching full size, kite nettles fill bladders with lighter-than-air gas and float away. They move through the air very poorly due to their lumpy shape. They are easy to bring down (after they take 1/4 of their total hit points) and are considered edible by some desert tribes because they have lost their hairs. Because of this hunting and their poor flight, they are doomed to extinction.

Mutations: *abnormal size, flight, prey scent, reduced fertility, reflective cell structure*

Purple Nettle

No. Enc.	1 (d4)
Alignment	Neutral
Movement	0'
AC	8
HD	18
Attacks	1 (slam)
Damage	2d6
Save	L9
Morale	12
Hoard Class	XX
Parent	Desert Nettle

Just as green as the other nettles, this plant's stinging hairs have mutated into an airborne form that turns flesh purple. Any animal that comes within 15 feet of the plant must save versus a class 5 poison and turns purple for d4 weeks (even if the save was successful). Because of this handy feature, some communities use the plants to mark criminals.

Mutations: *abnormal size, poisonous*

spores, prey scent, reduced fertility, reflective cell structure

Salt Flat Nettle

No. Enc.	2d4 (2d4)
Alignment	Neutral
Movement	0'
AC	9
HD	1 hit point
Attacks	1 (ray)
Damage	4d6
Save	L0
Morale	12
Hoard Class	XVIII
Parent	Bloody Nettle

Salt flat nettles are found in the harshest deserts, even those in which desert nettles cannot survive. They draw what little water there is in the air via an ability to remove heat from their surroundings. If it needs to, a salt flat nettle can use this as a ray of cold to defend itself.

Mutations: *accumulated resistance (mental), animal organ, frailty, stinging hairs, thermal emissions*

Tangled Nettle

No. Enc.	3d6 (3d6)
Alignment	Neutral
Movement	0'
AC	9
HD	1 hit point
Attacks	1 or 1 (ray or tendrils)
Damage	4d6 or d6
Save	L0
Morale	12
Hoard Class	XX
Parent	Bloody Nettle

These nettles are found in groups that share prey. One looks like a mass of fleshy vines and a single small stem. It is the stem that is the source of their fire, something rarely used, as they prefer to strangle and poison prey with their hair-covered vines.

Mutations: *animal organ, frailty, stinging hairs, thermal emissions, tripping tendrils*

MUTATIONAL EVOLUTION

Arctic Nettle

No. Enc.	1 (2d4)
Alignment	Neutral
Movement	0'
AC	9
HD	1 hit point
Attacks	1 (special)
Damage	special
Save	L0
Morale	12
Hoard Class	XX
Parent	Bloody Nettle

Those nettles that germinated in the far north had their fire-throwing ability replaced by a more useful ability to control temperature. They use both heat and cold to defend themselves – but rarely use cold in winter as it might mean the death of them. Arctic nettles have three main stems, two with eyes that help them detect motion, something needed on the cold plains where camouflage is common.

Mutations: *animal organ, frailty, full senses, temperature control, stinging hairs*

Gory Nettle

No. Enc.	2d4 (6d8)
Alignment	Neutral
Movement	0'
AC	9
HD	1 hit point
Attacks	1 or 1 (ray or fruit)
Damage	4d6 or 2d6
Save	L0
Morale	12
Hoard Class	VI
Parent	Bloody Nettle

Gory nettles fling hand-like organs that both spread their seeds and provide defense by exploding. The blood-like sap is not dangerous but it does stain clothing. Unlike most nettles, these are found on tree limbs. Every eight weeks in warm weather, the gory nettle produces 5d6 seeds that look like tiny humans with leaves. These seeds find the closest tree, climb it, and fight any other plants

and seeds in the best locations for germination.

Mutations: *animal organ, animate seed, frailty, grenade-like fruit, thermal emission, stinging hairs*

Fire Nettle

No. Enc.	1 (1)
Alignment	Neutral
Movement	0'
AC	8
HD	2
Attacks	1 (ray)
Damage	4d6
Save	L1
Morale	12
Hoard Class	none
Parent	Zap Nettle

One of the most common sources of forest fires, fire nettles are treated as a major hazard by all people. They randomly blast things that are near their host and even occasionally the host itself. This is another nettle doomed to extinction.

Mutations: *abnormal size, stinging hairs, thermal emission, vegetal parasite*

Mountain Nettle

No. Enc.	1 (1)
Alignment	Neutral
Movement	0'
AC	8
HD	2
Attacks	1 (charge)
Damage	4d6
Save	L1
Morale	12
Hoard Class	none
Parent	Zap Nettle

As some nettles were taken to higher elevations, their choice of hosts became extremely reduced. The mountain nettle lost its hairs but has gained another form of protection. It can alter its appearance to that of any nearby plant. Now, most of them blend in with the other flora and the only way to

CREATURES OF THE WASTELANDS

easily tell them apart is the tendency for the nettles to revert to their normal form when in contact with a mobile plant or when zapping an animal.

Mutations: *abnormal size, chameleon metamorph, electrical charge generation, vegetal parasite*

Giant Nettle

No. Enc.	d4 (d4)
Alignment	Neutral
Movement	0'
AC	6
HD	8
Attacks	1 (charge)
Damage	4d6
Save	L4
Morale	12
Hoard Class	VI (times 3)
Parent	Zap Nettle

Found in forests and plains, giant nettles are too large to be carried by any but the largest trees. They have lost both the ability to control a host and the root structure that allowed them to attach to other plants. Now, they just sit there like most other plants, defending themselves with what abilities they gained from their ancestors (in this case, the hairs and electrical charge).

Mutations: *abnormal size, electrical charge generation, stinging hairs*

Lagoon Nettle

No. Enc.	1 (1)
Alignment	Neutral
Movement	0'
AC	8
HD	2
Attacks	1 (charge)
Damage	4d6
Save	L1
Morale	12
Hoard Class	none
Parent	Zap Nettle

These nettles select hosts among mangroves and other marine plants. They can not survive submersion for long periods

— yet — and may even be found on land near the shore. The latter quickly die, as they need to have some contact with salt water every few days. Those lagoon nettles that use their charge often tend to kill their host, nearby plants and animals, and, eventually, themselves.

Mutations: *abnormal size, accumulated resistance (mental), electrical charge generation, frailty, stinging hairs, vegetal parasite*

FEATHER SHRUB FAMILY

GENERATION 1

Feather Shrub

No. Enc.	0 (2d4)
Alignment	Neutral
Movement	10' (3')
AC	7
HD	1/2
Attacks	1 (root)
Damage	2d6
Save	L0
Morale	12
Hoard Class	none

Feather shrubs are plants that have colonized shattered lands. The weeds they came from used the small amount of soil the lichens produced until one mutated a root that could bore into solid stone. The seedlings from that plant quickly spread to everywhere there was enough rain or humidity.

The early feather shrubs were quite small and had leaves, which have been replaced with green, fringed branches. The current feather shrubs are 5' tall and have burrows 12' deep. It is because of these burrow that they can survive where they do. They provide protection against harsh weather and most herbivores, and act as a store for soil and water and a place for the shrub to “hibernate” in winter and extremely hot summer days. If a herbivore is persistent, the shrub can angle the burrowing root up and drill a hole into the animal (or plant or fungus, as the case may be).

In some locations, there are so many feather shrubs that the stone has crumbled



and been washed or blown away. If its burrows falls apart, the shrub goes to seed and dies. The only time it walks away from a burrow is when the soil or water becomes contaminated or diseased.

Mutations: *boring root (new), drink humidity (new), full movement*

GENERATION 2

Tree Borer

No. Enc.	0 (d4)
Alignment	Neutral
Movement	10' (3')
AC	7
HD	1/2
Attacks	1 (root)
Damage	2d6
Save	L0
Morale	12
Hoard Class	none
Parent	Feather Shrub

Adapted to living within wood, tree borers supplement their fertilizer needs with the occasional animal that is climbing on the borer's home. It's roots contains a class 6 toxin, enough to kill most of the creatures it encounters. Tree borers are territorial and keep other borers out of the same trunk, as too many will kill the tree. If the tree dies, the borer goes to seed and dies soon after. Those looking for firewood or living in the canopy find these plants a serious danger. Unfortunately, killing the borer may result in killing the host tree, as their poison does affect plant life.

Mutations: *boring root (new), drink humidity (new), full movement, injected poisonous sap*

CREATURES OF THE WASTELANDS

Green Truffle

No. Enc.	0 (2d8)
Alignment	Neutral
Movement	10' (3')
AC	5
HD	1/2
Attacks	1 (root)
Damage	2d6
Save	L0
Morale	12
Hoard Class	none
Parent	Feather Shrub

A parasite on tree roots, green truffles bury themselves during the night but appear as part of the flora of the forest floor while the sun shines. Unless someone steps on or bites a truffle, they do not attack. They are somewhat territorial and only d4 will be found on a single large tree's roots. If the forest is dense, then there will be a greater chance of finding several truffles near each other.

Mutations: *boring root (new), drink humidity (new), full movement*

Mine Layer

No. Enc.	0 (d4)
Alignment	Neutral
Movement	10' (3') burrow 10' (3')
AC	7
HD	1/2
Attacks	1 or 1 (root or bite)
Damage	2d6 or d8
Save	L0
Morale	12
Hoard Class	none
Parent	Feather Shrub

This feathered shrub has taken to an underground existence. It is only pale green and turns white with age. It hunts by placing explosives in hollowed-out stone, just beneath the surface. When a victim steps on one of these mines, the explosion inflicts 2d8 points of damage and draws the attention of the mine layer. A typical field is made up of 2d10+20 mines within 800' of the shrub's

lair. It follows 2' wide tunnels to where a mine has gone off and then uses its bite to subdue living prey. If the plant is wounded, it will use its boring root and then escape back into the tunnel formed by it. As more and more of the mines are detonated, the ground becomes uneven and the mine layer has to use longer routes to get to the outer edges. After a few months, it will move to a new location within a mile.

