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Modern

EXODUS

POST-APOCALYPTIC ROLEPLAYING

WASTELAND BESTIARY



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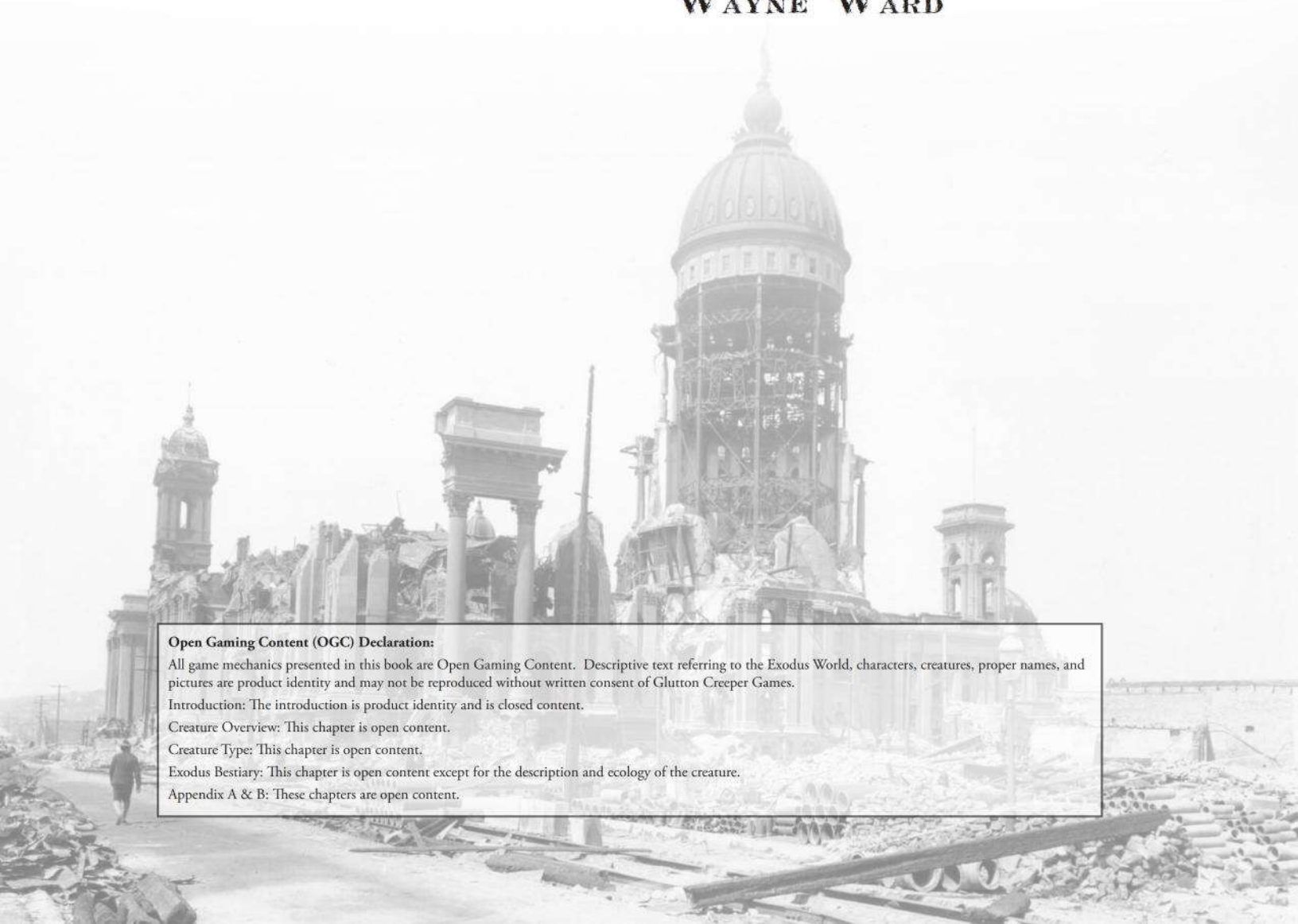
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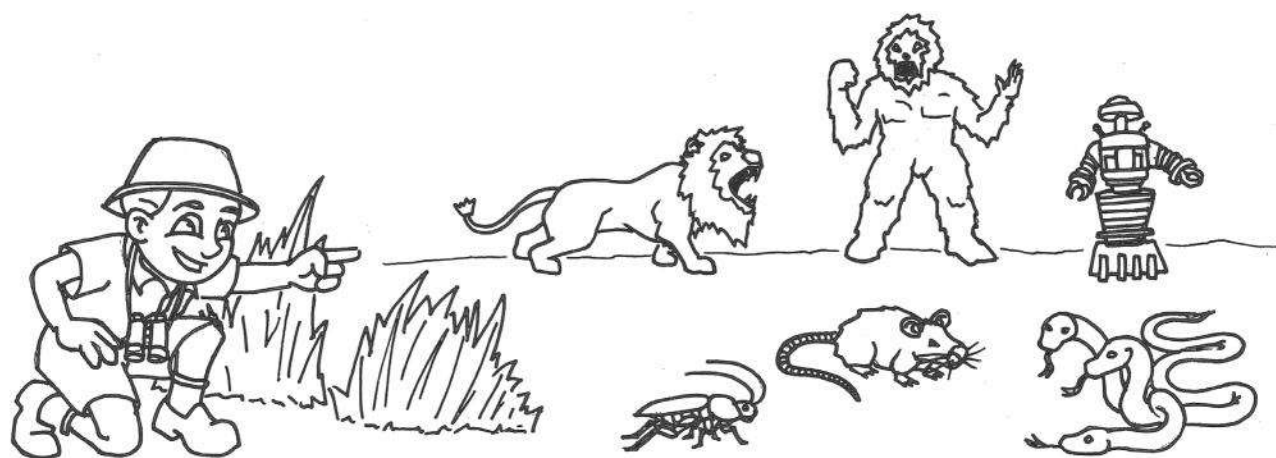
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Exodus Bestiary: This chapter is open content except for the description and ecology of the creature.

