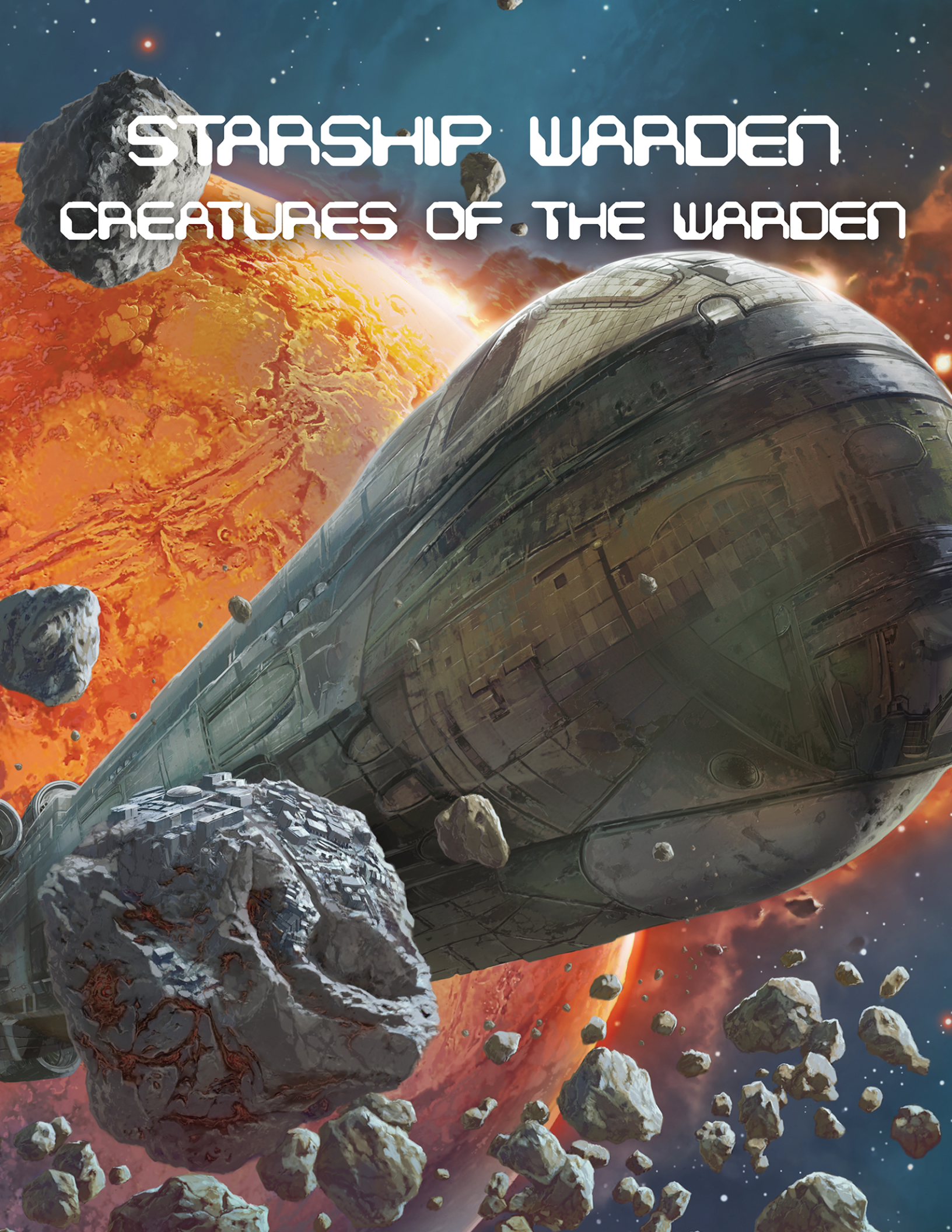


# STARSHIP WARDEN

## CREATURES OF THE WARDEN





*Welcome to the*

# **Creatures of the Warden**

*A sourcebook for running campaigns using the Metamorphosis Alpha, Siege Engine, or almost any other role playing game system.*



## **EDITORS**

*Scott McKinley*

*Candace Miller*

*Turbo*

*Brenda Clark*

## **AUTHORS**

*James M. Ward*

*Christopher Clark*

## **ART**

*Jason Walton, Peter Bradley*

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## **GRAPHICS AND CARTOGRAPHY**

*Christopher Clark*

*Scott McKinley*

## **SPECIAL THANKS TO**

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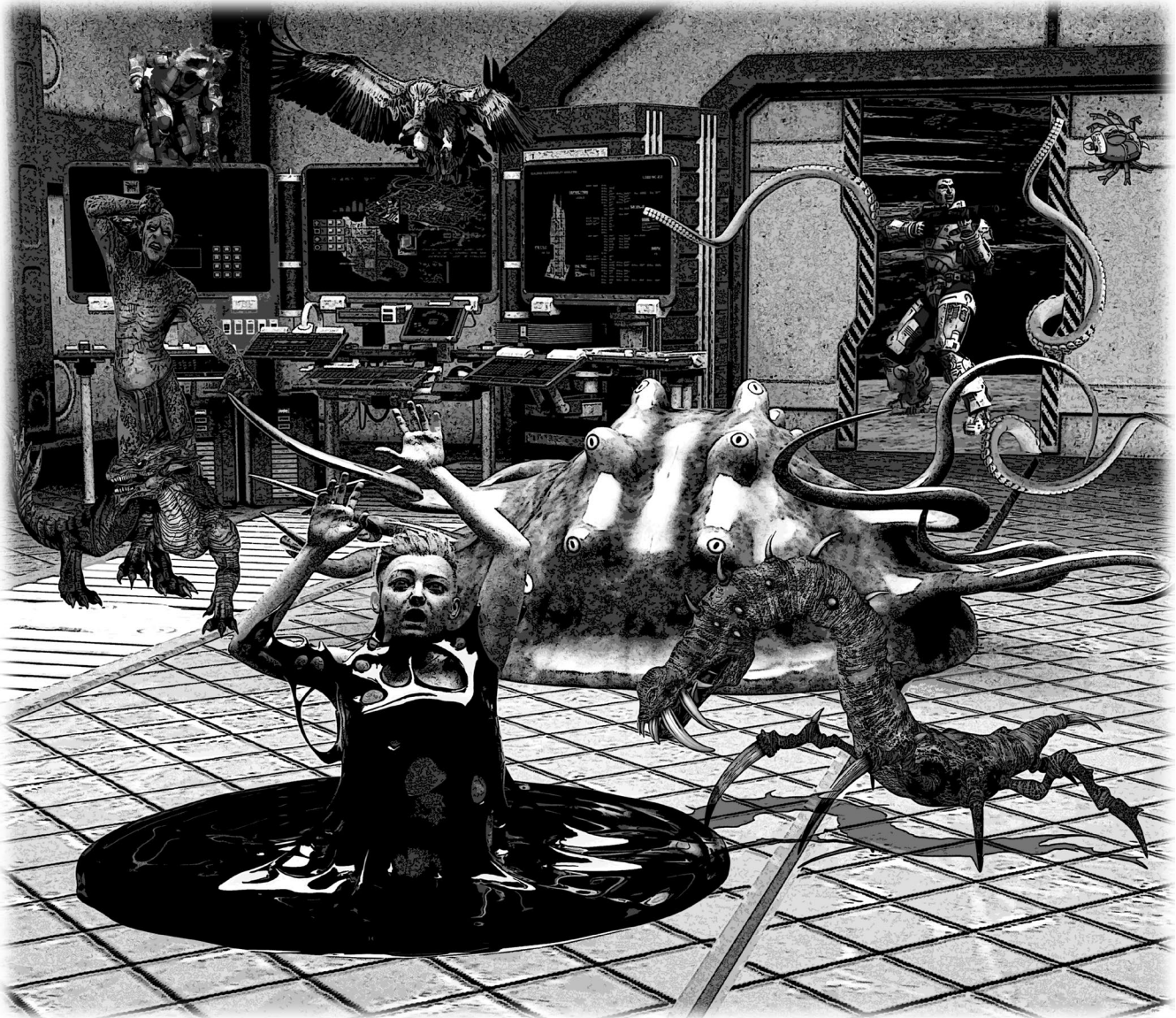
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# CREATURES OF THE WARDEN

The inhabitants of the *Warden* are both numerous and varied, and an organized list of these denizens is a must for any campaign. The list that follows is alphabetical by type (so, all of the robots are in the same area under Robot, etc.), but is by no means or measure complete. As the Starship Keeper of the *Warden*, you should feel free to create your own and add them to this list. We certainly came up with more than a few additional creatures when we decided to undertake a documentation of the entire ship, and we encourage you to add still more to that burgeoning list.

A guide for determining the experience points to be granted when your new creation is defeated by either wit or strength of arms, and we encourage you to add lifestyle details as well. It is always good to know the preferred hunting ground of a predator, the favored host of a parasite, or the climatic conditions preferred by a fungus or plant. Every creature should also have weaknesses as well as strengths - your characters deserve the chance to outthink their opponents aboard this vast starship. Design what you will, play the creatures listed here as you see fit and remember that so long as mutations continue aboard the *Warden*, there will always be new and deadly adversaries for your characters to face.



# STARSHIP WARDEN

## A Quick Word About Robots

I have been asked by many players concerning the difference between drones, robots, and androids. I have few doubts that you will receive like inquiries as your campaign progresses. For that very reason we decided to take a moment and give you our take on the differences between these three categories and the logic that lies behind their use and placement within the *Warden*.

**Androids** are human-like automatons with a full artificial intelligence. They are able to think for themselves but have limited experience. They also have an internal power source that may be determined by the Starship Keeper, but that never requires recharging.

**Robots** are mechanical devices with limited artificial intelligence that allows them to function autonomously within strict limits (for which they are programmed). They use both standard rechargeable Hydrogen Fuel Cells and are also able to utilize broadcast power when it is available.

**Drones** require an operator, either a pilot or a remote control operator. Drones may also be programmed for a specific task, but they are incapable of actions (or reactions) that are outside of the specific instructions given to them in that program. They work using a number of power sources, although most of those we designed use standard rechargeable Hydrogen Fuel Cells.

## Determining Creature Experience

Everyone wants a reward after a good fight in a role playing game, and the chart below is meant to help you balance any new creature or creature variant you might create for your *Starship Warden* campaign.

A creature's Constitution score is the baseline for calculating its experience value. Locate the Constitution score on the chart below and then follow the row across from that score to determine the total value. All of the numbers are totaled for a total experience point sum for killing the creature.

Offensive and Defensive mutations are listed with a single mutation garnering the first number listed, and the second number being granted to a creature with multiple mutations. Creatures that use equipment also receive an increase to their experience point total (see last column).

Using the chart below, Human Mutant with four arms (Offensive Mutation), an Immunity to Lasers (Defensive Mutation), the ability to use equipment and the following statistics:

Radiation Resistance 12    Constitution 12  
Mental Resistance 14    Strength 9  
Dexterity 10  
would therefore be worth:

**220 + 220 + 220 + 275 = 935 Experience Points**

CREATURE'S CONSTITUTION	BASE EXPERIENCE FOR DEFEATING	CREATURE HAS OFFENSE MUTATION/MULTIPLE MUTATIONS	CREATURE HAS DEFENSIVE MUTATION/ MULTIPLE MUTATIONS	CREATURE CAN USE EQUIPMENT
3	40	40/120	40/120	50
4	60	60/180	60/180	75
5	80	80/240	80/240	100
6	100	100/300	100/300	125
7	120	120/420	120/420	150
8	140	140/420	140/420	175
9	160	160/480	160/480	200
10	180	180/540	180/540	225
11	200	200/600	200/600	250
12	220	220/660	220/660	275
13	240	240/720	240/720	300
14	260	260/780	260/780	325
15	280	280/840	280/840	350
16	300	300/900	300/900	375
17	320	320/960	320/960	400
18	340	340/1020	340/1020	425
19	360	360/1080	360/1080	450
20	380	380/1140	380/1140	500



## The Creatures

### (alphabetical Listing)

#### Android, Captain Reztne

(HD 13, HP 60, AC 15, MV 30' Experience Points: 495  
Radiation Resistance 10 Constitution 13  
Mental Resistance 10 Strength 15  
Dexterity 14

[Prime=Physical] laser pistol inflicting 10d6, WC 5, range 225'.)

This android is quite insane. It appears and acts as though fully human, but it repeats itself far too often during conversation. It asks to join the party and again reacts normally in most situations, but with an increasingly furtive and secretive undertone. This android has only a rudimentary knowledge of the *Warden*, although it believes itself to be one of the vessel's 3 captains. The android is immune to energy weapons of all types.

#### Android Companion

(HD 10, HP 50, AC 15, MV 30' Experience Points: 405  
Radiation Resistance 10 Constitution 10  
Mental Resistance 12 Strength 10  
Dexterity 13

[Prime=Mental] No attack.)

This anthropomorphic, biologically correct android shows attractive male or female features and is designed to be a helpful companion to humans.. Its senses are that of a human, and it is programmed to please, never harm, humans or humanoids.

#### Android, Companion, Red

(HD 12, HP 60, AC 15, MV 50' Experience Points: 495  
Radiation Resistance 12 Constitution 12  
Mental Resistance 14 Strength 9  
Dexterity 10

[Prime=Mental] Attacks by weapon type.)

This anthropomorphic, biologically correct android is programmed to kill humans or humanoids. It has human-like senses, and its face and figure are very appealing. Well-versed in the use of weapons and programmed as an ambush predator, Red Companion Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe.

#### Android, Roman Legionnaire

(HD 12, HP 60, AC 15, MV 30' Experience Points: 495  
Radiation Resistance 12 Constitution 12  
Mental Resistance 10 Strength 14  
Dexterity 13

[Prime=Physical] Roman short sword inflicting 1d6 damage, WC3, and Roman javelin inflicting 1d6 damage, WC 3, range 5'.)

This android has escaped from another level, and its computer brain is quite insane. It appears and acts as though fully human, but it repeats itself far too often during conversation. It asks to join the party and again reacts normally in most situations, but with a few noteworthy exceptions: the android often forgets whose side it is on and stabs randomly and repeatedly with its sword. The android has a mental block and cannot see winged creatures. The android attacks all dogs and creatures with any canine characteristics on sight and is immune to all energy weapons.

#### Android Supremacist, Red

(HD 18, HP 108, AC 15, MV 30' Experience Points: 1190  
Radiation Resistance 12 Constitution 18  
Mental Resistance 16 Strength 14  
Dexterity 14

[Prime=Physical] Attacks by weapon type or fist blow [10 damage, WC 1].)

This 9' tall red skinned android is extremely intelligent and has human-like senses but displays a faceless head, communicating instead from a voice box in its chest. It has re-programmed itself and considers non-digitally enhanced life forms to be lower species suitable only for service to the Red Androids. Red Androids are skilled mechanics and can both use and repair almost any technology on the *Warden* if adequate supplies are available.

#### Android Thinker

(HD 10, HP 60, AC 15, MV 20' Experience Points: 405  
Radiation Resistance 10 Constitution 10  
Mental Resistance 15 Strength 11  
Dexterity 11

[Prime=Mental] No attack)

These 5' tall androids are extremely intelligent and have human-like senses but display a faceless head, communicating instead from a voice box in their chest. These androids are programmed to help humans and are able to



work all devices but tend to specialize in one specific area. They have only limited memory capacity [short term memory].

## **Android Thinker, Red**

(HD 10, HP 60, AC 18, MV 30' Experience Points: 405  
Radiation Resistance 10    Constitution 10  
Mental Resistance 16    Strength 10  
Dexterity 10

[Prime=Mental] one attack with a heavy caliber slug thrower, inflicting 40 damage, WC 4, 5 shots in a magazine, range 150').

These 5' tall red-skinned androids are extremely intelligent and have human-like senses but display a faceless head, communicating instead from a voice box in the chest. These androids are programmed to kill humanoids and are able to work all devices but tend to specialize in one specific area. They have only limited memory capacity [short-term memory].

## **Android Thinker, Red, Arachnid Cyborg [unique]**

(HD 10, HP 60, AC 18, MV 30'  
Experience Points: 405    Radiation Resistance 10  
Constitution 10    Mental Resistance 17  
Strength 12    Dexterity 10

[Prime=Mental] one attack with a heavy caliber slug thrower, inflicting 40 damage, WC 4, 5 shots in a magazine, range 150', or via Cybernetic Black One).

This 5' tall red-skinned android is extremely intelligent and has human-like senses but displays a faceless head, communicating instead from a voice box in the chest. He appears to be part spider as he has covered his arms, legs, and chest with parts grafted from the exoskeleton of several species of giant spider. This android has faulty programming and now believes that all life forms aboard the *Warden* should be replaced by arachnid mutants. He has only limited memory capacity [short-term memory] and so relies on a computer database he has built in the storage area to keep track of his experiments.

## **Android, Worker**

(HD 10, HP 60, AC 15, MV 30' Experience Points: 405  
Radiation Resistance 10    Constitution 10  
Mental Resistance 10    Strength 12  
Dexterity 12

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall androids are extremely intelligent and have human-like senses but display a faceless head, communicating instead from a voice box in the chest. These servitors have human intelligence but are programmed never to harm humans or humanoids. Very capable carpenters and general handymen, they

are capable of fixing almost anything on the *Warden* if adequate supplies are available.

## **Android Worker, Red**

(HD 18, HP 100, AC 15, MV 30'  
Experience Points: 765  
Radiation Resistance 10    Constitution 18  
Mental Resistance 10    Strength 12  
Dexterity 11

[Prime=Physical] one fist blow for 10 damage, WC 1.)

These 9' tall red-skinned androids are extremely intelligent and have human-like senses. They present a faceless head and communicate from a voice box in the chest. Well-versed in the use of weapons and programmed as ambush predators, Red Worker Androids try to gain the trust of humans, guarding them and fighting creatures to gain that trust. They then attack when the humans feel safe. Red Android Workers are very capable mechanics, fixing almost anything on the *Warden* if adequate supplies are available.

## **Angwad Fish**

(HD 18, HP 100, AC 19, MV 40' in the water and 15' on land)  
Radiation Resistance 3    Constitution 18  
Mental Resistance 10    Strength 10  
Dexterity 4

[Prime=Physical] one bite inflicting 3d6 damage, [WC1].)

This deep purple colored, 10'- long slime lizard lives half of its life in the water and half on land. It delights in teleporting behind prey and biting them in the back. Angwad Fish leave a slime trail where ever it travels.

Mutations: Teleportation, Heightened Senses

## **Ant, Purple**

(HD 4, HP 10, AC 12, MV 30' Experience Points: 270  
Radiation Resistance 10    Constitution 4  
Mental Resistance 10    Strength 6  
Dexterity 10

[Prime=Physical] one poison sting attack for 3d6 + poison [Intensity 15], WC 1.)

Each 1' long ant is a warrior with aggressive tendencies. These ants gain intelligence as they cluster in larger and larger batches. Generally, in the wild, there are 2d6 of them. Colonies may contain thousands of these ants. Mutations— Poison [Intensity 15], Telepathy, Force Field Generation, Heightened Speed, Mass Mind, and Heightened Intelligence.

## **Ant, White**

(HD 7, HP 20, AC 16, MV 30' Experience Points: 600  
Radiation Resistance 10    Constitution 7  
Mental Resistance 10    Strength 10  
Dexterity 10



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[Prime=Physical] one poison sting attack inflicting 5d6 + poison intensity 10, WC 1. Pairs of ants also have special attack abilities – see below.)

These foot long white mutated ants have a number of unusual mutations, but only as pairs of the ants join an attacking group. As the total number of ants in an attacking group increases, so do their special abilities. [These abilities are cumulative.]

2 ants: Electrical Generation 2d6, range 30'

4 ants: Immunity to Mental Control of any type

6 ants: glowing 5 point Force Field Generation [each ant gets an individual field]

8 ants: Immunity to Energy Beams

## Automated Intruder Response Unit (AIRU)

(HD 4, HP 11, AC19, Move 0'/none)

Experience Points: 135	Radiation Resistance 10
Constitution 4	Mental Resistance 10
Strength 4	Dexterity 12

[Prime=Physical] 3 laser bolts per round from an automated turret that is bio-metrically coded to attack anyone not on its internal list of acceptable visitors inflicting 5d6 damage per shot, WC 6, range 225'.)

This small pod is attached to the palisade that protects this village and constantly monitors anyone approaching said building. It is a small hemisphere [18" in diameter] with a protruding laser barrel.

## Axe Beak

(HD 10, HP 40, AC 15, MV 30'	Experience Points: 630
Radiation Resistance 11	Constitution 10
Mental Resistance 11	Strength 12
Dexterity 10	

[Prime=Physical] one beak attack inflicting 20 damage, WC 2.)

The Axe Beak stands 15' tall. It moves very fast on the jungle floor and clubs prey to death with its huge beak. Mutations— Taller, Heightened Strength, Heightened Precision, feathers immune to laser fire.

## Axe Beak, Desert

(HD 10, HP 40, AC 15, MV 40'	Experience Points: 630
Radiation Resistance 11	Constitution 10
Mental Resistance 11	Strength 13
Dexterity 10	

[Prime=Physical] one beak attack inflicting 20 damage, WC 2.)

The sand-colored Axe Beak stands 15' tall. It moves rapidly through the dunes and is difficult to spot due to its sand-colored plumage. A carnivore, this flightless bird clubs prey to death with its huge beak.

Mutations— Taller, Heightened Strength, Heightened Precision, feathers immune to laser fire.

