

WISDOM FROM THE WASTELANDS

Issue #52

Nanotech Undead

MUTANT FUTURE
COMPATIBLE PRODUCT

In the Ancients' movies and literature, undead were often created by magic, curses, or other supernatural phenomena. The hideous and terrifying creatures now stalking the wastelands are closer to another theme from the ancestors' popular culture: technology run amuck, the escaped infectious creations of mad scientists. But the Ancient bio-tech engineers were not usually mad, and the infections did not escape. Instead, it was much, much worse: undead were born as nanite terror weapons, and intentionally used. Originally, even during the final wars' opening salvos, weapons like these were outlawed by all sides. Over time, the desperate, the deranged, and the purely evil ignored these agreements. In secret government facilities and hidden terrorist labs, the various undead "species" were developed using nanites of both forms, robotic and organic. However, each kind of monster is usually particular to one nanite type or the other, with most derived from robotic versions.

Uncounted millions died, ripped apart by these un-living monstrosities, or were changed, recruited in blood on the far side of death's door, rising to join the undead ranks. Many undead forms were created and released, and more still were "misplaced" as the final wars tore apart what safeguards were left. Even today, some hapless scavenger might come across a hidden laboratory and unleash a new wave of previously unseen terrors.

SECTION 1: GENERAL TRAITS

Undead monsters tend to share a number of general common traits, and these are described in this section.

Undead Traits

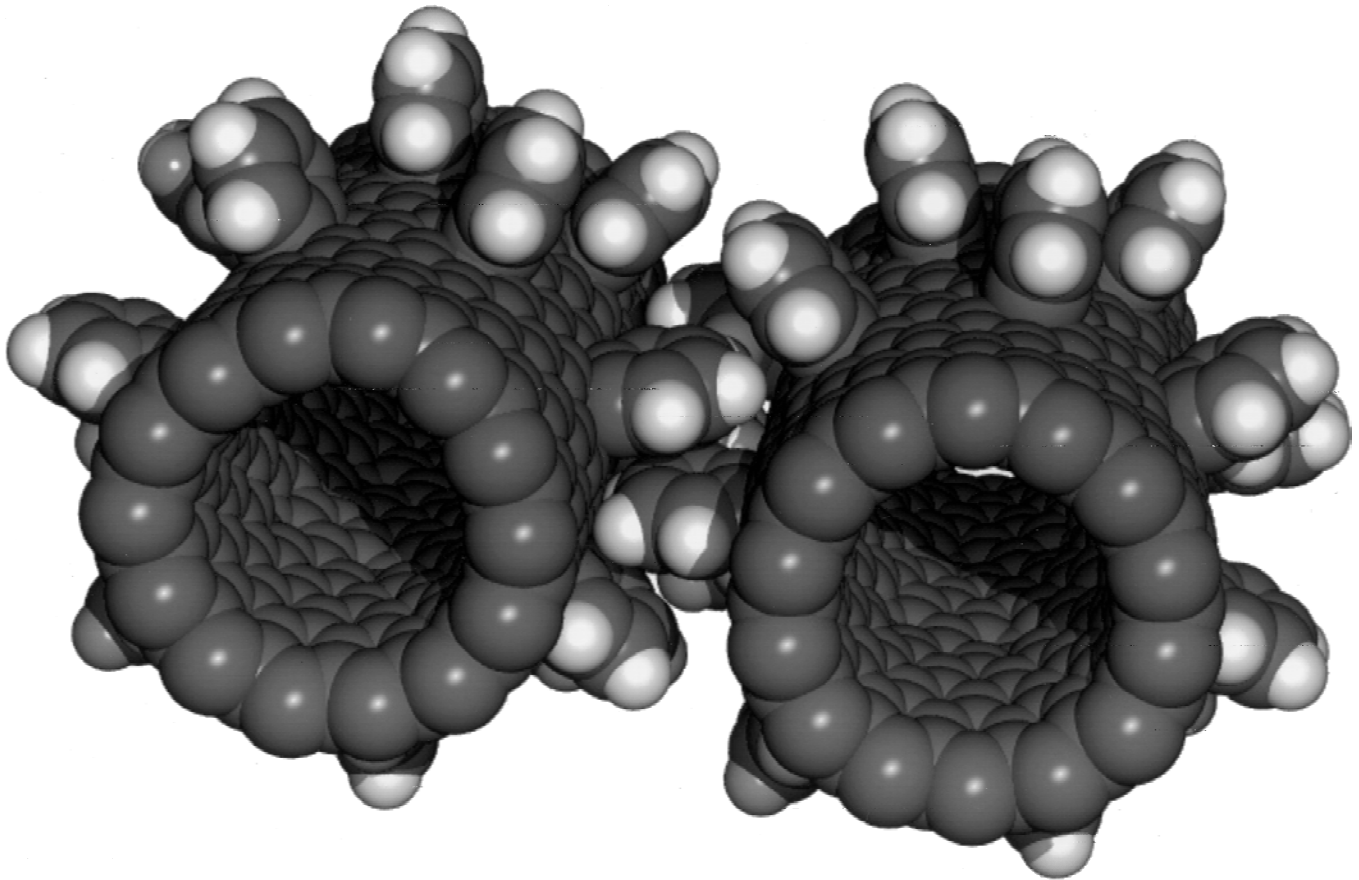
Undead share a number of characteristics; for example, they do not need oxygen to survive. However, each species has its share of exceptions to the rules, all of which are noted in the individual entries. As a general rule, undead are immune to poisons and radiation effects. Many species are completely mindless, making them immune to mental mutations that target

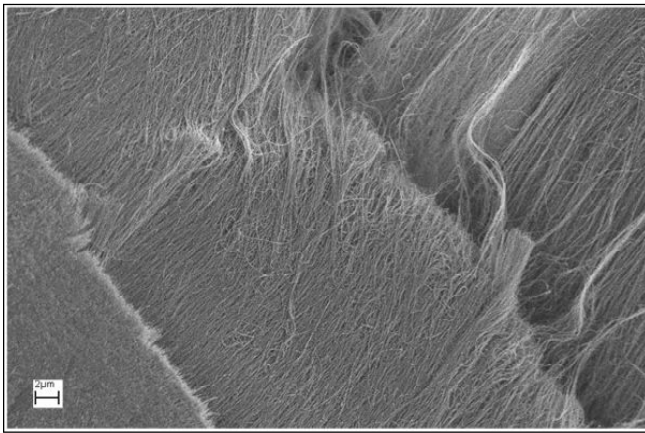
the mind, things like *possession* or *mental phantasm*.

Most (particularly those with physical bodies) are vulnerable to acid and fire, and can be damaged with melee attacks. However, different weapons are less effective against some species than others. These resistances are noted with a Damage Reduction of some kind. For example, using a mace to smash a skeleton works better than trying to poke it with a spear. Other undead species, the incorporeal kinds, are not affected by most kinds of melee damage, so plan accordingly, or be prepared to run very fast. Enough damage will eventually destroy most kinds of undead; however, many can regenerate or repair themselves through a variety of means.

Alignment

Driven by their programming to behave in a certain way, undead are almost animalistic rather than malicious, and most species are categorized as Neutral, like most wild animals. There are some types, however — those that retain some semblance of malign intelligence — which could be considered evil, and have been given the Chaotic label.





Morale

Most undead do not have a morale rating, and will fight until destroyed. There are a few exceptions, and these are noted in their entries.

Treasure and Artifacts

Most undead do not intentionally accumulate treasure; that which they do have is purely incidental. It's reasonable for corporeal undead to have the cash, technology, and odd items they were carrying when they died. Some may also have picked up objects for use as melee weapons (even if the objects were not designed as such). But, final determination for all these things is left up to the ML.

Robotic and Biological Nanites

The nanites that convert and control the undead come in two basic forms: robotic and organic. The former are like little machines, while the latter are more akin to engineered viruses. Both types perform in very similar ways, but each has strengths and vulnerabilities.

Undead created by robotic nanotech are vulnerable to EMP and electrical-based attacks, taking double damage from either. When these undead must make any saving throws against either attack type, the creatures suffer -2 penalty. Although they are little robots, there really is no way to "hack" the nanites and control the undead through some kind of hive mind or AI with a wireless link. (Well, not yet ...) For right now, they are just mindless, and so are most of the undead they create.

Because organic nanites are, in fact, living organisms, undead species created by these nanite strains are vulnerable to attacks using the *vampiric field* mutation, which do normal

Editor's Note: Issues #28, #30, and #31 of *Wisdom from the Wastelands* deal with nanotechnology. They describe many different nanite strains and provide mechanics for using them in *Mutant Future*, including things like nanite combat and medicine. Although those articles aren't prerequisites for using the material here, MLs might find them very useful, given all the creatures described below are created using that technology.

damage. Any technological or medical defense that protects a character against disease or nanotechnology will also work against these kinds of undead; they suffer double damage from these attacks and have -2 penalties against any associated saving throws.

SECTION 2:

TRANSMISSION, INCUBATION, & TREATMENT

One of the most terrifying things about these creatures is that they can reproduce. The nanites which created the undead can be passed on to victims through physical contact or injury. In this way, even if a character survives the initial undead attack, he may still die hours or days later, becoming the monster that killed him.

Transmission

Unless otherwise noted in the monster's description, characters wounded by undead must save versus poison to avoid being infected by the nanites. Most of the entries below have their own method of infection that appear to go against the rules provided here. These rules are a generalization that the ML can use for their own nanitized undead monstrosities, or be used instead of those provided in the descriptions. However, the ML needs to keep track of the damage the creature inflicts to come up with the final penalty for the saving throw! This roll is modified by three factors: nanite strength, the type of attack (e.g., bludgeoning versus cutting or piercing), and the total amount of damage inflicted upon the victim that round.

The Nanotechnology Strength indicates the particular nanite's virulence and its resistance, if defending against attacks by other nanites or treatment by Ancient medicine. This number is listed in each of the creatures' stat blocks. The type of attack is important because piercing attacks, such as bites, drive the nanites deeper into a victim's body than cuts or impacts, making it harder to resist the infection. Bludgeoning attacks have less chance of breaking the skin, which provides a barrier to infection.

No matter how many wounds a victim suffers in one round, or how many different kinds of undead are involved, the character has to make only one save per round. Even if there are multiple types of attack (e.g., claw and bite) or multiple attacker types (e.g., bloody skeletons and bone dervishes), this does not present a problem. The victim simply uses only the highest Nanotechnology Strength out of all attackers and the attack with the most severe penalty.

As an example, Turok gets attacked by those two monsters mentioned above and takes 12 points of damage in one round. The Damage sustained Modifiers table indicates this is a -2 save penalty. The highest Nanotechnology Strength is 3 from the bone dervish, while the attack with the most severe save penalty is the bloody skeleton's bite (-2). Added together, the modifier to Turok's poison save this round is -7 (damage: -2, attack type: -2, nanite strength: -3). As this indicates, the undead are nasty, nasty creatures, and should be considered high-level monsters. Fighting them is not a pleasant or good idea; they need to be taken out from range

and as quickly as possible.

Several things should be noted with this system. First, the penalties only accumulate during the round when the damage is inflicted, not for all damage the character takes during an entire combat. This means a character will likely make several saves, one during each round she is wounded; if she is not wounded during one round, she does not have to make a save. Second, should a character fail one save, but later roll a natural 20 to save versus poison during another round of the same combat, the character's immune system is able to block the infection. Last, if the character fails her save, she is infected. Note the total modifier used for the failed roll; this will be used later. See the section below, on Incubation and Treatment.

Attack Type Modifiers

Attack Type	Save Modifier
Cutting (e.g., claw)	-1
Impact (e.g., punch, bash)	+2
Piercing (e.g., bite)	-2

Damage Sustained Modifiers

Damage Taken	Save Modifier
1-3	+1
4-6	+0
7-10	-1
11-15	-2
16+	-3

Incubation and Treatment

When a character gets infected by some strain of undead nanotechnology, there are usually two paths to follow: the direct route to death and conversion, and the scenic one. Again note that most of the nanotech undead creature described below have their own method of conversion and infection. This is a guideline for ML's who wish to create their own monstrosities.