Appendix A & B: These chapters are open content.



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INTRODUCTION

War has an effect upon the environment as well as humanity. In 2012, atomic war (the Exodus) came to earth once again, forcing man to retreat into fallout shelters and caves. Billions of people were eradicated, as well as most of the animal population. While some animals were decimated to the point of extinction, others flourished in the wake of the fallout. By Darwin's rule of natural selection, the surviving animals evolved and adapted to a world full of radiation, short of fresh water supplies, and sparse plant life.

This Bestiary details the surviving animals and vermin that roam the wasteland, as well as the extant technical machines made by man.



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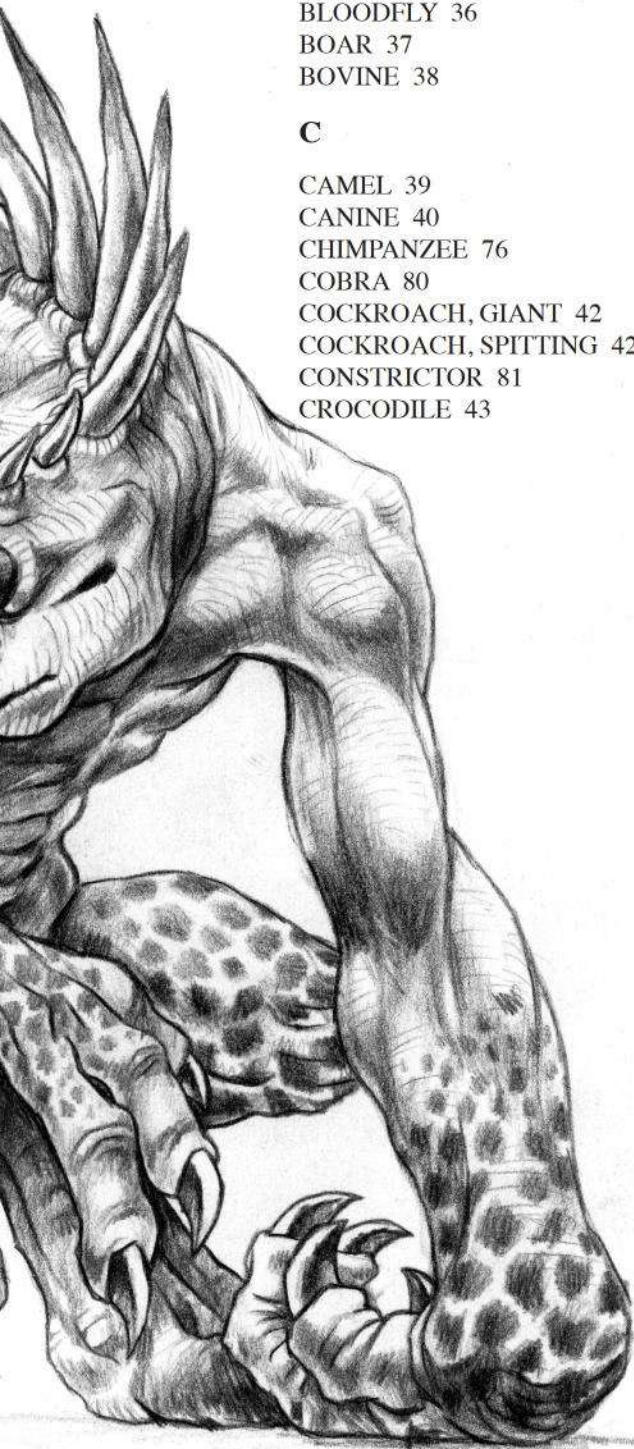
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CREATURE OVERVIEW

Creature Description

Each creature is organized in the same general format, as described in the following text. Much of the information on a creature is condensed into a creature statistics block, the contents of which are explained below.