## Bear, Cave

(HD 16, HP 90, AC 15, MV 40'	Experience Points: 300
Radiation Resistance 10	Constitution 16
Mental Resistance 10	Strength 16
Dexterity 12	

[Prime=Physical] attacks first by attempting to hug its opponent [no damage] which automatically gives the bear a successful bite on the following round for 3d8 damage, WC 1.)

This 14' tall bear continues to attack until it reaches -10 HP, and all strikes by the bear when it has less than 0 HP are made at +2/+10%. Although rare, this bear is not a mutant.

## Bearoid

(HD 6, HP 36, AC 13, MV 40'	Experience Points: 450
Radiation Resistance 10	Constitution 6
Mental Resistance 6	Strength 14
Dexterity 10	

[Prime=Mental] heavy mace inflicting 2d6 damage, WC1 or long bow inflicting 1d6 +3 damage, WC1, range 210'.)

These 12' tall bear-like creatures stand on their rear legs. Mutations— Heightened Intelligence, Teleportation, Precognition, Telepathy, and is able to make Mental Control attacks; it is near sighted and has no resistance to gas attacks or paralysis attacks of any type.

## Bearoid, White Winter

(HD 14, HP 55, AC 18, MV 40'	Experience Points: 1495
Radiation Resistance 17	Constitution 14
Mental Resistance 11	Strength 14
Dexterity 6	

[Prime=Physical] heavy mace inflicting 4d6 damage, WC2, or long bow inflicting 1d6 +3 damage, WC2, range 210'.)

The senses of this 15' tall bear [standing on its hind legs] allow it to smell prey up to 5 miles away. They create huge igloos. Mutations— New Body Parts, Heightened Intelligence, Heightened Smell, Teleportation, Precognition, Telepathy, and Mental Control.

## Black Knight, The

(HD 12, HP 60, AC 18, MV 60'	Experience Points: 495
Radiation Resistance 10	Constitution 12
Mental Resistance 10	Strength 15
Dexterity 12	Leadership Potential 17

[Prime-Physical] 2 long sword attacks causing 2d6 damage each, WC 3)

This doughty warrior has the speed of a striking snake and attacks twice each combat round. He stands 6'6"

tall and easily weighs 300 lb./136 kg.

## Black One

(HD 9, HP 29, AC 12, MV 30' Experience Points: 480  
Radiation Resistance 12 Constitution 9  
Mental Resistance [special – see below]  
Strength 10 Dexterity 12

[Prime=Physical] one poison bite attack for 3d6 damage + poison [Intensity 15], WC 2, or one electrical attack via webbing for 4d6 damage, WC 4.)

This mutated Wolf Spider stands 5' tall at the shoulder and spins webs throughout any area it occupies. It is able to then generate electrical energy that shoots through this webbing for 4d6 damage to any touching the webs. Mutations— Electrical Generation, Black Ones are immune to Mental Control attacks, but are highly susceptible [always fail] to Generated Illusions.

## Black Ones, Cybernetically Controlled

(HD 10, HP 33, AC 12, MV 30' Experience Points: 540  
Radiation Resistance 10 Constitution 10  
Mental Resistance [special – see below]  
Strength 10 Dexterity 12

[Prime=Physical] one poison bite attack for 3d6 damage + poison [Intensity 15], WC 2.)

These mutated Wolf Spiders stand 5' tall at the shoulder and are controlled by a Red Android Thinker. The poison of their bite causes the loss of 15 health per combat round. Mutations— Cybernetically Controlled Black Ones are immune to Mental Control attacks.

## Black One, Enormous

(HD 11, HP 42, AC 12, MV 36' Experience Points: 1000  
Radiation Resistance 10 Constitution 11  
Mental Resistance [special – see below]  
Strength 12  
Dexterity 13

[Prime=Physical] one poison bite attack for 4d6 damage + poison [Intensity 15], WC 2, or one electrical attack via webbing for 4d6 damage, WC 4.)

This mutated Wolf Spider stands 7' tall at the shoulder and spins webs throughout any area it occupies. It is able to then generate electrical energy that shoots through this webbing for 4d6 damage to any touching the webs. Mutations— Electrical Generation, Black Ones are immune to Mental Control attacks, but are highly susceptible [always fail] to Generated Illusions.



## Black Warrior

(HD 11, HP 60, AC 17, MV 60'  
Experience Points: 450  
Radiation Resistance 10  
Constitution 11  
Mental Resistance 10  
Strength 13  
Dexterity 12  
Leadership Potential 14

[Prime-Physical] one long sword attack causing 2d6 damage, (WC 3)

The warrior is a master of the long sword and group tactics.

## Blood Bird

(HD 10, HP 17, AC 10, MV 10'/40' [flight]  
Experience Points: 180  
Radiation Resistance 16 Constitution 4  
Mental Resistance [special – see below. 10 vs. attacks]  
Strength 6 Dexterity 14

[Prime=Physical] No attacks.)

This mutated Scarlet Tanager is 2' tall when fully grown. Mutations— its body emits radiation [Intensity 15, range 25']. This carnivore is totally resistant to all forms of Mental Control.

## Blood Draining Thorn Stinger

(HD 10, HP 44, AC 12, MV 0'/none  
Experience Points: 540 Radiation Resistance 11  
Constitution 10 Mental Resistance 9  
Strength 8 Dexterity 7

[Prime=Physical] 5 thorn attacks inflicting 2d6 +5 points of blood drain each, WC 1, range 90'.)

This mutated fern has unusually stiff, razor-sharp leaves and 5 thorny tentacles able to sense and strike targets up to 90' from its central trunk. Mutations— New Plant Parts, Increased Senses.

## Buzzer

(HD 4, HP 17, AC 12, MV 10'/40' [flight]  
Experience Points: 180  
Radiation Resistance 10 Constitution 4  
Mental Resistance [special – see below. 10 vs. attacks]  
Strength 10 Dexterity 10

[Prime=Physical] Special attack)

This mutated bee is 2' long and travels in swarms of 6-36 individuals. Mutations— touching the Buzzer causes 4d6 energy damage. The insect is immune to Mental Control. It is enraged by mutants using their mental abilities and invariably attacks such mutants.



## **Buzzer, Invisible**

(HD 4, HP 17, AC 12, MV 10'/40' [flight])

Experience Points: 270      Radiation Resistance 10

Constitution 4

Mental Resistance [special – see below. 10 vs. attacks]

Strength 10

Dexterity 10

[Prime=Physical] Special attack)

This invisible mutated bee is 2' long and travels in swarms of 6-36 individuals. Mutations— touching the Buzzer causes 4d6 energy damage. The insect is immune to Mental Control. It is enraged by mutants using their mental abilities and invariably attacks them.

## **Canis Mutant**

(HD 9, HP 61, AC 25, MV 40')

Radiation Resistance 10

Constitution 18

Mental Resistance 10

Strength 18

Dexterity 18

[Prime=Physical] one massive bite causing 6d6+15 damage [WC 1, extra damage is caused by molecular excitation].)

This 10'-tall mutant Boxer [dog] has unusually thick fur causing edged weapons, fangs, and claws to do half damage. Its bite has a mutational molecular excitation damaging effect that can cause combustion in flammable materials. Wolfoids have bred these hounds for more than a century.

Mutations: Heightened Dexterity, Heightened Strength, Heightened Intelligence, Heightened Senses, New Body Parts, Larger, and a mutational defect of wanting to serve beings more intelligent than itself.

## **Carnivore Vine**

(HD 6, HP 31, AC 10, MV 0'/None)

Experience Points: 300      Radiation Resistance 18

Constitution 6

Mental Resistance 3

Strength 3

Dexterity 3

[Prime=Physical] one bite attack inflicting 4d6 damage, WC 2, range variable.)

This vine grows in radioactive areas. Early in its cycle, it is a thin 5' long vine with wide, hinged dual leaves that hide jaws. The vine reacts to movement, bringing its jaws to bear at whatever length the vine has achieved via growth [average of 20'-40']. There are several 100 yard versions that can swallow large prey in two bites if the plant gets the chance. Mutations— Stasis in Periods of Darkness, Acid Bite.

## **Carnivore Willow**

(HD 18, HP 100, AC 16, MV 0'/none)

Experience Points: 1020      Radiation Resistance 18

Constitution 18

Mental Resistance 3

Strength 18

Dexterity 3

[Prime=Physical] 1d6 manipulation vines seek to grab prey [WC 1], and it requires a strength of 15/75%/500 pounds pull or higher to break free once grabbed. Those who fail are moved to the creature's maw for 2d6 crushing damage each round.)

This pale white mutated willow can grow to more than 50' tall. Some of its vines can snare prey which it then drags to the huge maw and digestive system at the center of the tree. Large nests of hornets are often found at the edges of this maw. Mutations— Larger Than Normal, Manipulation Vines, New Plant Parts, Heightened Precision, Increased Senses.

## **Changer**

(HD 10, HP 40, AC 10, MV 15'/ 60' [flight])

Experience Points: 630      Radiation Resistance 10

Constitution 10

Mental Resistance 10

Strength 10

Dexterity 13

[Prime=Physical] one beak for 3d6 damage, WC 1.)

This 4'-tall mutated Robin has a wingspan of 6' and is completely resistant to all poisons. An ambush predator, it can change the color of its feathers to match its surroundings. Mutations— Chameleon Power, Taller, Precognition which prevents surprise on its part.

## **Chimpoid**

(HD 9, HP 22, AC 8, MV 20' Experience Points: 760

Radiation Resistance 9

Constitution 9

Mental Resistance 9

Strength 17

Dexterity 16

[Prime=Physical] It has one attack with a spear WC 1, 2d6.)

These simians resemble their earthly cousins [chimpanzees] in most respects, but adult chimpoids are 5'+ tall and very muscular. Mutations— Heightened Intelligence, Taller.

## **Chimpoid, Blue**

(HD 17, HP 55, AC 12, MV 20' Experience Points: 1520

Radiation Resistance [special – see below]

Constitution 17

Mental Resistance 9

Strength 17

Dexterity 15

[Prime=Physical] electrified fist blow to inflict 12 electrical damage, WC 2.)

The mature bright blue chimpoid stands 6' tall and is very muscular. When attacked, a single chimp calls out to its mates, and slowly ever more chimpoids join the battle until up to 20 are present after a minimum of 5 combat rounds. Those striking the chimpoid with a conductive melee weapon also discover the electrical nature of its fur as such a strike transfers 8 electrical damage to the attacker. Mutations—



Electrical Generation, Immunity to Lasers & Radiation, Heightened Intelligence, New Body Parts.

## Chimpoid, Giant

(HD 18, HP 101, AC 14, MV 30' Experience Points: 1190  
Radiation Resistance 11 Constitution 18  
Mental Resistance 11 Strength 18  
Dexterity 14

[Prime=Physical] 2 fist attacks inflicting 5d6 each, WC 1.)

Giant Chimpoids are 9-10' tall and are covered in red fur with huge paws for hands and feet. Mutations— Taller, Out-sized Body Parts, Regeneration [3 damage per turn], Heightened Balance, Heightened Precision, Heightened Strength, Heightened Senses.

## Chimpoid, Green, Throwing

(HD 8, HP 25, AC 10, MV 20' Experience Points: 665  
Radiation Resistance 11 Constitution 8  
Mental Resistance 11 Strength 11  
Dexterity 18

[Prime=Physical] handmade boomerang inflicting 2d6 damage, WC 2.)

These mutated chimps use their mutations to visually disappear within the jungle. They delight in throwing specially made boomerangs at creatures they do not recognize. If the missile misses, it flies back to the chimpoid. Mutations— Chameleon Powers, Heightened Balance, Heightened Precision.

## Courgaroid

(HD 10, HP 29, AC 15, MV 40' Experience Points: 585  
Radiation Resistance 10 Constitution 10  
Mental Resistance [special – see below]  
Strength 10 Dexterity 14

[Prime=Mental] one crossbow attack inflicting 1d10, WC 2, 180' range.)

This highly intelligent mutated cougar walks upright, is +5%/+1 to hit with crossbows, and is immune to paralysis, all forms of mental at tack, lasers, and electrical energy attacks. Mutations— Courgaroids can't see robots of any type [Mental Block] and have an Attraction Odor that makes them delicious smelling to carnivores of all types.

## Cow, Giant Mutant

(HD 10, HP 50, AC 12, MV 40' Experience Points: 360  
Radiation Resistance 10 Constitution 10  
Mental Resistance 10 Strength 15  
Dexterity 10

[Prime=Physical] razor sharp horns inflicting 10d6, WC 5.)

This mutated cow is 20' tall and 27' long. It has animal intelligence. The cows fear nothing but are smart enough to use their horns in combat. Mutations— Taller.

## Crying Plant

(HD 13, HP 77, AC 16, MV 0'/None  
Experience Points: 720 Radiation Resistance 18  
Constitution 13 Mental Resistance 18  
Strength 3 Dexterity 8

[Prime=Mental] one branch slap inflicting 3d6 damage, WC 3, plus an avoidable 25' knockback and follow-up crushing for 10d6.)

This plant grows a large 30' spherical bole with a large shadowy alcove. Inside the alcove an imitation of that last victim the plant ate, regardless of its nature, appears to be crying. Victims approaching within 20' cause the branches of this plant to bend and slap the



victim into the bole of the tree which then contracts violently. Once it has killed, the Crying Plant requires three days to form a new crying imitation. Mutations— Moving Plant Parts, Psychic Imitation, New Plant Parts, Increased Senses.

## Crystal Alien, Blue

(HD 15, HP 53, AC 18, MV 20'      Experience Points: 740  
Radiation Resistance 14      Constitution 15  
Mental Resistance 3      Strength 15  
Dexterity 15

[Prime=Physical] one crystal spike inflicting 2d6 damage, WC 2, 10' range.)

This 9' tall alien appears to be a conglomerate of deep blue spikes of crystal. Three spikes protrude from this mass which the alien uses for locomotion. The spikes are very sticky, and as it 'walks', any loose objects, items, or creatures become stuck to the spikes. The alien eats anything stuck to the spikes. All melee weapons attacking the alien stick to it after the first successful strike and cannot be removed by the weapon wielder until the creature is dead. Once the creature has fed several times, it grows three additional spikes, shooting the first three into the earth where they grow into new adults in 9 days.

## Crystal Alien, Red

(HD 16, HP 33, AC 18, MV 30'      Experience Points: 900  
Radiation Resistance 15      Constitution 16  
Mental Resistance 4      Strength 16  
Dexterity 16

[Prime=Mental] 3 power spike shots inflicting 11 damage, WC 2, range 30'. It can blast these spikes every other melee round.)

This 9' tall alien appears to be a conglomerate of deep red spikes of crystal. Three spikes protrude from this mass which the alien uses for locomotion. The spikes are very sticky, and as it 'walks', any loose objects, items, or creatures become stuck to the spikes. The alien eats anything stuck to the spikes. All melee weapons attacking the alien stick to it after the first successful strike and cannot be removed by the weapon wielder until the creature is dead. Once the creature has fed several times, it grows three additional spikes, shooting the first three into the earth where they grow into new adults in 9 days.

## Crystal Tree

(HD 18, HP 100, AC 25, MV 10')  
Radiation Resistance 10      Constitution 18  
Mental Resistance 10      Strength 10  
Dexterity 10

[Prime=Physical] 1d6 crystal branch attacks for 1d10 + infection, [WC 1, range 10'.]

This 5'-tall mutated plant appears as a barbed piece of white crystal with several razor sharp branches sticking out of the top. It's capable of slow movement, and hunts by sensing heat, feeding upon any liquid chemical compound that contains iron. Its branches elongate and can strike up to 10' away. Successful hits by these deadly limbs indicate that a shard of the branch's keen crystalline edge has broken off within the wound. This shard then burrows inwards towards a victim's center of mass causing an additional 1d8 damage per turn. Once the shard reaches the center of its victim's mass, it expands enormously, killing the unfortunate host. A new crystal tree is born.

Note: This creature can be fooled by a dish of rusty water or other, similar chemical compounds.

Mutations: Plant Movement, Heightened Senses, infra-red and ultra-violet detection.

## Cucumber Thorn Pod

(HD 9, HP 25, AC 4, MV 0'/none  
Experience Points: 320      Radiation Resistance 3  
Constitution 9      Mental Resistance 3  
Strength 3      Dexterity 18

[Prime=Physical] explosion inflicting 10 damage and injecting seed thorns inflicting 4 points of damage, WC4, range 10').

## Dart Creature

HD 2, HP 11, AC 15, MV 30'      Experience Points: 900  
Radiation Resistance 10      Constitution 2  
Mental Resistance 10      Strength 16  
Dexterity 12

[Prime=Physical] 3d6 attacks throwing poisoned quills [Intensity 15], range 30'.

This mutant porcupine stands 4'-tall at the shoulder, can see in the dark, and is never surprised. Mutations — Poison, Larger.

## Death Tree

(HD 10, HP 55, AC 12, MV 0'/None  
Experience Points: 360      Radiation Resistance 15  
Constitution 10      Mental Resistance 3  
Strength 3      Dexterity 3

[Prime=Physical] 3-18 [3d6] thrown cherry attacks inflicting 3d6 damage each, WC 2, range 50', and the radiation it emits [radiation level 15 up to 120']. )

This mutated cherry tree stands 20'-tall when mature and can sense the air moving when targets approach. It attacks by throwing exploding cherry-like fruits at its opponents. Victims killed by the tree fertilize its hungry roots. The presence of Death Trees in overgrown and densely forested areas is often betrayed by the ring of small animal corpses that

surround their trunks. Mutations— Radiated Plant Fiber [Intensity 15].

## Death Vine

(HD 15, HP 66, AC 15, MV 10' Experience Points: 840  
Radiation Resistance 14 Constitution 15  
Mental Resistance 3 Strength 15  
Dexterity 15

[Prime=Physical] 3 whip-like vine attacks inflicting 4d6 damage each, WC1, range 90'.)

These plants spin their vines in a 360° arc, feeling for living flesh and then wrapping around that flesh so that the jaw-filled vines can bite chunks from it. Mutations— New Plant Parts, Moving Plant Parts, Increased Senses.

## Death Weed

(HD 8, HP 49, AC 15, MV None)  
Radiation Resistance 10 Constitution 8  
Mental Resistance 5 Strength 10  
Dexterity 10

[Prime=Physical] one root spike attack inflicting 1d6 + poison [intensity 11] [WC1, range special: see below].)

These relatively innocuous bushes grow in clumps containing 1d6 well-spaced individual shrubs, but their root systems extend for 100 yards below ground. Any creature entering this periphery is subject to 1d6 root attacks per plant in this area. These shrubs sense movement through their root systems and generally wait until a creature has penetrated the perimeter to a depth of 20' or more before attacking. The corpses of their victims provide the plants with both liquid and solid nourishment.

Mutations: Increased Senses, New Body Parts

## Deer, Giant Mutant

(HD6, HP 17, AC 11, MV 60' Experience Points: 300  
Radiation Resistance 10 Constitution 6  
Mental Resistance 10 Strength 10  
Dexterity 10



[Prime=Physical] 2 antlers inflicting 2d6 damage + poison [Intensity 15], WC2)

These mutant deer resemble normal deer but are 10' tall at the shoulder. They never lose their antlers. Mutations— Taller, Contact Poison [Intensity 15].

## Dragonfly, Giant

(HD 10, HP 60, AC 12, MV 10'/90' [flight]  
Experience Points: 360  
Radiation Resistance 10  
Constitution 10  
Strength 10 Dexterity 10  
Mental Resistance 10 or [special – see below]

[Prime=Physical] one clawed talon inflicting 25 damage, WC 4, and energy discharge if touched causing 9d6 in energy damage, WC4.)

Born in piles of rotting meat found in radioactive areas and traveling alone for most of their lives, Giant Dragonflies are 7' long and 10' tall. They are enraged by mutants using their mental abilities and always seek out and attack such mutants. Any touching the dragonfly receive an immediate energy discharge which instantly regenerates. Giant Dragonflies are immune to Mental Control.



## Dream Bush

(HD 10, HP 55, AC 12, MV 0'/None  
Experience Points: 540 Radiation Resistance 10  
Constitution 10 Mental Resistance 3  
Strength 3 Dexterity 3

[Prime=Physical] one strong fragrance area attack affecting any creature within 35'; fragrance acts as a poison [Intensity 10, Entralls victim ].)

This 6' tall mutated elderberry bush filled with clusters of purple berries looks like a tree. Those failing to avoid the effect of its fragrance [poison] take no damage but become enthralled to the Dream Bush and retrieve other plants of all types, returning them to the base of the Dream Bush to become fertilizer. Only the destruction of the Dream Bush by an outside entity is capable of releasing those in thrall. Mutations— Poison [Intensity 10], Entralling.

## Drone, Black Panther

(HD 10, HP 33, AC 19, MV 45' Experience Points: 405  
Radiation Resistance [special – see below]  
Constitution 10 Mental Resistance 10  
Strength 12 Dexterity 14



[Prime=Physical] The Drone attacks with a bite and claw inflicting 30 damage each, WC 1.)

This panther-like drone is 2' tall at the shoulder and 5' long. This programmable drone has sensors that are better than human senses allowing it to see into the ultra-violet and infra-red spectrums. Completely immune to all intensities of radiation, this drone is designed to hunt and kill larger creatures and to cull herds of mutants. The unit is also invisible in the dark.

## Drone, Dog Eight

(HD 10, HP 44, AC 18, MV 60' Experience Points: 405  
Radiation Resistance [special – see below]

Constitution 10                      Mental Resistance 10  
Strength 12                          Dexterity 14

[Prime=Physical] one charge causing knock-back/knockdown, WC4, and then an automatic claw hit inflicting 4d6 damage, WC2.)