If the character is slain fighting one of the undead, the nanites need only 2d6 rounds to multiply inside the victim's body — unless otherwise noted in the monster's description. Once this time has passed, the victim rises as a new creature, of the same type as her killer. All former mutations, abilities, and statistics are gone. The character is irretrievably lost, and no trace of her former personality remains.

If the character survived her battle with the undead, but failed at least one save versus poison (and did not roll a 20 on a later save), she is still infected. Her likely or impending death will take a little longer. The nanites remain within her body, and continue to multiply, but at a much slower rate. This gives her a chance to find medical help capable of purging the nanites from her system.

Every six hours after infection, the victim must make another saving throw, with the same modifiers used when she was initially infected. A failed save means the victim takes CON damage equal to 1d3+(Nanotechnology Strength of the infecting creature). Once the victim's CON reaches zero, she dies. After 1d4 rounds, she rises as a new version of the



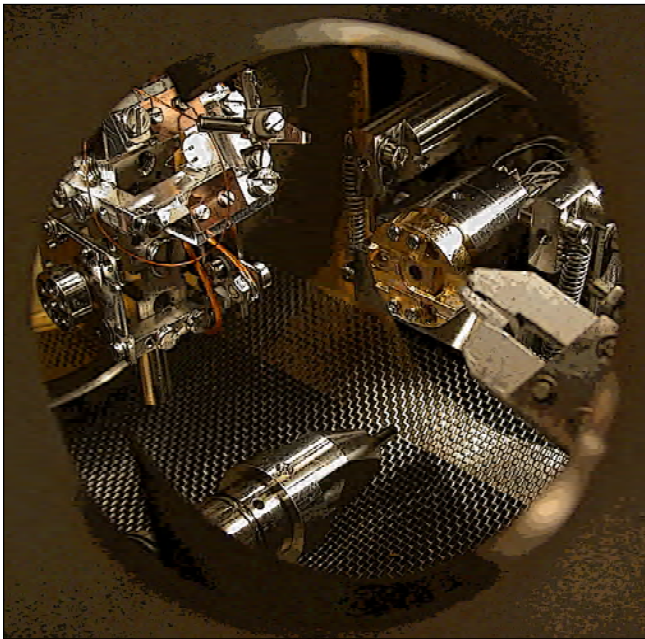
creature that killed her. If the victim is lucky enough to roll a natural 20 on one of these saves, her body's immune system has successfully destroyed the invading nanites, and she is cured. If her CON is high enough that she gets a bonus to poison saving throws, this bonus can be added, trying to get 20 or above. Aside from rolling a 20, the victim's only hope of surviving is to find the treatment mentioned above. Treatment ideas can be found in the previously mentioned Nanotechnology issues of *WftW*, as well as those issues dealing with disease, medical equipment, and drugs (#8, #13, and #33, respectively). Once the nanites are purged, the character's CON returns at her natural healing rate per day.

SECTION 3: WIDER CONTEXT

Numerous types of undead monsters can be found in the post-apocalyptic world and might have been created in a number of ways.

Nanotech Undead Hazards

During final wars, weaponized nanites were delivered in several different ways, some that were almost surgical in their precision, whereas others were wantonly destructive. Bombs and bullets were common, but there were also versions spread in food, put in water supplies, or injected like poisons, etc. Some delivery systems would even aerosol their terrible payloads over wide spaces, not just in a single impact area. Nanites linger long after the wars ended, becoming a residual threat similar to radioactive craters.



Terrain immediately surrounding these impact areas is often infested with nanites (of either form). The radius of contamination is typically 15' per point of nanite strength. For example, consider the impact site of a missile carrying a payload of bone dervish nanites. These have a strength of 3, so the danger zone would have a radius of 45', centered on the point of impact. Anyone traveling through this area without wearing adequate protective gear must make an unmodified saving throw versus poison to avoid becoming infected by the area's strain of undead-creating nanites. Given the modifiers described in the previous section, an unmodified save might seem counterintuitive; remember, that dealt with combat, when being wounded increases the chances of infection. Here, it is not a factor.

If a missile (bomb, aerosol, etc.) loaded with a payload of organic nanites hit an area infested with biting insects, these pests would become carriers, spreading the nanites as they fed on warm-blooded creatures. Because of the insects' mobility, the area of contamination would have a radius of 1.5 miles per point of nanite strength. Anyone traveling through these areas without wearing adequate protective gear must save versus poison with a +3 bonus. A successful save means the character avoids being infected. (As a note: insect vectors can only carry organic nanite strains; something about robotic nanites prevents insects from carrying/transmitting those strains. Unless, of course, the ML deems otherwise.)

Characters who linger in either of these contamination zones must make a saving throw every hour. At the ML's discretion this period can be longer or shorter, depending on things like wind, weather, and/or protection (e.g., clothing/equipment, mutations, or even bug spray for the insect-ridden areas).

Undead Interacting with Other Monsters

Many of the creatures described below have attacks that target a victim's Constitution, but, typically, only NPCs and PCs

have this score. When the undead attack something without this statistic, use the creature's hit dice instead. This should be a rare situation, however; because of their programming, nanotech undead typically only attack humans and humanoid-appearing mutants. Although there are exceptions, undead will not engage other creatures, unless attacked first.

Blood Slime

No. Enc.:	1
Alignment:	Neutral
Movement:	90' (30')
AC:	6
HD:	4-19
Attacks:	1-4 tentacles + special
Damage:	2d8+3 per tentacle + special
Save:	L8-20
Nanotechnology	
Strength:	4
Hoard Class:	Incidental

Before it moves, this monster appears to be a large (10' diameter) pool of deep brown, nearly black liquid. A closer look would reveal the material is actually dark red, but few get that near: blood slime attacks anything approaching within 15'.

The creature surprises on a 1-2 on a d6 and gets one tentacle/attack for every four hit dice it has. Each strike/bash that lands inflicts the listed damage, and forces the target to save versus stun. A failed save means that tentacle adheres and begins to drain the target, automatically doing 2d6 points of damage per round in blood loss.

An attached tentacle can be removed by ripping it away or chopping it off. The first method requires a contested Strength check (STR+1d20, highest result wins), with the slime having a Strength equal to its hit dice plus four; for example, an 8-hit die slime has a STR of 12. The second way requires hitting a tentacle for an amount of damage at least equal to the slime's number of hit dice. For example, to sever the tentacle of a 16-hit die creature, a character must do at least 16 points of damage to the limb. Tentacles have an AC of 3, and any damage done to a tentacle does not count toward the creature's hit point total.

With the drained blood, slime can either heal itself. The creature can either heal 1 hit point of damage for every 2 hit



points it drains, or use the drained blood to increase its size, adding to its hit dice. For every 16 hit points (cumulative) worth of blood the slime drains from its victims, it gains 1 hit die.

When the monster grows to 20-hit dice, it splits off a 4-hit die spawn-slime. This leaves to find its own territory, where it continues the cycle.

Instead of draining blood, a slime occasionally infects a target (10% of the time), transmitting nanites through its tentacles. When a victim fails her save versus poison (see the Transmission section for more information, as well as negative to the victim's saving throw), the nanites start working rapidly, causing 1d4+1 points of Constitution damage per hour. When her CON reaches 0, the victim dies. Her body melts into a puddle of blood and gore, with the bones, organs, and flesh liquefying within 1d4 rounds. The new slime creature has a number of hit dice equal to half the character's CON score.

Blood slime differs slightly from other undead, because it is created by organic nanites. This means it's unaffected by EMP attacks, in addition to the usual immunities to poisons, radiation, and mental mutations that target the mind. On the other hand, it's exceedingly vulnerable to fire or acid, taking double damage from these attacks, and suffering a -4 penalty to any saving throws involving them. Other attacks, such as electricity or melee weapons do normal damage.

Bloody Skeleton

No. Enc.:	2d6
Alignment:	Neutral
Movement:	150' (50')
AC:	4
HD:	6
Attacks:	2 claws, 1 bite
Damage:	1d6 per claw, 1d4
Save:	L8
Nanotechnology	
Strength:	2
Hoard Class:	None

Just one bloody skeleton can doom an entire community, as the nanite-borne plague spreads like August prairie fire. The creatures are covered by crimson or dark brown blood stains, all that remains after the bones ripped themselves free of the original victim, discarding flesh and organs as though they were soiled clothing.

This horrific birth begins as the nanites insinuate themselves throughout the victim's body. His limbs begin moving of their own volition, first tearing off all his clothes and equipment. Then he is forced to bite the flesh from his fingers while still conscious and aware of the pain. When the phalanges are exposed, the victim must watch in helpless



agony as his hands claw open skin and rip away muscle. Only when the trauma and blood loss become too great does the victim finally die.

The removal takes 3d6 rounds, but once all meat is gone (including the eyes), the creature is ready to attack and spread infection through its bite and claws. Survivors of bloody skeleton attacks say the creatures is much faster than other types of nanotech undead, acting as though unencumbered. Perhaps being freed from the flesh gives them greater agility.

If damaged, a skeleton can repair itself using corpses, foregoing one round's worth of attacks to rip the flesh from the dead and pull out their bones. The creature's nanites deconstruct the bone material and use to restore 2d6+4 points of damage. If no corpses are available, the creature cannot use this ability.

The skeletons' open frames give them a damage reduction of 6 versus piercing or slashing attacks (e.g., bullets, arrows, pointy swords, etc.). Bashing weapons or energy attacks are much more effective against these monsters. As usual for the robotic version, the skeleton's nanites are vulnerable to electrical and EMP attacks. If they are attacked by killer nanites, such as **Destroyers**, this initiates nanite combat (see *WfiW* issue #28 for more information).

Banshee

No. Enc.:	1
Alignment:	Neutral
Movement:	210' (70')
AC:	5
HD:	6
Attacks:	1 shriek, 2 claws
Damage:	3d8 plus stun/deafen, 1d6 per claw
Save:	L10
Nanotechnology	
Strength:	4
Hoard Class:	None

Like the monsters of myth, banshee appear as insubstantial humans that float just above the ground. But rather than being composed of spirit, these entities are clouds of self-replicating nanites held in the shape of their hosts at death. Although they can look like either sex, "female" banshees outnumber "males" two to one for some unknown reason. The entities emit a soft blue or green glow and always appear caught by a strong breeze, with rippling clothes and tossing hair.

Banshees immediately attack when they spot a living target, always preferring female targets to males, and children or young adults over others. If there is a cluster of targets, the banshee makes for the group's center and unleashes a hideous shriek. This sonic attack inflicts 3d8 points of damage to any target within a 30' radius. Victims must save versus energy to avoid being stunned for 1d6 rounds, and must save versus death to avoid being deafened for 1d4+2 hours. Banshees can use this power once every three rounds.

After shrieking, banshees "claw" the nearest target (in order of preference). The creature's touch causes damage by draining a target's electrical impulses, effectively sapping life-

force; it does not cause physical wounds by rending flesh. The banshee can heal itself using this energy, restoring up to half the claw damage it inflicted during that round (round down). For example, during its attack a banshee hits with both claws and does 9 points of damage total. If the entity is wounded, it can heal 4 points of damage that round.

This energy also helps banshees recover from "reproducing." When it kills a target, the banshee ignores other characters nearby (unless it is attacked) and spends 1d3 rounds releasing its nanites into the corpse. Each time the banshee does this, it loses 1 HD (and 4 hit points) and suffers accumulating -1 to-hit and damage penalties. The creature's scream is also weakened, dropping by one die type after each conversion (i.e., d8 to d6 to d4 to d2). For example, converting two corpses reduces a banshee by 2 HD (8 hit points) and it inflicts -2 penalties to attack and damage. Its scream damage drops from 3d8 to 3d4.