Mutations: *boring root (new), carnivore, drink humidity (new), full movement, grenade-like fruit*

Glowing Feather Shrub

No. Enc.	0 (2d4)
Alignment	Neutral
Movement	30' (10')
AC	7
HD	6
Attacks	1 or 1 (root or radiation blast)
Damage	3d6 or class 6 radiation
Save	L3
Morale	12
Hoard Class	none
Parent	Feather Shrub

Relegated to shattered lands, these mutants are much larger than common feather shrubs, being 12' tall and having burrows 45' deep. They absorb radioactive particles from the stone and soil and use them for defense. Where a cluster of glowing feather shrubs grows, the land itself might glow at night due to the accumulated radiation. Otherwise, they act as their smaller kin.

Mutations: *abnormal size, boring root (new), drink humidity (new), free movement, radioactive emissions*

Gopher Shrub

No. Enc.	0 (3d4+)
Alignment	Neutral
Movement	30' (10')
AC	7
HD	1/2
Attacks	1 (root)
Damage	2d6

MUTATIONAL EVOLUTION

Save	L0
Morale	12
Hoard Class	none
Parent	Feather Shrub

Found in grasslands and meadows, gopher shrubs have an extensive system of tunnels and chambers, almost like ant colonies. They use a tacky sap to reinforce the walls, which gives them the strength of hard wood. Gophers are communal and work together to make their nests, although they breed as individuals. During the day they spend their time above ground, looking like any of the other plants in the area, and at night they continue the work on their nests. In some locations where the population is high – at least in the hundreds – the work makes enough noise to wake people sleeping nearby.

Mutations: *accumulated resistance, boring root (new), dermal adhesive sap (new), drink humidity (new), free movement*

Arctic Shrub

No. Enc.	0 (6d6)
Alignment	Neutral
Movement	10' (3')
AC	9
HD	1 hit point
Attacks	1 (root)
Damage	d8
Save	L0
Morale	12
Hoard Class	none
Parent	Feather Shrub

Found in valleys in cold lands, arctic shrubs are vulnerable to wind because they are much smaller than their ancestors. The typical individual is only 8" tall. They are found in larger groups not because of social behavior, but rather because places that suit them are rare and seedlings do not go very far. In fact, infighting between neighbors is common and dead shrubs are not that rare on the surface in their lands.

Mutations: *boring root (new), drink humidity (new), free movement, reflective cell structure*

Rime Hunter

No. Enc.	0 (2d4)
Alignment	Neutral
Movement	30' (10')
AC	7
HD	1/2
Attacks	1 or 1 (root or ray)
Damage	2d6 or 3d8
Save	L0
Morale	12
Hoard Class	none
Parent	Feather Shrub

Another uncommon mutant found in shattered lands, rime hunters are omnivores that freeze their prey from a distance of up to 100'. They will kill any living thing that comes within range and then grind up the bodies with their boring roots. They have much shallower burrows that are only 6' deep and just enough to hide in. They also travel more often because of the lack of prey in such desolate lands and are often followed by larger predators that are immune to cold attacks and then drive off the rime hunters after they make a kill.

Mutations: *boring root (new), drink humidity (new), free movement, thermal emissions*

Martian Flytrap

No. Enc.	0 (2d4)
Alignment	Neutral
Movement	10' (3')
AC	7
HD	1/2
Attacks	1 (root)
Damage	2d6+3d6
Save	L0
Morale	12
Hoard Class	none
Parent	Feather Shrub

This plant uses a field that draws prey to it. Because the flytrap is covered with acidic sap, the aggressor usually leaves it alone after one hit – and it is that hit that provides the plant with enough food until the next creature is driven to attack it. The initial martian

CREATURES OF THE WASTELANDS

flytraps were small like the common feather shrub but a few became much larger (15' tall with 5 HD). They retained their boring root, but only use their burrows as a place to store soil and water.

Mutations: *boring root (new), dermal acidic sap, drink humidity (new), freemovement, negative empathy*

GENERATION 3

Puppetmaster

No. Enc.	0 (1)
Alignment	Neutral
Movement	10' (3')
AC	7
HD	1/2
Attacks	1 or 4 (root or branches)
Damage	2d6 or d8/d8/d8/d8
Save	L0
Morale	12
Hoard Class	none
Parent	Tree Borer

A tree borer was lucky enough to gain the animate object mutation and, because of its amazing use of it, has produced many descendants. They animate the trees they inhabit and use them to both spread the seeds to other trees and to provide defense. If a seedling invades a sapient plant that can already move, there is a battle of the wills and usually both die when the puppetmaster and host try to make different decisions in combat. Non-sapient plants can also be difficult to control but, as generations pass, the puppetmasters become more and more effective. They have retained the class 6 poison of the tree borer.

Mutations: *animate object, boring root (new), full movement, injected poison sap*

Oven Tree Parasite

No. Enc.	0 (1)
Alignment	Neutral
Movement	10' (3')
AC	7
HD	1/2
Attacks	1 (root)
Damage	2d6

Save	L0
Morale	12
Hoard Class	none
Parent	Tree Borer

Found only in trees that are fireproof, oven tree parasites produce a super-heated environment in which to live. When such a tree is killed, there is an explosion that does 4d10 points of fire damage to everyone within 25', who must then save versus energy attacks or catch on fire for 2d4 rounds for d6 points of damage per round. The parasite emerges as well and leaves a charred trail while looking for another tree to inhabit. If it cannot find a new host within an hour, however, it dies from the cold air.

Mutations: *boring root (new), full movement, temperature control, reflective cell structure*

Feather Tree

No. Enc.	0 (2d4)
Alignment	Neutral
Movement	60' (20')
AC	5
HD	12
Attacks	2 or 1 (branches or root)
Damage	d8/d8 or 3d6
Save	L6
Morale	12
Hoard Class	none
Parent	Tree Borer

Instead of living within trees, these borers compete with them directly. They use their root to destroy the roots of others within the best soil. Of course, there are many plants that defend themselves against this effect, so only the strongest feather trees will survive over the generations.

Mutations: *abnormal size, boring root (new), drink humidity (new), full movement, natural vegetal weapons*

MUTATIONAL EVOLUTION

Green Thinker

No. Enc.	0 (d4)
Alignment	Chaotic
Movement	10' (3')
AC	7
HD	1/2
Attacks	1 (root)
Damage	2d6
Save	L1
Morale	8
Hoard Class	VIII X2
Parent	Tree Borer

Green thinkers have human-like brains. They still dwell inside trees and have become more solitary, but that is related to their sudden interest in artifacts and other technology and willingness to steal from each other. They are just starting to understand what such

devices are and what they might be used for. Each has d4 random mental mutations.

Mutations: *animal organ, boring root (new), drink humidity (new), full movement, +d4 mental mutations*

GENERATION 4

Wooden Fangs

No. Enc.	0 (d4)
Alignment	Neutral
Movement	150' (50')
AC	5
HD	9
Attacks	3 or 1 (bites or root)
Damage	d8/d8/d8 or 2d8
Save	L5
Morale	12
Hoard Class	none
Parent	Feather Tree



CREATURES OF THE WASTELANDS

A slightly smaller version of the feather tree, wooden fangs have three mouths filled with splinters that act like teeth. They are unrefined hunters and, because of this, typically have very poor hunts. The only reason they survive is their immunity to most poisons and their ability to eat slower prey that typically uses toxins for protection.

Mutations: *abnormal size, boring root (new), carnivore, drink humidity (new), full movement, quickness*

Shroud

No. Enc.	0 (2d4)
Alignment	Neutral
Movement	30' (10')
	Fly: wind speed
AC	5
HD	6
Attacks	1 (root)
Damage	2d6
Save	L3
Morale	12
Hoard Class	none
Parent	Feather Tree

Although normally found on the ground, this 9' tall feather tree fills gas bags with hydrogen when it goes to seed. After it has detected good soil for the seedling – which may be tens of miles away from where it lifted off – the adult shroud releases the seedlings. The seedlings can fly on their own and use the stats for the common bat except that they can inflict d4 points of damage as a swarm.

Mutations: *abnormal size, animate seed, boring root (new), drink humidity (new), flight, full movement*

Green Tinkerer

No. Enc.	0 (2d6)
Alignment	Lawful
Movement	10' (3')
AC	7
HD	1/2
Attacks	1 or 1 (root or weapon)
Damage	2d6 or weapon
Save	L1

Morale	9
Hoard Class	VIII X3
Parent	Green Thinker

Now that they have discovered that working together gets more done, green thinkers have made amazing discoveries with and on artifacts of the Elder People. The tinkers are still found living in trees but now select those that are closest to ruins or living communities. They are considered eccentric by humans, but are a good source of information and occasionally the plants trade such knowledge for technology.