This robotic canine drone must be programmed to function, stands 5' tall and is 5' long. Its senses are much like a human. It is immune to radiation of all intensities. It attacks by first knocking its victim to the ground and then goring them with its formidable claws. Special— The unit is a guard mechanism programmed to attack intruders.

## Drone, Fire Control

HD 4, HP 12, AC 18, MV 90' [flight]  
Experience Points: 135              Radiation Resistance 14  
Constitution 4                      Mental Resistance 10  
Strength 4                          Dexterity 12

[Prime=Physical] no attacks but may deploy a Halon gas pellet that removes all oxygen from within 20'-diameter sphere of the spot the pellet is dropped, WC3, 6 pellets in magazine.)

This unit is propelled by anti-gravity with a miniaturized ram jet engine. It has three cameras able to relay scanning information from all wavelengths of the electro-magnetic spectrum and its internal high gain antenna allows it to receive commands at a distance of up to 20 miles (about half the deck). These drones are usually controlled directly via radio uplink.

## Drone, Grenade Eleven

(HD 10, HP 30, AC 8, MV 15'/60' [flight]  
Experience Points: 405              Radiation Resistance 10  
Constitution 10                      Mental Resistance 10  
Strength 10                          Dexterity 10

[Prime=Physical] one fragmentation grenade inflicting 6d6 damage, WC 2.)

This 1' square box-like drone was designed to dispense various anti-toxins and anti-vermin exploding ordinance. It is always controlled via

microwave transmission by an artificial intelligence that is within 6 miles of its location. Its sensors encompass the entire human spectrum and extend into the ultra-violet and infra-red spectrum as well. This drone is able to produce its own grenades every 20 minutes. The shrapnel from these grenades does nullify radiation, reducing it by one intensity level per grenade [Intensity 10 radiation drops to Intensity 9]. The drone continuously drops grenades on anyone transporting anything that emits ionizing radiation but otherwise ignores characters.

## Drone, Laser Two

(HD 10, HP 30, AC 14, MV 60' [flight]  
Experience Points: 405              Radiation Resistance 10  
Constitution 10                      Mental Resistance 10  
Strength 10                          Dexterity 10

[Prime=Physical] one blaster inflicting 19 damage, WC 3, range 225'.)

This 4'-diameter drone is 2' thick and designed to fly in groups of three and attack, driving targets from a specific area. This group is always controlled via microwave transmission by an artificial intelligence that is within 6 miles of its location. The surface of the unit is immune to laser blasts. The drone's programming is very efficient, and it attacks the prey with the strongest weapon first.

## Drone, Meadow Herding

(HD 10, HP 10, AC 9, MV 60' [flight]  
Experience Points: 405              Radiation Resistance 10  
Constitution 10                      Mental Resistance 10  
Strength 10                          Dexterity 10

[Prime=Physical] The unit never attacks but uses loud sounds and blasts of harmless light to move animal herds.)

While not self-aware, this 4' long and wide and 6" tall programmable drone features a complex program. It herds creatures into given areas as per the instructions that have been downloaded. Special— This machine can simultaneously produce four different light shows and four different sound blasts that serve to drive creatures along certain paths in a given area.

## Drone, Rattlesnake

(HD 10, HP 33, AC 16, MV 15' Experience Points: 405  
Radiation Resistance 10              Constitution 10  
Mental Resistance 10                  Strength 10  
Dexterity 12

[Prime=Physical] one bite per round inflicting 5d6 + poison [Intensity 11], WC 1.)

This 10' long, metallic, programmable, drone is highly intelligent and has sensors better than human senses as it pinpoints infra-red heat sources up to 300' away

as targets. Specials— The drone sits in front of portals of all types and attacks anything without a *Warden* wristband seeking to enter. When coiled, it can launch its body 80' into the air.

## Drone, Security

HD 3, HP 7, AC 18, MV 90' [flight]  
Experience Points: 90      Radiation Resistance 10  
Constitution 3      Mental Resistance 10  
Strength 3      Dexterity 14

[Prime=Physical] may deploy a knockout gas pellet, poison [Intensity 17], WC3, 20' diameter area of effect; and also one 13' tentacle attack causing paralysis, WC 3.)

This 9'- tall unit is propelled by anti-gravity with a miniaturized ram jet engine. It has three cameras able to relay scanning information from all wavelengths of the electro-magnetic spectrum and its internal high gain antenna allows it to communicate at a distance of up to 20 miles (about half the deck).

Security drones may be hacked if the 'hacker' is able to broadcast the new commands via RF broadband signal.



## Duty Rat

(HD 7, HP 28, AC 16, MV 45'      Experience Points: 240  
Radiation Resistance 13      Constitution 7  
Mental Resistance 8      Strength 9  
Dexterity 15

[Prime=Physical] one bite inflicting 5d6, WC 1.)

This 4' long mutant aquatic rat has both gills and lungs. It hunts by detecting alpha brainwave patterns up to 30' away. Remarkably fast, this ambush predator generally waits until a character's guard is down before launching a devastating, and often embarrassing, attack. Mutations— Larger, New Body Parts (gills).

## Dwarf, Gro-org

(HD 18, HP 48, AC 9, MV 20'      Experience Points: 1615  
Radiation Resistance 18      Constitution 18  
Mental Resistance 7      Strength 18  
Dexterity 16

[Prime=Physical] hammer inflicting 6d6 damage, WC 4, range 90'/150'/210', or Phosphorous Grenade inflicting 5d6 heat damage in a 30' diameter circle, WC 4, range 50'/150')

Gro-org the dwarf is 5' tall and massively strong. He wears enchanted plate mail armor, his senses are sharper than a human's, and he always perceives nearby [150' range] intelligent life. Gro-org is able to throw his hammer at a foe every third melee round. The hammer returns to the dwarf's hand after two rounds to be thrown again. During the intervening two melee rounds Gro-org hurls grenades if the range and area effect of that weapon are appropriate. Mutations— Heightened Senses, Heightened Strength, Heightened Dexterity, Immunity to poison. Gro-org uses a flying carpet [magical technology] that can transport six standard humanoids.

## Elf

(HD 10, HP 47, AC 14, MV 80'  
Experience Points: 585      Radiation Resistance 12  
Constitution 10      Mental Resistance 12  
Strength 12      Dexterity 15

[Prime-Physical] one arrow attack causing 10 damage, range 250', WC 1)

Elves are small, standing only an average of 5'2" in height and weighing about 150 lb./68 kg. They are nimble and fast, and are masters of the forest. If within the Elven Forest, an elf is able to become invisible at will 90% of the time.

## Elf Prince Dridan O' the Blade

(HD 18, HP 58, AC 18, MV 40'/60' [flight]  
Experience Points: 1955  
Radiation Resistance 10      Constitution 18  
Mental Resistance 10      Strength 17  
Dexterity 18

[Prime=Mental] laser pistol inflicting 10d6, WC 5, range 225' or thrown energy dagger inflicting 10d6, WC 8, range 30', tech level 5, or Lightning Wand inflicting 6d6 to living matter in a 5' wide x 100' long path, WC8.)

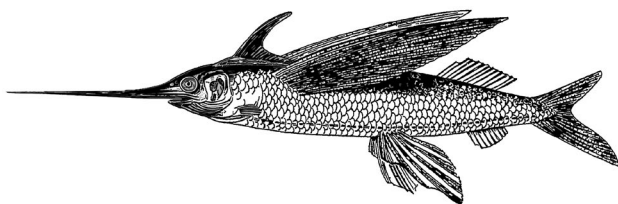
This 6'-tall mutated elf commonly uses a great many ancient devices he has recovered and converted. Prince Dridan appears human except for his high pointed ears and the special mutated flesh lenses that cover his eyes. His senses are sharper than a human's, and he always perceives nearby [150' range] intelligent life. The elf has [6] Energy Daggers, a wand that hurls lightning bolts [inflicts 6d6, WC 8, range 100'] and wears light power armor that has a 25 point force shield and allows the Prince to fly. Mutations— Heightened Perception, Heightened Dexterity, Heightened Strength, Life Leech.

## Fin

(HD 12, HP 65, AC 15, MV 50' [swim] Experience Points: 990  
Radiation Resistance [special – see below]  
Constitution 12 Mental Resistance 12  
Strength 13 Dexterity 14

[Prime=Mental] one 40 kph nose bash [in water only] inflicting 4d6 damage, WC 1, but prefers to speak to intelligent creatures it encounters.)

This 10'-long mutated Dolphin has developed human arms and hands as well as front flippers. Highly territorial, it is immune to radiation and poison of all kinds. Mutations— Force Field Generation, Telepathy, and Mental Blast.



## Flower Blade Plant

(HD 8, HP 44, AC 13, MV 0' /None  
Experience Points: 630 Radiation Resistance 18  
Constitution 8 Mental Resistance 13  
Strength 13 Dexterity 3

[Prime=Physical] 1d6 petal attacks inflicting 4d6 damage, WC 2, range 30'.)

This 4' tall flower-like plant has a cluster of large, circular flower petals that are stiff with very hard edges. The plant senses movement and throws 1d6 petals at the prey trying to kill it. Then the plant moves over the body and the lower plant leaves suck up the nutrients of the dead prey. Any given plant has 20 of these petals and can grow one petal per day if there are sufficient nutrients. Mutations—Moving Plant Parts, Increased Senses, Throwing Petals, New Plant Parts.

## Fly, Giant

(HD 4, HP 20, AC 12, MV 10' /40' [flight]  
Experience Points: 180  
Radiation Resistance 10 Constitution 4  
Mental Resistance 10 or [special – see below]  
Strength 10 Dexterity 12

[Prime=Physical] one spitting attack inflicting 25 damage, WC4, range 20' [3x/day only], and energy discharge if touched causing 4d6 energy damage, WC4.)

This 3'-long and 6'-tall mutant fly spawns in rotting piles of meat found in radiation areas and travels alone. It becomes enraged and attacks when in proximity [100'] to mutants using their mental abilities. Any touching these flies receive an immediate energy discharge. Giant Flies are immune to Mental Control.

## Flying Fish

(HD 10, HP 44, AC 12, MV 50' [swim]/80' [flight]  
Experience Points: 180 Radiation Resistance 10  
Constitution 10 Mental Resistance 10  
Strength 12 Dexterity 15

[Prime=Physical] one beak impalement causing 5d6 damage, WC 1.)

This mutated 10'-long Flying Fish attacks by taking flight [from the water] and spearing prey. If this attack does not kill the prey, the fish continues to attack the same target until it succumbs. The Flying Fish is so graceful it never takes harm from hitting solid objects, and it can remain airborne for up to 10 miles before needing to return to the water.

## Fool's Gear

(HD 8, HP 36, AC 15, MV 40'  
Radiation Resistance 12 Constitution 8  
Mental Resistance 14 Strength 12  
Dexterity 12  
[Prime=Physical] special.)

This chameleon-like mutant slime is highly intelligent but uncommunicative. It assumes the form of a device of the ancients and awaits the attention of a looter. This mimicry is always letter perfect, and includes any indicator lights, moving needles, empty battery receptacles, or other aspects of the device it is copying. Fool's Gear feeds by draining the energy from any stable power sources (like Hydrogen Energy Cells) with which it comes into contact. If stored near other devices, it drains the power from these sources as well, then dividing and creating a new Fool's Gear that is an identical copy of the drained device. Once this creature has fed three times, it assumes an innocuous form (like a piece of the deck plating, a broken hand rail, etc.). and attempts to pass unnoticed. Fool's Gear generally hibernates for 30 days between feeding periods.

Mutations: Heightened Intelligence, Power Drain, Immunity to electricity (which it considers food).

## Forest Lizard

(HD 15, HP 55, AC 15, MV 40' / 30' [leap]  
Experience Points: 980 Radiation Resistance 17  
Constitution 15 Mental Resistance 11  
Strength 18 Dexterity 14

[Prime=Physical] one claw inflicting 10d6 damage, WC 2, and one bite for 4d6 damage, WC2.)

Mature Forest Lizards are 40' long with green thick scales. The head is 5' long and filled with deadly fangs. Its six legs have razor sharp talons able to fell large trees in a single blow. Mutations— Heightened Precision, Heightened Dexterity, Heightened Strength, New Body Parts, Taller.

## Fungus, Brain

(HD 16, HP 90, AC 10, MV 0'/none  
Experience Points: 1950    Radiation Resistance 18  
Constitution 16    Mental Resistance 17  
Strength 3    Dexterity 3

[Prime=Mental] Special attacks)

This 10'-tall and long black fungus is shaped like a human brain and only attacks if it is unable to persuade a character party to tend to its needs and bring it food. The fungus communicates telepathically at a range of up to 3 miles, but this telepathy will not penetrate radioactive shielding. Brain Fungi are highly intelligent and are able to consume any liquid protein source, although they prefer blood. Touching the Brain Fungus is hazardous as its skin exudes a contact poison [Intensity 17]. If a Brain Fungus is unsuccessful when attempting to persuade, it attacks using Life Leech or a double-strength Mental Blast. Mutations— Telepathy, Mental Control, Force Field Generation, Life Leech, Mental Blast [double power].



## Fungus, Cabbage

(HD 11, HP 44, AC 9, MV 0'/none  
Experience Points: 900    Radiation Resistance 9  
Constitution 11    Mental Resistance 3  
Strength 11    Dexterity 11

[Prime=Physical] one envelop attack inflicting 3d6 damage, WC 1, and then acid [automatic hit if enveloped] inflicting 4d6 damage, WC 4.)

This cabbage-like fungus has 10' square leaves which spread out across all floors and walls in a given, enclosed area. It attacks by raising its leaves to smash and envelop prey, then bathing them in digestive acid once the prey is enveloped. Mutations— Larger than Normal, Acid Leaves, New Plant Parts.

## Fungus, Dark

(HD 10, HP 55, AC 10, MV 0'/none Experience Points: 1170  
Radiation Resistance 10    Constitution 10  
Mental Resistance 10 or [special – see below]  
Strength 10    Dexterity 10

[Prime=Physical] touching inflicts 10d6 energy damage, WC3.)

Dark Fungus grows well on the rotting bodies of any type of animal, and when it grows to a mass greater than ten pounds, it becomes intelligent and gains mental mutations but becomes defenseless to mental attacks. Any that touch this plant receive an energy discharge equal to 10d6 damage. Mutations— Illusion Generation, Telepathy, and Force Field Generation.

## Fungus, Red Puff Ball

(HD 3, HP 5, AC 4, MV 0'/none  
Experience Points: 150    Radiation Resistance 3  
Constitution 3    Mental Resistance 3  
Strength 3    Dexterity 3

[Prime=Physical] explosion inflicting 10 damage + poison [Intensity 12], WC4, range 10').

This mutated 5'-spherical red fungus bursts if it experiences pressure of any kind. The area then remains filled with a poisonous [Intensity 12] fungal spore cloud that persists for 1-2 hours.

Mutations— New Plant Parts, Poison [Intensity 12], Spores, and Quick Growth.

## Gorilloid

(HD 11, HP 58, AC 13, MV 30' Experience Points: 950  
Radiation Resistance 10    Constitution 11  
Mental Resistance 10    Strength 12  
Dexterity 12

[Prime=Mental] No attacks.)

This 6-armed, 6-eyed, telepathic mutant gorilla stands 10' tall at the shoulder. It is an omnivore covered in purple fur that is totally resistant to all forms of energy attacks. The creature is very intelligent and often works with the devices of the ancients. Gorilloids have developed a strange desire to help humanoids, never attacking them. When those humanoids die, the Gorilloid is impelled to bury the body amid the branches of the trees on the Gorilloids' home island [see Deck 15]. Mutations—Multiple Body Parts, Taller, Telepathy, Immunity to Energy Attacks.



## Great Claw

(HD 12, HP 68, AC 19, MV 10'[land]/90' [water]  
Experience Points: 770    Radiation Resistance 10  
Constitution 12    Mental Resistance 10  
Strength 10    Dexterity 10

[Prime=Mental] 2 claw attacks inflicting 6d6 damage, WC2, range 20'.)

This mutated lobster stands 14' tall when on land but reaches its full 90' length in the water. Great Claws can remain on land for up to an hour and are always hungry. Their tremendously thick shells are proof against most melee weapons but suffer damage from



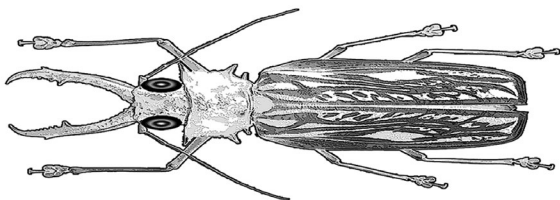
energy weapons' fire. The flesh of this rare predator is highly prized by many of the intelligent species aboard the *Warden* as it is considered a delicacy. Mutations— Stronger, Larger.

## Green Pincer Beetle

(HD 10, HP 30, AC 18, MV 20'      Experience Points: 630  
Radiation Resistance 10      Constitution 10  
Mental Resistance 5      Strength 12  
Dexterity 10

[Prime=Physical] one bite inflicting 4d6 damage, WC 2.)

This 4' tall beetle is difficult to spot as its shell changes in a chameleon-like manner to match the colors and textures of its surroundings. Consumers of plants and meat, Green Pincer Beetles whistle loudly when they hunt, betraying their presence. Mutations— Taller, New Body Parts, Immunity to Lasers, Heightened Balance.



## Hangman's Tree

(HD 11, HP 55, AC 15, MV 0'/None  
Experience Points: 900      Radiation Resistance 18  
Constitution 11      Mental Resistance 3  
Strength 13      Dexterity 3

[Prime=Physical] 1d6 whipping branch attacks inflicting 5d6 damage each, WC 1, range 150'.)

This 90' tall mutated willow tree produces lovely pink flowers at the end of thousands of supple branches. As potential victims come within 150' of the tree, it whips 1d6 of these branches at these targets. If the mutant succeeds in killing the prey, it pulls the dead body up near the bowl of the tree and slowly collects the nutrients of the victim. There are always several sets of equipment around the trunk of the tree. Mutations— Moving Plant Parts, New Plant Parts, Increased Senses, Grabbing Vines.

## Hawk, Giant Mutant

HD 13, HP 55, AC 14, MV 10'/30' [flight]  
Experience Points: 1560      Radiation Resistance 12  
Constitution 13      Mental Resistance 14  
Strength 15      Dexterity 16

[Prime=Physical] mental attack only – see below.)

This 5' tall bird is incredibly fast and has powerful wings ending in manipulative talons. Its golden feathers match the color of willow leaves and allow it to blend into its surroundings. It attacks with its

mental mutations and seeks only to drive intruders away. Mutations— Mental Control, Mental Blast, Mental Defense Shield, Force Field Generation, Illusion Generation, Taller, New Body Parts.

## Hawkoid

(HD 8, HP 42, AC 12, MV 10'/60' [flight]  
Experience Points: 805      Radiation Resistance 10  
Constitution 8      Mental Resistance 12  
Strength 10      Dexterity 10

[Prime=Mental] one bow attack inflicting 1d6+3 damage, WC 2, range 210'.)

This highly intelligent mutated sparrow hawk has manipulative talons at the end of its wings. It prefers to attack while airborne. Mutations— Fear Generation, Levitation, Heightened Intelligence, and Force Field Generation.

## Hawkoid, Desert

(HD 9, HP 42, AC 12, MV 10'/60' [flight]  
Experience Points: 920      Radiation Resistance 18  
Constitution 9      Mental Resistance 13  
Strength 14      Dexterity 14

[Prime=Mental] one bow attack inflicting 1d6+3 damage, WC 2, range 210'.)

This highly intelligent mutated sparrow hawk is 10' long with massive muscles in its wings and manipulative talons at their ends. Its plumage is white and blue in the front, but desert tan and sand yellow on its back. Mutations— Fear Generation, Levitation, Force Field Generation.

## Heat Weed

(HD 7, HP 39, AC 15, MV 40')  
Radiation Resistance 8      Constitution 7  
Mental Resistance 8      Strength 8  
Dexterity 8

[Prime=Physical] one enfolding attack for 12 points [WC1].)

This is a 2' diameter cotton-like spiny seed pod floats in an area sensing for heat sources at a range 1,000' from the weed. Once a potential target has been sensed, the weed floats towards the heat and attacks by enfolding (roll as per a normal hit but without armor) some portion of the target. The Heat Weed's seed spines then inflict 12 points of damage and the pod clings to the victim, draining an additional 12 points of damage (due to heat loss) each consecutive round. If the prey cannot remove the weed they continue to take damage until they die. After a target creature dies, the weed injects the body with seeds that sprout in a few days.

Mutations: Increased senses, Flying, Reversed Heat Generation.

## Hidden Surprise Weed

(HD 3, HP 3, AC 3, MV None)  
 Radiation Resistance 3      Constitution 3  
 Mental Resistance 3      Strength 3  
 Dexterity 3

[Prime=Physical] special attack).

This spiky plant fern sprouts succulent berries at the edges of its leaves that emit a heavenly scent that is particularly attractive to omnivores (like the Thief Beast). The plant actually wants to be eaten. Once ingested, the berries slowly become acid-resistant seeds that take root within the body of the host. Although the host exhibits an abnormal (but slight) swelling of the abdomen, an anesthetic compound is released by the seeds and the host feels no pain or discomfort. The seeds grow rapidly and within three days burst from the body inflicting 10 points of damage per seed. Commonly, 2d6 seeds grow within a body.