A banshee can create up to three "children" in a row before it is too weak to continue. Then it must flee, seeking out lone victims to drain and restore its energy. Only by sucking the life from a living being can the banshee remove its penalties and regain its hit dice. For every eight hit points it drains, the banshee regains one lost hit die (4 hit points), one point of to-hit/damage penalties, and one die type for its scream damage.

The organic mass of anyone killed and infected by a banshee is converted into robotic nanites, a process that takes 4d6 hours. Until they can find and kill victims, recently converted banshees only have 3 hit dice and suffer from the same penalties mentioned above (-3 to hit/damage, 3d2 shriek



damage). The new entities retain their pre-death appearance, but they are utterly mindless and have no memory of who they were. However, the nanites do “remember” what their consumed victims originally looked like, even down to a victim’s clothing and equipment. But the entire figure is composed solely of nanites, so the gear from a “killed” banshee cannot be used.

Although banshees seem insubstantial, the nanites composing their bodies cannot penetrate solid walls or floors. However, given even a tiny crack for the nanites to traverse, banshees can seem to pass through solid objects. The nanites are blocked by any type of energy field, though, and a force screen or force field (including personal shields) prevents them from attacking. Because of this restriction and banshees’ energy sensitivity, the entities could (with ML permission) be harmed by force shields or force mutations used in “shield bash” or “bull rush” maneuvers. The damage inflicted would likely be 1d6, plus any bonuses that seem applicable.

A banshee’s nature makes it immune to all physical attacks and things like fire, cold, sound, or radiation. However, it can be harmed by energy weapons and mutations: lasers, etc. The robotic nanites also have the usual vulnerabilities to EMP and electrical attacks.

Bone Dervish

No. Enc.:	1d4
Alignment:	Neutral
Movement:	60' (20')
AC:	2
HD:	10
Attacks:	1d6+1 bashes
Damage:	1d4+2 per bash
Save:	L10
Nanotechnology	
Strength:	3
Hoard Class:	None

From a distance, these monsters look like just a pile of jumbled skeletal remains. But this is deceiving: when a living target moves within 10', the remains erupt into a 5' wide maelstrom of dust and bone animated by colonies of robotic nanites. Then the dervish attacks, slamming victims with scores of bone shards.

Because of the dervish’s whirling, chaotic nature, the ML must roll 1d6+1 each round to randomly determine how many attacks the creature gets. When the dervish hits, each of its subsequent attacks that round gets an accumulating +1 bonus to attack and damage rolls, until the creature misses or it runs out of attacks. In either case, the bonuses reset to zero. For example, in one round of combat a dervish gets four attacks and the first one hits. The creature’s second attack gains a +1 bonus to hit, and will do 1d4+3 damage, if it lands. If this second attack hits, then the third gains a +2 to hit and the damage is 1d4+4, and so on.

Should the dervish roll a natural 20 to hit, its damage increases to 1d6+2 for a base and all subsequent damage/attack bonuses are doubled. This means the next attack roll (if

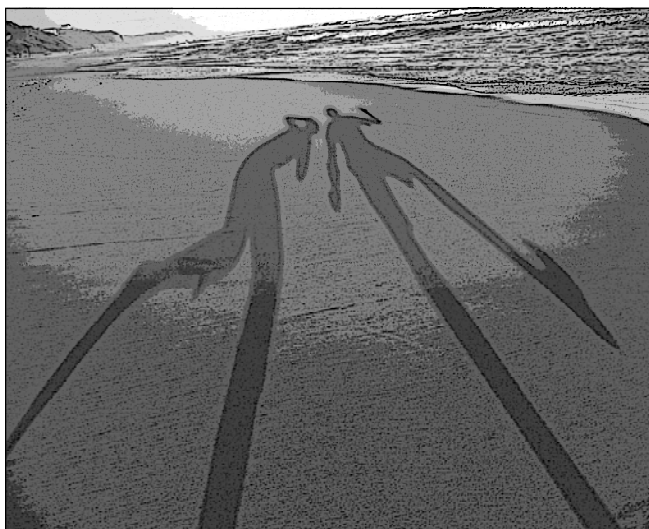


it’s the second in the series) would be +2 (not +1) and the damage 1d6+4; the third would be +4 and the damage would be 1d6+6. Dervishes focus all their attacks on one target at a time; only when the first target dies will the creature move on to a second victim. When this happens, any bonuses gained during the round reset to zero.

A character killed by a dervish is seeded with nanites from the colony. These strip the corpse of flesh in 4d6 hours, leaving a perfectly clean skeleton amid a pile of organic goo, which is disgusting, but harmless. The bones are added to the colony, with each new skeleton giving a dervish three more hit dice. Once a dervish grows to 20+ hit dice, the colony splits into two 10-hit die dervishes. Only four colonies can exist in any one location; any newly-spawned colonies move away from the original pack of four to find their own territories, where they continue the cycle.

The dervish’s incorporeal structure allows it to do things like brush past front-line bruisers/meat shields and attack a party’s soft and creamy middle — if the ML wants. Its insubstantial nature also makes the dervish immune to all projectile weapons, such as arrows, bolts, and even bullets. Cutting and bludgeoning attacks only do half damage. Because they are composed of robotic nanites, dervishes are vulnerable to electrical and EMP attacks. With ML permission, dervishes could be harmed by force shields or force mutations used in “shield bash” or “bull rush” maneuvers. The damage inflicted would likely be 1d6, plus any bonuses that seem applicable.

Unlike banshees, which are also composed of nanite clouds, the dervishes’ nanites exist within and on the creatures’ component bones. Because of this, dervishes cannot seem to pass through walls.



Cold Shadow

No. Enc.:	1
Alignment:	Chaotic
Movement:	150' (50')
AC:	1
HD:	12
Attacks:	4 bashes
Damage:	1d6+3 per bash
Save:	L15
Morale:	8
Nanotechnology	
Strength:	5
Hoard Class:	VII, XIX, XXI

Created before the final wars, these horrifying examples of Ancient science and ingenuity gone wrong were designed not so much as terror weapons, but as nearly-unstoppable assassins. Cold shadows are unlike most other nanotech undead, in that, after death, they retain their intellect — and a personality twisted by the creating technology.

Shadows might be seen as similar to ghosts, or compared to Uploaded Intelligences, but without being contained and constrained by a computer memory. They appear to be a humanoid shadow, having no substance at all. In poor light or shadows, these monsters are invisible and should be treated as though possessing the *control light waves* mutation. Even in full light, shadows are difficult to distinguish, effectively having the *chameleon epidermis* mutation.

Characters trying to touch a shadow will pass straight through the creature, jolted by a deathly-cold electricity. The victim must save versus energy or lose 1d3-1 points of Strength, which returns at the character's regular healing rate per day.

In combat, the creature's blinding speed gives it four attacks per round. Each icy hit forces the target to make a save versus energy or lose STR as described above. As the victim's STR is reduced by 25% increments, his movement is reduced by a like 25%. For example, Tig-3 has a 16 STR, but gets hit for an 8-point (50%) STR loss in one round; his movement rate is also reduced by 50%. A character losing 75% of his STR acts

as though afflicted by the *slow* mutation, and may attack only every other round. Victims reduced to 0 STR cannot move. One round after the target is rendered helpless, the shadow snaps the character's neck, killing him instantly — no matter how many hit points he may have had.

Rarely (1% of the time), a shadow will bathe its kill in its own nanites, giving rise to a new creature. This conversion takes 2d12 hours; once complete, the victim's body is gone, consumed by nanites, leaving only the new shadow. The entity wakes with its intellect and memories intact, and drive to snuff out the living — for the right price.

For all intents and purposes, shadows are immortal. Many of those created before the final wars are still around — scheming, planning, and killing. What drives these beings is left up to the ML. Some might have amassed amazing wealth and technology. Some might rule their own kingdoms. Some embraced their monstrous nature and kill for the sake of killing. Most however, remain killers for hire. After all, these creatures can pass through even the tiniest crack, opening into even the most secure locations, they can command the highest rates.

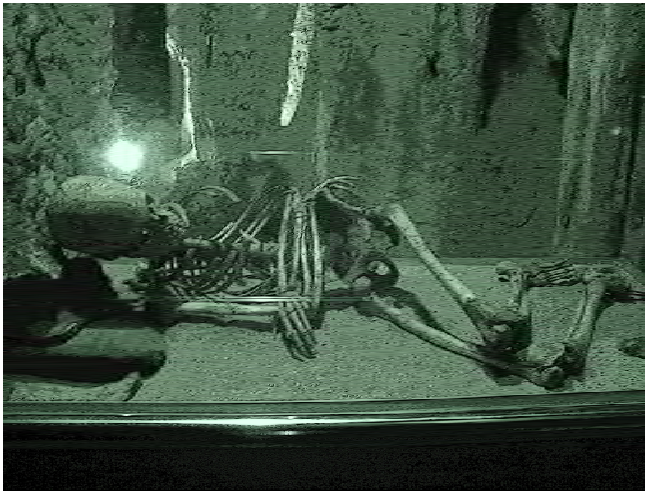
Like other incorporeal undead, shadows are immune to all physical attacks, cold, sound, and radiation. However, they can be harmed by energy weapons and mutations: lasers, etc. The creatures' robotic nanites have the usual vulnerabilities to EMP and electrical attacks. Also, shadows take double damage from fire and heat, suffering a -4 penalty to any saving throws involving these attacks. They are stopped by force fields and personal shields (see WftW issue 22), but are not susceptible to shield bashes.

Dry Bones

No. Enc.:	3d6
Alignment:	Neutral
Movement:	90' (30')
AC:	4
HD:	6
Attacks:	2 claws, 1 bite, special
Damage:	1d6 per claw, 1d4 per bite, special
Save:	L6
Nanotechnology	
Strength:	2
Hoard Class:	Incidental

During the final wars, these horrors sought out and reanimated skeletons of the long-dead. The nanites burrowed into graveyards, used the surrounding earth to multiply, and then stirred the bones to un-life. The skeletons clawing their way to the surface appeared dry, dusty, and wholly intact.

Dry bones prefer to ambush prey, lying in wait amid ruins or wreckage, appearing to be long-dead casualties of some ancient catastrophe. A complete lack of moisture within 30' of the creatures is the only clue that something is horribly wrong. Nanites animating the dry bones use hydrogen as a reproductive catalyst and energy source, drawing moisture from the surrounding area and "cracking" the molecules. Living creatures (including plants and replicants) entering this zone



must immediately save versus death or take 1d3 points of CON damage, as the dry bones leech fluids from the characters. Targets remaining in the area of effect must repeat their save every 4 rounds to avoid losing more CON. If multiple dry bones are close together, only one uses its draining power. The others are not harmed by the drain, but it does prevent them from using their own.

When a victim approaches within 10' feet, the dry bones leap to strike, surprising 50% of the time. With surprise a dry bones gets +2 bonuses to all attack and damage rolls during the first round only. The creatures claw and bite, attacks made more deadly by draining blood: each round that a character is hit by a dry bones, he must save versus death to avoid taking an additional 1d6+2 points of damage from blood loss. Characters vulnerable to dryness (such as aquatic-based life) suffer a -4 penalty to this saving throw; failure means these victims take double damage (2d6+4) and lose 1d3+1 points of CON. If they survive the encounter, their CON damage returns at the individual's normal rate of healing per day.

Like bloody skeletons, the dry bones' open frames give them a damage reduction of 6 versus piercing or slashing attacks (e.g., bullets, arrows, pointy swords, etc.). Bashing weapons or energy attacks are much better choices and inflict normal damage. The creatures' robotic nanites are vulnerable to electrical and EMP attacks; exposing them to killer nanites, such as **Destroyers**, initiates nanite combat (see *WftW* issue #28 for more information). Unlike bloody skeletons, dry bones do not have the ability to recover damage by using bone material from corpses.