Mutations: *animal organ, boring root (new), drink humidity (new), full movement, tinkerer affinity, +d4 mental mutations*

Weedlord

No. Enc.	0 (1)
Alignment	Neutral
Movement	30' (10')
AC	5
HD	2
Attacks	1 (root)
Damage	2d6
Save	L1
Morale	12
Hoard Class	none
Parent	Puppetmaster

These puppetmasters have moved from trees to smaller plants. They live in small gardens where they have control over all the herbs and grasses within. A typical garden is 50' in diameter and the weedlord can control half of that directly. If there are any intelligent plants, they are subject to the weedlord's control but can usually think of a way to dominate the non-sapient plant. Although not as intelligent as a human being, the weedlord is about as bright as a dog and can direct its garden in some basic defensive tactics. Weedlords have burrows in the soil, usually 10' deep, but only use them to hide from herbivores that are eating their gardens.

Mutations: *animate object, boring root (new), full movement, injected poison sap*

GENERATION 5

Green Engineer

No. Enc.	d4 (3d8)
Alignment	Lawful
Movement	90' (30')
AC	2
HD	2
Attacks	1 or 1 (root or weapon)
Damage	2d6 or weapon+2
Save	L2
Morale	8
Hoard Class	gear plus XVI
Parent	Green Tinkerer

There has been a split in the tinkerer population. Those who want to continue the study of artifacts and the eventual development of their own technology are called engineers. Warriors are described below.

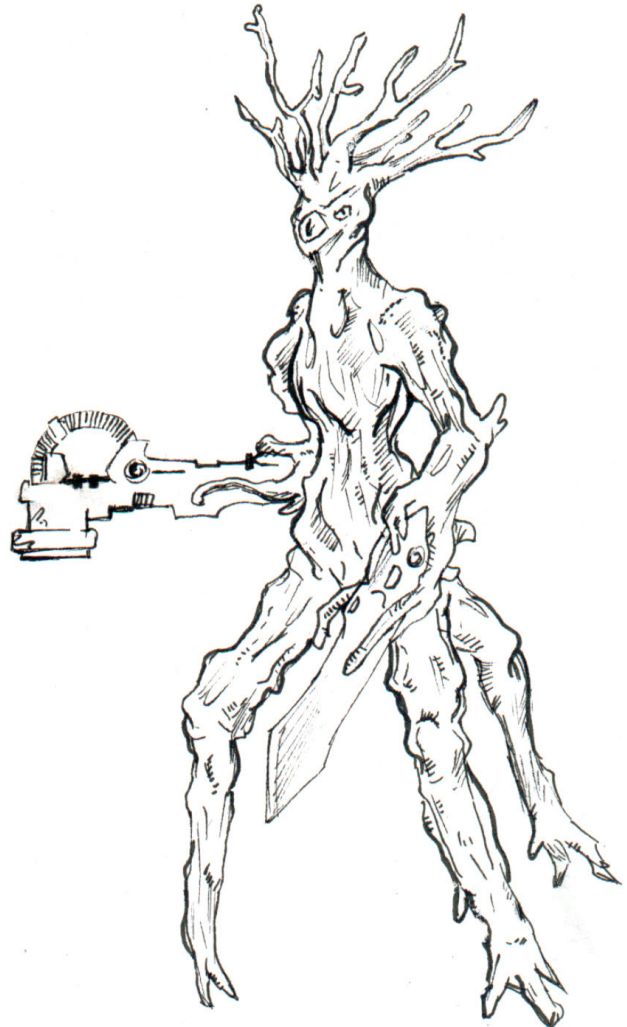
Engineers have several plans in motion, the main one being the upgrade of their own bodies with a form of scrounged cybernetic technology that they are still attempting to replicate. The stat block given above includes a frame that provide a faster movement rate, acts as heavy armor, and can hold a weapon.

Other projects include finding a substitute for their need to live within trees, communication devices, a way to uplift other plants, and defensive artifacts that can allow them to work and live in peace.

Mutations: *animal organ, boring root (new), drink humidity (new), full movement, metaconcert, neural telekinesis, tinkerer affinity, +d2 mental mutations*

Green Warrior

No. Enc.	d6 (3d8)
Alignment	Lawful
Movement	240' (80')
AC	4
HD	3
Attacks	1 or 2 (root or weapon)
Damage	2d6 or weapon/weapon
Save	L3
Morale	11
Hoard Class	gear plus XXI
Parent	Green Tinkerer



This part of the population believes that the only way to achieve peace is to destroy everything that is a threat. They are still tinkerers and so technology is seen as something to study and use. They have been able to raid the supply of the engineers' frames and have reduced the amount of armor — making them much faster — and added two weapon mounts. If one is caught without a frame, a warrior can use damage turning for defense and mind thrust to attack. Generally, they try to get a few members of a war party to be the main targets (using damage turning to avoid most damage), while the rest surround and destroy the enemy.

CREATURES OF THE WASTELANDS

As much as they want to dominate, they are still new to this and their tactics are primitive. Many green warriors die against the military machines found from time-to-time in the wastelands.

Mutations: *animal organ, boring root (new), damage turning, drink humidity (new), full movement, mind thrust, tinkerer affinity, +d2 mental mutations*

Master of the Garden

No. Enc.	0 (1)
Alignment	Neutral
Movement	30' (10')
AC	5
HD	8
Attacks	2 (roots)
Damage	2d6/2d6
Save	L4
Morale	12
Hoard Class	none
Parent	Weedlord

Weedlords that have grown huge, masters of the garden have two roots that can be used to drill opponents 25' away. Their gardens are 500' in diameter and the master has control over all the plants within them. They no longer use burrows to hide in and are constantly patrolling their homes to ensure that all the plants are protected from pests and large herbivores. For intelligent plants, these gardens are a fairly safe home or place to hide.

Mutations: *aberrant form (extra body parts), abnormal size, animate object, boring root (new), full movement, injected poison sap*

GIANT YELLOWJACKET FAMILY

GENERATION 1

Giant Yellowjacket

No. Enc.	1 (6d8)
Alignment	Neutral
Movement	90' (30') Fly: 180' (60')
AC	5
HD	5
Attacks	1 or 1 (bite or sting)

Damage	d8 or d4
Save	L3
Morale	9
Hoard Class	VI for nest

This is simply a 6' long wasp. Like their smaller kin, they collect animals to feed their grubs. Unlike them, they do not target other arthropods, but rather take anything they can kill with their sting, which contains a class 6 toxin.

Mutations: *gigantism, toxic weapon*



GENERATION 2

Firecracker

No. Enc.	1 (3d4)
Alignment	Neutral
Movement	90' (30')
	Fly: 180' (60')
AC	5
HD	5
Attacks	1 or 1
Damage	d8 or d4
Save	L3
Morale	9 (2 versus flame)
Hoard Class	VI for nest

These giant wasps are highly flammable and spontaneously combust when exposed to flame or extreme heat (i.e., they die no matter the damage rolled).

They have smaller colony sizes because that means less body heat produced and, therefore, less chance of incineration.

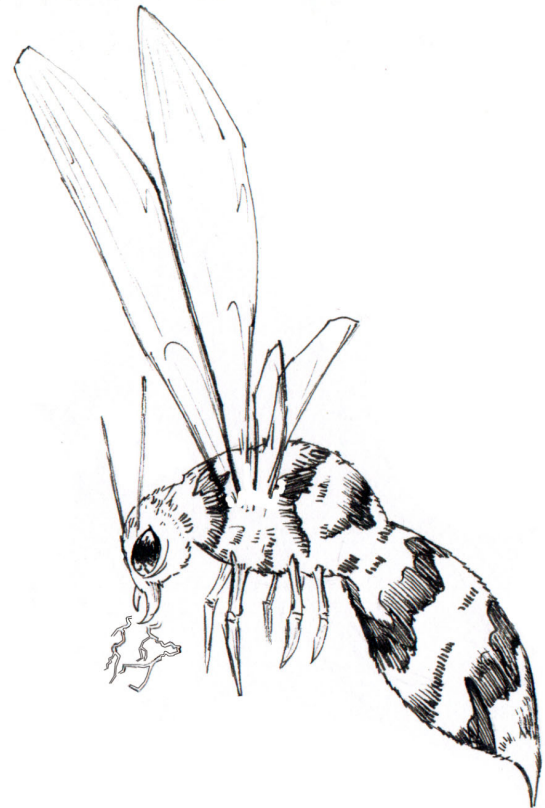
Mutations: *aberrant form (xenomorphism), gigantism, heat sink, toxic weapon*

Spark Wasp

No. Enc.	1 (6d8)
Alignment	Neutral
Movement	90' (30')
	Fly: 180' (60')
AC	5
HD	5
Attacks	1 or 1 (bite or sting)
Damage	d8 or d4
Save	L3
Morale	9
Hoard Class	VI for nest

Spark wasps are so called because they zap prey with energy discharges from their mandibles. Due to a failing immune system, many of these insects die from fungal infections, and whole colonies can be found embedded in fungal mycelium.

Mutations: *energy-retaining cell structure, gigantism, reduced immunity, toxic weapon*



Spider Wasp

No. Enc.	1 (6d8)
Alignment	Neutral
Movement	120' (40')
	Fly: 30' (10')
AC	5
HD	5
Attacks	1 or 1 (bite or sting)
Damage	d8 or d6
Save	L3
Morale	6
Hoard Class	VI (times 3) for nest

These insects use their grubs' silk to produce webs for capturing prey. The adults have lost their sight and thus do not fly that often and rely on motion detection via the web to find food.

