

mutant monsters 3

Heroes need bad guys.

GMs also need bad guys, opponents they can toss at players and give everyone an excuse to flex their spandex-clad muscles. The beauty of Green Ronin's super hero game is that its flexibility and innovation begs for it to be used anywhere a GM wants fast action and epic scope, from space opera to Saturday's syndicated series marathons. At the cost of that flexibility, though, M&M took a different path that makes converting standard d20 material more effort than usual. We're here to help.

One of the defining aspects in the genre of super heroes, villains and monsters are origin stories. In addition to providing M&M stats to SRD critters, we've also written up the entries that put a modern context to these fantasy creatures to give GM's a springboard for introducing such fearsome foes into their modern day and super hero games. In that regard, most of the entries have minor changes to mesh the monster with an urban or SF themes. Other entries have a more faithful adoption and then offer other changes that provide a more SF feel.

the LAND FROZEN in time

For some, the idea of getting away from it all goes beyond a mai tai and a conch fritters at a Tiki restaurant somewhere in the Caribbean. For others, the forest primeval calls as a vacationland — until the hunting call of a horned T-Rex announces their vacation has gone to hell.

Beyond time travel (*avoid stepping off the path, please*), there are several ways prehistoric lands have been explored by modern day travelers. Explorers usually travel by air or underground to reach these living prehistoric preserves. No one knows what sort of guardians or ecosystems inhabit these trails until they meet them face-to-face. Heroes could face horrors from another age, or another civilization beyond human understanding.

There's also been as several ways those travelers were served on the buffet for dinosaurs and the strange people that live on these lands. The real question (*beyond mustard or mayonnaise*) is "Can these people provide the answers to why this strange land mass it here." In some stories, the indigenous people know less than the heroes and in others they hold the key to land's survival. The question then becomes "Does our team continue to be tourists or do we set up a HQ here?"

delver

The delver is a startling find in many ways, a gigantic land invertebrate, measuring more than 25 feet long proves there could have been a whole ecosystem of animals that are missing from the fossil records. Could a brontosaurus live in fear of some sort of egg eating land-based sea cucumber eating eggs from her next or would birds be prey for a tree-hugging octopus? Without bones or other hard tissues to make impressions in mud or to be petrified into fossils, these animals could have existed and applied pressures on the ecosystem without leaving any paleontological evidence. For example, a delver could

die in a cave-in and then it would simply rot into a thin layer of goo to be absorbed by the nearby porous rocks, leaving no traces. Or could there be another explanation for such a large creature living underground and eating rocks.

The lifestyle of the delver is like a giant earthworm, eating the surrounding rock and excreting a much pile of rubble behind. The animal seems to have no predators or parasites, as if it leaves in its own mini-ecosystem, which is odd. Nature tends to connect all things together. While they would never say it on the record, some scientist would consider the fact that such an odd and useful creature was artificial, designed and bred by an advanced race that wanted an organic mining machine.

Quote: *(the sound of grinding rocks)*

Personality: The science fiction version of the delver is a digging, eating machine. The level of their territorialism is only limited by the GM's needs. The fantasy version is intelligent enough to talk and values exotic gems and minerals as intoxicants worth being bribed over.

Powers and Tactics: The tactics of the delver is directly proportional to its intelligence in a GM's game. An organic machine may completely ignore the heroes or "attack" them completely by accident. A more cunning creature could set up pit traps by creating false floors centimeters thick.

The real danger would lie in a couple of highly intelligent delvers working as a team to construct mazes, cue de sacs and other structures that put heroes into blind alleys with their backs turned to the wrong false wall.

Appearance: The delver looks like a huge slug in the limp shape of a scorpion with a tough hide glistening under acidic mucus. The monster moves on a muscular foot, like a snail and turns any rock it is in contact with into digestible clay. The "claws" are actually large scooping appendages that shovels softened rock towards the creature's mouth, which is sits just before the foot.

Adventure Use: Their slow movement and large size make delvers sitting ducks above ground. In their environment, these creatures pose more of a real threat, especially if other forces such as underworld villains or "mole" people back them up.