The creatures reproduce by killing and draining the corpses into husks, then reanimating the remains. But they can also reanimate the dead from graveyards, old battlegrounds, or other devastated areas with human or near-human corpses. Reanimation takes 4d12 hours, sometimes less if there is a great deal of moisture in the area. A dry bones may only reanimate one skeleton at a time, but can do this 1d4 times in a row, before needing to "recharge" its nanites, which takes 14 days. Because of this, entire sections of some ruined cities are filled with these creatures. Although the nanites were programmed to convert human skeletons, a ML could also have non-human dry bones, if she wants.

Flesh Collectors

No. Enc.:	1d3
Alignment:	Neutral
Movement:	90' (30')
AC:	3
HD:	12
Attacks:	1d4+2 punches, 1 (+1d2) bites
Damage:	1d6+3 + special per punch, 2d4+4 per bite
Save:	L12
Nanotechnology	
Strength:	3
Hoard Class:	Incidental

When these nanites were originally created, they were beneficial, designed to treat the most traumatic battlefield injuries. At some point, a few strains were intentionally corrupted, reengineered into terror weapons. The nanites now rapidly graft dead tissue, allowing flesh collectors to rip off their victims' limbs and fuse them to their own bodies, creating multi-armed, multi-headed, Frankensteinian corpse monsters.

After a kill, flesh collectors use their victims to either repair themselves or add limbs. By removing portions of the dead, these creatures can replace their own damaged parts. For each hit die or 2 points of CON the victim had, a flesh collector can heal 1d6 points of damage. For example, either a monster with 7 hit dice or a character with a 14 CON allows the flesh collector to repair up to 7d6 points of damage, but not beyond its original hit point total.

A fully-healed creature instead removes a victim's arms and grafts them to its own body, adding new ones or replacing damaged/destroyed limbs (see *WftW* #11 for rules on targeting specific body parts). When one of these creatures is first encountered, the ML must roll 1d4+2 to determine how many arms/punch attacks it has. Also, a percentile roll is needed: 50% of these monsters have an additional 1d2 heads attached to their bodies, and each can bite. Once it has six arms, the flesh collector starts removing heads from its victims and grafting those on, until it has three (including the original). A grafting session takes 1d4 hours, no matter how many limbs are being attached. The new parts can be used immediately after this period is complete.

When it has secured a full complement of limbs, the creature looks to reproduce, hunting for human victims to infect — not kill outright — transferring nanites through its bite. To resist the infection, a victim must save versus poison, with the saving throw modified by the amount of damage inflicted, as described in the **Transmission** section above. When a flesh collector is taking limbs, it concentrates on one target at a time until the victim is dead; however, when it attacks to reproduce, the flesh collector does not care if there are dozens of potential victims nearby, or just one: it bites and bites trying to infect as many victims as possible during a round. And then it flees, letting the infection do the killing.

Conversion into a flesh collector begins as soon as the victim fails his save, and the nanites enter his bloodstream. It follows the process described in the rules, except for one

difference: the nanites immediately infest his brain. Within 2d12 hours, they wipe the cerebral cortex clean, eliminating any trace of the victim's memory, personality, or conscious thought. Mechanically, the victim loses 1d3 point of Intelligence every hour, until reaching 0. Should the victim somehow be cured of the nanite infestation, the lost INT points return at the character's natural rate of healing per day.

Physically, the character undergoes a vast transformation during the conversion. Once he's dead, the nanites spread

throughout the victim's body, increasing his muscular and skeletal density, making the creature terrifically strong and giving it a layer of protective dermal plates. The creature's knuckles are also transformed, into jagged bony spikes that inflict horrible, bleeding wounds. Any character punched by a flesh collector automatically loses an additional 1d3 hit points per round, per wound from blood loss. For example, a victim punched four times loses 4d3 hit points per round until either the wounds have been bandaged (requiring 1 round per wound), he takes a curative drug, or he uses a medical device that heals damage. Mutants with *regenerative capability* are immune to this effect.

While pure humans are a flesh collector's intended targets, the nanites can also infect mutant humans — but not other creatures, such as mutant animals. If the ML wanted her monsters to be even more monstrous (and incredibly dangerous), she could decide that they had collected and can use limbs possessing physical mutations useful for combat. These might include: *toxic weapons*, *aberrant form (natural weapon)*, *increased physical attributes*, etc.



Floating Torso

No. Enc.:	2d4
Alignment:	Neutral
Movement:	180' (60')
AC:	3
HD:	6
Attacks:	2 claws, 1 bite
Damage:	1d6 per claw, 1d4 per bite
Save:	L8
Nanotechnology	
Strength:	2
Hoard Class:	None

Clearly the product of a deranged mind, these monsters rip off their own skins like Bloody Skeletons during their conversions, but go further, with the torso tearing its spine free from the pelvis. The nanites responsible for creating these horrors imbue their bones with millions of tiny repulsor units, which allow a torso to hover 2-3' off the ground, and move marginally faster than other types of skeletons.

Once every three rounds, the torso can project an energy pulse that triggers the flight or flight mechanism of everyone within 30'. Those who fail to save versus energy immediately flee the area, moving at their top speed for 3d4 rounds. The floating torso will not chase these targets, unless there are no others to attack. Those characters who fail the save but cannot flee erupt in a berserker rage. They attack with either melee



weapons or their hands, gaining +2 bonuses to attack and damage. But they also suffer a 2-point penalty to AC and lose any AC bonus from having a high Dexterity. The rage lasts for 3d4 rounds; if the floating torso is destroyed before this time elapses, and there are no other enemies in sight, the berserker attacks her allies, unless she can save versus death.

Floating torsos are especially vulnerable to EMPs: even if the pulse does not destroy them outright, they lose the ability to hover and fall to the ground. A crashed torso's movement rate is reduced to 30' (10') for 2d4 hours, as the monster drags itself along the ground. Once the nanites have replaced the lost members of their colony, the creature rises again.

Ghost

No. Enc.:	1d6
Alignment:	Neutral
Movement:	90' (30')
AC:	5
HD:	7
Attacks:	2 touches, or life drain, or energy drain
Damage:	1d8 per touch, or special
Save:	L7
Nanotechnology	
Strength:	5
Hoard Class:	Incidental

Like banshees, ghosts are created by a strain of weaponized, self-replicating nanites that was engineered to cause fear. During the day, or in bright light, the creatures are invisible; treat the diaphanous entities as though they have the *chameleon epidermis* mutation. At night or in dark places, however, the ghosts' faint blue luminescence is easy to see.

In combat, the creatures either shock or drain. A ghost inflicts 1d8 points of electrical damage with each successful touch attack, usually focusing on a single target until it is dead. For attacking multiple targets or those at longer range, ghosts can use a less potent form of the *vampiric field* mutation, which does 1d4 points of damage to all living creatures within 15'. With this stolen life energy a ghost can immediately repair damage it has taken, on a 2-for-1 basis. For example, after draining 12 hit points from victims, the ghost can restore 6 of its hit points. Drained energy cannot be stored, so it dissipates into the environment when the creature is fully healed.

Ghosts can also target energy cells, disrupting and damaging the items, releasing their stored power. When the creature uses this attack, every energy storage device (even minifusion cells and radioactive batteries) within 10' is automatically drained dry. Each cell may save versus energy to avoid taking 1d3+1 condition levels of damage (see *WftW* issue #1 for more information). This attack can be done separately from the life-energy drain, or at the same time, and it only harms the energy cells, not the items they power (i.e., weapons and equipment). Ghosts cannot use this energy drain to heal themselves; it's more like shorting out the power cells. Robots and androids hit by this attack take 3d6+5 points of



damage.

Ghosts mostly (90% of the time) try to kill any living creature they encounter. However, 10% of the time, the entities aim spread their nanites in order to reproduce. After being touched, the human or near-human target must save versus poison to avoid infection. If the victim fails, he quickly succumbs to the nanites, which then destroy his body and convert it into a nanite cloud that retains his appearance at the moment of death — even his gear. This process takes 1d12 hours; once complete, the former victim is now a fully-functional monster. The destruction is complete and irreversible: the victim cannot be brought back to life by any means, and retains no memory of his living self.

There are two types of ghosts: those with a fixed territory and those that roam freely. When a character is killed and converted, he has a 50/50 chance of becoming one type or the other. Ghosts with fixed territories effectively “haunt” a 500' radius area centered on the point of their death. If this territory is known, characters can easily avoid the area and the ghosts' ranged attacks. Free-roaming ghosts are more dangerous, specifically because they lack this restraining boundary and may hunt throughout the world.

Ghosts are largely insubstantial, making them immune to all physical attacks. Their military-grade robotic nanites are hardened against EMPs, and the ghosts' high-energy nature makes them invulnerable to electrical attacks. Although immune to fire, cold, sound, and radiation, ghosts can be damaged by energy weapons and mutations (e.g., lasers), but still have a DR of 5 points against these attacks.

The nanite clouds cannot pass through walls or floors. However, given even a tiny crack, the entities can appear to flow through solid objects. The nanites are blocked by any type of energy field, though, and a force screen or force field (including personal shields) prevents them from attacking. Because of this restriction and banshees' energy sensitivity,

the entities could (with ML permission) be harmed by force shields or force mutations used in “shield bash” or “bull rush” maneuvers. The damage inflicted would likely be 1d6, plus any bonuses that seem applicable.

Ghoul

No. Enc.:	4d4
Alignment:	Chaotic
Movement:	120' (40')
AC:	2
HD:	5
Attacks:	2 bites, 2 claws
Damage:	2d4+2 per bite, 1d4+1 per claw
Save:	L5
Nanotechnology	
Strength:	1
Hoard Class:	Incidental

Those creating nanotech undead often mined mythology and legend for ideas. Ghouls were a slightly different case, as some wasteland scholars believe the creatures were inspired by role-playing games and online virtual reality worlds that existed before the fall. However they were dreamed up, these creatures are the stuff of nightmares.

After death, these human corpses were reawakened by organic nanites and corrupted into *things* with an insatiable hunger for blood and flesh. Ghouls are hairless, emaciated humanoids with dark grey, nearly black skin. Their ears are long and pointed, their eyes are twice the size of a human's, and their noses have rotted away, exposing the sinuses. The ghouls' human teeth were replaced with a double row of backward-pointing, shark-like teeth. The creatures do not use clothing, as it hampers their speed and unnatural agility.

Ghouls are cunning nocturnal hunters that prey only on pure humans or human-appearing mutants. Characters with obvious physical mutations, mutant animals, and even Exotics do not become food or new ghouls; these are just killed and left to rot. So they can be near plentiful hunting grounds, ghouls lurk on the outskirts of large communities or lair in neighboring ruins. They rely on stealth, excellent tracking abilities, and wolf-pack tactics to stalk prey, but also use knowledge of their home terrain to set ambushes and rig basic traps.

In combat, ghouls try to isolate and attack the weakest targets first. Should a ghoul be severely wounded, it withdraws to let stronger and uninjured packmates wade in. Their great speed allows ghouls to rake with both claws and also bite twice in one round. Ghoul nanites break down the consumed flesh, healing damage the creatures may have suffered. For every two points of bite damage a creature does during one round, it can heal one hit point. For example, a ghoul that bites for 11 total points of damage in one round can heal itself for 5 points of damage in the same round. This must be done immediately, or the healing opportunity is lost.

Ghouls attempt to reproduce, rather than merely eating victims, only if their pack size drops below 16 individuals. They spread their nanites only through their bite, not their



claws. Any victim bitten must save versus poison and use the **Transmission** modifiers to avoid initial contamination as normal, but the remaining ghoul infection process is slightly different from other undead. Every day, an infected victim loses 1d4+1 points of Constitution; once she reaches a -1 CON, she dies. During this time, however, she can still be saved by getting medical help or finding a way to clean the organic nanites from her body.