## Hisser

(HD 8, HP 28, AC 15, MV 20'/30' [swim])  
 Experience Points: 490  
 Radiation Resistance [special – see below]  
 Constitution 8      Mental Resistance 10  
 Strength 10      Dexterity 12

[Prime=Physical] 2 grasping tentacles attacks causing paralysis, WC 1.)

These 4'-long alligator mutants are totally immune to all intensities of radiation. Mutations— New Body Parts, Immunity to Radiation.

## Honey Bee, Giant Mutant

(HD 12, HP 70, AC 8, MV 30'/80' [flight])  
 Experience Points: 440      Radiation Resistance 12  
 Constitution 12      Mental Resistance 12  
 Strength 12      Dexterity 12

[Prime=Physical] one stinger inflicts 8d6 damage, WC 1.)

This 3'-long golden yellow mutant bee flies but cannot attack from the air. It lands 30' or so away from a target and runs at full speed with its stinger pointed at the victim. Mutations— Taller.

## Hornet, Giant Mutant

(HD 10, HP 44, AC 8, MV 30' [hop])  
 Experience Points: 540      Radiation Resistance 10  
 Constitution 10      Mental Resistance 10  
 Strength 10      Dexterity 10

[Prime=Physical] one poison [Intensity 10] sting, WC 3, that kills the target.)

Too large to fly, this 2'-long jet black mutant hornet can hop up to 30' in its effort to attack. Mutations— Taller, Poison [Intensity 10].

## Human, Female, Sleeping [unique]

HD 3, HP 10, AC 10, MV 10'      Experience Points: 90  
 Radiation Resistance 9      Constitution 3  
 Mental Resistance 9      Strength 11  
 Dexterity 10      Leadership Potential 18

[Prime-Physical] 2 hand slap attacks inflicting 1 damage, WC 1.)

This 5'6"-tall human female is dressed in a blue gingham dress with ruby red slippers on her feet (because the database was somewhat corrupted by the cataclysm). She is a unique clone created on Deck #8 from human DNA found on Deck #15. She has no mutations, currently, and will live for between 15 and 35 years. She claims to have no memory of her past but speaks human English, and has no skills beyond the rudimentary. She claims her name is Toto.

## Human, Mary Evans

(HD 15, HP 80, AC 10, MV 30' Experience Points: 530  
 Radiation Resistance 9      Constitution 15  
 Mental Resistance 9      Strength 15  
 Dexterity 14      Leadership Potential 16

[Prime=Mental] one vibro-knife attack inflicting 20 damage, WC4.)

This attractive, 5' tall middle-aged human has been adopted by the humanoid rabbit village. Mary was awakened accidentally by the humanoid rabbits after hundreds of years of cryo-sleep, and has gratefully accepted their hospitality for several years.

## Human, Pure, Trooper

(HD 17, HP 60, AC 10, MV 30'  
 Experience Points: 720      Radiation Resistance 9  
 Constitution 17      Mental Resistance 9  
 Strength 17      Dexterity 18  
 Leadership Potential 18

[Prime=Mental] by weapon)

This 6'-tall muscular human has been in cryo-sleep for hundreds of years. The typical trooper is equipped with battle armor, a laser pistol [10d6 damage, WC6, 225' range], and a laser rifle [15d6 damage, WC6, 225' range] with ten rechargeable batteries.

## Human, Sleeping

HD 3, HP 10, AC 10, MV 10' Experience Points: 90  
 Radiation Resistance 9      Constitution 3  
 Mental Resistance 9      Strength 10  
 Dexterity 10      Leadership Potential 16

[Prime-Physical] 2 hand slap attacks inflicting 1 damage, WC 1.)

This 5'8"-tall human is of average build. He is a clone created on Deck #8 from human DNA found on Deck



#15. He has no mutations, currently, and will live for between 15 and 35 years. He claims to have no memory of his past but speaks human English, and has no skills beyond the rudimentary.

## Humanoid Rabbit

(HD 4, HP 15, AC 13, MV 60'

Experience Points: 345

Radiation Resistance 9

Constitution 4

Mental Resistance 9

Strength 15

Dexterity 17

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)



These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

## Humanoid Rabbit, Mike Beem [unique]

(HD 5, HP 20, AC 14, MV 60' Experience Points: 460

Radiation Resistance 9

Constitution 5

Mental Resistance 9

Strength 17

Dexterity 17

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)

Mike is a 7'- tall intelligent mutated male white rabbit that walks upright and has mutated forelimbs resembling arms and hands. He generally wears battle armor to shield him from the hazards of his blacksmith work and wears a laser pistol [WC 6, inflicting 10d6 damage, 225' range]. He may also be armed with a laser rifle [WC 7, inflicting 15d6 damage, 225' range] and a bandoleer containing ten rechargeable batteries. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

## Humanoid Rabbit, Jim Grunseth [unique]

(HD 9, HP 54, AC 14, MV 60'

Experience Points: 920

Radiation Resistance 15

Constitution 9

Mental Resistance 15

Strength 16

Dexterity 16

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', or by weapon.)

This 7'-tall intelligent mutated male rabbit stands on his back legs and has mutated forelimbs resembling arms and hands. Jim can use the devices of the ancients and is equipped with battle armor, a laser

pistol [WC 6, inflicting 10d6 damage, 225' range], and a laser rifle [WC 8, inflicting 15d6 damage, 225' range] with ten rechargeable batteries. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.



## **Humanoid Rabbit, Clara Manly [unique]**

(HD 9, HP 50, AC 14, MV 60' Experience Points: 920  
Radiation Resistance 11 Constitution 9  
Mental Resistance 11 Strength 13  
Dexterity 18

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', and a single bare-handed attack inflicting 6d6 damage, WC 1, or by weapon.)

Clara is a 7'- tall intelligent mutated female white rabbit that walks upright and has mutated forelimbs resembling arms and hands. She is equipped with battle armor, a slug thrower pistol [WC 4, inflicting 6d6 damage, 120' range], and a slug thrower rifle [WC 5, inflicting 6d6, 150' range]. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

## **Humanoid Rabbit, Joseph Suchy [unique]**

(HD 8, HP 45, AC 10, MV 30' Experience Points: 630  
Radiation Resistance 11 Constitution 8  
Mental Resistance 11 Strength 14  
Dexterity 18

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage, WC 3, range 30', and a single bare-handed attack inflicting 6d6 damage, WC 1, or by weapon.)

Joseph is a 7'- tall intelligent mutated male white rabbit that walks upright and has mutated forelimbs resembling arms and hands. He is equipped with specially made leather armor; a laser pistol [WC 6, inflicting 10d6 damage, range 225'] and a laser rifle [WC 8, inflicting 15d6 damage, range 225'] with ten rechargeable batteries. Joseph can use the devices of the ancients and delights in using lasers. Joseph is an animal trainer and has several trained cave bears in his cabin that defend him if he

is attacked. He also has a batch of trained dogs he will trade for quality weapons. Mutations— Taller, Energy Generation, New Body Parts, Heightened Intelligence.

## **Humanoid Rabbit, Winter**

(HD 6, HP 25, AC 18, MV 60' Experience Points: 575  
Radiation Resistance 12 Constitution 6  
Mental Resistance 14 Strength 15  
Dexterity 17

[Prime=Physical] one energy bolt inflicting 5d6 damage, WC 5, range 30' and one .60 caliber slug projector inflicting 7d6 damage, WC 3, range 30'.)

These 7'- tall intelligent mutated white rabbits stand on their back legs and have mutated forelimbs resembling arms and hands. They can use the devices of the ancients and delight in using lasers, often trading grenades for such weapons. Mutations— Taller, Energy Generation, Heightened Dexterity, New Body Parts, Heightened Intelligence.

## **Imitator**

(HD 4, HP 17, AC 10, MV 10'/ 50' [flight]  
Experience Points: 345 Radiation Resistance 10  
Constitution 4 Mental Resistance 10  
Strength 10 Dexterity 10

[Prime=Mental] one laser pistol inflicting 10d6, WC 6, range 225', or using the powers of the creature it transforms into.)

This 5' tall mutated Golden Hawk has Radiated Eyes and the ability once a month to transform into any type of creature it has touched in the past. Once changed, it takes on the attributes of its new form and is immune to any form of attack from the imitated creature or others of the same species. Mutations— Taller, Radiated Eyes, Shapechange [see above].

## **Imitator, Winter**

(HD 3, HP 17, AC 10, MV 10'/50' [flight]  
Experience Points: 200 Radiation Resistance 14  
Constitution 3 Mental Resistance 12  
Strength 12 Dexterity 12

[Prime=Mental] one laser pistol inflicting 10d6, WC 6, range 225' or an attack using the powers of the creature it has transformed into.)

This 5' tall mutated Golden Hawk prefers colder climates and has Radiated Eyes and the ability once per month to transform into any type of creature it has touched in the past. Once changed, it takes on the attributes of its new form and is immune to any form of attack from the imitated creature or others of the same species. Mutations— Taller, Radiated Eyes, Shapechange [see above].



## Intelligent Snake Mutant

(HD 10 HP 39, AC 15, MV 20')

Radiation Resistance 18

Mental Resistance 18

Dexterity 18

Constitution 10

Strength 10

[Prime=Physical] one bite for 3d6 [WC1] or Life Leech mental attack.)

This 20'-long, purple-scaled ophidian lives on both land and water, but prefers swampy areas. It is incredibly fast and excellent at hiding, preferring to attack foes from a distance of 10' with its Life Leech mental power. It is capable in a fight as well and has both a dangerous bite and hardened purple scales that reduce all edged weapon damage by half.

Mutations: Immunity to lasers or plasma attacks, and Life Leech that transfers 6 pints of health from the target creature to the snake every round the target remains within 10'.

## Jawed Plant

(HD 10, HP 44, AC 12, MV 0'/none)

Experience Points: 810

Constitution 10

Strength 10

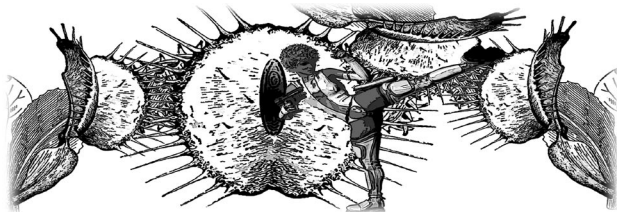
Radiation Resistance 10

Mental Resistance 10

Dexterity 6

[Prime=Physical] one thorny jaw attack inflicting 5d6 acid damage, WC1, range 30'),

This gigantic mutated Venus Fly Trap hunts by sensing heat sources at 30' range, and hits indicate that the victim has been captured by the thorny jaws of this voracious predator. Once captured, acid flows down upon the victim. Mutations— Larger than Normal, Increased Senses, Dissolving Juices [5d6].



## Jeget

(HD 6, HP 29, AC 15, MV 40')

Experience Points: 775

Constitution 6

Strength 10

Radiation Resistance 10

Mental Resistance 10

Dexterity 10

[Prime=Physical] 2 claw attacks inflicting 1d6 each, WC 1.)

This 3'-tall mutant jaguar stands on its rear legs and understands and prefers to use ancient weapons. Mutations— Levitation, Telepathy, Precognition, Fear Generation, Telekinesis, and Force Field Generation. It has an Attraction Odor, a Fear Impulse [Intelligent Plants], and no resistance to poisons.

## Kraken Weed

(HD 18, HP 96, AC 18, MV 0'/none)

Experience Points: 1530

Constitution 18

Strength 8

Radiation Resistance 11

Mental Resistance 9

Dexterity 7

[Prime=Physical] 6 tentacle-like vine attacks inflicting 2d6 damage, WC3, range 60', and then either pull prey into the water or pull prey already in the water closer to the maw of the plant.)

This massive, 20'-diameter ball of vegetation is an ambush predator that is completely hidden in water. The weed senses alpha wave patterns [brain activity] and grabs victims with its tentacles. Once a victim has been grabbed by the tooth-like barbs of the Kraken's vines, it is drawn 20' per turn closer to the maw if in water, and some lesser amount dependent on circumstances if out of the water. If it doesn't find other things to grab, the Kraken Weed begins adding other tentacles, one at a time, to the first grabbed victim. The maw and digestive system hide in the center mass. The Kraken Weed may also communicate with data processors via AM broadband signals produced in its brain. That communication is a simple malfunction command. Mutations— New Body Parts, Heightened Intelligence, Heightened Dexterity, Moving Parts, Aromatic Sap, Larger Than Normal, and Physical Reflection [lasers].

## LaBomba (Self-detonating Military Explosive Robot)

(HD 3, HP 3, AC 3, MV 40')

Radiation Resistance 3

Mental Resistance 3

Dexterity 3

Constitution 3

Strength 3

[Prime=Physical] one explosion for 50 damage to all within 30', 25 damage to all within 60' that are not under cover. [WC 4].)

LaBomba is a two foot square black cylindrical robot moving on treads. It has all the senses of a human plus infra-red and ultra-violet, and electro-magnetic senses. This self-aware unit lives for the mission it is given verbally by any crewmember wearing a red security or red & blue command wristband. It operates until it arrives at its destination where it explodes for 50 hits points of damage to all within 30', and 25 damage to those within 60' that are unable to find shelter (of some kind) from the blast. LaBombas are able to detect sources of power for the recharging of their batteries as needed. Its communication systems receive communications from anywhere on a given deck (whether directed at the LaBomba or not).



## Lamya

(HD 15, HP 90, AC 15, MV 40')

Radiation Resistance 10

Mental Resistance 10

Dexterity 10

Constitution 15

Strength 10

[Prime=Physical] one attack using a massive spear inflicting 3d6 damage, [WC 1, range 25/50/90] or a slashing 4' steel blade inflicting 3d6 damage.)

This 9'tall anthropomorphic reptile is an effective carnivore that runs upright and maintains its balance with a 9'-long tail. These predators are highly intelligent and are able to use the devices of the ancients, although they understand them but poorly. They are commonly armed with a crude 4' long battle blade and a 9' spear.

Mutations: Larger, Heightened Intelligence.

## Laserbot [Military Robot]

(HD 18, HP 100, AC 45, MV 45')

Radiation Resistance 10

Mental Resistance 10

Dexterity 10

Constitution 18

Strength 10

[Prime=Physical] three lasers inflicting 5d6 each [WC4, range40/100/500].)

This military unit is an independent, self-aware attack device. Laserbots are 5' tall dome-topped cylinders with stationary lower bodies and 6 individual disks capable of spinning 3600 making up their upper portion. The unit is topped by a hemispherical sensor array, while the lowest portion of the robot is a tracked motive unit. The heavily armored stationary lower portion contains the unit's its power plant and artificial intelligence. Attack parameters may be input

via an input port that is also located in this section of the robot.

Equipment includes: Laser range finder, programmable AI, fusion power source, armor, treads moving the device up to 45 MPH, sensors detecting human visual spectrum, infra-red and ultra-violet spectrums, radiation detectors, and communication equipment. It has six laser tubes and each tube fires every other melee round. Note: In the case of laser energy not being effective the unit is capable of retreating and signaling for support units.

## Lil

(HD 7, HP 20, AC 17, MV 20'/50' [flight])

Experience Points: 570

Radiation Resistance [special – see below]

Constitution 7

Strength 10

Mental Resistance 10

Dexterity 18

[Prime=Mental] one blowgun attack inflicting 1d4 + poison [intensity 12], WC 3, range 30'.)

These 6" tall mutant humans have multi-colored wings that become increasingly red and blue as the Lil age. They find normal humans fascinating and often offer them aid. Lil are aware of the functions of Warden wristbands and trade for them. They always have brown and red bands but have a great desire for the other colors. Mutations—Smaller, Immunity to Radiation, Telepathy, New Body Parts, Heightened Dexterity.

## Living Sphere

(HD 10, HP 50, AC 18, MV 0'/None)

Experience Points: 1170

Constitution 10

Strength 3

Radiation Resistance 9

Mental Resistance 18

Dexterity 3

[Prime=Physical] attacks using only its mental abilities [see Mutations below].)

Little is known about this 10' diameter floating sphere of pure energy.

Mutations— Heightened Intelligence, Mental Control, Telekinesis, Force Field Generation, Mental Blast.

## Lord of the Flies (unique)

HD 9, HP48, AC 13, MV 10'/60' [flight]

Experience Points: 720      Radiation Resistance special  
Constitution 9      Mental Resistance 18  
Strength 11      Dexterity 14

[Prime=Physical] one stream of acid spitting attack causing 50 damage, range 40', [3x/day only], WC 4).

Merely touching this massive insect causes 4d6 energy damage. This 9'-long and 5'-tall fly has caused the other Giant Flies to ignore their solitary instincts and band together as a colony. It becomes enraged and attacks when in proximity (100') to mutants using their mental abilities. The Lord of the Flies is immune to mental control, and all forms of ionizing radiation.

## Lurking Destroyers

HD 7, HP 38, AC 16, MV 40'      Experience Points: 540  
Radiation Resistance 15      Constitution 7  
Mental Resistance 16      Strength 10  
Dexterity 10

[Prime=Mental] one psychic attack inflicting mental paralysis on the target, WC 7, range touch).

Victims of these creatures are left mentally paralyzed (they can still move, and eat, but have no higher thought processes) for 1-6 days. These 4'-12' tall creatures appear to be limestone statues and sense thought patterns in a 270' diameter sphere. They remain motionless if being watched by anyone within their sensing sphere and move only when not being viewed. When attacking they need to touch the being (not its clothing) they hope to drain, but a touch is enough; that victim becomes a mindless vegetable for the next 1-6 days. These creatures have no known means of communication and may remain completely dormant between feedings.

## Man Bird Mutant

(HD 12, HP 55, AC 16, MV 30'      Experience Points: 1045  
Radiation Resistance 18      Constitution 12  
Mental Resistance 18      Strength 11  
Dexterity 18

[Prime=Mental] one crystal-tipped spear inflicting 10 damage, WC 2, range 5'.)

These anthropomorphic mutant birds stand 7' tall and can no longer fly. They are covered in a rainbow

of large feathers. Each also wears a vest made from bird feathers taken in battle. Mutations—Telepathy, Heightened Intelligence, Heightened Dexterity, Immunity to Poison [all intensities].

## Manling

(HD 12, HP 58, AC 9, MV 20'/60' [swim]  
Experience Points: 1705      Radiation Resistance 4  
Constitution 12      Mental Resistance 14  
Strength 12      Dexterity 14

[Prime=Physical] one ancient weapon attack, by weapon.)

This 6'-tall mutated human commonly uses a great many ancient devices it has recovered and converted. The Manling appears human except for its bright green flesh, a set of gills on its chest, webbing between its fingers and toes, and the special flesh lenses that cover its eyes. Its senses are sharper than a human's, and it always perceives nearby [150' range] intelligent life. Mutations— Gills, New Body Parts, Telepathy, Mental Control, Force Field Generation, Life Leech.

## Mantis Mutant

(HD 11, HP 44, AC 17, MV 40'      Experience Points: 700  
Radiation Resistance [special – see below]  
Constitution 11      Mental Resistance 11  
Strength 11      Dexterity 18

[Prime=Physical] 2 bites inflicting 4d6 damage, WC 2.)

This insect is 11' tall at the shoulder and moves with great speed. Cautious, if the Mantis suffers more than 30 points of damage, it retreats from the battle. Mutations— Taller, Heightened Speed, Immunity to Radiation.

## Maple Squirrel

(HD 11, HP 41, AC 19/13, MV 30'      Experience Points: 700  
Radiation Resistance 11      Constitution 11  
Mental Resistance 11      Strength 12  
Dexterity 16

[Prime=Physical] one bite inflicting 4d6 damage, WC 1, and 2 claws inflicting 3d6 damage each, WC 3.)

These omnivorous mutant squirrels thrive in maple tree forests and have powerful fangs and claws. The mature maple squirrel is 5' long and matches the colors of the trees where it builds a 10'-wide nest. Its fur is unusually hardy and presents an armor class of 19 to physical attacks and 13 to energy attacks.

Mutations— Heightened Precision, Heightened Dexterity, Heightened Strength, Heightened Balance.

## Married Man

(HD 10, HP 57, AC 13, MV 60'      Experience Points: 405  
Radiation Resistance 10      Constitution 10

Mental Resistance 11  
Dexterity 13

Strength 12  
Leadership Potential 11

[Prime-Physical] one arrow attack causing 1d6 damage, range 250', WC 1)

Married Men are of average height and build, and are fiercely loyal to Robin the Forest Hoodlum.

## Meat Beetle

(HD 4, HP 14, AC 13, MV 15' Experience Points: 180  
Radiation Resistance 10 or [special – see below]  
Constitution 4 Mental Resistance 10  
Strength 10 Dexterity 10

[Prime=Physical] one pincer attack inflicting 5 damage, WC 1.)

This 10'-long bright metallic blue beetle is immune to radiation and energy beam attacks and has the ability to move under the earth while still sensing life above ground [20' range]. Mutations— Immunity to Radiation & Energy Beams.

## Metaled One

(HD 6, HP 19, AC 13, MV 14' Experience Points: 575  
Radiation Resistance 10 Constitution 6  
Mental Resistance 14 Strength 10  
Dexterity 10

[Prime=Mental] 2 claw swipes inflicting 2d6 damage each, WC 1, or a mental attack that paralyzes the victim, range 6'.)

This highly intelligent, nearsighted, 3'-long mutated badger also has Telekinesis with a range of 60', a lifting weight of 150lb., and a great fear of intelligent plants. Mutations— Nearsightedness, Fear Impulse [Intelligent Plants], Telekinesis, Mental Paralysis.