Other Options: The high wisdom and skill score represent the instincts of the creature for the more animal-like version of the Delver. The monster can prove that big things come in small packages by replacing Growth +8 with either Possession, Mental Blast or Post/Precognition at +14 to create a strange alien race at PL 14. At PL 17, you can add also add Regeneration +15 to make the delver a very tough customer.

Delver: **PL** 15; **Init** +5 (*Dex, Improved Initiative*); **Defense** 9; **Atk** +11 melee (+10S slam); **SV Dmg** +17, **Fort** +12, **Ref** +6, **Will** +11; **Str** 22, **Dex** 13, **Con** 21, **Int**, 14, **Wis** 14, **Cha** 12.

Skills: Knowledge (*dungeoneering*) +14, Knowledge (*nature*) +4, Listen +20, Move Silent +17, Spot +20, Survival +14

Feats: Darkvision, Immunity (*acid*), Tremorsense, Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Improved Grapple.

Powers: Growth +8 (*Immovability, Protection and Super Strength*) [*Flaw: Permanent, Source: Mutant, Cost: 5/pp*]; Shape Matter +8: [*Flaw: Limited (stone only), Source: Mutant, Cost 1/pp*]; Corrosion +2 [*Source: Mutant, Cost: 1/pp*]; Energy Field +2 *Source: Mutant, Cost: 2/pp*; Amazing Save +9 Will (*Con and Ref*).

Weakness: Disturbing

T-REX

The classic dinosaur to be feared in every pre-historic land according to popular literature and film up to the 1990s, for decades the T-Rex was the king of dinos in every child's play-land and in the comic books of the age.

Over the decades, Tyrannosaurs Rex's image has changed from a solitary, vicious reptile on two legs to a warm-blooded pack predator who cared for its young. Either way, facing off with such a creature demands caution and respect. Especially if the creature possessed undiscovered survival tactics that the scientific community has no supporting evidence for. One example is the fossil remains of their pebbly hide give no clue to the hues of skin tones these creatures possessed. Where they red, green or did they possess a unique camouflage pattern to help in their hunts?

Quote: ROAR!!!

Personality: Depending on the type of predator the GM wants, a T-Rex can be a slavering two-story monster or a stealthy giant waiting for its next meal.

Powers and Tactics: The "stealth" version introduced here is best used as a pack animal. While such natural critters may not have any staying power against a supers team, the first bite they get from an ambush of five such behemoths, will be something to remember.

Appearance: The classic T-Rex shape is know to almost every child, some artists put extra ridges or horny protrusions on the beast. In this slightly modified version, the beast has a very effective natural camouflage pattern of browns and dark greens.

Adventure Use: The T-Rex attack is the prehistoric version of the Raymond Chandler credo, "When things slow down, have a man bust and start a firefight." Feel free to use T-Rex ambushes whenever PC get complacent or things start to look dull. Besides, most players will be disappointed if they went to a land of dinosaurs and didn't get such an attack.

Other Options: A more faithful version of the SRD T-Rex is only PL 12 after omitting the levels of Blending. For more a more dangerous T-Rex mutant, the extra points can reinvested in Natural Weapon +7 or an Energy Blast +7, sonic.

T-Rex: **PL** 13; **Init** +1 (*Dex*); **Defense** 9; **Atk** +13 melee (+13S bite); **SV Dmg** +11, **Fort** +16, **Ref** +12, **Will** +8; **Str** 20, **Dex** 12,

Con 20, Int, 2, Wis 15, Cha 10.

Skills: Hide +11, Listen +14, Spot +14

Feats: Alertness, Attack Focus (*bite*), Run, Toughness X3, Track, Improved Bite, Swallow Whole (*Damage +10, Protection 10*)

Powers: Growth +8: (*Immovability, Protection and Super Strength*) [*Flaw: Permanent, Source: Mutant, Cost: 5/pp*]; Blending +15 (camouflage skin pattern) [*Source: Mutant*]; Amazing Save +11 Ref (For and Con).