Anyone dying from the infection reanimates in 2d3 days. The new creature's wounds are healed, its body is transformed, and any remnants of its former personality or memories have been destroyed. The new ghoul loses any obvious outward mutations (such as extra limbs) during the conversion, but less obvious powers (such as *increased physical attributes* and some toxic weapons) are retained and still usable. This could be quite a surprise for any would-be exterminators who run into these atypical ghouls. Wasteland scholars are uncertain why only certain mutations disappear; some believe the original nanite designers wanted their creations to have a physical uniformity. Others just shake their heads at the Ancients' inscrutable whims.

Unlike many other undead, ghouls are created by the rarer, virus-like organic nanites. Perhaps this is why the creatures are weaker than other undead. They are vulnerable to most kinds of weapons, and cannot tolerate sunlight: any exposure to ultraviolet radiation inflicts 1d6 points of damage per round.

Insidious

No. Enc.: 1
Alignment: Neutral
Movement: 90' (30')
AC: 6
HD: 10
Attacks: 1 bite, two claws

Damage: 2d6+3 per bite, 1d6 per claw
Save: L15
Nanotechnology
Strength: 4
Hoard Class: I, II, IV, VII

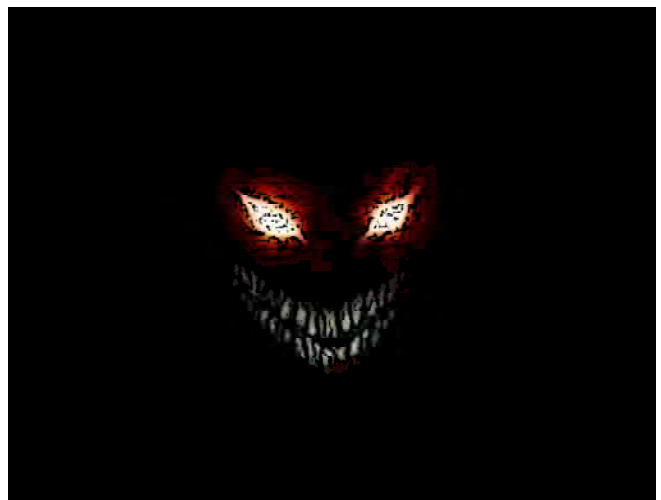
These undead are aptly named, for they hide in plain sight and seem to be alive. An insidious might eat, drink, laugh, retain all of his personality, and continue to live his life as though he had never been killed. However, when night comes, he changes into a monster.

Ten minutes after the insidious falls asleep, the transformation begins. Within one round, his hands grow long, sharp claws; his neck elongates and his eyes become red pinpricks; his mouth nearly doubles in size, sprouting a double row of needle-like teeth; and his flesh turns obsidian black, effectively giving him the *chameleon epidermis* mutation. Then he rises and steals off into the darkness.

Oddly, despite being monsters, these creatures never, ever harm direct family. Mated insidious inject their spouses with a harmless sleeping poison delivered through a fine gauge, mosquito-like proboscis that extends from under the tongue. This drug is instantly effective and ensures the target does not wake for eight hours. No saving throw is required, because the compound is not harmful.

The insidious attacks for two different reasons, with two different preferred targets. The first mission is to spread terror. Here, the monster targets individuals — not to kill them, but to infect them. Once the insidious leaves home, he travels to the outskirts of his community, sneaking into houses to attack the sleeping or ambushing travelers on the roads. Because of their stealth and coloration, the creatures surprise targets 50% of the time; when they do, the insidious use all their attacks. The monster only attacks until the victim is gravely wounded (losing up to 75% of his total hit points). If the fight goes badly, the insidious tries to flee, but if cornered, it will fight to the death.

In its drive to infect, the insidious is an unusual carrier, because it spreads nanites for many different undead species. Once a victim is infected, roll on the **Insidious Infection Table** to determine what kind of undead it will become.



Insidious Infection Table

Roll d20	Resulting Undead Type
1-2	Banshee
3-8	Bloody Skeleton
9	Flesh Collector
10-13	Floating Torso
14	Juggernaut
15-18	Walking Dead
19-20	Young

Occasionally, the insidious will venture from his home community and travel to another one nearby, to fulfill its second mission: reproduction. There, the creature tries to find a loner or someone with a small family. Insidious prefer a mated target, because these victims tend to around much less suspicion than a lone drifter. The creature attacks with the same tactics described above, but only infects the victim with insidious nanites. Transforming into an insidious takes 1d3 days, a process so gradual and subtle that a victim will not know what's happening unless she is carefully monitored or subjected to medical tests.

Insidious have most general undead characteristics and weaknesses. They are immune to poison, radiation, and mental attacks, but can be damaged by acid, fire, electricity, energy weapons, explosions, and melee attacks. However, unlike other undead that heal themselves, these creatures do not need matter from their victims to repair the damage. Instead, insidious nanites restore 1d6+6 points of damage per round, ensuring that even the worst wounds disappear before the insidious reaches home. Once returned, the creatures revert to their normal form, slip into bed, and awakened refreshed, with no memory of what transpired during their nightly foray. If the creature is killed (i.e., drops below 0 hit points), it's "dead, dead" and will not regenerate further.

Juggernaut

No. Enc.: 1
 Alignment: Neutral
 Movement: 90' (30')
 AC: 2
 HD: 20
 Attacks: 2 bashes, 2 kicks; special (grab), special (bite)
 Damage: see table below; (1d12 grab), (1d4 bite)



Save: L20
 Nanotechnology Strength: 5
 Hoard Class: Incidental

These organic "bunker busters" are massive, thickly muscled, and stand about 10' feet tall. Their bodies have a "Frankenstein" appearance, as though stitched together. The skin is mottled, with patches of different shades; some bits with hair, some without; some old and wrinkled, others smooth. The head is the size of a normal humanoid's, making it disproportionately small for such a huge body. This may give the creature a comical appearance, but what it can do is far from funny.

In combat, the creature can inflict horrible damage, punching twice and kicking twice each round. Note that only

Juggernaut Size Table

Hit Dice	Bash Damage	Kick Damage	AC	Damage Reduction
5-8	1d6	2d6	6	None
9-12	1d8	2d8	5	25%
13-14	1d10	2d10	5	50%
15-16	1d12	2d12	4	50%
17-18	1d12+1d6	2d12+1d6	4	75%
19	1d12+2d6	2d12+2d6	3	75%
20	1d12+3d6	2d12+3d6	2	100%

* Stage when creature gets the special reproductive bite attack.

** Stage when the creature can bash through walls.

the largest creatures have the nanite-hardened, reinforced physical structure necessary to pound through walls, and are capable of biting.

Given enough time, the creatures can also pound through walls — even metal or alloy. Each successful blow, whether bash or kick, has a cumulative 10% chance of breaking through; so, if a juggernaut hits with all four attack in one round, the creature has a 40% chance of smashing through a barrier. This continues across rounds, so, by the end of three rounds with successful attacks, the creature *will* breach a barrier. Depending on the type and thickness of the wall material used, the ML should increase or decrease the chance of breaching. For example, it could take hours to smash through a wall 3' thick, metal wall — but it would happen eventually. A plywood wall would not even stand up to a single blow. See Wisdom from the Wastelands issue 1 for information on material hit points and thickness.

After a monster reaches 20 hit dice, it begins to infect humans with the nanites. When it finds a group of humans, the juggernaut aims to kill all but one or two. Then it tries to grab the survivor(s), which requires an attack roll and does 1d12 points of damage (because the creature is pulling its attack). Then it bite its victim, which also requires an attack roll, but only does 1d4 points of damage. The victim must save versus poison or become infected with nanites.

The nanites cause 1d3 points of Constitution damage per hour until the victim reaches 0, when he dies. The victim later rises as a 5 hit die monster, with reduced physical attacks and no bite. At 13-14 Hit Dice, the creature finally is able to bite. As it beats other creatures to death, the monster gradually increases in size and power: a juggernaut strips its victims' skin and muscle, and its nanites meld this material to the monster's body, giving the creature its patchwork appearance. The juggernaut gains 1 hit die for every 10 points of the victim's Strength, as the nanites harden and reinforce the monster's skin, muscle, and skeleton. The **Juggernaut Size Table** describes the creature's attack damage, AC, and damage reduction as its hit dice increase.

The damage reduction is against physical damage: melee weapons, missile weapons, bullets, falls, etc. Once the creature is large enough, it becomes completely immune to all physical damage. All juggernauts are immune to radiation, poison and many types of toxins (as long as the toxin is not acid-based). They do take damage from energy weapons, explosions, fire, acid, and electricity.

Other undead often hang around Juggernauts, using these monsters as breaching machines. The large monsters open places and expose victims the weaker undead could not get at and infect.

Krawler

No. Enc.: 1d4
Alignment: Neutral
Movement: 30' (10')
AC: 4
HD: 1
Attacks: 1 bash

Damage: 1d3+1 damage
Save: L1
Nanotechnology
Strength: 1
Hoard Class: Incidental

Before the final wars came to an end, the ancients enjoyed marvels of medical technology which many living in the ruins consider to be nothing short of magic. One of the greatest advances was the ability to grow limbs and organs in order to replace those lost due to disease and accident.

The terrorist organizations responsible for many of the nanotech undead horrors unleashed during the turbulent final years managed to infest these production laboratories with nanites. At first the limbs, organs and so forth seemed to be perfectly healthy and normal, but after 1d6 days after implantation, the true terror of these insidious nanites appeared. The original victims of the infected replacements became one of the many different types of undead (roll on the Puffer infection table, below). The limbs and organs would then detach from the body and through the strange and horrid programming, seek out other creatures to infest.

In the ruined world, these creatures are still a very real danger, and they are drawn to areas of battle, or travel through the sewers and underground passages in communities, looking for hospitals, medical clinics or even places where the wounded go for treatment.

These creatures will then wait in the darkness, hidden from sight until a patient has fallen asleep. At this time the creature will attack. First it will slather the victim with an anesthetic slime, which will deaden the nerves and prevent the victim from waking due to the pain the next step in the creature's attack will inflict. The victim is allowed a saving throw versus poison, and if it succeeds, then the victim will feel the pain from the next stage.

The creature will then exude an acid, which will inflict 2d6 points of damage per round. This acid will burn through a limb, severing it after inflicting 10% of the creature's original hit-points. Once the limb has been severed, the creature will





then attach itself to the host. It will require 1d6 minutes for the limb to change shape, size, and coloration and so on so it perfectly matches the original. The acid will burn away the original limb, leaving nothing more than a slimy residue, which is typically hidden by the creature.

For creatures which have suffered significant trauma, leaving large openings in the body, the organ version will simply invade through an open wound and settle into the hosts body.

For 1d6 days, the limb will function perfectly normally, and the organ inside the body will remain un-noticed. After this time period has passed, the limb will suddenly grow jagged, yellow claws or spurs of bone. These claws and bone-spurs will glisten wetly, covered in nanites, ready to infest anything they can attack.

Those infected with the organs must immediately save versus poison with a -5 to the saving throw or be killed. Unlike the appendages below, these victims will lose all their internal organs, which will leave through any orifice available. The remaining husk then becomes a Puffer.

The host is allowed a saving throw versus death and if it fails, the victim will become completely under control of the nanites infesting the limb and they will go attack all targets they can locate in order to infect them with the nanites. This will last only 1d4 turns, at which point the host is able to regain control of the limb and they will be forced to hack it off — if they wish to survive. At this point the victim must make a saving throw versus poison with a penalty of -5 or become infested with the nanites. Once the nanites kill the victim, the organs and appendages will rip free of the body in order to seek out others to infect, leaving behind a horribly mutilated corpse.

Lightning Walker

No. Enc.: 2d8
 Alignment: Neutral
 Movement: 60' (20')
 AC: 7
 HD: 4
 Attacks: 2 claws, and 1 bite

Damage: 1d6 plus 1d6 electrical damage per claw,
 1d4 plus 1d6 electrical per bite
 Save: L4
 Nanotechnology
 Strength: 2
 Hoard Class: Incidental

This type of nanite undead is a bit of a contradiction. Most nanite undead are quite susceptible to the effects of electrical attacks, particularly EMP, but the nanites infesting these unfortunate souls are organic nanites, and have undergone a type of tinkering which makes them far heartier than most other types of nanites.