Mutations: *blindness, gigantism, toxic weapon, webbing (new)*

CREATURES OF THE WASTELANDS

GENERATION 3

Firebomb

No. Enc.	1 (2d4)
Alignment	Neutral
Movement	90' (30') Fly: 180' (60')
AC	5
HD	5
Attacks	1 or 1 (bite or sting)
Damage	d8 or d4
Save	L2
Morale	6
Hoard Class	VI for nest
Parent:	Firecracker

Firebombs are the few survivors of the firecrackers. They are much less aggressive and have better sight and hearing, but these will not save it. After a few more true generations, they will die out from their drawbacks.

Mutations: *aberrant form (xenomorphism), gigantism, heat sink, increased senses, toxic weapon*

Hairy Wasp

No. Enc.	1 (6d8)
Alignment	Neutral
Movement	90' (30') Fly: 150' (50')
AC	6
HD	5
Attacks	1 (sting)
Damage	d4
Save	L3
Morale	9
Hoard Class	VI for nest
Parent	Spark Wasp

Some of the spark wasps survived the fungal onslaught by becoming aggregates with other species of fungi. Hairy wasps are named for the fungal strands that emerge randomly from their exoskeletons. Their heads have been radically changed, are smaller, and have fungal tentacles used to feed on dead plants. They have retained their stings and use them for defense.

Mutations: *aberrant form (xenomorphism), energy-retaining cell structure, gigantism, toxic weapon*

Flying Shark

No. Enc.	3d4 (6d8)
Alignment	Neutral
Movement	60' (20') Fly: 150' (50')
AC	5
HD	5
Attacks	1 or 1 (bite or sting)
Damage	d8 or d4
Save	L3
Morale	8
Hoard Class	VI (times 2) for nest
Parent	Spider Wasp

Flying sharks hunt in packs and use a form of sonar to hunt. Their nests are no longer surrounded by webbing, as the material is now used to bind prey and not to capture it.

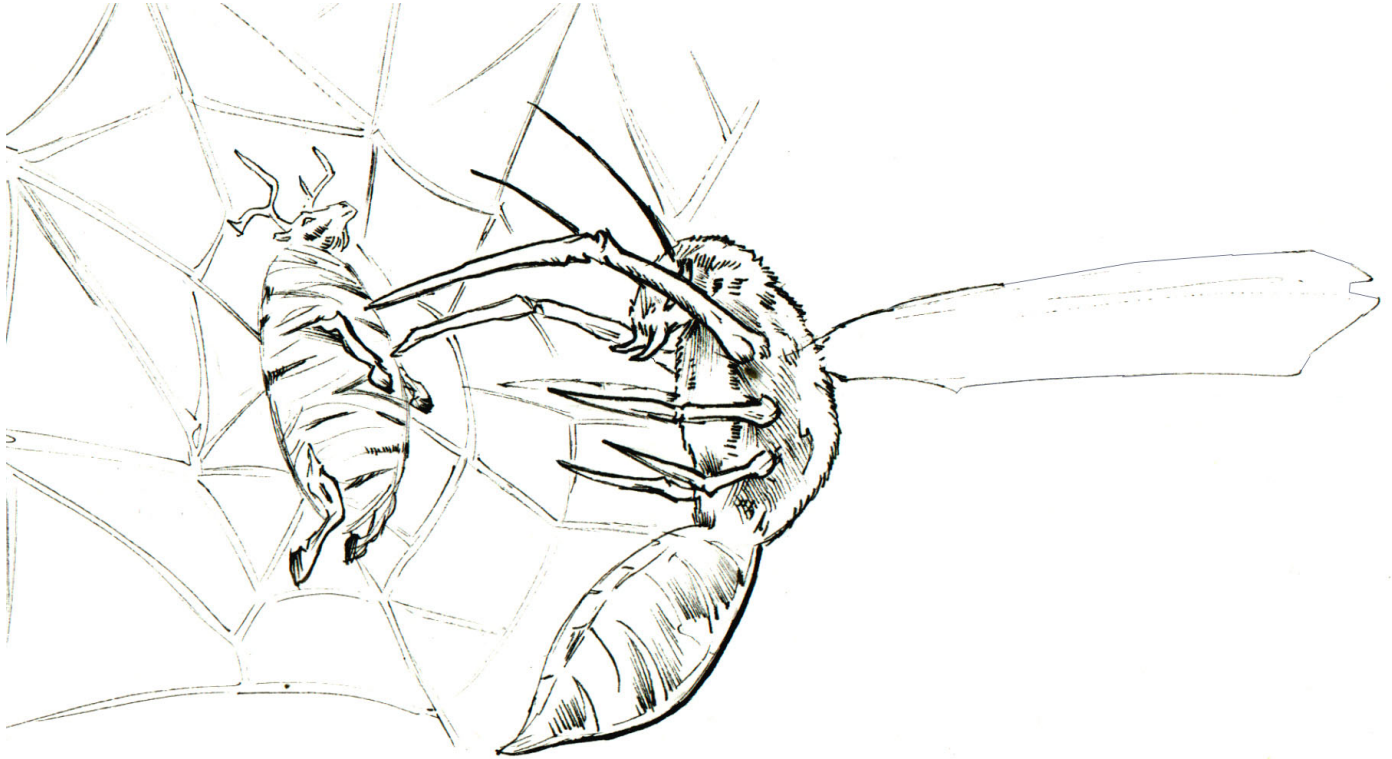
Mutations: *echolocation, gigantism, toxic weapon, webbing (new)*

Web Wasp

No. Enc.	1 (3d4)
Alignment	Neutral
Movement	150' (50')
AC	6
HD	5
Attacks	1 or 1 (bite or sting)
Damage	d6 or d4
Save	L3
Morale	10
Hoard Class	VI (times 3) for nest
Parent	Spider Wasp

These insects have lost their wings along with their eyes. The adults now produce silk and their traps are much more elaborate. They are sleeker and faster than their parent mutant and have a smaller head. They are still blind and use their web to detect prey.

Mutations: *aberrant form (xenomorphism), blindness, gigantism, toxic weapon, webbing (new)*



GENERATION 4

Flying Needle

No. Enc.	3d4 (6d8)
Alignment	Neutral
Movement	60' (20')
	Fly: 150' (50')
AC	5
HD	5
Attacks	1 or 1 (bite or sting)
Damage	d8 or d4
Save	L3
Morale	8
Hoard Class	VI for nest
Parent	Flying Shark

These sharks use a class 8 poison to kill prey and predigest it. A few minutes after the prey's death, the needle sucks out the resulting fluid.

Mutations: *echolocation, gigantism, hollow fangs, toxic weapon, webbing (new)*

Great Wasp

No. Enc.	1 (d4)
Alignment	Neutral
Movement	210' (70')
AC	5
HD	16
Attacks	1 (bite)
Damage	3d4
Save	L8
Morale	9
Hoard Class	none
Parent	Web Wasp

These huge insects are 20' long. They are sightless and use vibrations in the ground to track prey. No longer social, they do not make nests or associate with each other except to mate. Grubs are abandoned inside some large, dead animal, which acts as food and cover.

Mutations: *aberrant form (xenomorphism), blindness, gigantism, unique sense*

CREATURES OF THE WASTELANDS

Lake Wasp

No. Enc.	1 (1)
Alignment	Neutral
Movement	30' (10') Swim: 90' (30')
AC	6
HD	5
Attacks	1 (bite)
Damage	d8
Save	L3
Morale	6
Hoard Class	VI for nest
Parent	Hairy Wasp

The fungus associated with the hairy wasps mutated and now these successor wasps are adapting to life in freshwater. Their symbiont acts as a gill and fins and allows them to move about in shallow water (no deeper than 60'). They have lost their stings and wings and now prey on aquatic plants and wooden boat hulls.

Mutations: *aberrant form (xenomorphism), gigantism*

Quick Strike

No. Enc.	3d4 (6d8)
Alignment	Neutral
Movement	120' (40') Fly: 300' (100')
AC	2
HD	5
Attacks	1 or 1 (bite or sting)
Damage	d8 or d4
Save	L3
Morale	8
Hoard Class	VI for nest
Parent	Flying Shark

These sharks have lost their silk-producing glands and now use amazing speed to run down prey. Otherwise, they act like flying sharks.

Mutations: *echolocation, gigantism, quickness, toxic weapon*

Slime Wasp

No. Enc.	1 (1)
Alignment	Neutral
Movement	120' (40')
AC	6
HD	5
Attacks	1 or 1 (tentacles or sting)
Damage	d6 or d4
Save	L3
Morale	8
Hoard Class	none
Parent	Hairy Wasp

These descendants of hairy wasps are driven from sunlight, which causes them pain – or, actually, pain to their symbionts – and a -4 to attack rolls. They have lost their wings but their head-based tentacles are now strong enough to inflict damage to resisting plant life. The fungus is poisonous and acts as a class 4 toxin. The sting's poison has weakened to class 3.

Mutation: *aberrant form (xenomorphism), dermal poison slime, frailty, gigantism, toxic weapon*

Moon Wasp

No. Enc.	1 (3d4)
Alignment	Neutral
Movement	150' (50')
AC	6
HD	5
Attacks	1 or 1 (bite or sting)
Damage	d6 or d4
Save	L3
Morale	10
Hoard Class	VI (times 3) for nest
Parent	Web Wasp

Although they have lost their eyes, moon wasps have replaced them with organs that "see" heat. They are nocturnal, roam long distances, and kill animal prey with a class 8 poison from their stings. Silk is used for binding prey and nest construction.