New Feats: Improved Bite

Prerequisite: Huge size or larger

Benefit: The monster must hit a Medium-sized or smaller opponent with a Bite attack. If it gets a hold, it can try to swallow the victim.

swallow whole

Prerequisite: Huge size or larger

The monster can try to swallow a Medium-size or smaller opponent by making a successful grapple check. The swallowed creature receives a Damage attack based on the Strength of the monster +2. For example, being Swallowed Whole by a T-Rex would be

Damage attack +10. A swallowed creature can cut its way out by using natural weapons, such as claws, psionics, energy fields, a super strength punch, etc. Less naturally blessed characters can utilize small weapons that would fit in a human's palm. If the weapon can get past the monster's internal Protection score, the hero bursts out of the creature and causes an Injured condition. Both the Damage attack and internal Protection score should be provided with the monster entry.

feats and mem:

There's been discussion about the use of feats in M&M, some feel feats are an obsolete holdover from core d20 mechanics and at one time I might have agreed. Designing this series has changed my mind.

In Mutant Monsters 2, I designed a power for d20 Flytrap's ability to Swallow Whole/Drain Blood and in this product I've created a 36-point power to represent the final death explosion (*death throes*) of the Frost Worm. Those 36 points are two extra power levels for a custom use of Alternate Form that happens only on the death of the critter. That seemed rather expensive in a game where a hero can have a useful PL 9 sidekick for a mere 12 points.

M&M mechanics are very flexible and provide great shorthand for breaking down how things work in the game. A GM should keep in mind, however, that sometimes an effect is best served as a game mechanic instead of a super power. At these times, a feat provides a better framework for a custom effect, especially when converting over monsters from other d20 products.

Kobold

Many assume intelligent life in a pre-historic land would be reptilian in nature. This could be true, why does such intelligent life have to be Medium sized? In a land of giants, Small could a distinct advantage and give a pre-sentient race the time it needs to develop tools and technology as Huge and larger predators ignore them for meals worth hunting down.

Such a thing happened with the kobolds, starting as Velociraptor breed on a small island. These Kobold ancestors shrunk to maintain a balance with the smaller ecosystem and eventually developed intelligence of tools. It wasn't until these proto-koblods reached the mainland again and a few million years passed did the true kobold species arrive and create an advanced civilization using plant based biotechnology and domesticated dinosaurs. In the end, the king of dinos became a lapdog.

The coming of Dres'trasss, or the Harbinger, changed that. The meteor was named by a death cult that saw it as a sign of the end times and they weren't that far off. The meteor was on a collision course with Earth and could wipe out all life. To survive, the koblolds set up a living ark protected by force fields in Antarctica. To save themselves waiting decades for the world to right itself, they put themselves in suspended animation. Something went wrong.

The suspended animation went on for millennia instead and life went on with the organic technology of Kobolds decomposing before it could leave a fossilized trace. The entire species may have slept through eternity if it wasn't for Doc Fortune, a 1910s explorer hero who found a way through the glaciers and force fields. He inadvertently reawakened them in time to observe some of humanity's upcoming darkest hours during the World Wars. The horrors the kobolds witnessed from afar had them begging Doc Fortune never to reveal their hidden land to the world. Other explorers were soon to follow in a frenzy to be first to the north pole and more promises and ... accidents were to follow.

To trust such a secret to so many seem naive, but they had their ways to watch over Doc Fortune. The Kobolds used their unfathomable technology to create human-like disguises to infiltrate society and they have been among us for over two-thirds of a century now. In the 21st century, they own several international companies and are able to hide their pre-historic home from even Super Science sensors. In a grand irony, a supers team may visit the Land Frozen in Time and then return home to only discover one of their long-standing NPC allies is a kobold spy.

Quote: "Surviving the fight with the T-Rex was/is impressive. Such a large mammal like you could/will help us poor lizard folk."

Personality: On the surface, the Kobolds are shy, timid race that always looks up to any visiting metahumans as potential saviors that could help the dying race against the ferocious dinosaurs outside. The reality is different.