The unfortunate victims appear to be the typical Walking Dead creatures, except they have a bright blue halo surrounding them. Otherwise, they appear as desiccated corpses, shambling along in search of victims to infect.

This aforementioned halo is even noticeable during the daylight hours, although it can give the creatures a hazy appearance, making it more difficult to hit them during the daytime. Anyone attacking the creatures during the daytime will suffer a -1 to all melee attacks and a -2 to ranged attacks. During night or darkness, the halo provides a 30 light radius around the creatures, and anyone attacking the creatures does not suffer the penalty they have during daylight.

For combat, the creatures will attack any living target they encounter. Each punch and bite has a chance to infect the target with the nanites, but to add insult to injury; the creatures will inflict additional damage due to the electrical field they possess. Any creature attempting to hit these undead will likewise automatically suffer 1d6 points of electrical damage when using melee or natural attacks. Furthermore these creatures are likewise immune to the effects of electrical-based attacks and weapons, including EMP.

Most believe the easiest way to deal with these types of creatures is to attack at a range. This is a solid, sound tactic, except for two factors. The creatures are capable of generating a powerful electrical “bolt” of electricity which they can target anything in their line of sight up to 250 feet from where they stand. This is a ranged attack and will inflict 3d6 points of



electrical damage, and they can use this ability once every three turns. The second is they can generate a lesser bolt of electrical energy, but one which can be far more devastating to anyone carrying electrical artifacts or items. This is still considered a ranged attack, and it will inflict only 1d6 points of electrical energy, but any items carried by the target must save versus energy or suffer 1d3 points of condition level damage! It can use this ability once every three rounds.

There are two types of nanites infesting these undead. The first type is the regular organic nanites, which will turn victims into Walking Dead. The second type is the Lightning Walker version, which will cause the victims to rise as a new Lightning Walker. The ratio is approximately 75% Walking Dead to 25% Lightning Walker.

These undead will always stop and spend at least 1d6 rounds digging into the corpses of any recently killed creature in order to infest it with the nanites. Creatures which are already deceased will have only a 20% chance of becoming either Walking Dead or this particular type of nanotech undead.

Nanospider

No. Enc.:	1d3
Alignment:	Neutral
Movement:	120' (40')
AC:	4
HD:	7
Attacks:	1 bite and two bashes
Damage:	1d6 plus poison, 1d8/1d8
Save:	L7
Nanotechnology	
Strength:	4
Hoard Class:	None

This particular brand of creature has only shown up in the wastelands over the past ten or twenty years. It is suspected that some technologically savvy individual or group managed to get hold of blank nanotech and a programmer in order to create these terrors.

They are gargantuan spiders; typically about six feet in diameter and weigh in excess of 100 pounds. For all intent and purpose appear to be living, breathing arachnids, but this is not the case. The spiders are in fact the animated corpses of mutant spiders, having been given machine life in order to spread terror. As a result, there is a flat 25% chance that each spider encountered will possess additional 1d3 physical mutations, which are determined by the ML before the encounter takes place. One strange aspect to the spiders is if anyone examines the corpses after they have been dispatched, they will always find what looks like a white bio-hazard symbol overlying a human skull somewhere on the body, typically on the bottom of the abdomen. No one can speculate to the reason this is the case.

For the most part, the spiders live as they had in the past. They weave huge webs in ruins, underground, and in dense forests. The webs are used to trap the unwary — as they are usually hidden in very dark recesses or covered in natural foliage to keep them from being seen. Anyone caught in the



webs can attempt to extricate themselves through a Strength check, rolling a d20 and adding their Strength total to the roll and comparing it to the web. The webbing has Strength of 16 for this purpose.

Anyone touching the webbing is automatically attacked by organic nanites and there is the usual chance of becoming infected. Anyone infected with these nanites and is killed rise as the Walking Dead — this includes animals.

In order to ensure the continuation of the species, these creatures will travel and actively seek out other spiders in order to infest them. Sometimes they will ignore perfectly healthy spiders and instead search for the egg clusters and infect the eggs with the nanites. They will not harm the growing young, but instead will wait until the spiders have reached full maturity before killing them and turning them into spreaders of the nanite horror.

When engaging in combat, the spiders will smash targets with two of their heavy forelimbs, and they will also attempt to bite. The bash from the forelimbs will not spread the nanite infestation, but being bit will have a chance of doing so, and it will also subject the target to class five poison as well. More often than not the spiders will attack targets, inflicting damage on each target, reducing it to at least half of the targets original hit points. Then for no reason, the spiders will typically retreat. Their entire purpose is to spread the Walking Dead virus among the living.

Often when encountered deep in the ruins, the spiders will have a hoard of 2d12 Walking Dead spread throughout their lairs, victims of the virus they spread forever guarding the spiders and making it difficult for anyone to make it through the maze unscathed.



Necro

No. Enc.:	1
Alignment:	Chaotic
Movement:	90' (30')
AC:	Based on Armor
HD:	12
Attacks:	By weapon type or bite
Damage:	By weapon type or 1d4
Save:	L12
Morale:	10
Nanotechnology	
Strength:	5
Hoard Class:	Always 1d2 high tech weapons, 1 high tech melee weapon, 1d3 types of grenades, 1 suit of high tech armor or 20% of 1 suit of EMA armor. VIII (75%, 2d4 of any artifacts), V, X, XII

There is no way for one to differentiate these spreaders of the nanotech undead horror from any other Pure Humans. In fact, other than being infected with the nanites to create the nanite-infested terrors, they are just regular humans. They are always well armed and armored, and despite this they are pure loners. They have for the most part, full control over their faculties, but when corpses or the opportunity to infect another individual presents itself, the nanites will take over and force the person to attack and infect.

When they come across a corpse, they will bite it. This will infect the corpse with either the nanite version of the Bone dervishes, Dry Bones, or Walking Dead plague. The nanites will infest and create these creatures.

If this individual happens to come across a lone human or mutant, the nanites will force it to attack and bite the target. Often these infected will carry stun weapons in order to make the process all that easier. They will infect victims as such with the Bloody Bones, Ghoul or Walking Dead versions of this plague. One in ten times the nanites will infest the target, creating another Necro.

On the off chance these individuals encounter groups, they will do their best to join the group. Doing so will give

them a chance to attack and infect those they are travelling together with the three versions of the nanites mentioned above. After they have successfully infected at least one target, they will then sneak off in the night. If they are discovered, they will do everything in their power to take down the opposition without killing them — that way they can infect them with the nanites.

There are those who try to fight the control of the nanites, and as such every time they encounter a single individual, they are allowed a saving throw to resist attacking. Each time the individual saves, the next save gains a -1, and it accumulates until they have no choice but to attack. There are even those who attempt to commit suicide to prevent them from attacking others. The nanites are fully capable of repairing any damage short of total destruction of the body. The creatures gain 5 points of regeneration per round. This will heal all but thermal and acid-based damage.

If they are struck by EMP weapons and the nanites are destroyed as a result, they are now free of the control of the insidious machines and can go about their lives — but the few who do find this relief often end up destroying themselves; having the memories of the lives they were personally responsible for destroying.

Psionic Shambler

No. Enc.:	1d4
Alignment:	Neutral
Movement:	60' (20')
AC:	5
HD:	8
Attacks:	2 claws, 1 bite, and 1 mental mutation (see below)
Damage:	1d6 per claw, 2d4 per bite, and special
Save:	L12
Nanotechnology	
Strength:	3
Hoard Class:	Incidental

Only recently encountered in the wastelands, shamblers may have been created to battle the many mutants with powerful psionic abilities. Physically, the creatures look like zombies: their gait, slow and erratic, prompted their name; their eyes, a strange electric blue, burn with malign intelligence; and their dry, desiccated flesh pulls back ruined lips to reveal blackened gums and the sharp teeth of a hunter.

There are two real differences separating shamblers from the walking dead. First are their mental mutations: all have *mental barrier* and *mind thrust*. There is also a 35% chance each monster has 1d3 additional non-drawback mental mutations, randomly determined by the ML. Second, shamblers sense which opponents within 90' have mental mutations and always attack them first, closing like regular zombies, to claw and bite for the initial round. After the first round, the psionic shambler continues with its three physical attacks, but also adds a mental attack, starting with its most powerful mutation.

Once all targets are dead, shamblers may start to feast on the brains — and possibly more. For each of a victim's mental



mutations, roll percentile dice; there is a 10% chance the shambler gains that ability after eating the brain. It takes 4d12 hours for the nanites to transfer the mutation and restructure the monster's brain, but once this time is up, the shambler can immediately use the ability.

After the brain has been finished off, the creature might consume part, or all of the victim. A shambler's nanites use this material to repair battle damage, healing 1d6 hit points for every hit die or two points of Constitution the victim had. Shamblers do not often do this, because the nanite programming prioritizes infection spread over repair.

The monsters spread their nanite strain through both claw and bite attacks. Infected characters begin wasting away, suffering 1d4+2 points of Constitution damage per day. Upon reaching 0 CON, they die and reanimate in 1d4 hours. If the character was pure human, or a mutant with only physical mutations, he rises as a walking dead (with no mutations). If the victim has mental mutations, he rises as a psionic shambler. The new creature retains any mental mutations possessed while alive, but loses any physical mutations. Strangely, unlike the Walking Dead, these nanites only reanimate humans or humanoids, not animals.

Shamblers have all the resistances and vulnerabilities characteristic of corporeal undead, with immunity to poison, radiation, and mental mutations that affect a target's mind. The creatures are affected by fire, acid, electricity/EMP attacks, and melee weapons.

Puffer

No. Enc.:	2d6
Alignment:	Neutral
Movement:	60' (20')
AC:	6
HD:	12
Attacks:	2 bashes, 1 bite
Damage:	1d6 per bash, 2d4+2 per bite
Save:	L12
Nanotechnology	
Strength:	3
Hoard Class:	Incidental

At first glance, these creatures do not seem much of a threat: putrefying corpses left to darken and bloat in the sun, their clothes ripped open by the expansion, exposing grey-green, puffy flesh. But puffers move, shuffling and tottering like the walking dead, looking for victims to feed upon. The creatures' insides have mostly dissolved, until they are essentially large fluid-filled sacks. Because of the swelling, puffers stand 6'-7' tall and are incredibly obese. They ooze corruption from any scratches, and their decomposition can be smelled up to 500' away.

In combat, the creatures first bash targets with their thick, squishy fists. Should a puffer hit with a natural 20, the strike does double damage and the target is stunned for 1d3 rounds unless it successfully saves versus energy. Stunned victims are then bitten, an attack which automatically hits, does damage, and forces the target to make another save. This save versus poison is to avoid being infected by puffer nanites, and uses the modifiers described in the **Transmission** section above.

Puffers have all the resistances and vulnerabilities characteristic to corporeal undead, with an immunity to poison, radiation, and mental mutations that affect a target's mind. The creatures are affected by fire, acid, electricity/EMP attacks, and melee attacks. They are especially vulnerable to penetrating weapons (e.g., spears, swords, arrows, bullets): any piercing attack that does 8+ points of damage in a single strike automatically kills the creature and causes it to detonate.

The explosion has a 30' radius of effect and inflicts 5d6 points of damage (save versus energy for half damage). Any



character within the blast must save versus poison, with a -4 penalty, to avoid being infected by nanites. This is different than the puffers' reproductive bite, because that hellish soup sloshing within them carries many strains of undead nanites. For each target, roll on the **Puffer Infection Table** to determine the nanite strain that infects the victim. Strangely, if another one of these creatures is within the blast, it will not detonate, nor will it suffer any damage from the blast.