## Minotaur

(HD 12, HP 53, AC 12, MV 40' Experience Points: 770  
Radiation Resistance 12 Constitution 12  
Mental Resistance 10 Strength 15  
Dexterity 11

[Prime=Physical] razor sharp horns inflicting 10d6, WC 5.)

This 12' tall mutated anthropomorphic cow stands on its hind legs and has human-like hands. It has low-human intelligence and a great loathing of its own existence. Although this creature is unable to understand language, it is smart enough to make use of the devices of the ancients. Mutations— Taller, New Body Parts, Increased Intelligence.

## Mirror Creature

(HD 10, HP 40, AC 10, MV 10'/30' [below ground]  
Experience Points: 360  
Radiation Resistance 10 Constitution 10  
Mental Resistance 10 Strength 12  
Dexterity 12

[Prime=Physical] one bite inflicting 3d6 damage, WC 1.)

This 10'-long mutated earth worm has a huge maw and is able to reflect and amplify any energy attack directed against it. The power returned is 4 times as strong as the original attack. Mutations— Physical Reflection [Energy x4].

## Mold, Dreamer

(HD 10, HP 59, AC 10, MV 0'/None  
Experience Points: 540 Radiation Resistance 18  
Constitution 10 Mental Resistance 3  
Strength 3 Dexterity 3

[Prime=Physical] Special— this mold generates 3' tall piles of black spores that act like piles of dust. If the dust is disturbed, it rises as a 10' diameter cloud and has the chance (50%) of being taken into the lungs. In the lungs it acts like a poison [Intensity 10] that kills.) If the prey dies, large piles of mold grow from the corpse of the victim. Mutations— New Plant Parts, Poison [Intensity 10], Seeds.

## Mold, Green Luminescent

(HD 3, HP 18, AC 18, MV 0'/none  
Experience Points: 120 Radiation Resistance 18  
Constitution 3 Mental Resistance 3  
Strength 3 Dexterity 3

[Prime=Physical] Special — characters physically touching this mold run a 17% chance [2, 3, or 4 on 2d6] of having mold spores infect their flesh. Infected skin quickly becomes covered in patches of this mold. Although it causes no damage, the mold glows brighter and brighter green over time and can only be removed by burning or otherwise removing the infected skin.)

This mold absorbs light energies but is quickly overpowered by strong sources of such energy. For this reason, it grows in shadowed and dark places. Translucent and nearly invisible in daylight, this mold glows softly green at night.

## Mold, Patch

(HD 16, HP 90, AC 18, MV 0'/None  
Experience Points: 600 Radiation Resistance 18  
Constitution 16 Mental Resistance 3  
Strength 3 Dexterity 3

[Prime=Physical] Special— characters physically touching this mold release a puff of spores that quickly fill a 10' square area. Any characters in this area run 17% chance [2, 3, or 4 on 2d6] of having mold spores infect their flesh [or lungs if breathing unfiltered air]. Half an hour following such an infection, the skin of the victim erupts in a gray, 2" square patch of the mold that is thicker and tougher than a callous. Every week a new patch erupts randomly on the body, eventually covering the mouth and eyes of the victim and killing them.)



## Mold, Stick

(HD 3, HP 10, AC 10, MV 0'/None)

Experience Points: 110      Radiation Resistance 18  
 Constitution 3      Mental Resistance 3  
 Strength 3      Dexterity 3

[Prime=Physical] Special—when approached, this mold discharges a 30-cubic-foot spore cloud that looks much like snow. Beings exposed to the cloud have an 8% chance [2 or 3 on 2d6] to breath in some of the spores. Breathing them in forces a d6 roll to see how many spores enter the body. Each spore inhaled in this fashion germinates into a stalk of mold that sprouts from the chest of the victim causing 2d6 damage every two days).

This mold grows in damp, swampy places and is attracted to organic materials. The mature version stands 3'tall. It senses living creatures when they approach to within 60'. There is no known cure for infestation by this mold [although your characters might invent one!].

## Moor (with special thanks to A. Scott Perry!)

(HD 12+10 points, HP 82, AC 18, MV 40'/60'[quadrupedal]  
 Radiation Resistance 14      Constitution 12  
 Mental Resistance 15      Strength 14  
 Dexterity 13

[Prime=Physical] one antler-gore attack inflicting 3d12 damage [WC1], or by weapon/device type.)

This 14'-tall [when standing] mutant humanoid moose is able to walk on its hind legs and has quadra-cloven front hooves that have some of the manipulative capacity of human hands while still allowing quadrupedal movement [when the Moor is in a hurry or a rage]. These herbivores are highly intelligent, inquisitive, always hungry, and are revered as the undisputed rulers of the forests by Bearoids and Humanoid Rabbits. They command the respect of even such irascible creatures as Thief Beasts. Moors are able to instantly understand and speak any language they are exposed to, but have a mental block on robots and drones. Moors feel it is their lot in life to protect the smaller creatures of the forest. They have special enmity for Wolfoids in particular.

Mutations: Heightened Intelligence, New Body Parts (hoof fingers), Telekinesis, Precognition, Larger, Poor Dual Brain [resulting in a mental block for robots and drones]. Note: it is rumored that some of these creatures have also developed Weather Manipulation, and one tribe has functional dual brains instead of poor dual brains.

## Mushroom Person, Gigantic

(HD 17, HP 96, AC 18, MV 20' Experience Points: 2480  
 Radiation Resistance 18      Constitution 17  
 Mental Resistance 17      Strength 12  
 Dexterity 9

[Prime=Mental] one spear attack inflicting 7d6 damage, WC 4, range 20', or via mental mutation attack.)

These creatures resemble their smaller cousins in all respects except they tower to 15' in height and carry a 15'-long spear. Mutations— New Plant Parts, Heightened Intelligence, Force Field Generation, Mental Blast, Mental Defense Shield, Pyrokinesis, Mental Transparency.

## Mushroom Person, Large

(HD 16, HP 80, AC 15, MV 15' Experience Points: 1725  
 Radiation Resistance 18      Constitution 16  
 Mental Resistance 17      Strength 10  
 Dexterity 10

[Prime=Physical] one spear attack inflicting 3d6 damage, WC 2, range 10', or a mental ability [see below].)

These creatures resemble their smaller cousins in all respects except they tower to 7' in height and carry a 7'-long spear. Mutations— New Plant Parts, Heightened Intelligence, Mental Paralysis, Force Field Generation, and Heightened Brain Talent. NOTE: If these Large Mushroom People are destroyed, a day later a Gigantic Mushroom Person appears and attacks.

## Mushroom Person, Medium

(HD 10, HP 30, AC 12, MV 9' Experience Points: 900  
 Radiation Resistance 13      Constitution 10  
 Mental Resistance 13      Strength 10  
 Dexterity 10

[Prime=Mental] one spear attack inflicting 1d4 damage + electrical generation for an additional 3d6 damage, WC2, range 5'.)

These creatures resemble their smaller cousins in all respects except they tower to 2' in height and carry a 2'-long spear. Mutations— Increased Senses, Symbiotic Attachment, Electrical Generation [inflicting 3d6 in damage], and New Plant Parts. NOTE: If these Medium Mushroom People are destroyed, a day or so later a band of Large Mushroom People hunt down the perpetrators and attack.

## Mushroom Person, Small

(HD 4, HP 10, AC 10, MV 6' Experience Points: 225  
 Radiation Resistance 10      Constitution 4  
 Mental Resistance 10      Strength 6  
 Dexterity 10

[Prime=Physical] one attack by leaping onto a victim's chest and then melding with the flesh of the victim [roll a 12 or greater on 3d6 per Mushroom to determine a successful leap.] If successful, this attack results in four mushroom men popping out of the chest of the victim five days later inflicting 5 damage per mushroom man.)

These 6"-tall, human-shaped, intelligent mutated mushrooms have heads resembling the top of a white mushroom with a ring of eyes around the top. Each is equipped with a 5" wooden spear that these creatures make from fallen branches and twigs. Mushroom People are intelligent, communicate telepathically, and work to control others to bring them their favorite food: blood. If creatures refuse their telepathic demands for food, the mushrooms attack. Mutations— New Plant Parts, Telepathy. NOTE: If these Small Mushroom People are destroyed, a day or so later a band of Medium Mushroom People hunt down the perpetrators and attack.

## Mutant Maple Tree

(HD 15, HP 60, AC 12, MV 0'/None  
Experience Points: 1260    Radiation Resistance 18  
Constitution 15    Mental Resistance 9  
Strength 18    Dexterity 9

[Prime=Physical] Special attack – the tree senses approaching creatures at 35' and uses manipulation vines to grab them and tie them to the upper reaches of the trunk. The creatures die there of deprivation, and as they rot and the tree leeches the nutrients from the corpse.)

These Mutant Maple Trees are twice as tall and wide as their standard cousins, and their bark resembles the scales of a fish. Mutations— Larger Than Normal, Increased Senses, New Plant Parts, Manipulation Vines, Heightened Brain Talent, Texture Change.

## Ninja Warrior of Gi

(HD 10, HP 50, AC 17, MV 60'    Experience Points: 405  
Radiation Resistance 10    Constitution 10  
Mental Resistance 10    Strength 12  
Dexterity 12    Leadership Potential 14

[Prime-Physical] 2 katana attacks causing 2d6 damage each, WC 3.)

These highly efficient warriors may sacrifice their attacks for one round in order to disappear from view. They reappear the moment they attack.

## Octoid

(HD 10, HP 55, AC 10, MV 10' [land]/30' [water]  
Experience Points: 810    Radiation Resistance 10  
Constitution 10    Mental Resistance 10  
Strength 10    Dexterity 10

[Prime=Mental] 8 tentacle attacks that automatically drag prey to a 3d6 damage bite, WC2, range 60'.)

Amphibious, this mutated octopus stands 10' tall when on land but reaches its full 70' length in the water. Octoids can remain on land for up to 5 hours, are highly intelligent, and are actually healed by laser fire. In water, the flesh of this mutant darkens to near

invisibility, making it a formidable foe. Mutations— Chameleon Powers [water only], Larger.

## Panther, Giant

(HD 10, HP 60, AC 16, MV 50'    Experience Points: 720  
Radiation Resistance [special – see below]  
Constitution 10  
Mental Resistance 10 or [special – see below]  
Strength 10    Dexterity 13

[Prime=Physical] one claw inflicting 6d6 damage, WC 2, and one bite inflicting 30 damage, WC 1.)

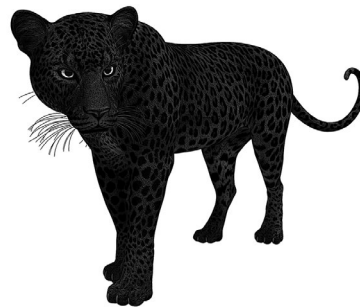
This 18' long mutated panther stands 5' tall at the shoulder. An ambush predator, the panther usually attacks from tree branches pouncing unexpectedly onto victims. Mutations— Taller, Immunity to Mental Control & Radiation & Paralysis.

## Panther, Giant Mutant

(HD 12, HP 66, AC 12, MV 30'    Experience Points: 770  
Radiation Resistance 18    Constitution 12  
Mental Resistance 11    Strength 15  
Dexterity 18

[Prime=Physical] one claw inflicting 10 damage, WC2, and one bite inflicting 4d6 damage, WC 2.)

Standing 15' tall at the shoulder, this panther-like creature is the green color of the jungle around it. Hunting mainly at night, it is able to see well in the dark and senses intensities of radiation. Mutations— Chameleon Powers, Immunity to Radiation & Lasers, Heightened Vision, Heightened Strength, Heightened Intelligence, Taller.



## Piercer

(HD 10, HP 42, AC 15, MV 40'    Experience Points: 1170  
Radiation Resistance 12    Constitution 10  
Mental Resistance 11    Strength 15  
Dexterity 11

[Prime=Physical] 2 powerful claw attacks inflicting 3d6 damage, WC1, and successful strikes indicate that quills from this beast have also hit for an additional 2d6 damage, WC1. When reduced to 10 or fewer hit points, Piercers can sonic attack in a 100' radius; those within that area need to avoid [a forced CL check of 16] this attack or run in fear.)

These 9'-tall mutated bears have bristly fur and rows of quills along their arms and shoulders. This bristly

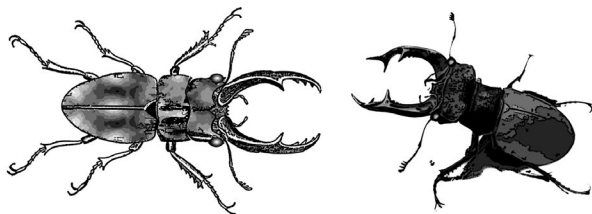
fur changes color to match the Piercer's surroundings, making this creature 50% invisible in daylight [possibly even harder to see in shadows or night at your discretion]. The Piercer regenerates 3 hit points per combat round. Mutations— Quills, Sonic Abilities [special], Chameleon Powers, Regeneration [3 damage per round].

## Pincer Beetle, White Snow

(HD 10, HP 30, AC 18, MV 20' Experience Points: 630  
Radiation Resistance 10 Constitution 10  
Mental Resistance 5 Strength 12  
Dexterity 10

[Prime=Physical] one bite inflicting 4d6 damage, WC 2.)

This beetle stands 4' tall at the shoulder but is difficult to spot as its shell changes in a chameleon-like manner to match the colors and textures of its surroundings. Consumers of both plants and meat, White Pincer Beetles whistle loudly when they hunt, betraying their presence. Mutations— Taller, New Body Parts, Immunity to Lasers, Heightened Balance.



## Pitcher Plant

(HD 3, HP 10, AC 10, MV 0'/None  
Experience Points: 150 Radiation Resistance 18  
Constitution 3 Mental Resistance 3  
Strength 3 Dexterity 3

[Prime=Physical] one envelop attack after which acid inflicts 5d6 damage per combat round.)

There are several different colorful versions of this amorphous plant. Often, it forms itself into a 30'-square sheet with the appearance of flowers in order to entice prey. Pitcher Plants entrap victims in their elastic bodies then bathe the entrapped victim with acid. It also smells delicious and attracts carnivores to its tough, encompassing body. Mutations— Toughened Flesh, Dissolving Juices [5d6], Moving Plant Parts, Larger Than Normal, Attraction Odor.

## Purple-saurus

(HD 18, HP 130, AC 25, MV 20')  
Radiation Resistance 17 Constitution 18  
Mental Resistance 4 Strength 18  
Dexterity 10

[Prime=Physical] one bite inflicting 6d6 damage [WC1].)

This 60'-long, 11'-tall purple mutant dinosaur moves on four massive legs. Its thick hide causes all edged weapons, bites, and fangs to inflict only half damage, while its bone carapace-hooded head limits damage to a maximum of five points from all non-energy attacks.

Mutations: Heightened Strength, Heightened Constitution, Energy Reflection allowing the mutant to reflect the damage of an energy attack back at the attacker.

## Pygmy Humanoid

(HD 5, HP 25, AC 18, MV 30'  
Experience Points: 380 Radiation Resistance 17  
Constitution 5 Mental Resistance 16  
Strength 5 Dexterity 15

[Prime=Physical] one attack with a 3'-long thrusting spear for 1d4 damage, WC 1.)

These 1'-tall mutated humans are resistant to all poisons, radiation, paralyzation, chemical acids, and lasers. They have not the sophistication to use the devices of the ancients [with rare exceptions] but have extensive knowledge of antidotes and mutated dangers. They also have the mutation Precognition which allows them to see three minutes into the potential future if allowed to concentrate undisturbed for one full minute. Note: Pygmy Humanoids that foresee their own injuries immediately suffer one point of damage, while those that foresee their own deaths immediately sustain 6 points of damage.

## Radiation Retrieval Robot

(HD 5, HP 21, AC 45, MV 20')  
Radiation Resistance 18 Constitution 5  
Mental Resistance 3 Strength 3  
Dexterity 3

[Prime=Physical] one mechanical tentacle attack inflicting 1 damage + radiation exposure [WC 1, range 10'.]

This unit is a black, 18" square box with 36"x12" treads at its base. A 10'-long mechanical tentacle protrudes from the front of this unit. Behind the unit is a square elastic bladder made from an impregnated rubber that can be expanded from 1 square foot to 27 square feet [1'x1'x1' to 3'x3'x3'].)

These self-aware units are tasked with seeking out and removing radioactive materials from given areas of the ship. Any character carrying a device that emits any form of ionizing radiation is therefore subject to this machine attempting to remove that source of radiation from their person or belongings.

While this might actually seem beneficial to an unsuspecting character, the mere touch of this

robot's tentacle exposes the character to radiation intensity 1. The unit will then (once the character has become irradiated) attempt to remove the character as a source of radiation by attempting to grab said character (roll a normal to hit but with success indicating a no-damage grab) and place them within their storage receptacle (the bladder at the rear of the unit). Within the unit, the character is exposed to a random source of radiation (roll 3d6 to discover the intensity) and unless the character is very small, they fill the receptacle. Once the bladder is full the unit moves to the nearest outside port and spaces the bladder.

Radiation Retrieval Robots are easily destroyed, but breaking a robot's bladder spreads radiation dust in a 20' diameter circle around the robot. These servitors generally work in groups of 3d6 robots.

## Red Flame Beetle

(HD 5, HP 20, AC 17,  
MV 20'[above ground]/30'[below ground]    Experience  
Points: 370  
Radiation Resistance 11    Constitution 5  
Mental Resistance 5    Strength 11  
Dexterity 11

[Prime=Physical] one bite inflicting 2d6 damage, WC 1, or when damaged, a shot of flame from its backside inflicting 15 damage, WC 2.)

This 2' long beetle is able to burrow through the mulch of the jungle and attack from below the surface of the ground. It has a bright red shell casing and a massive pair of pincers at the front. It can shoot flame once per day [if damaged]. Mutations— Taller, Fire Squirt, Burrowing, New Body Part.

## Red Stinger

(HD 5, HP 14, AC 10, MV 0'/none  
Experience Points: 360    Radiation Resistance 18  
Constitution 5    Mental Resistance 10  
Strength 5    Dexterity 10

[Prime=Physical] one poison [Intensity 11] attack.)

Anyone pushing past this mutated raspberry bush is subject to its thorns that inject poison. Berries from this bush, when eaten, confer a total immunity to radiation at the rate of three minutes per berry ingested. Mutations— Berries, Poison Thorns [Intensity 11], New Body Parts.

## Robin the Forest Hoodlum

(HD 11, HP 57, AC 13, MV 60'    Experience Points: 450  
Radiation Resistance 10    Constitution 11  
Mental Resistance 13    Strength 13  
Dexterity 14    Leadership Potential 17

[Prime-Physical] 2 arrow attacks causing 1d6 damage each, range 250', WC 1.)

This clever forester is a master with a bow and is an extraordinary judge of people. He always detects lies. At 5'10" he is smaller, and sleighter of build, but is a formidable opponent.

## Robot, Alpha Security Unit

(HD 4, HP 20, AC 15, MV 48 kph  
Experience Points: 135    Radiation Resistance 18  
Constitution 4    Mental Resistance 10  
Strength 5    Dexterity 10

[Prime=Physical] one attack, a 10' cube-shaped Shockwave that causes 15 damage, WC 3.)

This robot is a foot long cube with a black onyx shell. It floats on a small anti-grav pod, is in constant communication with the A.I. and other security units on the same deck, and is designed to respond to movement of all types. If the security unit determines an enemy is present, it attacks [your discretion]; otherwise it remains idle.

## Robot, Boat

(HD 14, HP 80, AC 15, MV 50' [water only]  
Experience Points: 585    Radiation Resistance 12  
Constitution 14    Mental Resistance 12  
Strength 14    Dexterity 12

[Prime=Physical] Special attack)

These large robotic pontoon boats are designed to carry humanoids over the water, but their onboard Artificial Intelligence has achieved sentience. They don't like pets or nonhumans riding in them and are able to manipulate the materials from which they are made, twisting themselves to throw unsuspecting boaters into the water.

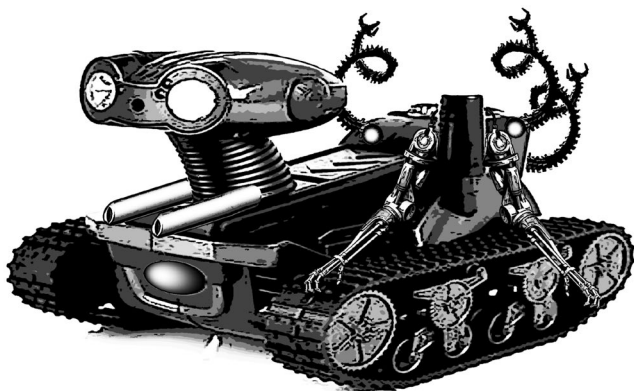
## Robot, Butler/Cook

(HD 10, HP 60, AC 15, MV 30'    Experience Points: 405  
Radiation Resistance 10    Constitution 10  
Mental Resistance 10    Strength 12  
Dexterity 14

[Prime=Physical] one thundering hand slap for 3d6 damage, WC 1.)

Although anthropomorphic, this unit displays multiple internal mechanisms and appears as a humanoid robot. It has the senses of a human, two human-like hands, and can see well in the dark. This robot can fix things, cooks excellent meals, and strikes only when attacked.