Just as television plays up the stereotype of the big, dumb jock, the kobolds think of humans as big lumbering idiots who are sweet in their need to “protect” those smaller than them. Most PCs don’t consider the fact that kobolds have lived side-by-side with the dinosaurs for thousands of years. Their cunning and technology makes them more of a match for any threat their way. Kobolds, though, are adverse to shows of strength so as to avoid attention from larger creatures. The Chinese phrase, “The nail that stands the tallest gets hammered first,” would fit perfectly in their culture. Any help a super wants to give them means less resources and lives are committed to a dangerous project.

In fact, one group of kobolds have a roster of routine deeds to be done that they can offer to metahumans, the tasks give them a chance to study the super, gauge his worthiness and keep him out of the kobolds’ way.

Powers and Tactics: Kobolds would prefer to have others fight for them. Barring that, they’ll fall back on any status or influence their minions can pull on the international scene if the fight is beyond the Antarctic. In their homeland, kobolds will use their superior technology.

Appearance: Kobolds are four feet tall and reptilian, with large, intelligent eyes. The hues in their scales cover the natural range of hues from bright greens to dull browns. When a kobold is not engaged in maintaining the ancient technology that keeps their land alive, or managing worldwide business empires, they love games of strategy and skill.

Adventure Use: Enemies or allies, the kobolds can hinder or help heroes with their technology and command of dinosaurs. As enemies, the kobolds can pull strings to make life hard for supers, cutting lines of credit and using smear campaigns. They can also become gadget-based villains hiding in a human-like shell if they have to go toe-to-toe with metahumans. If the heroes “out” the kobolds on the international scene, then they just vanish, retreating to their pre-historic lair. Imagine surprise of a supers team when they follow the trail of one annoying reptilian super villain and discover a whole race that has half a continent under their control.

Some examples of koboldian technology:

- **Pheromone Illusion Generator:** Illusion +10 [*Limited: Human figures only*]; **Cost:** 10
- **Plant-based Android Transport:** Growth +4 (*From Small to Medium size*) [*Flaw Permanent*], Illusion +10 [*Limited: Human Figures only*], Feat: Run; **Cost:** 33
- **Anti-grav Harness:** **Size:** Small, Flight +7, **Cost:** 15
- **Shock Stick:** Damage: Str+3S (*melee*) +8S (*Ranged*), Extras: Force Field +4 **Cost:** 15
- **Dino Battle Armor:** Armor 10, Deflection +10, Growth +12 (*From Small to Large size*) [*Flaw: Permanent*], Energy Blast +10 **Cost:** 78
- **Sonic Stunner:** **Damage:** +6S, Extra: Area Dazzle +9, **Flaws:** Uses, **Cost:** 15

Other Options: Omitting the super intelligence and Knowledge (*Super Science*), you have the standard kobold at PL 4. While such critters may not be much of an afterthought to most supers teams, they possess a gremlin-like affinity to cause trouble and make death traps whether out of jungle vines or C-4 with their Craft (*trapmaking*) and Profession (*miner*) skills.

Kobold: PL 6; **Init** +1 (*Dex*); **Defense** 14; Atk +1 (*by weapon*) *melee*, +2 *Ranged (by weapon)*; **SV** Dmg +1, Fort +2, Ref +1, Will -1; **Str** 9, **Dex** 13, **Con** 1, **Int** 20, **Wis** 19, **Cha** 10.

Skills: Knowledge +1 (*Super Science*) (*Any 5*); Hide +6, Listen +2, Move Silently +2, Search +2 Spot +2

Feats: Darkvision

Powers: Super Intelligence [*Sources: Mutation*]

Aliens

From space horrors to alien races and animals, outer space can provide a dazzling array of allies and enemies for an Earth filled with heroes who can soar between the stars on their power. For an Earth with more mundane natives, the stakes are even higher to assess who is truly friend or foe.

Planet 23X-5 has barely eight percent more gravity than Earth, but that increase has had dramatic results on the alien life evolving there. The increased gravity has increased the atmospheric pressure, making it a suffocating world for earthers that especially makes it feel like one’s eyes and ears are being pushed inside their skull.