Although the explosion is bad enough, its effects linger, with the blast area remaining toxic for the next 4d12 days. Any character entering the 30' radius of effect must save versus poison or become infected by some strain. Only those wearing sealed environmental protection suits will be safe. Setting off an EMP weapon is one sure way to clean up the area and destroy any loitering nanites.

Puffer Infection Table

Roll	Resulting Undead Type
1-6	Bloody Skeleton
7-8	Banshee
9	Flesh Collector
10-12	Floating Torso
13	Insidious
14	Juggernaut
15	Psionic Undead
16	Slime, Blood
17-18	Young
19-20	Walking Dead

Screaming Skull

No. Enc.:	5d4
Alignment:	Neutral
Movement:	210' (70')
AC:	1
HD:	2
Attacks:	1 bite or special
Damage:	1d4 per bite or see description
Save:	L2
Nanotechnology	
Strength:	1
Hoard Class:	Incidental

Unlike most other undead nanite types, which affect the whole corpse, this strain focuses solely on the skull. After colonization, a bright emerald green glow appears within each eye socket; they move, shifting from side to side, as though actual eyes looking for victims. The altered skull takes on a slightly luminescent, greenish tinge, detaches from its skeleton, and begins to float. The nanites are similar to those found in floating torsos, providing lift with tiny repulser units.

A skull can fly at incredible speeds, but does not travel fast enough to cause damage if it crashes into something. Instead, these monstrosities use a variety of attacks to fulfill their two missions: kill as many victims as they can, and find other skulls to infect. For close-in work, they bite. This attack only does 1d4 points of damage, but remember — these things



always travel in packs.

The remaining attacks are longer-ranged sonic powers. The first is a scream, which the entire flock releases at one time as a single attack. This has a 60' radius of effect and does 3 points of damage for every skull present; for example, the scream from a group of 10 skulls does 30 points of damage. Every victim within the area of effect can save versus energy for half damage. A flock can scream once every six hours.

The second sonic weapon is an individual attack: each skull can fire a "pellet" of sound, once every three rounds. This works as a ranged attack, with a roll to hit. It has a 20' range and inflicts 3d6 points of sonic damage. If several skulls concentrate their fire on a single target, this can get really nasty for the unfortunate victim.

A skull's last weapon is a screech that can stun its victim for 1d6 rounds, unless she successfully saves versus death. This attack can be used once every six rounds. Stunned victims are swarmed by the skull flock, which attempt to kill with their bites.

A flock attacks until all targets are dead, and then they reproduce, peeling away the skin from their victims' skulls and infecting the bones with nanites, which takes 2d6 rounds. The conversion process, from bone to flying monster, takes 2d12 turns; after which time, the new creature separates from its skeleton and joins the flock. Once a particular flock has 20 members, new additions break away and form a new flock. Unlike other undead, the skulls do not infect living targets; the nanites only work on dead bone, not living tissue.

In addition to the usual undead immunity to poisons, radiation, and mental mutations that target the mind, skulls are not affected by sonic or sound-based attacks. They can be damaged by acid, fire, and melee attacks. Even if EMP and electricity do not kill screaming skulls directly, these attacks will knock the creatures out of the air. A crashed skull is either stationary or moves only 10' (3') for 2d4 hours, by using its jaw to inch along (at the ML's discretion). Once the nanites have replaced lost members of their colony, the creature rises again.

Stabber

No. Enc.:	1d3 and 2d12 Walking Dead
Alignment:	Chaotic
Movement:	150' (50')
AC:	4
HD:	10
Attacks:	1 bite and two stabs
Damage:	1d6+3, 2d6+3/2d6+3
Save:	L10
Nanotechnology	
Strength:	2
Hoard Class:	Incidental

These nanite undead were created to be the combative side of the undead terrors. They appear to be the typical Walking Dead variety, but there is one major difference between them and the other creatures. They have snapped off their forearms, leaving torn flesh and jagged bone. And there is one other aspect to these creatures which make them particularly deadly — their speed.

For the most part these undead terrors will mingle with other types of nanite undead, moving slowly and seemingly mindlessly. They use hordes of Walking Dead as camouflage, and will attempt to get as close as possible to a possible victim or group of victims. This is when they will pounce, giving them a surprise on a 1-2 on a d6. This will allow a surprise check even if the victim is already engaged in combat with Walking Dead.

Once they have locked onto a target, they will race after it, pouncing on a target in an attempt to knock it down. This requires a successful melee attack, and has a range of up to 50 feet. If it hits, the target must save versus stun or be knocked prone. The creature will then pounce upon the target and gain a +4 to hit with each jagged arm, tearing into the hapless victim in order to attempt to infect them.

Unlike other types of nanite undead, these creatures do not care if they kill the victim — anything they kill is going to rise up and join the ranks of the walking dead. There is a 10% chance however a victim will instead rise as one of these creatures. It will still retain part of its memories, and as such it will always try to hunt down and kill and infect friends and family members first. In fact, many of the herds found with these beasts are the remains of friends or family members. The chance of them infecting a friend or family member with this version of the nanites is increased to 50%. Once they have become infected, they will find a suitable location in order to snap off their arms, creating the distinctive look and attack they possess.

These undead horrors also possess two very strange abilities. They are able to use a limited form of *telekinesis* in order to open doors, lift bars, or help move obstacles out of their way. The maximum weight which can be moved or manipulated is 25 pounds, and they have a range of only 5 feet with this ability. This is not psionic ability — instead it is the creatures utilizing the nanites which animate their bodies.

The second works hand in hand with the retention of their memories, the creatures are still intelligent, although it is



greatly reduced. Their Intelligence score is dropped by 1d8 (minimum of 3). They can use this to force Walking Dead with them to use a limited for of tactics — such as blocking off an exit, holding a target down in order to get a better chance of biting, and so forth. They can control no more than 36 Walking Dead at any time.

It is also not unheard of that these creatures will break from the group.

Undead Pet

No. Enc.:	2d3
Alignment:	Neutral
Movement:	120' (40')
AC:	5
HD:	4
Attacks:	1 bite
Damage:	1d4+2
Save:	L4
Morale:	6
Nanotechnology	
Strength:	1
Hoard Class:	Incidental

A horde of the walking dead is an effective way to spread fear, but it's not the best way to spread infectious nanites: potential victims see the monsters coming and run away. Some terror weapon designers decided to fashion a more subtle infectious agent by capturing pets in target areas, converting them into undead, then returning the animals to their neighborhoods. What they created was a highly unusual form of undead, one



more suited to infiltration — almost an animal version of the insidious. The type of pet did not matter — cat, lizard, gerbil, etc. — all the “lost” animals were happily welcomed back into their owners’ lives, where they could perform their murderous mission in secret.

Unlike other undead species, the pets tend to avoid direct combat, instead ambushing or surprising victims. Once back home, the animals acted normally, except (when given the chance) they would sneak away to bite the neighbors and random strangers. After most of the locals were affected, the animals would finally turn on their owners, attacking and infecting them too. For those undead pets living in remote areas, the monsters would attack farm animals, wild creatures, pretend to be sick and bite veterinarians or other aid providers, etc.

The nanite programming made the undead pets cunningly effective in their methods, and it also installed a drive for self-preservation. If undead pets are losing a fight, they must make a morale check. Should it fail, the creature flees.

The pets prefer to let their nanites do the killing, most often biting and running. If flight is not an option, the creatures fight, but have a nasty surprise for characters looking to kill a pet. In yet another difference from other undead species, these creatures have a built-in self-destruct mechanism: when the animal falls to 0 hit points, it explodes. Everything within a 20' radius takes 4d6 points of thermal damage (save versus energy for half). Anyone in the blast must also save versus poison, using the modifiers described in the **Transmission** section, to avoid being infected. It is possible for other undead pets to be killed in the blast, setting off a chain-reaction of fiery damage and contamination.

Undead pets are infested with nearly every strain of undead nanite. So, whether victims were bitten or wounded by pet-part shrapnel, the infected get to roll on the **Undead Pet Infection Table** to determine their individual doom.

When the pets attack other animals, they specifically transmit the nanite strain for undead pets. After being bitten,

the victim animal saves versus poison to avoid infection. If this fails, the victim becomes lethargic, while it loses 1d4-1 points of Constitution per hour. The animal does not die when this stat reaches 0; it lies down and becomes comatose for 1d6 turns. Nothing can waken a victim during this period, but once it’s over, the animal rises as if nothing had happened. But, they were converted into monsters, and begin spreading their plague, looking for other animals to attack and other communities to take them in.

For creatures so unlike many other undead, the undead pets do share many of the same strengths and weaknesses. The pets are immune to poison, radiation, and mental mutations that target the mind. They can be damaged by acid, fire, and melee attacks. Their robotic nanites are especially vulnerable to EMP and electrical attacks, which inflict double damage.

Undead Pet Infection Table

<i>Roll</i>	<i>Undead Type</i>
1-6	Bloody Skeleton
7-8	Banshee
9	Flesh Collector
10-12	Floating Torso
13	Insidious
14	Juggernaut
15	Psionic Undead
16	Slime, blood
17-18	Young
19-20	Walking Dead

Wrapped

No. Enc.:	2d6
Alignment:	Neutral
Movement:	90' (120')
AC:	2
HD:	8
Attacks:	1d4 slashes or smother
Damage:	2d4+2 per slash or special (see description)
Save:	L8
Nanotechnology	
Strength:	3
Hoard Class:	I incidental

Wasteland scholars are not certain where these unusual monsters came from, or what they are, exactly. Some believe the wrapped are horribly corrupted tailoring nanites, while others assume the creatures were specifically created as terror weapons. The wrapped look like humanoids dressed entirely in rags. These flow and swirl concealing all parts of the creature, except for two cold, electric-blue lights where its eyes should be.

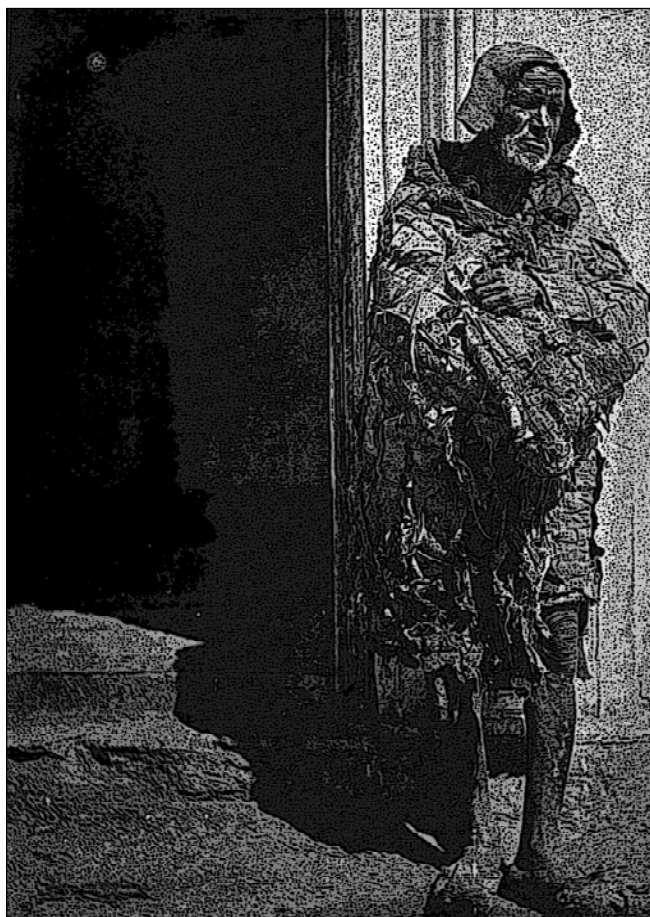
The creatures are constantly on the move, never staying in an area for more than 2d6 days. They hunt in packs, relying on ambush and surprise, lying in wait as though just heaps of discarded rags. When a target gets within 15', the creatures strike, swift and deadly. They usually slash with the cloth of

their “bodies,” which can be made hard and sharp as steel. This attack varies, so MLs must roll 1d4 to determine how many strikes a creature can make that round.