Mutation: *aberrant form (xenomorphism), gigantism, thermal vision, toxic weapon, webbing (new)*

GENERATION 5

Black Trapper

No. Enc.	2d6 (4d4)
Alignment	Neutral
Movement	150' (50')
AC	6
HD	5
Attacks	1 or 1 (bite or sting)
Damage	d6 or d4
Save	L3
Morale	11
Hoard Class	VI (times 2) for nest
Parent	Moon Wasp

Black trappers use their predator-drawing odor to bring prey to them. Because this occasionally draws something that a single wasp can not handle, the trappers now hunt in packs.

Mutations: *aberrant form (xenomorphism), gigantism, prey scent, thermal vision, toxic weapon, webbing (new)*

Stone Crusher

No. Enc.	1 (2d4)
Alignment	Neutral
Movement	150' (50')
AC	5
HD	5
Attacks	1 (bite)
Damage	2d8
Save	L3
Morale	10
Hoard Class	VI (times 2) for nest
Parent	Moon Wasp

Stone crushers are so called because they chew through concrete and stone looking for prey and building nests. They have lost their stings but no longer need them, as their mandibles are much larger and stronger.

Mutations: *aberrant form (xenomorphism), gigantism, increased strength, thermal vision, webbing (new)*

Mite Wasp

No. Enc.	1 (6d4)
Alignment	Neutral
Movement	240' (80')
AC	5
HD	16
Attacks	1 (bite)
Damage	3d4
Save	L8
Morale	9
Hoard Class	none
Parent	Great Wasp

Mites are just as large as great wasps, but they produce a lot of very active grubs. These grubs have the same stats as giant killer bees, minus a fly speed and sting. The adults have 10 legs and this allows them to get around a little faster. They use an ability to sense motion, in addition to their sense of smell, to find prey.

Mutations: *aberrant form (extra body parts, xenomorphism), blindness, gigantism, unique sense*

Ramm

No. Enc.	1 (d4)
Alignment	Neutral
Movement	300' (100')
AC	3
HD	16
Attacks	1 (bite)
Damage	3d4
Save	L8
Morale	9
Hoard Class	none
Parent	Great Wasp

Ramms are huge wasps that will run through just about anything to get to something they want. They are ambush predators that cause a great deal of damage to the landscape and thus have to change their locations often.

Mutations: *aberrant form (xenomorphism), blindness, gigantism, quickness, unique sense*

CREATURES OF THE WASTELANDS

Deep Sea Wasp

No. Enc.	1 (1)
Alignment	Neutral
Movement	Swim: 150' (50')
AC	4
HD	24
Attacks	1 (bite)
Damage	3d8
Save	L12
Morale	10
Hoard Class	none
Parent	Lake Wasp

Unlike the marine wasp, the deep sea wasp is found far out in the ocean and down to three miles. They are 100' feet long carnivores that feed on smaller kin as well as other animals. Their facial tentacles are reduced in size in comparison to the whole body, but are still strong enough to crack shells.

Mutations: *aberrant form (xenomorphism), gigantism*

Marine Wasp

No. Enc.	1 (1)
Alignment	Neutral
Movement	Swim: 180' (60')
AC	5
HD	8
Attacks	1 (bite)
Damage	d10
Save	L4
Morale	7
Hoard Class	none
Parent	Lake Wasp

Larger and faster than the lake wasp, these ocean-dwelling insects live within 20 miles of shore. They are carnivores and compete with sharks and other large animals (and some plants). Their facial tentacles are thin and used to capture food both hiding in reefs and in the open water. They have no legs and instead have four large protofins on their abdomens.

Mutations: *aberrant form (xenomorphism), gigantism, quickness*

Shore Raider

No. Enc.	d4 (2d4)
Alignment	Neutral
Movement	60' (20') Swim: 90' (30')
AC	5
HD	5
Attacks	1 (bite)
Damage	d8
Save	L3
Morale	8
Hoard Class	none
Parent	Lake Wasp

These lake wasps have a 10' reach with their facial tentacles and thicker, stronger legs. They raid the shoreline for any plant material that can find.

Mutations: *aberrant form (xenomorphism), gigantism*

Spiny Wasp

No. Enc.	1 (1)
Alignment	Neutral
Movement	120' (40')
AC	6
HD	5
Attacks	1 or 1 (facial tentacles or sting)
Damage	d6 or d4
Save	L3
Morale	8
Hoard Class	none
Parent	Slime Wasp

This insect's fungal symbiont has mutated and now sticks to everything. Anyone striking a spiny wasp must save versus energy attacks or get some of the fungus on their weapon or limb. Contact means a poison save every round until the fungus is scraped off or killed with light or energy weapons. The fungus is a class 4 poison and the sting class 3.

Mutations: *aberrant form (xenomorphism), clinging skin (new), dermal poison slime, frailty, gigantism, sticky hairs (new), toxic weapon*

Bugsnare

No. Enc.	1 (1)
Alignment	Neutral
Movement	120' (40')
AC	6
HD	5
Attacks	1 (facial tentacles)
Damage	d6
Save	L3
Morale	6
Hoard Class	none
Parent	Slime Wasp

The bugsnare is an insectivore that uses bioluminescence to draw its prey. Such insects, of all sizes and shapes, end up poisoned by the fungus that encrusts the wasp and become food for both. If it is attacked by a non-insect, the bugsnare emits a blinding flash and tries to escape.

Mutations: *aberrant form (xenomorphism), dermal poison slime, frailty, gigantism, optic emissssions (bright eyes)*

GENERATION 6

Wave Rider

No. Enc.	1 (1)
Alignment	Neutral
Movement	
	Swim: 180' (60')
	Fly: 120' (40')
AC	5
HD	3
Attacks	1 (bite)
Damage	d6
Save	L2
Morale	9
Hoard Class	none
Parent	Marine Wasp

These 3' long insects live near the surface of the water and fly out to capture flying fish and birds. They cannot breathe air and so cannot stay above the waves for longer than 10 minutes. Their fins act as weak wings that help them maneuver, although their ability to fly is mostly due to a mental mutation.

Mutations: *aberrant form (xenomorphism), gigantism, psionic flight, quickness*

Black Water

No. Enc.	6d8 (6d8)
Alignment	Neutral
Movement	
	Swim: 180' (60')
AC	5
HD	8
Attacks	mutation
Damage	as vampiric field
Save	L4
Morale	7
Hoard Class	none
Parent	Marine Wasp

Black water are so named because they suck the life out of the ocean via a cloud of dark energy. Everything that comes within 50' of an individual black water is affected as per a vampiric field. These insects live in huge packs that are spread out. The dominant members get a position in the front, where the most food is found, but die from other predators often enough that the hierarchy is always changing.

Mutations: *aberrant form (xenomorphism), gigantism, quickness, vampiric field*

Green Water

No. Enc.	25d8 (25d8)
Alignment	Neutral
Movement	
	Swim: 30' (10')
AC	7
HD	12
Attacks	1 (bite)
Damage	d6
Save	L6
Morale	4
Hoard Class	none
Parent	Marine Wasp

Massive, fat, slow and bright green, green water live in schools that make black water packs seem tiny. They do feed on fish and filter plankton to gain nutrients the water cannot provide, but are mostly harmless to boats. They are considered acceptable eating by most humanoids but must be prepared correctly

CREATURES OF THE WASTELANDS

or the eater suffers a class 6 poison.

Mutations: *aberrant form (xenomorphism), epidermal photosynthesis, gigantism, obese, toxic weapon*

Siren

No. Enc.	1 (1)
Alignment	Neutral
Movement	Swim: 180' (60')
AC	5
HD	8
Attacks	1 (bite)
Damage	d8
Save	L4
Morale	8
Hoard Class	none
Parent	Marine Wasp

So named because of the haunting calls they use to draw prey to themselves, sirens can be a serious hazard to coastal communities. The range of their call is two miles and affects everyone with less than 6 HD that fails a save versus poison. Many drown before they even reach the calling siren. When a siren finds some suitable prey, it then uses a loud howl to stun it and its mandibles to make a quick kill.

Mutations: *aberrant form (xenomorphism), fragrance development, gigantism, quickness, shriek*

Mutant Killer

No. Enc.	1 (6d4)
Alignment	Neutral
Movement	210' (70')
AC	5
HD	16
Attacks	1 (bite)
Damage	3d4
Save	L8
Morale	9
Hoard Class	none
Parent	Mite

The larvae of the mutant killer produces a drug that strips away mutations permanently (ala the ancestral form mental mutation). This makes them very valu-

able to three groups of people – mutant haters, hunters, and farmers. Hunters use the drug to weaken plants and animals and make edible the meat of toxic species and farmers keep their crops and livestock from becoming monsters.

Mutations: *aberrant form (xenomorphism, extra body parts), ancestral form, blindness, gigantism, unique sense*

Tunnel Runner

No. Enc.	1 (2d4)
Alignment	Neutral
Movement	180' (60')
AC	4
HD	12
Attacks	1 (bite)
Damage	2d4
Save	L6
Morale	7
Hoard Class	none
Parent	Mite

Tunnel runners are somewhat smaller than mites and can fit into amazingly small holes and cracks. They tend to lair and travel deeper into ruins than mites and great wasps.

Mutations: *aberrant form (xenomorphism, extra body parts), flexible skeleton (new), gigantism, increased dexterity, unique sense*

Stonecracker

No. Enc.	2d6 (3d6)
Alignment	Neutral
Movement	150' (50')
AC	5
HD	5
Attacks	1 (bite)
Damage	2d8
Save	L3
Morale	11
Hoard Class	VI for nest
Parent	Stone Crusher

These insects use an ability to change size to surprise prey. Stonecrackers stay small, between 1/8th and 1/4th their normal size, unless they are about to

MUTATIONAL EVOLUTION

make a kill or need to break up a very hard wall or floor.