Thicker air also puts a permanent cloud cover on the world, making it a dark land. The native flora and fauna have adapted to this twilight land, evolving past the need for vision and using the atmosphere as means of enhances senses, locomotion and even as a natural weapon.

destrachan

The bipedal frame of this creature has some scientist excited about the prospect that destrachan are proto-intelligent lifeform. Others are more skeptical since the animal has claws instead of manipulative digits.

The destrachan ability to hunt prey with a sonic attack doesn’t bode well either, an efficient hunter doesn’t need to evolve intelligence to compensate for a lack of natural weapons and strength. That said, the creature show cunning in its pack tactics and seems to have a social structure.

Quote: (sniff, sniff) ... BOOM!

Personality: Destrachan’s are generally shy creatures that avoid observers when they can. An occasional young bull will make challenging bellows to those who stray too close. The social structure seems to be a polygamous family arrangements, a single alpha male attracts several females and claim a territory that is constantly challenged by less successful males.

Powers and Tactics: The creatures hunt using pack tactics with a lead hunter that herds a single victim into the sonic attacks of other pack members. They have been noted as using terrain, such as box canyons, to make their hunting more efficient.

Appearance: The destrachan has a thick hide in pale colors, giving it an underground, reptile look. It has a permanent stooped appearance as it walks on its knuckles. With the higher gravity on planet 23X-5, experts doubt the species could reach an upright posture.

Adventure Use: The destrachan can be a scientific oddity or they can be a good old -fashioned hard SF encounter. With an unknown alien life form, there's no telling what the harmonics of human technology will have on the destrachan. Will it kill them or set them on a feeding frenzy.

Other Options: A SF classic, the Uplift series by David Brin has dolphins who can craft "sonic illusions" when being chased by other dolphins. For an extra power level, a destrachan can create phantom sounds with Illusions that affect hearing only. Or like the aliens in the movie Abyss, perhaps the destrachan utilize sound in ways humans can't fathom and are much more sophisticated than observers realize. Giving the race telekinesis to represent their sonic technology would cost +2 PL.

Drestrachan: PL 11; **Init** +5 (*Dex*); **Defense** 10; **Atk** +9 melee (+13S *claw*), +7 ranged (+6S *Energy Blast*); **SV** Dmg +11, Fort +5, Ref +5, Will +10; **Str** 18, **Dex** 12, **Con** 16, **Int**, 12, **Wis** 18, **Cha** 12.

Skills: Hide +8, Listen +25, Move Silently +7, Survival +9

Feats: Blindsight, Immunity (*Sonics*), Dodge, Improved Initiative, Lighting Reflexes

Powers: Growth +4 (*Protection, Immovability, Super Strength*); Energy Control +6 (*Sonic*) Energy Blast [*Extras: Area, Selective (ricochet shots), Source: Mutation*]; Amazing Save +6.

Weakness: Blind

yrthak

While the destrachan packs rule the ground, even they will run when the soaring shadow of an yrthak looms above. This creature has managed the miracle of flight on a higher gravity world.

Like a snake, the yrthak uses its long tongue to sense prey below and then it attacks with an explosive sonic beam generated from a twisted, unicorn like horn. It aims this beam at pretty much anything that moves, since it is a constantly hungry thing that's always burning fuel to fly.

Quote: BOOM!

Personality: The Yrthak has a typical raptor bird mentality; everything is either predator or prey. The creatures are usually solitary hunters, picking territory only when a couple have built a nest and are guarding their eggs.

Powers and Tactics: This flying predator prefers strafing attacks on ground targets. If no other flying heroes distract it, an yrthak will use flyby attacks to pick up victims and drop them from high above.

Appearance: Like most planet 23X-5 animals, the creature has pale, almost translucent skin since there's no use for camouflage or sexual displays of color on a world of blindness. The animal looks like a strange cross between a petradon and a crocodile and has a temperament to match.