The wrapped can also envelop a target within voluminous layers of clothing. After the creature hits, a victim must save versus energy. Success means the victim is grappled, but does not take damage. Failure means the victim immediately takes 2d6 damage and suffers 1d3 points of Constitution damage as the wrapped begins to suffocate and constrict him. The creature automatically inflicts this damage every round, unless its victim escapes, which requires a contested Strength roll (STR+1d20, highest result wins); the wrapped has a STR of 15 for this roll. If the victim escapes, his lost CON returns at his normal healing rate per day. A victim falling to 0 CON or 0 hit points is dead.

The wrapped nanites are unlike other nanotech undead: they will not kill a wounded victim. Scholars believe energy within a living creature keeps these nanites from becoming virulent. However, any character killed by the wrapped (either by suffocation or by being sliced) is converted into more nanites, becoming one of these monsters in 4d8 hours. Much like bone dervishes, the wrapped are not merely wearing a dead character’s clothes: the nanites infest and animate the rags. Once a wrapped is killed, its rags fall to the ground; there are no bones, no body parts, nothing but cloth. But, occasionally, bits of the dead character’s treasure can still be found within the pockets.

Their lack of substance makes the wrapped immune to all



projectile weapons: arrows, bolts, thrown weapons such as spears and javelins, as well as bullets. Cutting or bludgeoning attacks inflict half damage. Like other undead types composed of robotic nanites, dervishes are vulnerable to electrical and EMP attacks. Unlike the others, the wrapped are also very flammable, and take double damage from any fire-based attack. With ML permission, the wrapped could be harmed by force shields or force mutations used in “shield bash” or “bull rush” maneuvers. The damage inflicted by these attacks would likely be 1d6, plus any bonuses that seem applicable.

Unlike banshees, which are also composed of nanite clouds, the wrapped nanites exist within and on the creatures’ rags. Because of this, the wrapped cannot seem to pass through walls or tiny gaps. They are held at bay by force fields, and also, because they have no hands, the creatures can sometimes be trapped, even by something as simple as a closed door.

Voracious

No. Enc.:	1d6
Alignment:	Neutral
Movement:	90' (30') 150' (50') when starving
AC:	7
HD:	6
Attacks:	1 bite and two claws or 2 bites and 4 claws when starving
Damage:	1d8+1, 1d4+1/1d4+1 or 1d10+3/1d10+3, 1d6+2/1d6+2/1d6+2/1d6+2
Save:	L8
Nanotechnology	
Strength:	1
Hoard Class:	Incidental

It has been determined these creatures were unleashed upon the wastes just after the cessation of the final wars. The lands were filled with untold dead, and those who were responsible for the creation of the many variations of the nanitized undead felt it was their “civic duty” to create a way to clean up the remains.

Thus were born a new strain of nanitized undead. They have many similarities to the Ghouls, but still retain their overall physical appearance, although they have a powerful stench of decay about them, and tend to care little about their clothing or physical appearance. The average specimen encountered will be dressed in stained rags, and will have a vacant look about them. If one looks closely at their mouths, they will see the teeth are pointed and serrated, giving the creatures a very nasty bite. Their flesh appears to be a greyish-white and they never speak, even when directly addressed. They do retain some Intelligence, but little remains of their former memories and personality.

The creatures travel across the wastes, always drawn to scenes of natural disaster, areas of high toxicity or radiation, or even locations of battle or war. They tend to ignore the living, only going after the myriad of corpses such areas leave behind. They will consume the dead, and as such will heal 1d8

points of damage for every two hit dice or points of Constitution eaten. Even after the bodies have been consumed and wounds have been mended, they still need to eat. For every day they do not consume at least 4 hit dice or points of Constitution score, they will begin to lose 1 hit dice or 4 hit points. This will continue until they have reached 1 hit dice, at which point they are easily destroyed, but become far, far more dangerous. The nanites push the remains into a frenzy, increasing the number of attacks and damage the creatures can inflict, as well as the overall speed.

A hungry creature is a deadly creature.

Only when corpses are not available, or they are in a feeding frenzy will these creatures attack living targets. The same rules apply as above for feeding upon the living in order to regain lost hit dice or heal wounds. The difference is any living human, pure human or humanoid attacked and infected will lose 1d3 points of Constitution score (if a save versus poison is failed) every 6 hours. Once the Constitution score reaches zero, the target will die and rise 1d6 turns later as one of these creatures.

There is a flat 25% chance these nanotech undead will have 1d3 additional physical mutations as a result. It should be noted these creatures will also attack and consume animals, but the nanites cannot animate them.

Wealth Hoarders

No. Enc.: 1d6
 Alignment: Chaotic
 Movement: 90' (30')
 AC: 5
 HD: 12
 Attacks: 1 bite, 2 claws, or by weapon type, or acid touch
 Damage: 1d6+3, 1d4+1/1d4+1 or by weapon type or 3d8
 Save: L12
 Nanotechnology Strength: 3
 Hoard Class: Always 1d2 firearms or high tech weapon or melee weapon, VI (75% each type, x3), VII (75% each type x3), VIII (75% x2), X, XII, XIII, XV (70% artifacts)



One of the more unusual types of nanitized undead found in the wastelands. These creatures either appear as Walking Dead or Dry Bones, and they have but a single desire in their un-natural unlife — to accumulate as much wealth as possible. It has been speculated these creatures were created by the scientists and others who had a distinct hatred of the wealthy and those who hoarded the wealth before the commencement of the final wars.

These creatures tend to sit and watch well-travelled pathways, staying hidden in brush or even in rubble where they will not easily be detected. They carefully watch travellers, looking for any which happen to make the mistake of displaying wealth. They are also intelligent and can quite easily see through ruses which many travellers use to conceal wealth they may be carrying — after all, these creatures were at one time just like them.

In reality, the nanites which make up the physical being of these creatures are able to detect the presence of precious metals and other such trinkets — such as gems, Jewellery and the like, up to 150 feet of their location. This also allows the creatures to locate hidden wealth in ruins or anywhere it might be hidden. As such they also are found frequenting ancient ruins, always on the hunt for safes, vaults and even corpses which might still have wealth on them.

They are quite sneaky and will use the darkness or surrounding terrain to follow those who possess wealth. They have been known to travel for days, stalking the wealthy to their homes in order to add to their hoards. When the time is right, they will attack, always employing their weapons or if forced to they can deliver a powerful bite and claw attack.

Those killed by the creature will always rise as one of these nanitized undead in 1d6 days, although for some very strange reason the organic nanites which animate these corpses will never actually infest targets which are still living — the body's natural immune system ensures this will not happen.

Young

No. Enc.: 1d3
 Alignment: Chaotic
 Movement: 90' (30')
 AC: 7
 HD: 5
 Attacks: 1 bite, 2 claws
 Damage: 1d6+1 per bite, 1d4+1 per claw
 Save: L5
 Nanotechnology Strength: 4
 Hoard Class: Incidental

Out of all the undead monstrosities stalking the wastelands, many see these creatures as the most horrific. To cause terror and spread their infection, the young prey on the compassion of others, appearing to be scruffy, unkempt children: some are dirty, tired toddlers with tear-streak cheeks, while others might look like wounded pre-teens, brave despite their injuries. Although each is different, the young all play a similar game,

always presenting themselves in ways that tug the heart-strings.

After first being converted, new young tend to leave individuals alone: the nanites affect adults differently than children (see below), and most wasteland loners tend to be adults. Instead, the young try to insinuate themselves within a larger group or even a community containing individuals with a range of ages. The creatures act like regular children and retain their pre-death personalities, using these as devices to further beguile their benefactors, and increase the chances of being given shelter.

Once established within a group, the young attack targets of opportunity. This usually means being alone with another person, or sneaking into a family home while the residents are asleep, then attacking and converting them in their beds. The young always target children first, turning them into allies.

In combat, the young use their child-like characteristics to surprise would-be opponents, or throw off adults conditioned to view children as nonthreatening. The creatures' bite and claw attacks both inject targets with a class 11 paralytic toxin. To avoid being immobilized, a victim must save versus poison for each separate attack that hits. Each save is modified using the penalties described in the **Transmission** section. If alone with a target, the young kills its victim immediately, but if fighting a group, the creatures try to paralyze all targets first, then kill them when it is safe to do so.

Passed along within the paralytic secretion are nanites that create the young. These initially seem dormant, activating only after a victim dies. Then, they apparently respond to age-related hormonal markers: children reanimate as one of the young in 2d12 hours, while older teens and adults rise as one of the walking dead in 4d6 turns. During this conversion period, children are spirited away and carefully hidden by the young until their transformation is complete, but adult victims could be left where they fell, or just dragged out of sight.

Should a wounded victim survive being attacked by the young, the nanites stay in her system. If killed soon after, she rises as an appropriate form of undead. How long this period is, and if it is possible to destroy the dormant nanites (or if they simply get flushed from the body by the character's immune system) is up to the ML.

Like other corporeal undead, the young are immune to poisons, radiation effects, and mental mutations that target the mind. They are vulnerable to acid and fire, and can be damaged with melee attacks. Because they are created by robotic nanites, the young take double damage from EMP and electrical-based attacks.

Some wasteland scholars believe the young harbor nanites for more than just the walking dead, and might be able to create any nanotech undead, much like Puffers (and using their Infection Table). There has been no direct evidence, aside from rumors, but there is a good chance those rumors are true.



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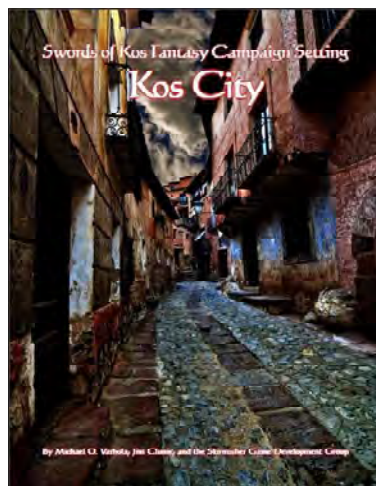
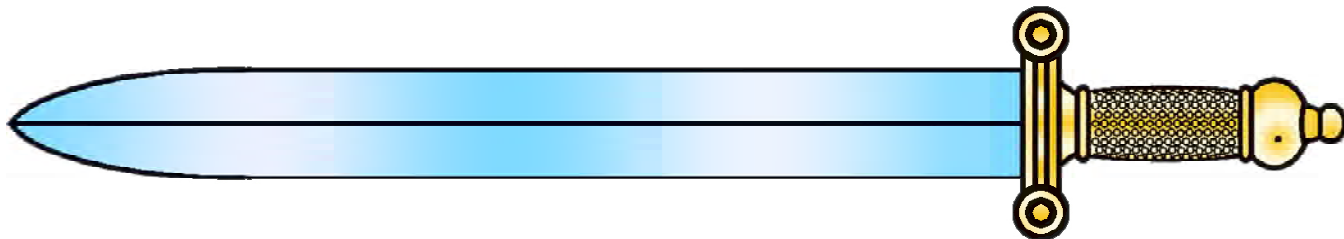
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Swords of Kos Fantasy Campaign Setting



The *Swords of Kos Fantasy Campaign Setting* is a universal swords-and-sorcery milieu that has deliberately been designed to be system-free and to be compatible with any set of role-playing game rules suitable for ancient, medieval, or fantasy venues. It is especially suitable for games using the *5th Edition Dungeons & Dragons*, *OGL/d20*, *Pathfinder*, "Basic" *D&D* and the *Labyrinth Lord* retroclone, and the *Advanced Dungeons & Dragons* rules.

The *Swords of Kos Fantasy Campaign Setting* is fully supported by the **d-Infinity Online** (<http://d-infinity.net>) multi-platform webzine, which contains free bonus content, crunch material for a number of game systems, fiction, and other resources associated with it.