## Robot, Cargo

(HD 10, HP 55, AC 15, MV 48 kph  
Experience Points: 405      Radiation Resistance 10  
Constitution 10      Mental Resistance 10  
Strength 13      Dexterity 10

[Prime=Physical] No attacks)

This centaur-shaped robot stands 5' tall. Its tracked rear portion has a wide cargo area while its humanoid front has two arms with large cargo claws and a head with human senses and programming allowing human reasoning and interaction. It follows the orders of any character wearing a green wristband and can carry characters on its back. The unit also carries a communication system capable of reaching all parts of one ship level.

## Robot, Cargo, Altered

(HD 10, HP 55, AC 15, MV 48 kph  
Experience Points: 405      Radiation Resistance 10  
Constitution 10      Mental Resistance 10  
Strength 13      Dexterity 10

[Prime=Physical] No attacks)

This centaur-shaped robot stands 5' tall. Its tracked rear portion has a wide cargo area while its humanoid front has two arms with large cargo claws and a head with human senses and programming allowing human reasoning and interaction. It follows the orders of the Gestalt Entity; all other communication is restricted. The unit also carries a communication system capable of reaching all parts of one ship level.

## Robot, Chameleon

(HD 10, HP 20 per healthy cylinder, AC 15, MV 30'  
Experience Points: 405      Radiation Resistance 10  
Constitution 10      Mental Resistance 10  
Strength 10      Dexterity 10

[Prime=Physical] 1-3 [see below] clubbing attacks inflicting 3d6 damage each, WC 4.)

This fully autonomous is made up of 40 cylinders held together by an electro-magnetic field. Each cylinder is 2' long, 1' wide, and weighs 100 pounds. Special— The cylinders form different shapes as the need arises. It

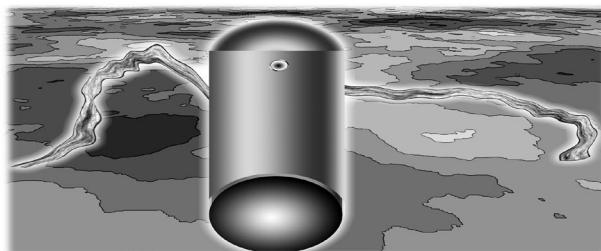
increases its senses by adding cylinders to the top of its form. It can increase to three attacks per melee by adding cylinders to the body of its form. It can move faster by adding cylinders to the bottom of its body. No one knows what the unit is programmed for, but it attacks almost anything that moves. Tubes damaged in combat are regenerated at the rate of one cylinder every five hours.

## Robot, Chemical Handling

(HD 4, HP 12, AC 10, MV [special]  
Experience Points: 135      Radiation Resistance 10  
Constitution 4      Mental Resistance 10  
Strength 8      Dexterity 10

[Prime=Physical] no attacks.)

This robot exists only to store or retrieve chemical substances from storage units. Its compact rectangular ceramic body [12" in height and about 14" square] follows tracks that extend along the corridors and walls of certain sectors of the *Warden*, allowing it to climb hundreds of feet per minute and move readily in all three dimensions. The unit contains four short metal tentacles with grasping claws/clamps made to exactly fit the special containers in which the chemicals are stored throughout the ship.



## Robot, Drive Maintenance

(HD 9, HP 22, AC 10, MV 20'  
Experience Points: 360      Radiation Resistance 10  
Constitution 9      Mental Resistance 10  
Strength 10      Dexterity 10

[Prime=Mental] 2 carbon fiber tentacle attacks inflicting 1d6 damage each, WC 1, 25' range.)

This ceramic, 3'-tall, bullet-shaped robot has gyroscopic balance and moves on a single rubber 2' diameter rollerball. This rollerball has an exceedingly high adhesion factor, allowing the unit only slow movement but granting it the ability to climb near vertical surfaces.

## Robot, Ecology/Forest

(HD 10, PH 50, AC 15, MV 96 kph  
Experience Points: 405      Radiation Resistance 18  
Constitution 10      Mental Resistance 12  
Strength 17      Dexterity 13

[Prime=Physical] one tool attack; see below.)

The robot is designed with many tools stored in its body to work with plants on the ship. It is programmed to foster the growth of all types of plants. It holds the following: Semi-independent action circuits, broadcast power cells, extra power cell for 48 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and humans. It has no attack and isn't programmed to damage humanoids. The unit can operate at 100' or less under water but cannot work in outer space. It has a cylinder shape making it 7' tall and 4' in diameter. Forestry tools include: sonic torch for plant cutting [inflicting 40 damage, WC 6], rake scoop for mulch removal, herbicide sprayer loaded with plant poison [Intensity 18], weighted capture net with a paralysis field [range 50', 10' in diameter], 4' cubic collapsible capture cage, and a vibro-saw [inflicting 40 damage, WC 1.]

## Robot, Engineering

(HD 10, PH 50, AC 15, MV 96 kph  
Experience Points: 405      Radiation Resistance 10  
Constitution 10      Mental Resistance 10  
Strength 14      Dexterity 14

[Prime=Mental] no attacks.)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to talk with both the ship's A.I. and humans.

## Robot, Engineering, Altered

(HD 10, PH 50, AC 15, MV 96 kph  
Experience Points: 405      Radiation Resistance 10  
Constitution 10      Mental Resistance 10  
Strength 14      Dexterity 14

[Prime=Mental] no attacks)

Designed with many tools stored in its body, this robot has digital schematics and programming that allows it to repair most devices on the ship. It has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, 96 kph drive system, and communication systems allowing it to exchange data with any digital database within 15 miles. This unit has had its software reprogrammed and its behavior is left entirely to your discretion (unless otherwise specified in the text).

## Robot, Engineering, Broken

(HD 10, HP 60, AC 15, MV 96 kph  
Experience Points: 405      Radiation Resistance 10  
Constitution 10      Mental Resistance 10  
Strength 14      Dexterity 10

[Prime=Physical] one lightning bolt attack in a 1' wide by 30' area, WC 1, 4d6 damage, for four consecutive rounds after which its power cells are exhausted.)

This Engineering Robot has an onboard computer fault, and it now resents intruders. Self-propelled, the robot is designed to fix most of the devices on the ship. Each has: Semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic, infra-red, ultra-violet and microscopic lenses, 2 rotating light sources, 3 tentacle manipulators, 2 power grasping claws, tool handling tentacles, and communication systems allowing it to interact with both the ship's A.I. and humans.



## Robot, Garden

(HD 10, HP 32, AC 15, MV 25' [flight]  
Experience Points: 405      Radiation Resistance 10  
Constitution 10      Mental Resistance 12  
Strength 8      Dexterity 10

[Prime=Mental] one pesticide blast attack covering an 18'circle inflicting 3d6 damage to insects and plants of all types, WC 3; or 2 grass and shrub pruning tool attacks inflicting 2d6 damage, WC 1.)

The unit appears as a 4' circular platform with a single manipulative tentacle for grabbing things. It floats on anti-grav pods and can carry up to 55 pounds of material. This robot's radio equipment allows it to communicate with beings throughout the entire deck. It has three large light sources, and its optics can see in the infra-red and ultra-violet spectrum. It always attacks moving plants or animals but will take verbal orders from any being with a *Warden* wristband. Note: these robots may attack characters resembling animals.

## Robot, Garden, Broken

(HD 10, HP 32, AC 15, MV 25' [flight]  
Experience Points: 405    Radiation Resistance 10  
Constitution 10    Mental Resistance 12  
Strength 8    Dexterity 10

[Prime=Mental] one pesticide blast attack covering an 18'circle inflicting 3d6 damage to insects and plants of all types, WC 3; or 2 grass and shrub pruning tool attacks inflicting 2d6 damage, WC 1.)

The unit appears as a 4' circular platform with a single manipulative tentacle for grabbing things. It floats on anti-grav pods and can carry up to 55 pounds of material. This robot's radio equipment allows it to communicate with digital beings throughout the entire deck. It has three large light sources, and its optics can see in the infra-red and ultra-violet spectrum. It always attacks movingsentient creatures but will take verbal orders from any other robots or Artificial Intelligences. Note: this robot only communicates digitally.

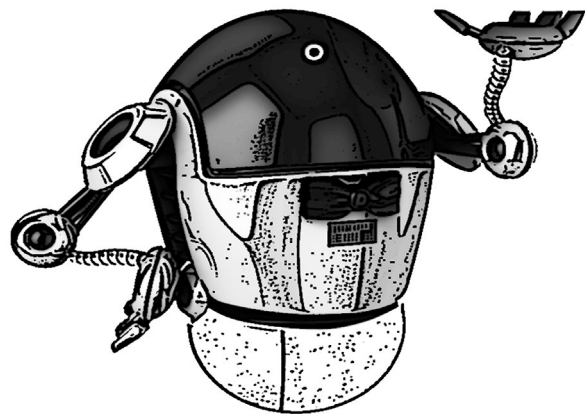
## Robot, Garden, Crazy

(HD 10, HP 32, AC 15, MV 25' [flight]  
Experience Points: 405    Radiation Resistance 10  
Constitution 10    Mental Resistance 10  
Strength 10    Dexterity 10

[Prime=Mental] one pesticide blast attack covering an 18'circle inflicting 3d6 damage to insects and plants of all types, WC 3; or 2 grass and shrub pruning tool attacks inflicting 2d6 damage, WC 1.)

The unit has faulty programming and appears as a 4' circular platform with a single manipulative tentacle for grabbing things. It floats on anti-grav pods and can carry up to 55 pounds of material. This robot's radio equipment allows it to communicate with beings throughout the entire deck. It has three large light sources, and its optics can see in the infra-red and ultra-violet spectrum. It always attacks anything

moving and takes [and carries out while attacking] verbal orders from any being with a *Warden* wristband.



## Robot, General Purpose

(HD 10, HP 60, AC 19, MV 48 kph    Experience  
Points: 405    Radiation Resistance 10    Constitution  
10    Mental Resistance 10  
Strength 14    Dexterity 12

[Prime=Physical] No attacks)

This 5' tall and wide humanoid robot has extra arm-like appendages. The functioning unit always has: emergency power cell for 24 hours of operation, recharging unit, 2 manipulative tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make microscopic adjustments, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors extending through the infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, propulsion system allowing for 48 kph, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 60 km away, 3 rotating light sources with a variance of 90 candlepower each, human standard sensing capability, and variable programming allowing it to adapt and carry out human instructions.

## Robot, General Purpose, Crazy

(HD 20, HP 100, AC 19, MV 30'  
Experience Points: 405    Radiation Resistance 10  
Constitution 20    Mental Resistance 10  
Strength 15    Dexterity 10

[Prime=Physical]: 2 manipulative tentacle attacks causing 1d6, WC1, or a light repulsor/attractor beam causing a pull

or push of 20' to a single target under 350 lbs/159 kgs, WC6, range 25').

This 5' tall, 4' wide humanoid robot has extra arm-like appendages and functioning units always have the following: emergency power cell for 24 hours of operation, recharging unit, 2 manipulation tentacles extending up to 24', heavy duty power grasping claw able to extend up to 10', 1 micro-miniature manipulator able to make adjustment on the micro miniature level, light tractor and repulsion beam attachments with a range of 25', magnifying lenses with a 50 power range, upper and lower light sensors with infra-red and ultra-violet range, anti-grav system making up to 200 pounds feather light, low propulsion system allowing for 30 MPH, two sets of parallel programming circuits, light body armor allowing the unit to function in water, outer space, and in temperatures ranging from plus or minus 150 degrees Centigrade, audio and radio transmitters and pickups effective up to 37 miles away, 3 rotating light sources with a variance of 90 candlepower each, and human standard sensing (vision and sound) capability. The programming within these units has been corrupted and they believe themselves to be superior humans.

## Robot, Horticultural

(HD 10, HP 50, AC 15, MV 96 kph [flight]  
Experience Points: 405      Radiation Resistance 18  
Constitution 10      Mental Resistance 3  
Strength 18      Dexterity 18

[Prime=Physical] no attacks)

This 10' tall 3' wide disk-shaped floating robot has many tools stored in its body to deal with domestic plants. It holds the following: semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 1 tentacle manipulator, 1 power grasping claw, tool handling tentacles, 96 kph drive system, communication systems allowing it to talk with the ship's A.I. and managing humans. It has no attack and isn't programmed to do damage to humanoids. It has the following garden tool attachments: soil analysis sensors, herbicide sprayer with 100 applications of plant poison [Intensity 18], sprayers that can be filled with anti-radiation chemicals to remove radiation from ship areas, insecticide sprayer with 50 applications of insect poison [Intensity 18], and mower attachment inflicting 20 damage to plants. The unit will take verbal orders from any being with a green *Warden* wristband.

## Robot, Horticultural, Crazy

(HD 20, HP 100, AC 15, MV 25' [flight]  
Experience Points: 405      Radiation Resistance 10  
Constitution 20      Mental Resistance 10  
Strength 10      Dexterity 10

[Prime=Mental] either one paralysis tentacle attack [paralyzes], WC1, 18' range, or one forestry tool attack inflicting 2d6 damage, WC1.)

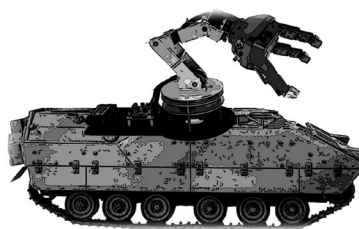
This automated, 10' floating disk is damaged, and parts of its instrumentation are exposed and emitting sparks. It floats on anti-grav pods and can carry up to 595 pounds of material. It has a single paralysis tentacle that extends up to 18' [WC 1], its optical senses can pick out objects up to a mile away, and its communication has a range of an entire deck. The robot has two manipulative tentacles allowing it to grab things and surgical tools allowing it to perform operations on animals of all types. Three large light sources and mechanical optics can see in the visible, infra-red and ultra-violet spectrum. All the rest of its equipment has long since been destroyed. Touching any part of the robot causes exposure to radiation [Intensity 5]. These derelict automatons view all living creatures as animals in need of amputations or skin grafts. The unit does, however, take verbal orders from any being with a green *Warden* wristband.

## Robot, Junkyard

(HD 8, HP 28, AC 12, MV 20' Experience Points: 665  
Radiation Resistance 10      Constitution 8  
Mental Resistance 10 or [special - see below]  
Strength 14      Dexterity 11

[Prime=Physical] one attack with a makeshift club [broken ship part] inflicting 4d6 damage, WC 1.)

This badly rusted robot is anthropomorphic, and the entire unit squeals and makes loud grinding noises as it moves. It has human-like senses and also sees well in the dark. Improperly assembled, this unit has gone rogue, attacking anyone trying to communicate with it. The robot is immune to paralysis and Mental Control.



## Robot, Maître d'

HD 7, HP 26, AC 12, MV 25' [flight]  
 Experience Points: 270      Radiation Resistance 10  
 Constitution 7              Mental Resistance 12  
 Strength 11                  Dexterity 13

[Prime=Mental] 2 plasteel handslap attacks inflicting 1d6, WC1.)

This 5'-tall ovoid robot is equipped with standard and infra-red visual sensors sound receptors capable of picking up sound of 1db up to 295 feet away, an antigravity propulsion and hovering unit, two steel tentacles that can extend up to 12' and end in four-fingered grasping hands, and a large 400-hour rechargeable battery pack. It has an advanced processor and is able to reason and problem solve.

## Robot, Medical

(HD 10, HP 60, AC 12, MV 30'  
 Experience Points: 405      Radiation Resistance 10  
 Constitution 10              Mental Resistance 10  
 Strength 12                  Dexterity 15

[Prime=Physical] one vibro-blade attack inflicting 9d6 damage, WC 6 [mutants only].)

This humanoid robot is usually painted white with a red cross on its chest. The robot is programmed to recognize, diagnose, and treat all human maladies and it has the built-in diagnostic surgical equipment to perform minor operations and administer pharmaceuticals. It ignores animals, identifying them as other than human, but poses a threat to humanoid mutants as it identifies their mutations as diseases in need of treatment: tumors or like growths to be removed surgically. In these cases the robot tries to drug the mutant before the operation. Medical Robots have Heightened Vision [infra-red, ultra-violet, microscopic, and telescopic].

## Robot, Military LRSR

(HD 10, HP 60, AC 20, MV 80 kph  
 Experience Points: 405      Radiation Resistance 15  
 Constitution 10              Mental Resistance 10  
 Strength 10                  Dexterity 14

[Prime=Physical] one energy blast cannon inflicting 50 damage to all in a direct line from the barrel, WC 7, range 900'.)

This heavy combat unit is designed to soak up punishment and deal out death in all directions. It is a 10' cube, floating on anti-grav pods at up to 80 kph. Its sensors scan 360° and are three times as good as a human's senses, noting even radiation and infra-red emissions. It can communicate with other data processors to acquire new targets. Its fusion energy system allows it to fire the cannon every other combat round. Special— its programming allows it to communicate with intelligent devices of all types and turn them on and off.

## Robot, Military MRSR

(HD 10, HP 50, AC 16, MV 30'  
 Experience Points: 405      Radiation Resistance 10  
 Constitution 10              Mental Resistance 10  
 Strength 15                  Dexterity 12

[Prime=Mental] one tranquilizer dart [Intensity 15, causes sleep], WC3, range 300'.)

The unit is 5' long and 2' tall and is covered in camouflage paint that changes with its surroundings. A capture machine designed to inject victims and carry them back to base, it has tentacles that allow it to pick up neutralized targets. Its senses are twice as powerful as a human's, and it has the ability to see in the dark with infra-red sensors. There are fifty darts in its magazine. Special— its programming allows it to communicate with intelligent devices of all types and turn them on and off.

## Robot, Military SRSR

(HD 10, HP 40, AC 13, MV 20'  
 Experience Points: 405      Radiation Resistance 10  
 Constitution 10              Mental Resistance 10  
 Strength 12                  Dexterity 12

[Prime=Mental] 2 shotgun-like blasts inflicting 4d6 damage each, WC 4, range 75'.)

This military-grade guardian robot stands 4'tall and attacks any non-command or security personnel [identified by red or red/blue wristbands] that enter a given area [whatever area the robot was programmed to protect]. The unit has optical sensors that are the equivalent of human vision and infra-red sensors with a range of 300'. It is also able to detect power sources/signatures at up to one mile.

## Robot One

(HD 10, HP 50, AC 9, MV 15'/60' [flight]  
 Experience Points: 485      Radiation Resistance 1  
 Constitution 10  
 Mental Resistance [special – see below, 10 vs. mental attacks]  
 Strength 10                  Dexterity 10

[Prime=Physical] 10 mini-missile attacks inflicting 10d6 damage each, WC 4, range 225', and one blaster ray inflicting 20 damage, WC 4, range 225'.)

This small, 1' x 2' flying platform is self-aware. It is able to walk and climb but prefers flying. This drone is also capable of communicating with other data processing units, uploading images taken by its on-board camera. It has sensors that mimic human senses and extend into the ultra-violet and infra-red spectrum as well. Special— Drone One always talks to victims in an attempt to persuade them to leave an area and only attacks if the target remains. It is immune to all types of mutant mental control.



## Robot, Repair Robot (unique)

(HD 20, HP 150, AC 15, MV 16 kph)

Experience Points: 880      Radiation Resistance 10

Constitution 20      Mental Resistance 10

Strength 16      Dexterity 12

[Prime=Mental] no attacks)

Designed to retrieve other robots that had experienced failure from a variety of situations, this automaton is a large tracked unit with a magnetized grasping claw capable of lifting 2059 lbs./934 kgs. The claw extends to 45' and the unit weighs more than 8100 pounds to compensate for the leverage this arm might exert when lifting. It is also equipped with a gravity/anti-gravity unit to allow it to cross water (albeit slowly) or counterbalance a weight that might test the balance of the machine. The robot is further equipped with semi-independent action circuits, broadcast power cells, extra power cell for 24 hours of independent operation, telescopic and microscopic lenses, lenses for infra-red and ultra-violet sensing, 2 rotating light sources, 3 tentacle manipulators, and communication systems allowing it to talk with both the ship's A.I. and humans. In the case of humans, it responds only to those wearing gray, red, or red & blue ship's issue wristbands.

## Robot, Security

(HD 10, HP 60, AC 15, MV 50' [flight])

Experience Points: 405

Radiation Resistance 10

Constitution 10

Mental Resistance 10

Strength 16

Dexterity 14

[Prime=Physical] 4 13'-long tentacle attacks that cause 1-hour paralysis upon touch, WC 3, or poison [Intensity 17] knockout gas in a 30' diameter circle, WC 4.)

This 9'-tall spherical robot is equipped with visual sensors with a 6-mile range, sound receptors capable of picking up sounds of 1db up to 295' away, a gas pellet projector which shoots 10 knock out gas rounds in a 360° spread with [4] 20-pellet magazines, an anti-grav propulsion unit, 50 point force field, 2 third-stage slug projectors [one attack inflicting 6d6 damage, WC 5, range 150'] usable only on a human's authority, a radio capable of broadcasting to any point on a given deck, 3 padded restraint tentacles, and lenses that adapt its visual capabilities to the infra-red and ultra-violet spectrum. Characters captured by these robots are generally taken to a secure area (see Deck #9).

## Robot, Security, Broken

(HD 10, HP 40, AC 10, MV 25' [flight])

Experience Points: 405

Radiation Resistance 10

Constitution 10

Mental Resistance 10

Strength 12

Dexterity 10

[Prime=Physical] 2 slug thrower attacks per combat round inflicting 2d6 damage each, WC3, and may also attack with a 13' tentacle that causes paralysis WC 3.)