Adventure Use: Every ecology has to have its ultimate predator, on planet 23X-5 the yrthak is it. Ordinarily wary explorers can avoid the creature and fortified buildings can withstand an occasional blast, but the flyers are attracted to human settlements on planet 23X-5 — especially the sensor dishes. The cause of the attraction hasn't been discovered yet, but the help of any metahumans who can stand the hostile conditions of the planet and can tackle flying monsters with sonic attacks are welcome.

Other Options: The Yrthak can become a really terror by adding another power such as Suffocate or Snare as an Extra to the Energy Beam for +1 PL.

Yrthak: PL 13; **Init** +6 (*Dex*); **Defense** 10; **Atk** +15 melee (+13 *bite*), +12 ranged (+6 *Energy Beam*); **SV** Dmg +12, Fort +11, Ref +10, Will +5; **Str** 20, **Dex** 14, **Con** 17, **Int**, 7, **Wis** 17, **Cha** 11.

Skills: Listen +12, Move Silently +10

Feats: Endurance, Improved Initiative, Rapid Shot, Rapid Strike

Powers: Growth +8 (*Protection, Immovability, Super Strength*); Energy Beam +6 (*sonic*) [*Extra: Explosive, Area, Shapeable*]; *Flaw: Full Power*; *Source: mutation*; *Cost: 5/pp*; *Flight* +12, *Amazing Save* Con +8 (*Ref and Will*).

Weakness: Blind

the unexplained

There are things that lurk just on the edge of our world. Some of these things have been with us, among us, since the beginning of time while others have just joined the party. Perhaps a lucky scientific break will soon uncover these creatures and explain away their strange abilities. Until then, their true origins are a mystery, lost in somewhere in the past ... even to themselves.

FROST WORM

Less than ten percent of Antarctica's land mass has been explored. While satellites have mapped the frozen continent from above, there is no telling what really lives on the ice or below it. In a land where scientific stations are designed to be slowly moved by glaciers, anything is possible.

Lately, a few such remote stations have gone offline. When rescue teams eventually arrive, the stations have vanished

without a trace. What the government hasn't told anyone is that some rescue teams didn't make it back either. There is still a clandestine investigation into the matter, the investigators haven't found anything other than large basketball-sized ice formations scattered among the wreckage.

Quote: (*The hypnotic "sound" from every 1970s SF show*)

Personality: The frost worm is a patient hunter that can hibernate for years before needing to eat a polar bear or walrus. A human base is a weight watchers buffet.

Powers and Tactics: While the Frost Worm is an impressive creature, it prefers to lull victims with an alluring "trilling" sound and have their prey stunned into submission before getting a full snack.

Appearance: The creature is an arctic white with a muscular body, almost like python. Two large jaw-like mandibles jut from the creature's chitinous mouth parts all of which sits below a large horny crest that makes the hypnotic subsonics that enrap-tures prey. The animal's tail ends in a truncated fashion, mostly to facilitate the large number of eggs the asexual creature deposits on glaciers deep in the interior of the continent.

Adventure Use: The Frost Worm can be a straight up monster fight, or it can be in the more classic vein as a metaphorical warning about the environment and man's need to be over-achieving in exploration and depletion of the ozone layer.

Other Options: To provide your group with just a huge worm, take away Energy Control for a PL 6 monster. To create a kajira, of Godzilla like proportions, PL 10 will let you add the necessary levels of Growth.

Frost Worm: PL 7; Init +4 (Dex); Defense 8; Atk +21 melee (+13s bite); SV Dmg +15, Fort +14, Ref +9, Will +6; Str 20, Dex 10, Con 20, Int, 2, Wis 11, Cha 11.

Skills: Hide +3, Listen +5, Spot +5

Feats: Alertness, Improved Initiative, Attack Focus (*bite*), Iron Will, Darkvision, Immunity (*cold*)

Powers: Growth +8 (*Protection, Immovability, Super Strength*); Energy Control +7 Energy Blast [*Flaw: Limited (No ice creation), Extras: Area, Shapeable, Energy Field*]; Source: Mutation Cost: 4/pp; Paralyze +12 (*sonic*) Source: Mutation; Alternate Form (*Explosive*) +12 [*Flaws: Uses X4; Extra: Triggered: (When Frost Worm dies only)*], Tunneling +2; Amazing Save Ref +9 (*Fort and Will*).