Mutations: *aberrant form (xenomorphism), density alteration, gigantism, thermal vision*

Hidden Wasp

No. Enc.	1 (1)
Alignment	Neutral
Movement	120' (40')
AC	5
HD	5
Attacks	1 (sting)
Damage	d4
Save	L2
Morale	4
Hoard Class	none
Parent	Spiny Wasp

Two mutations make this insect different from its parent – the ability to turn invisible and a strong immune system. The latter drove out the fungal symbiont and it is only the former that keeps it alive. Its mouth is so weak that it can eat only carrion and very rotten wood. It still has its sting, with a class 5 poison, for defense, but has lost so much aggression that it rarely uses it.

Mutations: *aberrant form (xenomorphism), control light waves, gigantism, increased immunity, toxic weapon*

Blob Wasp

No. Enc.	1 (1)
Alignment	Neutral
Movement	60' (20')
AC	8
HD	10
Attacks	2 (fungal tentacles)
Damage	d8/d8
Save	L5
Morale	8
Hoard Class	none
Parent	Spiny Wasp

In this decendent of the spiny wasp, the fungal symbiont has overwhelmed the majority of the insect. It is now a mass of mycelium with a few bits of wasp,

mostly the head and thorax. There are two 10' long tentacles that emerge from the mass above the head and are used both for killing prey and ingesting it.

Mutations: *aberrant form (xenomorphism, natural weapons), clinging skin (new), gigantism*

GENERATION 7

Vampire Wasp

No. Enc.	1 (3d6)
Alignment	Neutral
Movement	180' (60')
AC	5
HD	5
Attacks	1 or 1 (bite or sting)
Damage	d6 or d4
Save	L3
Morale	8
Hoard Class	VI for nest
Parent	Hidden Wasp

The vampire wasp has a bug like beak to drain bodily fluids from its prey, doing d4 points of damage per round after a successful hit. Solitary on the hunt, it has regained some social behavior and creates a communal nest – a place where unrelated wasps live in groups. It is a terror to the communities it plagues because it is always invisible, even after death. The sting produces a class 11 toxin, which paralyzes prey so that the draining process is easier.

Mutations: *aberrant form (xenomorphism, natural weapon), control light waves, gigantism, hollow fangs, increased immunity, quickness, toxic weapon*

Hidden Grazer

No. Enc.	2d4 (4d4)
Alignment	Neutral
Movement	120' (40')
AC	5
HD	9
Attacks	1 (bite)
Damage	d6
Save	L5
Morale	6
Hoard Class	none
Parent	Hidden Wasp

CREATURES OF THE WASTELANDS

"Invisible cows" is perhaps the best way to describe these insects. They are larger than hidden wasps, at 8' long, and have large crushing mandibles that they use for eating trees and other tough plants. They no longer have a sting and rely entirely on their invisible nature and bite for defense.

Mutations: aberrant form (xenomorphism, enlarged parts), control light, gigantism, increased immunity

Wasp-Fly

No. Enc.	d4 (2d4)
Alignment	Neutral
Movement	120' (40')
AC	5
HD	4
Attacks	1 (sting)
Damage	d4
Save	L2
Morale	11
Hoard Class	VI (times 2) for nest
Parent	Hidden Wasp

Hidden flies are so named because the wasp can alter itself into the form of a giant carnivorous fly (see *Mutant Future*). They use that form both to move around via flight and to find prey. Hidden flies use their bite in fly form or sting in wasp form, depending on the strength of the would-be victim.

Mutations: aberrant form (xenomorphism), gigantism, increased immunity, metamorph, toxic weapon

Ash Eater

No. Enc.	1 (1)
Alignment	Neutral
Movement	60' (20')
AC	5
HD	5
Attacks	1 or 1 (fire or sting)
Damage	3d6 or d4
Save	L3
Morale	10
Hoard Class	none
Parent	Hidden Wasp

These insects still have weak jaws but

have mutated a way around them – by burning all of their food to ash. They produce gouts of flame 50' long and use it on everything that might be edible. Because they are invisible, this can be quite disconcerting to those viewing the wasps' actions.

Mutations: aberrant form (xenomorphism), control light, energy ray, gigantism, increased immunity, toxic weapon

Blinker

No. Enc.	8d10 (8d10)
Alignment	Neutral
Movement	Swim: 120' Fly: 60'
AC	8
HD	1/2
Attacks	1 (bite)
Damage	d4
Save	L0
Morale	9
Hoard Class	none
Parent	Wave Rider

These 1' squid-like insects are covered with 4d4 eyes. Found in large schools, some people find them edible and a worthwhile species for the net. Like wave riders, blinkers cannot breathe air and only stay above the surface for short periods, usually while trying to escape from predators or trying to catch birds.

Mutations: aberrant form (xenomorphism, extra body parts), dwarfism, psionic flight, quickness

MUTATIONAL EVOLUTION

Night Raider

No. Enc.	1 (1)
Alignment	Neutral
Movement	Swim: 150' (50') Fly: 120' (40')
AC	5
HD	3
Attacks	1 (bite)
Damage	d6
Save	L2
Morale	9
Hoard Class	none
Parent	Wave Rider

Where shore raiders attack plants along freshwater bodies, night raiders are marine and hunt animals. They have very thick skin and the fungus has remutated their ability to breathe air, both of which allow the raiders to leave the water for up to four hours while hunting. They are nocturnal and have very good sight due to their large eyes. Very little escapes their notice, although they do not attack animals much larger than themselves.

Mutations: *aberrant form (xenomorphism), gigantism, natural armor, night vision, psionic flight, quickness*

Jelly Wasp

No. Enc.	d4 (d4)
Alignment	Neutral
Movement	Swim: 60' (20')
AC	9
HD	1
Attacks	1 (bite)
Damage	1 point
Save	L0
Morale	4
Hoard Class	none
Parent	Wave Rider

The loss of the exoskeleton has crippled this insect/fungus aggregate. It cannot fly – at least without falling apart – swims very slowly, and only eats what small fish and other animals blunder into it. It is a favored food of turtles and some fish.

Mutations: *aberrant form (xenomorphism), frailty, gigantism*

Green Wave

No. Enc.	4d4 (4d4)
Alignment	Neutral
Movement	Swim: 150' (50') Fly: 90' (30')
AC	6
HD	9
Attacks	1 (bite)
Damage	d8
Save	L5
Morale	8
Hoard Class	none
Parent	Wave Rider and Green Water

This hybrid between the wave rider and green water has gained the best from both parent species. It is 20' long with bright green skin, has four fins that act as gliding wings, and moves much faster than the green water. Green waves are found far out to sea, usually hunting near island chains.

Mutations: *aberrant form (xenomorphism), epidermal photosynthesis, gigantism, psionic flight, quickness*

CREATURES OF THE WASTELANDS

MUTATIONS

Following are a half-dozen mutations that originally appeared in the Skirmisher Publishing LLC book *Creatures of the Wastelands*. They are applied to various creatures in this book and are reprinted here for the convenience of the reader.

Adhesive Sap

The mutant plant can spray "blood" that acts as superglue. The range is 10' and only affects on 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. Helmits and armor are special cases that inflict more damage and possible scarring.

Clinging Skin (D)

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

Drink Humidity

The mutant does not need to consume liquid water as long as there is enough humidity. This only works in foggy areas, tropical rain forests and, possibly, near large bodies of water.

Flexible Skeleton

The mutant can fit through any hole that he can move his head through.

Scent Tag

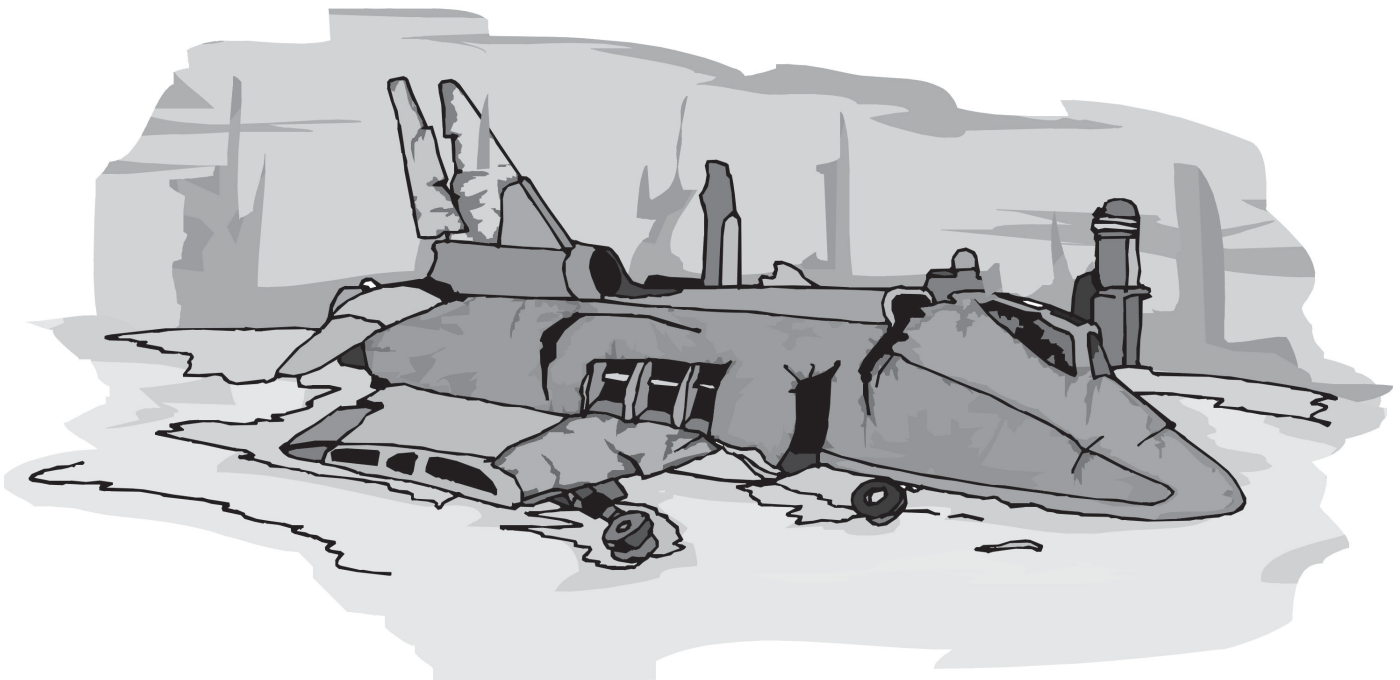
The mutant can inflict the prey scent drawback on others by contact. The effect lasts 2d4 hours.