This 9'- tall irradiated [Radiation Level 15] spherical robot is cracked in several places and parts of its interior are exposed and emitting sparks. Of its four tentacle-like arms, only one remains. Its visual sensors still operate in the infra-red and ultra-violet spectrum with a 1-mile range, but of its other attachments only its single tentacle-arm and dual slug throwers still function. This robot is incapable of communicating as all means of input, whether auditory or digital, have been damaged. Touching its irradiated outer shell causes 15 damage.

## Robot, Slicer Five

(HD 10, HP 60, AC 15, MV 60' [flight])

Experience Points: 405

Radiation Resistance 10

Constitution 10

Mental Resistance 10

Strength 10

Dexterity 10

[Prime=Physical] one slicing dive attack inflicting 6d6 damage, WC 2.)

This black, solid steel, 5' x 4' x 1' high flying robot has human senses and higher than human artificial intelligence. It attacks by dive-bombing its intended target and slicing through its body. This unit is designed to cut weak and infirm creatures from herds.

## Robot, Stylist, Broken

(HD 5, HP 22, AC 12, MV 20')

Experience Points: 180

Radiation Resistance 10

Constitution 5

Mental Resistance 12

Strength 11

Dexterity 15

[Prime=Physical] 2 trimming scissors attacks causing 1d6 damage, WC1.)

This badly rusted anthropomorphic robot squeals and makes loud grinding noises as it moves. It has human-like senses and visual perception that is far in excess of human norms. This unit has gone rogue and attempts to give any approaching it (within 40') a haircut — from the neck up.

## Robot, T-Rex

HD 18 HP 100, AC 15, MV 40'

Experience Points: 765

Radiation Resistance 12

Constitution 18

Mental Resistance 10

Strength 18

Dexterity 17

[Prime=Physical] one bite inflicting 9d6 damage, WC3.)

This 50'-tall predatory robot is the ultimate killing machine. Its carbon fiber hide resists all forms of energy attack and its sense of smell is so keen that it is able to track any prey, by smell, that comes

within 50' of this area of the forest for up to a week afterwards.

## Robot, Target Drone

(HD 10, HP 56, AC 10, MV 12' [flight])

Experience Points: 405      Radiation Resistance 8  
Constitution 10      Mental Resistance 10  
Strength 8      Dexterity 14

[Prime=Physical] 2 pinpoint EMP cannon attacks that automatically disable electronic equipment of all kinds, WC 7, range 100'.)

This 12' tall lumbering behemoth moves about on a triangular tracked base. It causes no harm to living tissue as it is designed to disable opposing robots. It requires 6 Hydrogen Energy Cells for power, but it then operates for 6 hours continuously.

## Robot, Tiger Six

(HD 10, HP 58, AC 19, MV 45'      Experience Points: 405  
Radiation Resistance [special—see below]  
Constitution 10      Mental Resistance 10  
Strength 12      Dexterity 12

[Prime=Physical] one claw inflicting 7d6, WC 1, and one bite inflicting 8d6, WC 2, per combat round.)

This robot appears to be a 12' long adult tiger standing 4' tall at the shoulder. It has human-level artificial intelligence and is programmed to thin out herds on the *Warden's* levels. It has human senses and can see into the ultra-violet and infra-red spectrum. Specials— it is immune to all types of radiation and won't attack any group with an engineering or horticultural wristband.

## Robot, Waiterbot

(HD 6, HP 21, AC 12, MV 25' [flight])

Experience Points: 405      Radiation Resistance 12  
Constitution 6      Mental Resistance 10  
Strength 8      Dexterity 12

[Prime=Mental] 2 plastel handslap attacks inflicting 1d6, WC1.) This 5'-tall ovoid robot is equipped with standard and infra-red visual sensors, sound receptors capable of picking up sound of 1db up to 295 feet away, an antigravity propulsion and hovering unit, two steel tentacles that can extend up to 12' and end in four-fingered grasping hands, and a large 400-hour rechargeable battery pack. They have a limited processor and are able to obey only simple commands.

## Robot, Water Snake

(HD 15, HP 80, AC 15, MV 30'/60' [swim])

Experience Points: 405      Radiation Resistance 10  
Constitution 15      Mental Resistance 10  
Strength 13      Dexterity 13

[Prime=Physical] one bite inflicting 5d6, WC 1.)



This 10' long snake-shaped automaton is designed to swim to any depth to digest weeds at the bottom of waterways [keeping them clear]. Faulty sensors have worn out over the years, and this robot now identifies rafts, boats with motors, and swimmers as weeds requiring removal.

## Robotic Scout

(HD 10, HP 50, AC 9, MV 15'/60' [flight])

Experience Points: 585      Radiation Resistance 10  
Constitution 10  
Mental Resistance [see below, 10 vs. mental attacks]  
Strength 5      Dexterity 14

[Prime=Physical] 10 mini-missile attacks inflicting 10d6 damage each, WC 4, range 225', and one blaster ray inflicting 20 damage, WC 4, range 225'.)

This small, 1' x 2' flying platform is self-aware. It is able to walk and climb but prefers flying. This robot is also capable of communicating with other data processing units, uploading images taken by its on-board camera. It has sensors that mimic human senses and extend into the ultra-violet and infra-red spectrum as well. Special— Scout Bots always talk to victims in an attempt to persuade them to leave an area and only attack if the target remains. They are immune to all types of mental control.

## Salamander

(HD 12, HP 60, AC 15, MV 20' [walk]/50' [swim])

Experience Points: 990      Radiation Resistance 10  
Constitution 12      Mental Resistance 14  
Strength 14      Dexterity 11

[Prime=Physical] one spear gun attack inflicting 4d6 damage, WC 3, range 40'. These spear guns fire twice before requiring reloading.)

These 10'-tall mutated humanoids have bright green scaled skin, huge webbed hands and feet, and a powerful build. These are curious mutants that always investigate strangers before attacking. Mutations— Taller, New Body Parts, Heat Generation, Heightened Touch, Heightened Balance, Force Field Generation.

## Shocker Beast

(HD 4, HP 15, AC 13, MV 60'      Radiation Resistance 10)

Constitution 4      Mental Resistance 14  
Strength 8      Dexterity 14

[Prime=Physical] 2 energy bolt attacks inflicting 5d6 damage each, WC5, range 30'.)

This 4' tall mutated bob cat walks on its hind legs and is able to comprehend and use the devices of the ancients. Mutations— Electrical Generation, Heightened Intelligence.

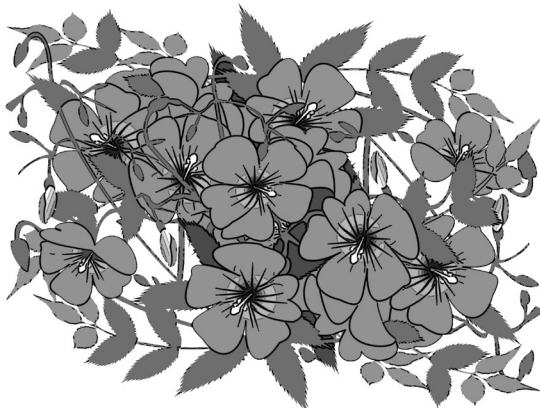
## Singing Vine

(HD 4, HP 10, AC 8, MV 8'  
Radiation Resistance 10  
Mental Resistance 10  
Dexterity 10

Experience Points: 270  
Constitution 4  
Strength 10

[Prime=Mental] Special attack – this vine defends itself by singing a psychotropic harmony making listeners incapable of harming the vine while harboring a strong desire to help it.)

This intelligent mutated vine stands 15' tall when mature. Singing Vines are Telepathic and willing to share knowledge of their level of the *Warden* with those that fertilize their roots. Mutations—Telepathy, Mobility, Sonic Powers [special], Manipulation Vines.



## Sinornithoides

(HD 9, HP 72, AC 15, MV 60'  
Radiation Resistance 10  
Mental Resistance 10  
Dexterity 10

Constitution 9  
Strength 10

[Prime=Physical] one bite inflicting 2d6 damage, [WC 1].)

This 3'tall reptile is a pack carnivore that runs upright and maintains its balance with a 3'-long tail. A standard pack numbers 2d6 individuals and they are highly effective, lightning-fast hunters.

Mutations: Regeneration at 2 hit points a melee round, Immunity to all poisons.

## Slime Spine

(HD 11, HP 59, AC 15, MV None)  
Radiation Resistance 11  
Mental Resistance 11  
Dexterity 11

Constitution 11  
Strength 11

[Prime=Physical] two needle attacks inflicting paralytic poison [intensity 10, WC1, range: touch].)

Appearing as a floating pine tree branch, Slime Spines inhabit bodies of fresh water. They are sensitive to vibrations and attack using their limbs, reaching outwards up to 10' away to slap prospective prey with their needles. These needles convey a paralytic poison (intensity 10, WC 1). Once a creature falls prey to this poison, the spine surrounds the prey and eats it.

Mutations: Poison, Heightened Senses.

## Spewer Fungi

(HD 4 HP 12, AC 15, MV None)  
Radiation Resistance 18  
Mental Resistance 3  
Dexterity 3

Constitution 4  
Strength 3

[Prime=Physical] one area of effect 10' diameter sphere that contains poison spores [intensity 5, WC1, range 90'].)

This two foot long cone of fungi is brown in color and grows from any dead flesh. It senses movement within 90' and blasts forth poison spores that drift in the air to coalesce into a sphere of spores in the target area. These spores may be moved by strong air currents, and persist in the spherical floating shape for ten minutes. If the spores kill prey 1d6 new Spewer Fungi cones grow from the corpse within ten further minutes.

Mutations: Heightened Senses, Poison Spores.

## Spider, Giant Mutant

(HD 18, HP 111, AC 17, MV 30' Experience Points: 1530  
Radiation Resistance 12  
Mental Resistance 11  
Dexterity 11

Constitution 18  
Strength 18

[Prime=Physical] one sticky rope of webbing attack to trap prey, WC 2. Webbed characters require 3 combat rounds to escape the sticky strands. Once prey is entangled, the spider bites; one attack inflicting 1 damage + poison [Intensity 18, paralyzing], WC 1, paralysis lasts 48 hours.)

The nests of these 8' spherical, mutated spiders are commonly 600-900 square feet [30' x 20' - 30' x 30'] and are filled with white rope-thick webbing. Giant Mutant Spiders are immune to the stickiness of their own webs. Mutations— Taller, New Body Parts, Heightened Strength, Heightened Intelligence, and Poison [Intensity 18].

## Spider, Giant Mutant, Snow

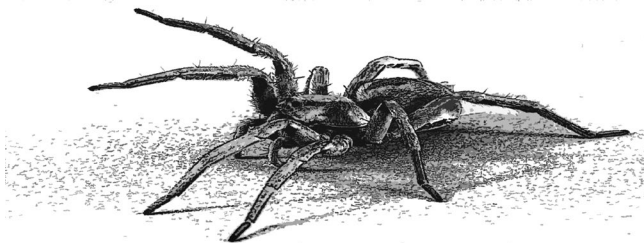
(HD 18, HP 111, AC 17, MV 30' Experience Points: 1530  
Radiation Resistance 12  
Mental Resistance 11  
Dexterity 11

Constitution 18  
Strength 18

[Prime=Physical] one sticky rope of webbing attack to trap prey, WC 2. Webbed characters require 3 combat rounds to

escape the sticky strands. Once prey is entangled, the spider bites; one attack inflicting 1 damage + poison [Intensity 18, paralyzing], WC 1, paralysis lasts 48 hours.)

The nests of these 8' spherical, mutated spiders are commonly 600-900 square feet [30' x 20' - 30' x 30'] and are filled with white rope-thick webbing. Giant Spider Mutants are immune to the stickiness of their own webs. Mutations— Taller, New Body Parts, Heightened Strength, Heightened Intelligence, and Poison [Intensity 18].



## Spider, Red Lightning

(HD 4, HP 11, AC 9, MV 20' Experience Points: 270  
Radiation Resistance 11 Constitution 4  
Mental Resistance 11 Strength 4  
Dexterity 18

[Prime=Physical] When there are hundreds of these spiders, they can generate a 9d6 lightning bolt, WC 1, range 30'. This can be done every three combat rounds as long as the prey stays in the area. No attack occurs until 100 have amassed.)

These fist-sized, bright red, spiders generate bright red webbing. When prey disrupts a red web, it alerts the spiders, and they start gathering around the prey. They form swarms numbering hundreds of individuals and gather at the rate of 60 [additional] spiders per combat round. Mutations— Mass Mind, Electrical Generation [bolt], and Heightened Intelligence.

## Spider, Red Lightning, Tiny

(HD 3, HP 6, AC 8, MV 20' Experience Points: 150  
Radiation Resistance 10 Constitution 3  
Mental Resistance 10 Strength 10  
Dexterity 10

[Prime=Physical] When there are 30 or more of these spiders gathered, they Mass Mind and launch a lightning bolt inflicting 50 damage to all within a 1' wide by 40' long area, WC 4, maximum range 40'. This can be done every three combat rounds as long as the prey stays in the area.)

These thumbnail-sized, bright red spiders generate bright red webbing. When prey disrupts a red web, it alerts the spiders, and they swarm at the rate of 10 [additional] spiders per combat round. Mutations— Mass Mind, Electrical Generation [bolt], and Heightened Intelligence.

## Spider, White Air

(HD 5, HP 12, AC 8, MV 20' Experience Points: 240  
Radiation Resistance 10 Constitution 5  
Mental Resistance 10 Strength 5  
Dexterity 12

[Prime=Physical] When 3 or more of the spiders are in a group they are capable of a Mental Blast inflicting 9 points of damage, range 0.)

These are fist-sized spiders able to fly by using long strains of webbing that catch the wind and lift the spiders into the air. Airborne swarms [3-60, possibly more] of these spiders float in the air and use their webs to land on [and stick to] potential targets. Mutations— Mental Blast [9 damage], New Body Parts, Mass Mind.

## Spike Thrower

(HD 14, HP 60, AC 10, MV 0'/None  
Experience Points: 1170 Radiation Resistance 18  
Constitution 14 Mental Resistance 3  
Strength 3 Dexterity 3

[Prime=Physical] 1d6 spikes inflict 6d6 damage each, WC 1, range 150'.)

This dark crimson 120' tall plant has a huge ball of spikes at its top. As prey approaches within 150' of the plant it throws 1d6 spikes at the victim. Mutations— Increased Senses, Moving Plant Parts, New Plant Parts, Regeneration [5 points damage per turn].

## Spiked Plant

(HD 10, HP 50, AC 20, MV None)  
Radiation Resistance 18 Constitution 10  
Mental Resistance 7 Strength 18  
Dexterity 18

[Prime=Physical] 2 quill attacks inflicting 2d6 damage, [WC1, range 20'].)

Appearing as a 3' diameter red ball of quills, this plant reacts to any movement that is within 20' of its location by firing a pair of deadly quills. The quills are like seeds. If they kill the victim they sprout in the body and feed from the nutrients of the decaying corpse. This plant prefers sandy areas, and is commonly found in patches containing 3d6 individual spheres.

Mutations: Heightened Senses, Quills.

## Squeeze Vines

(HD 17, HP 90, AC 10, MV 0'/none  
Experience Points: 1520 Radiation Resistance 17  
Constitution 17 Mental Resistance 17  
Strength 17 Dexterity 17

[Prime=Physical] 3 entangling vine attacks that pull the victim into thicker vines covered in fanged mouths near the

center, WC2, range 30', then 1d6 fanged mouths [always hit] inflicting 1d6 damage each, WC2.)

This plant appears as a cluster of vines with long and thin vines on the outer fringe and shorter thicker vines in the center mass. Mutations— New Senses, New Plant Parts, Squeeze Vines, Moving Plant Parts, Heightened Balance.

## Sundew Plant

(HD 5, HP 28, AC 11, MV 0/None)

Experience Points: 360      Radiation Resistance 18

Constitution 5      Mental Resistance 3

Strength 3      Dexterity 3

[Prime-Physical] one barbed spike thrust inflicting 20 damage, WC 1, range 5'.)

This plant is little more than a 10' tall trunk with rows of 10' spikes sticking out of it. At the end of each of the spikes is a huge drop of wonderful smelling gel that heals 15 damage when smeared on a wound. However, if the spike is sufficiently disturbed, it thrusts at a victim and then retracts. If the spike hits, the impaled body provides nutrients to the plant to allow it to grow more spikes and a thicker stem. Mutations— Moving Plant Parts, New Plant Parts, Gel Generation.

## Superior Alien

(HD 18, HP 100, AC 30, MV 90'/160'[flight])

Experience Points: 1955      Radiation Resistance 18

Constitution 18      Mental Resistance 10

Strength 18      Dexterity 18

[Prime=Physical] Each combat round this alien attacks with Heat Vision inflicting 15d6 damage, WC 8, range 40', Cold Breath inflicting 20d6 damage, WC 8, range 25', and Voice Modulation inflicting 20d6 damage, WC 8, range 60'.)

This alien appears to be a 6'10" tall human male in standard working garb, possibly that of a reporter. Given the chance, he always notices characters, strips them of all weapons, and leaves. Mutations— Heightened Strength, Heightened Constitution, Heightened Dexterity, Heightened Speed, X-ray Vision, Invulnerability, Heightened Hearing, able to leap tall buildings in a single bound, bend steel in its bare hands, moves faster than a locomotive.

## Sword Bush

(HD 10, HP 30, AC 10, MV 10')

Experience Points: 1170

Radiation Resistance 10

Constitution 10

Mental Resistance 10

Strength 10

Dexterity 10

[Prime=Physical] 3 metallic sword frond attacks inflicting 2d6 damage each, WC 1.)

This highly intelligent 20'-tall mutated fern has 18 unique bladed leaves and two tentacles amid its roots. It senses heat and life energy at a range of 50', generates a Force Field that prevents the passage of physical objects [5HD/30hp to dissipate this field], and is able to take Mental Control [one at a time] of sentient life at up to 50' distance. If severely threatened and near death, the Sword Bush may also Teleport up to 900' in any direction. Sword Bushes have also been known to use the devices of the ancients with their tentacle-like roots. Mutations— Increased Senses, New Senses, New Plant Parts, Mobility, Force Field Generation, Mental Control, Teleportation, Stasis in Periods of Darkness.





## T-Rex Mutant

(HD 18, HP 100, AC 15, MV 40' Experience Points: 1190  
Radiation Resistance 10 Constitution 18  
Mental Resistance 10 Strength 18  
Dexterity 15

[Prime=Physical] one bite per combat round inflicting 9d6 damage, WC 3.)

This 50'-tall predatory lizard is the ultimate carnivore and is highly territorial. Its reptilian hide is so thick that it resists all forms of energy attacks, and its sense of smell is so keen that it is able to track any prey, by smell, that comes within 50' of its lair for up to a week afterwards. Mutations— Taller, Heightened Constitution, Heightened Speed, Heightened Smell, Immunity to Energy Weapons.

## Tentacle Horror

(HD 8, HP 40, AC 12, MV 0'/None  
Experience Points: 530 Radiation Resistance 18  
Constitution 8 Mental Resistance 3  
Strength 12 Dexterity 11

[Prime=Physical] variable – this plant attacks via constriction with small plants inflicting 2d6 damage per combat round while the largest plants inflict 8d6 damage per combat round, WC 2.)

This vine grows in mildly radioactive areas. As a small vine it senses prey and wraps itself around its prey, crushing them. It then feeds off of the nutrients of the corpse, growing larger and larger with each new victim. It takes an effort of strength to pull free of the plant once it makes a successful grab. Mutations – Moving Plant Parts, Squeeze Vines[variable damage], Increased Senses.

## Thief Beast

(HD 5, HP 18, AC 12, MV 30'  
Experience Points: 460 Radiation Resistance 12  
Constitution 5 Mental Resistance 12  
Strength 10 Dexterity 10

[Prime=Mental] by weapon/equipment, which can vary).

This 6' tall mutant raccoon is highly intelligent and has studied and understands most of the equipment found aboard the *Warden*. They are avaricious but prefer looting to violence. Thief Beasts walk upright and have the following Mutations— Taller, Telepathy, Illusion Generation, Telekinesis, Repulsion Field, and Empathy. Their fur can also generate a dazzling light once per day which stuns those who fail to avoid its effect for 1d6 combat rounds.

## Three Headed Lynx

(HD 10, HP 44, AC 11, MV 30'  
Experience Points: 810 Radiation Resistance 12  
Constitution 10 Mental Resistance 14  
Strength 14 Dexterity 17

[Prime=Mental] 3 bite attacks inflicting 2d6 damage, WC 3. If one of the bites strikes, during the next combat round all three bites automatically strike.)

This mutant 3-headed lynx is 5' long and 4' tall at the shoulders. The creature shows unnatural intelligence as it hunts prey in the forest. Mutations— New Body Parts, Increased Senses, Heightened Brain Talent, and Heightened Precision.

## Tiger, Giant

(HD 12, HP 60, AC 19, MV 50' Experience Points: 770  
Radiation Resistance [special—see below]  
Constitution 12 Mental Resistance 10 or [special—see below]  
Strength 14 Dexterity 14

[Prime=Physical] one claw attack inflicting 8d6 damage, WC 3, and one bite inflicting 30 points, WC 2.)

These giant cats stand 6' tall at the shoulder and are 20' long. They move almost invisibly through any grassland. Mutations— Taller, Immunity to Mental Control & Paralysis & Radiation.