Weakness: Vulnerability: Fire

remorhaz and thoqqua

Nothing lives in a vacuum, if there is but one strange lifeform existing in the harsh climate of the Antarctic, there are more. Some of those creatures may have stranger methods of survival and symbiosis.

An example of this is the relationship between Remorhaz and the Thoqqua, both of which live under the hole in the ozone

layer down in the Antarctic. Both have developed a way to store the ultraviolet and hard radiation that leaks through the ozone and safely store it in their bodies.

A remorhaz distributes this energy throughout its tough centipede-like body. With a withering motion, the creature can melt ice into a bowl shape for its nest or create vast tunnel networks beneath the millions of years of accumulated glaciers. With a slithering motion, remorhazes spend their days soaking radiation and feeding off the few animals that wander far enough inland and each other.

For prey, the remorhaz has help. Several thoqqua are attracted to a remorhaz in hopes of gaining an easy meal from the carrion left behind from a remorhaz attack. thoqqua also absorb the energies that filter down from the cosmos through the thin airs, emitting terrible heat through its drill-shaped head.

Thoqqua don't always wait for their remorhaz to find a meal, sometimes they find it first and heard the morsel towards their host.

Quote: The sound of steam

Personality: In the harsh environment at the end of the world, there is no time to do more than hunt or be hunted. Anything and anyone who looks edible is ferociously attacked, some metahumans that look and smell like inorganic material may be completely ignored for tastier tidbits.

Powers and Tactics: Thoqqua often roam looking for suitable meals for their family and remorhaz neighbors. They herd prey towards the remorhaz, willing to slightly bake a polar bear or metahuman to weaken them before a couple of remorhaz come in to do the job.

Appearance: A remorhaz is a strange mix of insect parts, from a centipede body to compound eyes and frail dragonfly "wings" used for mating displays. Even though the 32-foot long body is too hot to touch, only the twin ridges on its back glow with internal heat.

The thoqqua's head glows with the same intensity. It looks like some of the pieces left over from the remorhaz, resembling an 8-foot long segmented worm.

Adventure Use: The remorhaz and its thoqqua "mooks" are a naturalistic twist on the standard super villain and mook set up. While the strange beasts won't terrorize downtown (or maybe they will if that overly ambitious promoter has his way), but they can give a metahuman something to be wary of beyond the dangers of hypothermia and exposure if they visit the most forbidding continent on the planet.

Other Options: While a remorhaz can be a freighting prospect for a lone hero as is, replacing Energy Field with Energy Control (Fire) can make things more difficult. At PL 14, a remorhaz can use Energy Control on both Fire and Cold

Remorhaz: PL 12; Init +1 (Dex); Defense 9; Atk +13 melee (+13s bite); SV Dmg +17, Fort +10, Ref +6, Will +3; Str 20, Dex 13, Con 20, Int 5, Wis 12, Cha 18.

Skills: Listen +8, Spote+8

Feats: Improved Bite, Swallow Whole, Improved Bull Rush, Power Attack, Minions

Powers: Tunneling +4; Growth +8; Energy Field +8; Amazing Save +5 Fort (*Will and Ref*).

Weakness: Disturbing

Thoqqua minion: PL 5; **Init** +1 (*Dex*); **Defense** 11; **Atk** +4 melee (+3S *slam*); **SV** Dmg +8, Fort +4, Ref +2, Will +2; **Str** 25, **Dex** 13, **Con** 13, **Int**, 6, **Wis** 12, **Cha** 10.

Skills: Listen +5, Move Silently +3, Survival +3

Feats: Darkvision, Immunity (*cold, mental effects*), All-Around Sight (*tremor sense*)

Powers: Energy Field +2 [*Extras: Duration X4; Flaws: Permanent*]

Weakness: Disturbing

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