Sticky Hairs

The mutant has an attack that causes the target to be covered with small, interlocking hairs. They are so painfully annoying that the victim must save versus poison or take 2 rounds pulling the hair off.

Webbing

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



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)

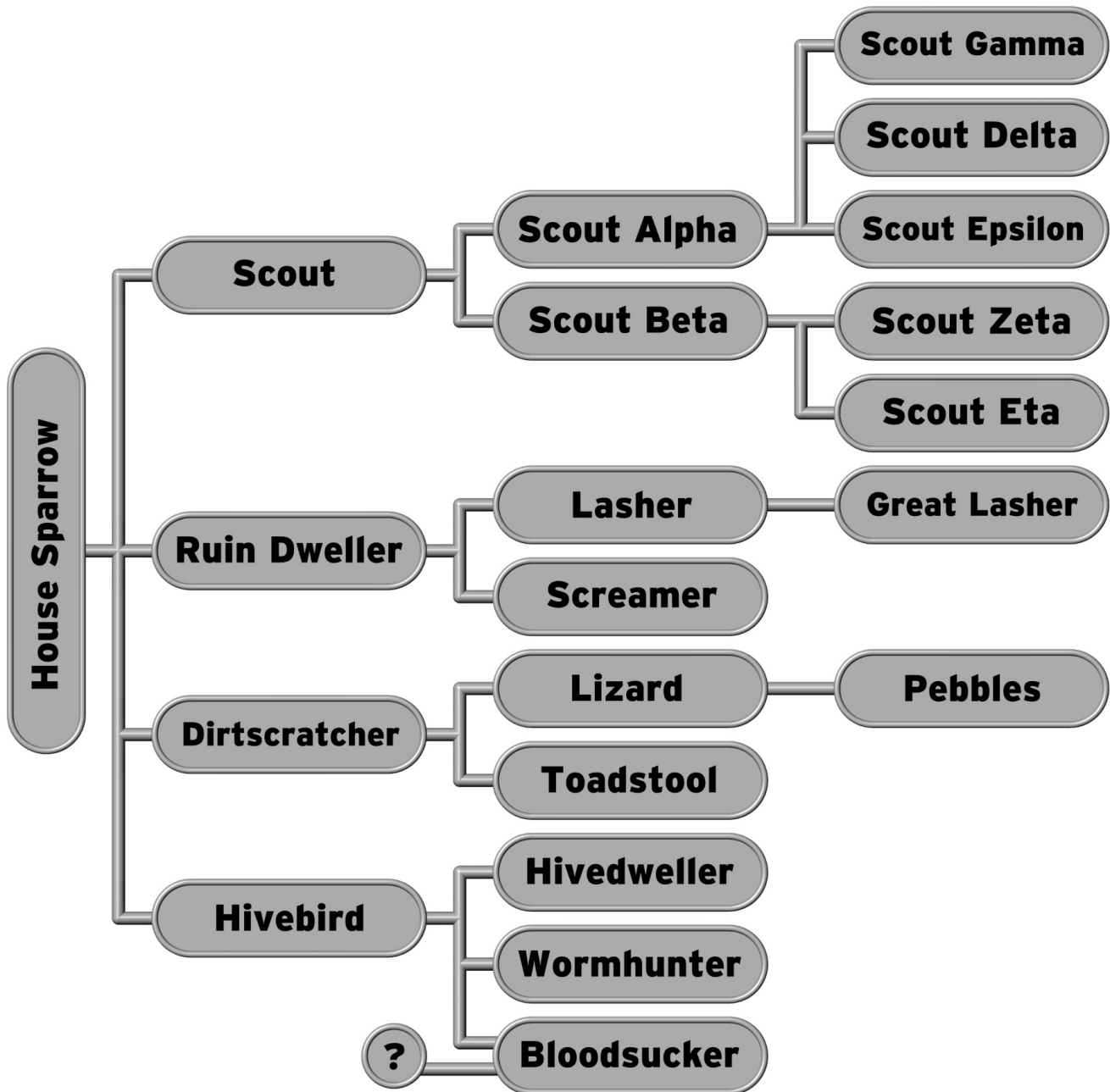


Radiation Class Table

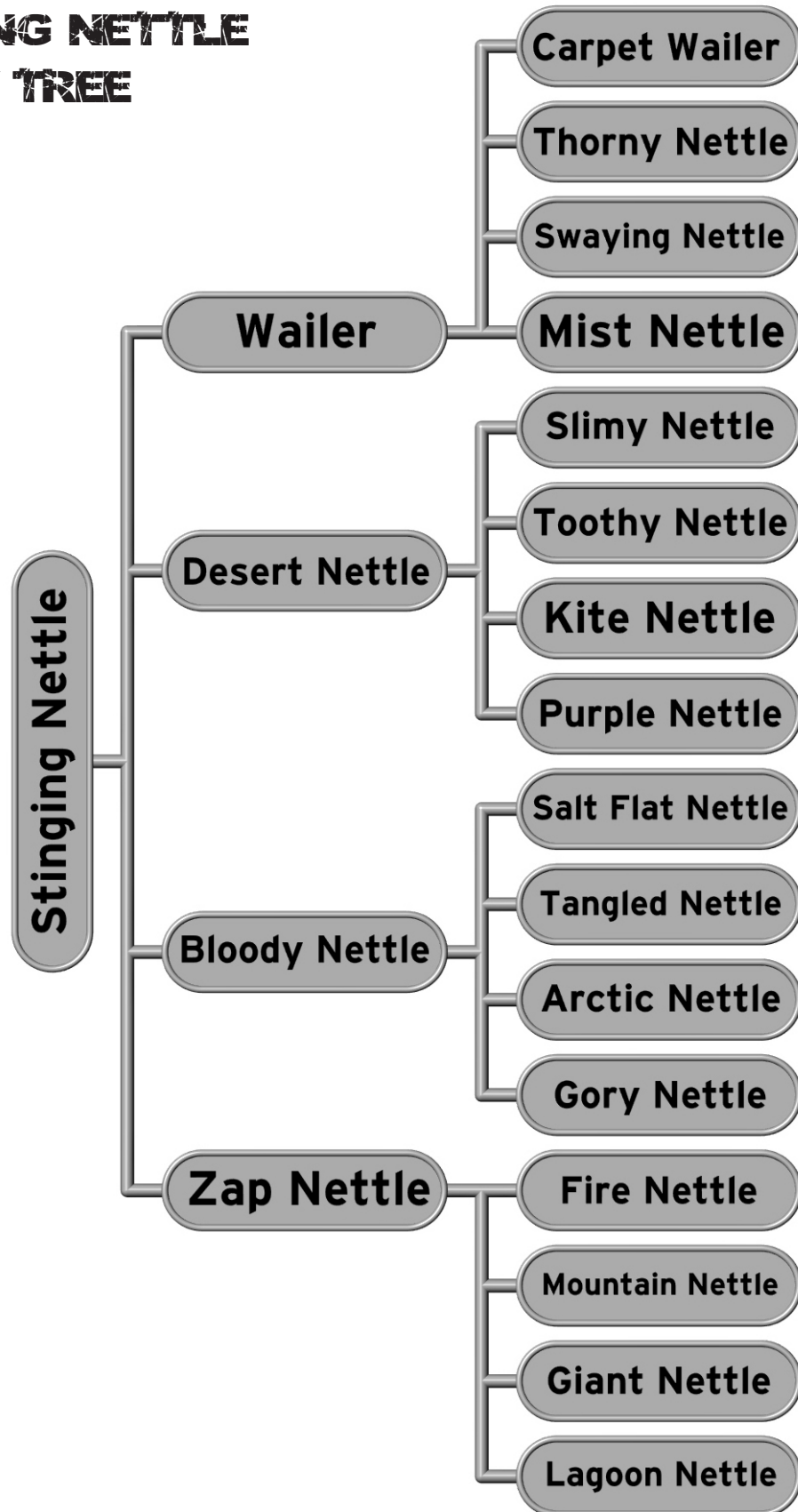
Roll

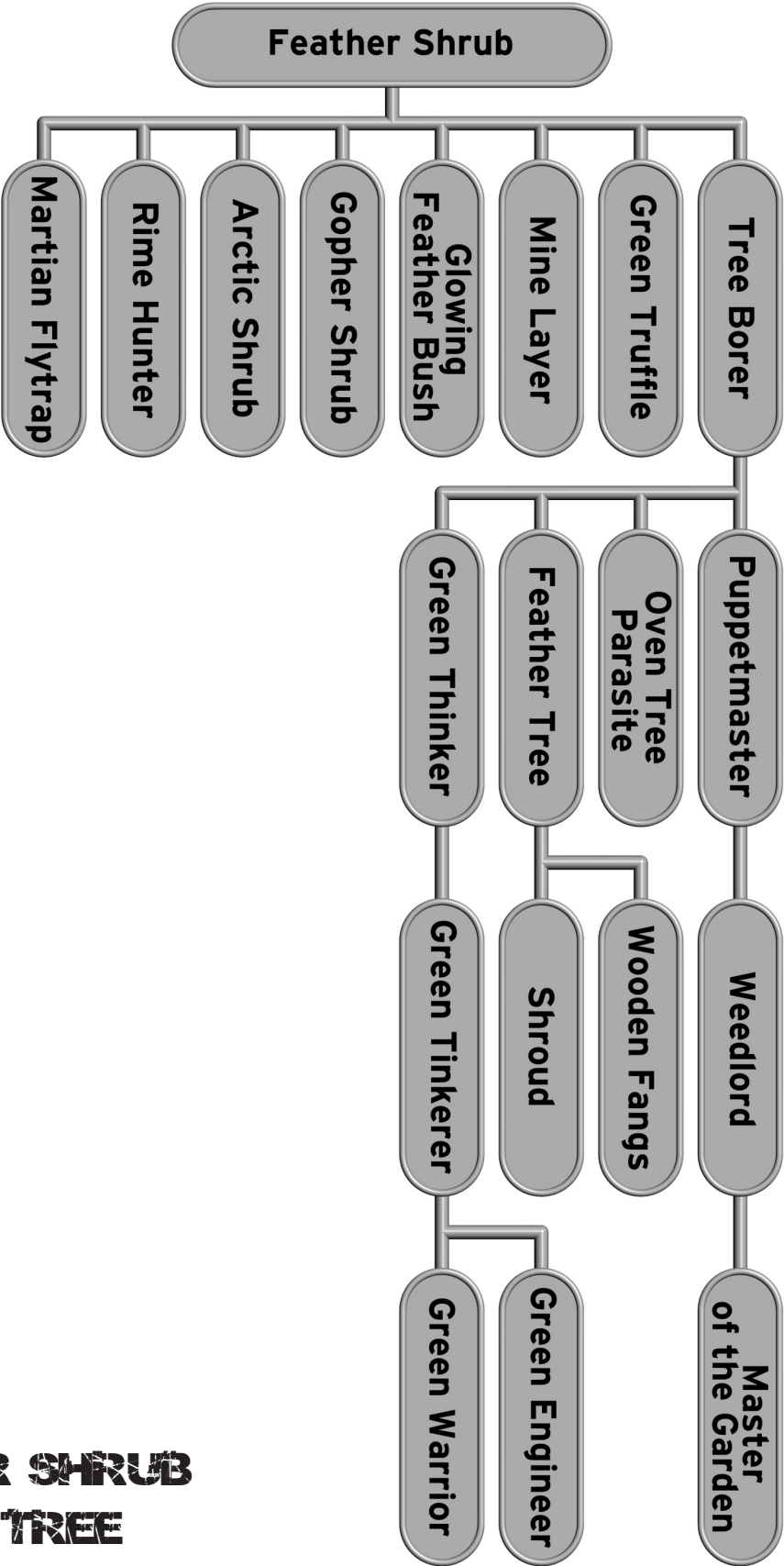
d10	Class	Fail Save Effects	Save Effects
1	1	1d6 damage	None
2	2	2d6 damage	Half damage
3	3	3d6 damage	Half damage
4	4	4d6 damage	Half damage
5	5	5d6 damage	Half damage
6	6	6d6 damage	Half damage
7	7	7d6 damage	Half damage
8	8	8d6 damage	Half damage
9	9	9d6 damage	Half damage
10	10	10d6 damage	Half damage

HOUSE SPARROW FAMILY TREE



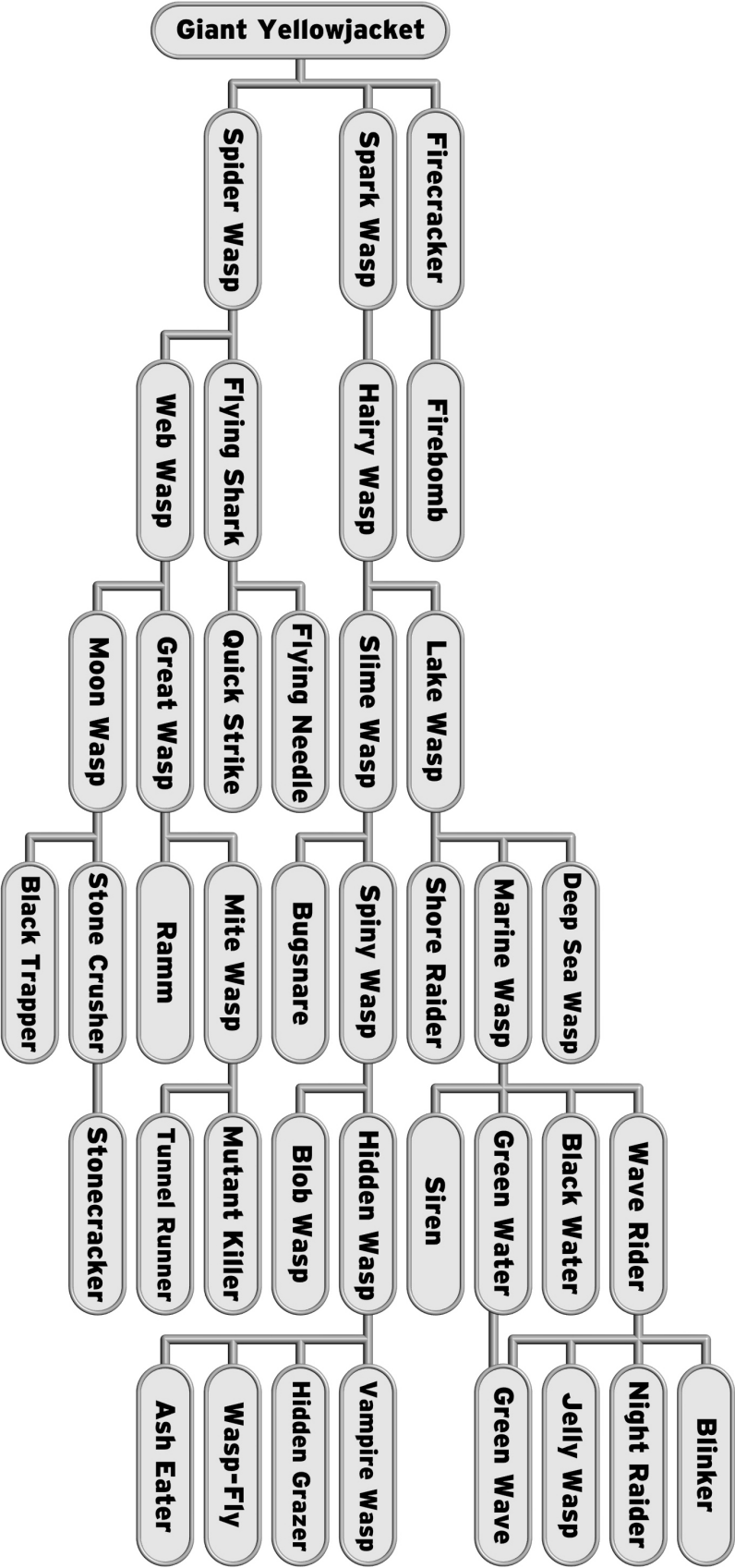
STINGING NETTLE FAMILY TREE





FEATHER SHRUB
FAMILY TREE

GIANT
YELLOWJACKET
FAMILY TREE



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Creatures of the Wastelands: Mutational Evolution is a guide to developing a more vibrant post-apocalyptic campaign setting by constructing families of related mutants, and is full of both suggestions and examples of how Game Masters can accomplish this. *Mutational Evolution* is fully compatible with *Mutant Future*, as well as *Labyrinth Lord* and other games that use the familiar and easy-to-use "Basic D&D" rules introduced in the 1980s. This book includes:

- * A Foreword by *Mutant Future* role-playing game creator Daniel Proctor.
- * Four different sample families of mutants – including the House Sparrows, Stinging Nettles, Feather Shrubs, and Giant Yellowjackets – that trace their mutational evolution through as many as seven different generations of mutation and which can serve as templates for Game Masters wishing to create their own families of mutants.
- * More than 100 new creatures within the four families, including the Ruin Dweller house sparrow, a selection of Stinging Nettles for every environment, the martial Green Warrior feather shrub, and some of the most bizarre outcomes of yellowjacket mutational evolution conceivable.
- * A how-to section of essays explaining how to implement the processes used to create the sample families and monsters for other creatures and settings of the Game Master's own choosing.
- * Several new mutations associated with the creatures presented in this book.
- * Detailed family trees that show the relationships between the members of the four sample families that can serve as examples for Games Masters who opt to create their own families of mutants.
- * Original illustrations by fantasy artist Dragan Ciric.

This book is fully bookmarked and designed to be printer-friendly and easy-to-use and includes low-resolution screen-friendly and high-resolution printer-friendly versions of both its cover surfaces and its interior pages.