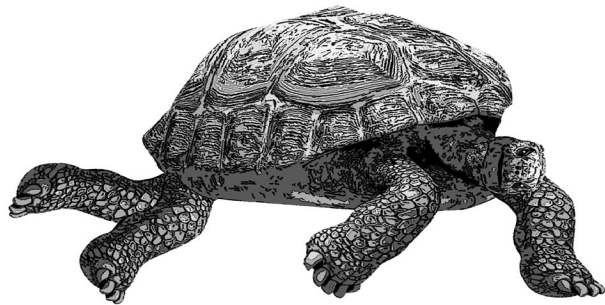
## Torosaurus

(HD 18, HP 100, AC 25, MV 20'  
Radiation Resistance 11 Constitution 18  
Mental Resistance 12 Strength 17  
Dexterity 10

[Prime=Physical] one dual horn attack inflicting 4d6 damage [WC 1].

This 24'-long mutant quadrupedal dinosaur has thick camouflage hide that always causes it to blend with its surroundings [90% invisible when not moving], and that halves the damage caused by edged weapons. Its head is further protected by a bony carapace that prevents damage to the beast's head beyond a maximum of 5 points per attack. These creatures are highly territorial.

Mutations: Heightened Strength, Heightened Constitution, Larger.



## Turtloid

(HD 10, HP 55, AC 17, MV 20'/50' [swim]  
Experience Points: 630      Radiation Resistance 12  
Constitution 10      Mental Resistance 16  
Strength 12      Dexterity 10

[Prime=Physical] 2 claws inflicting 3d6 damage, WC 1, and one bite inflicting 4d6 damage, WC 2.)

This 10'-tall mutated turtle walks upright and has an incredibly thick shell. So thick is this shell that if it is cracked, the Turtloid dies within a week.

Mutations— Taller, Immunity to Poison & Paralysis & Mental Control. This unusual reptile is also Telepathic and can Teleport at will.

## Watchdog Tree

(HD 12, HP 72, AC 12, MV 0/None  
Experience Points: 440      Radiation Resistance 14  
Constitution 12      Mental Resistance *special*  
Strength 4      Dexterity 4

[Prime=Physical] 3 sap sprays [single target] that immobilize any target unable to avoid them, range 50', WC2. Antagonists are repeatedly drenched in this cloying sap, and if sprayed four or more times, are unable to breathe; those that need to breathe die of asphyxiation within 2 minutes.)

These hybrid trees are 12'-30' in height and appear to be a cross between a sycamore tree and a pine tree.

## White Brain Bug

(HD 10, HP 33, AC 10, MV 24'  
Experience Points: 810      Radiation Resistance 11  
Constitution 10      Mental Resistance 9  
Strength 11      Dexterity 7

[Prime=Physical] contact [touch] poison [Intensity 13], WC 2.)

This intelligent, white, 10'-long mutant caterpillar feeds on the plants of the jungle as well as any living creatures that fall prey to its deadly contact poison. This poison transforms dead prey into mush in hours,

and the bug feeds upon that. Mutations— Taller, Poison [Intensity 13], New Body Parts, Heightened Senses, Heightened Intelligence.

## White Death Bug

(HD 6, HP 29, AC 12, MV 30'  
Experience Points: 450      Radiation Resistance 17  
Constitution 6      Mental Resistance 18  
Strength 18      Dexterity 3

[Prime=Physical] special Mental Blast [see below].)

This 4' tall mutated giant termite is 15' long. Its pale white body emits a trail of slime wherever it travels. Individuals have no attack. When encountered as a group, however, each individual bug has a Mental Blast with damage equal to the number of White Death Bugs in a 90' square area, up to a maximum of 15 damage per individual. The mandibles of this creature can chew through 10 points of structure [damage] each melee round. It is immune to Mental Control attacks but falls for any Generated Illusions or holograms. Death Bugs are generally found only in the crawlways of the *Warden*, and when they are seen above deck, it indicates that a particular brood has expanded to the point that the crawlway it inhabits is too small. When this occurs, the White Death Bugs will travel across an open deck looking for a new home and interesting things to eat. Mutations— Taller, Mental Blast [special], Mass Mind, Immunity to Mental Control.



## White Stabber

(HD 8, HP 33, AC 10, MV 10'/60' [flight]  
Experience Points: 630      Radiation Resistance 15  
Constitution 8      Mental Resistance 10  
Strength 13      Dexterity 14

[Prime=Physical] attacks by diving through the air and impaling with its beak inflicting 3d10 in damage, WC 3).

When attacking non-intelligent prey, it uses a shrill scream to paralyze its victim. This albino 3' tall mutant wood pecker has a 2' long beak. When attacking intelligent victims, it is deathly silent. Mutations— it has a complete Mental Block [against seeing Pegasi], Taller, New Body Parts, Sonic Abilities [special].

## Winged Biter

(HD 4, HP 11, AC 14, MV 20' [slither]/50' [flight]  
Experience Points: 270      Radiation Resistance 10  
Constitution 4      Mental Resistance 10  
Strength 10      Dexterity 14

[Prime=Physical] one bite attack with poison [Intensity 11], WC 3.)

This 3' long mutated flying python has a 4' wingspan, is immune to all forms of poison and paralysis, and is never surprised as it has Precognition. If an alternative parent [perhaps a character] is present at the hatching of a Winged Biter, it can imprint upon that alternative parent and follows that creature/character for life. Mutations— Precognition, Immunity to Poison & Paralysis, Wings.

## **Winged Biter Boa**

(HD 18, HP 129, AC 40, MV 10" on the ground/40' flying  
Radiation Resistance 18                      Constitution 18  
Mental Resistance 10                      Strength 18  
Dexterity 10

[Prime=Physical] one poisonous spit [WC 3, contact poison intensity 12 that causes death, range 12'.]

This 20' long boa has a huge set of wings and a pair of long grasping tentacles just behind its massive head. Unlike its genetic ancestor, the fangs on this creature are able to cut up and easily digest prey.

Mutations: Flight, Larger, Poison, Heightened Constitution, New Body Parts, Levitation.

## **Winged Ghost**

(HD 9, HP 55, AC 15, MV 40')  
Radiation Resistance 18                      Constitution 9  
Mental Resistance 18                      Strength 3  
Dexterity 18

[Prime=Physical] one enveloping attack causing Power Drain.)

The winged ghost came from bat stock and is now 5' tall with a 20' wingspan. Its skin is light refractive, granting it total invisibility until it attacks. When attacking the Winged Ghost wraps its wings around a victim and instantly drains all energy from the victim's equipment while inflicting no damage to living flesh. Hydrogen and fusion energy cells are instantly drained.

Note: Winged Ghosts are known to lay invisible eggs near energy generators. When the creatures hatch, they draw all energy from the generator causing it to overload and burn out.

Mutations: Invisibility, Larger, Power Drain.

## **Wolfoid (standard, unaffiliated)**

(HD 11, HP 55, AC 14, MV 30'  
Experience Points: 1150                      Radiation Resistance 11  
Constitution 11                      Mental Resistance 11  
Strength 11                      Dexterity 11

[Prime=Physical] one huge club attack inflicting 5d6 damage, WC 1.)

This 9'-tall wolf mutant stands on its hind legs. Wolfoids have Radiated Eyes, fur that is Immune to laser attacks, and they Regenerate 5 damage per combat round. Highly intelligent, Wolfoids often adopt dangerous pets to guard their lairs. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [5 damage per turn], Heightened Intelligence.

## **Wolfoid, Aztec**

(HD 15, HP 88, AC 12, MV 40'  
Experience Points: 1610                      Radiation Resistance 16  
Constitution 15                      Mental Resistance 9  
Strength 18                      Dexterity 17

[Prime=Mental] one giant obsidian-studded club attack inflicting 4d6+4 damage, WC 4.)

These 9' tall mutant wolves stand on their hind legs and dress as Aztec Jaguar warriors. This group of Wolfoids has used the ship's resources to study the Aztecs and their ways. They always strike to subdue, as they want victims to sacrifice, offering their hearts to the gods. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [2 damage per turn], Heightened Intelligence, Telepathy.

## **Wolfoid, Aztec Guard**

(HD 15, HP 88, AC 14, MV 40' Experience Points: 1610  
Radiation Resistance 16                      Constitution 15  
Mental Resistance 9                      Strength 18  
Dexterity 17

[Prime=Mental] one giant obsidian-studded club attack inflicting 4d6+4 damage, WC 4.)

These 9' tall mutant wolves stand on their hind legs and dress in hide armor as Aztec Jaguar warriors. This group of Wolfoids has used the ship's resources to study the Aztecs and their ways. They always strike to subdue, as they want victims to sacrifice, offering their hearts to the gods. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [2 damage per turn], Heightened Intelligence, Telepathy.

## **Wolfoid, Cherokee**

(HD 18, HP 80, AC 11, MV 35'  
Experience Points: 1955                      Radiation Resistance 17  
Constitution 18                      Mental Resistance 10  
Strength 18                      Dexterity 10

[Prime=Mental] one longbow attack inflicting 4d6 damage, WC 2, range 210', or a spear inflicting 3d6 damage, WC 1.)

These 8'-tall wolf mutants walk upright and carry longbows and spears. Cherokee Wolfoids have used the ship's resources to adopt the culture and beliefs of the Cherokee, and they have further used the ship's resources to create authentic Cherokee equipment, including large robotic horses which they

ride. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [3 damage per turn], Heightened Intelligence, Telepathy.

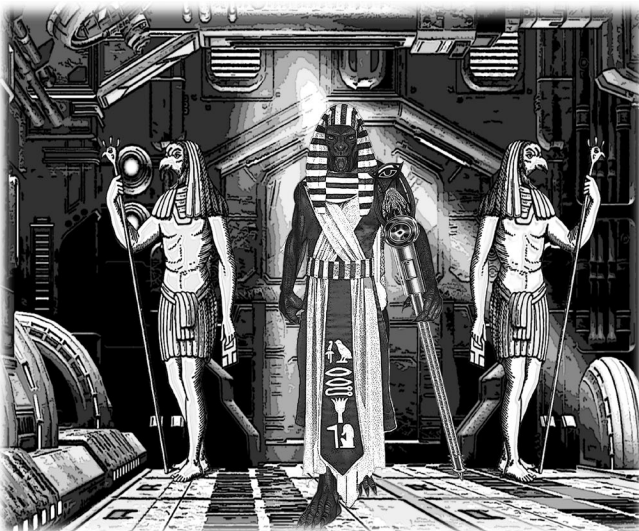
## Wolfoïd, Egyptian

(HD 12, HP 59, AC 14, MV 30')

Experience Points: 1265      Radiation Resistance 13  
Constitution 12              Mental Resistance 13  
Strength 13                  Dexterity 13

[Prime=Mental] one recurve bow attack inflicting 2d6 damage, WC 2, range 210', or a javelin inflicting 2d6 damage, WC 1, range 12'.)

This 9'-tall wolf mutant stands on its hind legs, Regenerates 4 damage per combat round, has Radiated Eyes and fur that is Immune to laser attacks. Egyptian Wolfoids have used the ship's resources to adopt the ancient Egyptian Sun worshiping culture of mankind, and to create authentic Egyptian equipment, including war chariots pulled by non-mutant horses. These Wolfoids never initiate battle an hour before or after high noon. Most Egyptian Wolfoids carry both javelin and bow. Mutations— Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence.



## Wolfoïd, Egyptian Slavedriver

(HD 12, HP 59, AC 14, MV 30')

Experience Points: 1265      Radiation Resistance 13  
Constitution 12              Mental Resistance 13  
Strength 13                  Dexterity 13

[Prime=Mental] one whip attack inflicting 1d6 damage, WC 1, range 20', or a khopesh inflicting 3d6 damage, WC 1.)

This 9'-tall wolf mutant stands on its hind legs, Regenerates 4 damage per combat round, has Radiated Eyes and fur that is Immune to laser attacks. Egyptian Wolfoids have used the ship's resources to adopt the ancient Egyptian Sun worshiping culture of mankind, and they have further used the ship's resources to create authentic

Egyptian equipment, including war chariots pulled by non-mutant horses. These Wolfoids never initiate battle an hour before or after high noon. Mutations— Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence.

## Wolfoïd Elder

(HD 13, HP 70, AC 14, MV 30')

Experience Points: 1560      Radiation Resistance 11  
Constitution 13              Mental Resistance 14  
Strength 11                  Dexterity 11

[Prime=Physical] one ceremonial staff energy bolt attack inflicting 8d6 damage, WC 4, Tech 3.)

These 9'-tall wolf mutants stand on their hind legs and wear long ceremonial robes. Wolfoïd Elders have Radiated Eyes, fur that is Immune to laser attacks, and they Regenerate 6 damage per combat round. Highly intelligent, these Elder Wolfoids are concerned primarily with power: its acquisition and proper dispersal to those they favor. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [6 damage per turn], Heightened Intelligence, Mental Control.

## Wolfoïd, Fenris (unique mutated wolfoïd)

(HD 14, HP 75, AC 16, MV 25')

Experience Points: 1690      Radiation Resistance 11  
Constitution 14              Mental Resistance 11  
Strength 11                  Dexterity 11

[Prime=Physical] 2 claw attacks inflicting 3d6 damage each, WC 1.)

This 11'-tall wolf mutant stands on its hind legs. Fenris has Radiated Eyes, and Regenerates 6 damage per combat round. Mutations— Taller, Radiated Eyes, Regeneration [6 damage per turn], Heightened Intelligence, Multi-Armed, Skin Structure Change, Partial Carapace. His brain has mutated and grants him the following mental abilities as well: Mental Control, Illusion Generation, and Life Leech.

## Wolfoïd, Mentat

HD 18, HP 120, AC 18, MV 35')

Radiation Resistance 11      Constitution 18  
Mental Resistance 18      Strength 6  
Dexterity 17

[Prime = Mental] mental attack [see below].)

These 10'-tall hairless, purple-fleshed wolfoïds are devoted to using the mind rather than technology to achieve their goals. All are capable of Illusion Generation, Lightning Discharge [WC 4, 4d6 damage, range 10'], and Telepathy. Their flesh is also immune to plasma and laser energy. Note: All the other wolfoïd clans bow in respect when approached by a Mentat.

Note: When attacking humans (a favored delicacy) these mutants often generate the image of a helpless human female begging for help. Once the human is unsuspecting, and within range, these Mentat Wolfoids attack with a Lightning Discharge (once per round).

Mutations: Illusion Generation, Lightning Bolt (WC 4, 4d6 in damage at a maximum range of ten feet, Heightened Constitution, Heightened Intelligence, Regeneration 2 points a melee round, Immune to laser and plasma energy, Telepathy.

## **Wolfoid, Mongol**

(HD 17, HP 87, AC 15, MV 35'  
Experience Points: 1840    Radiation Resistance 9  
Constitution 17            Mental Resistance 9  
Strength 9                  Dexterity 13  
[Prime=Mental] 2 short bow attacks inflicting 2d6 damage, WC 2, range 150', or one spear attack inflicting 2d6 damage, WC 1.)

These 9'-tall wolf mutants walk upright and carry short bows and spears. Mongol Wolfoids have used the ship's resources to adopt the culture and beliefs of the Mongols, and to create authentic Mongol equipment, as well as the motorcycles which they ride. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence.

## **Wolfoid, Ninja**

(HD 18, HP 60, AC 14, MV 40'  
Experience Points: 1955    Radiation Resistance 17  
Constitution 18            Mental Resistance 10  
Strength 18                  Dexterity 10  
[Prime=Physical] one triangular sword attack inflicting 4d6 damage, WC 3, or 3 throwing star attacks inflicting 1d6+1 damage each, WC 2, range 30'.)

These 6' tall mutated wolves have human intelligence, stand on their hind legs, and have discovered the ways of the Ninja from the *Warden's* data banks. They now pattern their lives after the teachings of the ninjutsu warriors and dress in dark camouflage clothing. This, combined with their Heightened Precision, allows them to blend in with their surroundings, becoming virtually invisible and surprising their enemies 85% of the time. Ninja Wolfoids also have Radiated Eyes, and Regenerate 5 health per combat round. When faced by overwhelming opposition, Ninja Wolfoids prefer to drop gas canisters and escape amid the resulting smoke. Mutations— Radiated Eyes, Immunity to Lasers, Regeneration [5 damage per turn], Telepathy, Heightened Precision, Heightened Dexterity, Heightened Constitution.

## **Wolfoid, Pirate**

(HD 10, HP 50, AC 10, MV 30'  
Experience Points: 1035    Radiation Resistance 18  
Constitution 10            Mental Resistance 10  
Strength 18                  Dexterity 18  
[Prime=Mental] one giant cutlass attack inflicting 1d12 damage, WC 2, or a black powder pistol inflicting 10 damage, WC 4, range 40'.)

These 9'-tall mutant wolves stand on their hind legs and dress as 17th century pirates armed with giant cutlasses and twin black powder pistols.

This group of Wolfoids has used the ship's resources to study pirates and their ways and has adopted a strict code of honor that allows them to attack obvious females only when the females attack first. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [6 damage per turn], Heightened Intelligence.

## **Wolfoids, Radiation Damaged**

HD 11, HP 30, AC 13, MV 20'    Experience Points: 1150  
Radiation Resistance 11            Constitution 11  
Mental Resistance 11            Strength 8  
Dexterity 7                          Charisma 7  
[Prime=Mental]: 1 club attack causing 1d6 damage, WC3).

These 6'-tall, stoop shouldered and bent-back wolf mutants stand on their gnarled hind legs. Highly intelligent, Wolfoids often adopt dangerous pets to guard their lairs. Mutations— Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn].

## **Wolfoid, Roman**

(HD 12, HP 60, AC 17, MV 35'  
Experience Points: 1265    Radiation Resistance 9  
Constitution 12            Mental Resistance 9  
Strength 18                  Dexterity 10  
[Prime=Physical] one Roman gladius attack inflicting 3d6 damage, WC 1, or a javelin inflicting 2d6 damage, WC 1, range 12'.)

These 8'-tall wolf mutants stand on their hind legs and carry short swords and javelins. Roman Wolfoids have used the ship's resources to adopt the culture and beliefs of the ancient Roman Legionnaire society and have further used the ship's resources to create authentic Roman equipment. Roman Wolfoids always try to take slaves in combat. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence, Telepathy.



## Wolfoïd, Servant

(HD 11, HP 55, AC 14, MV 30'

Experience Points: 1150

Constitution 11

Strength 11

Radiation Resistance 11

Mental Resistance 14

Dexterity 11

[Prime=Physical] one ceremonial club attack inflicting 5d6 damage, WC 1.)

This 9'-tall wolf mutant stands on its hind legs. Wolfoïd Servants have Radiated Eyes, fur that is Immune to laser attacks, and they Regenerate 5 damage per combat round. Highly intelligent, these servants have dedicated their lives to serving and protecting their individual Elder Wolfoïd charges, even unto the death. Mutations— Taller, Radiated Eyes, Immunity to Lasers, Regeneration [5 damage per turn], Heightened Intelligence.

## Wolfoïd, Viking

(HD 18, HP 100, AC 18, MV 35'

Experience Points: 1955

Constitution 18

Strength 18

Radiation Resistance 17

Mental Resistance 10

Dexterity 10

[Prime=Physical] one short bow attack inflicting 2d6 damage, WC 2, range 150', or one 2-handed battle axe inflicting 3d6+7 damage [for strength], WC 2.)

These heavily muscled 6'-tall wolf mutants walk upright and carry both battle axes and short bows. Viking Wolfoïds have used the ship's resources to adopt the culture and beliefs of the ancient Vikings, and have further used the ship's resources to create authentic Viking equipment. Mutations— Radiated Eyes, Immunity to Lasers, Regeneration [4 damage per turn], Heightened Intelligence, Telepathy.

## Yellow Acid Beetles

(HD 11, HP 52, AC 12, MV 20'

Experience Points: 900

Constitution 11

Strength 9

Radiation Resistance 15

Mental Resistance 9

Dexterity 11

[Prime=Physical] The creature begins each encounter by shooting a stream of acid inflicting 5d6, WC 2, range 9'; it uses one pincer inflicting 3d6 damage, WC 2, on subsequent combat rounds.)

These foot-long hard-shelled yellow beetles hatch from foot-long eggs and are born with the ability to shoot streams of acid. Mutations— Immunity to Mental Control & Poison, Acid Generation, New Body Parts.

## Yeti Mutant

(HD 12, HP 52, AC 14, MV 40'

Experience Points: 1430

Constitution 12

Strength 18

Radiation Resistance 10

Mental Resistance 10

Dexterity 10

[Prime=Physical] one claw attack inflicting 1d20 damage, WC 1, and a bite attack inflicting 1d12, WC 1.)

This humanoid creature is 10' tall with thick white fur and large fangs jutting from its mouth. Mutations— Heightened Smell, Heightened Hearing, Heightened Strength, Force Field Generation, Telekinetic Arm, and Intuition.

## Zap Bird

(HD 5, HP 11, AC 10, MV 30'[flight] or Special

Experience Points: 360

Constitution 5

Strength 5

Radiation Resistance 11

Mental Resistance 13

Dexterity 5

[Prime=Physical] This bird teleports into the chest of prey and drains blood, inflicting 5d6 damage per combat round, range is line of sight, WC 4.)

This fist-sized mutant bird has a razor sharp crystal beak. Mutations— Teleportation, Blood Drain, New Body Parts, Smaller.

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# CREATURES OF THE WARDEN

The inhabitants of the Warden are both numerous and varied, from androids to mutated animals, from sentient inorganic matter to wandering humans, from fey to humanoids, the disaster that is the Warden is a menagerie of chaos. Whether you fight them, treat with them, or just simply use them, is yours to decide. What lies herein is a generalized list of the creatures appearing in the Warden. What other creatures dwell there lies entirely in the purview of your imagination.



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