Challenge Rating (CR)

A creature's Challenge Rating provides a rough measure of the creature's toughness in a combat situation. As a rule of thumb, four heroes of a level equal to the creature's Challenge Rating should exhaust roughly one-quarter of their resources battling it. But situations may arise where a creature's Challenge Rating does not accurately reflect the difficulty of the challenge.

Creature Type

A creature's type determines many of its characteristics and abilities: physical ability scores, Hit Die type, base attack bonus, saving throw bonuses, skill points, feats, and special qualities. Mental ability scores (Intelligence, Wisdom, and Charisma) can vary widely among creatures of a type; unless a type description specifies a particular score for one of these abilities, the Overseer will assign values as he or she deems appropriate.

Size

A creature falls into one of nine size categories. Each size category includes a size modifier that applies to the creature's Defense and Attack rolls; a modifier that applies to Grapple checks; and a modifier that applies to Hide checks. These modifiers have been figured into the statistics for the creatures described in the Bestiary. See the Evolution chart for more details.

Hit Dice (HD) and Hit Points (hp)

A creature's type and size determine its Hit Dice. A creature's Hit Dice is equivalent to its level for determining how various FX abilities affect the creature, its rate of natural healing, and its maximum ranks in a skill.



A creature's Hit Dice and Constitution modifier determine its hit points. A creature's entry gives the creature's average hit points.

Massive Damage Threshold (Mas)

When a creature takes damage from a single attack equal to or greater than its current Constitution, it must succeed on a Fortitude save (DC 15) or immediately drop to -1 hit points. If the damage would reduce the creature to -1 hit points or fewer anyway, the massive damage threshold does not apply, and the creature does not need to make a Fortitude save.

Constructs, plants, and swarms ignore the effects of massive damage and do not have massive damage thresholds. Vermin and Radioactive Vermin gain a +5 species bonus on their Fortitude saves to avoid falling to -1 hit points.

Initiative (Init)

The creature's modifier on initiative checks is usually equal to its Dexterity modifier, although the Improved Initiative feat provides an additional +4 bonus. Other feats or talents may provide a additional bonus to Initiative.

Speed (Spd)

A creature's tactical speed on land is the amount of distance it can cover in one move action. If the creature wears armor that reduces its speed, this fact is given along with a parenthetical note indicating the armor type; the creature's base unarmored speed follows.

If the creature has other modes of movement, these are given after the main entry. Unless noted otherwise, modes of movement are natural.

Burrow: The creature can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot run while burrowing.

Climb: A creature with a climb speed has the Climb skill at no cost and gains a +8 species bonus on Climb checks. The creature must make a Climb check to climb any wall or slope with a DC greater than 0, but it always can choose to take 10, even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it attempts an accelerated climb, it moves at double the

given climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a -5 penalty. Creatures cannot use the run action while climbing. The creature retains its Dexterity bonus to Defense (if any) while climbing, and opponents get no special bonus on their attack rolls against the climbing creature.

Fly: The creature can fly at the given speed if carrying no more than a medium load. All fly speeds include a parenthetical note indicating maneuverability:

Perfect: The creature can perform almost any aerial maneuver it wishes. During a movement action this creature can maneuver at 360°.

Good: The creature is agile in the air, but cannot change direction as readily as one with perfect maneuverability. During a movement action this creature can maneuver at 270°.

Average: The creature can fly as adroitly as a small bird. During a movement action this creature can maneuver at 180°.

Poor: The creature flies as well as a very large bird. During a movement action this creature can maneuver at 90°.

Clumsy: The creature can barely fly at all. During a movement action this creature can maneuver at 45°.

Creatures that fly can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. It can make only claw attacks, but these deal double damage. Creatures can use the run action while flying, provided they fly in a straight line.

Swim: A creature with a swim speed can move through water at the given speed without making Swim checks. It gains a +8 species bonus on any Swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if distracted or endangered while swimming. Creatures can use the run action while swimming, provided they swim in a straight line.

Defense

A creature's Defense includes a parenthetical mention of the modifiers contributing to it. The creature's "touch" Defense (discounting natural armor and other armor modifiers) and "flat-footed" Defense (discounting Dexterity bonus and class bonus, if any) are provided as well.

Base Attack Bonus (BAB)

A creature's base attack bonus does not include any modifiers. It is used to calculate a creature's grapple modifier as well as the maximum bonus on attack rolls for a creature using feats or talents that add to the BAB. A creature's base attack bonus is derived by cross-referencing the creature's type and Hit Dice under Evolution.

Grapple Modifier (Grap)

Whenever a creature makes an opposed grapple check, apply this modifier to its d20 roll. The total modifier on grapple checks is determined as follows: base attack bonus + Strength modifier + grapple modifier. The grapple modifiers for creatures of various sizes are given in Evolution chart.

Primary Attack (Atk)

If a creature moves more than 5 feet in the same round it attacks, it makes only a single attack using its primary attack bonus. This bonus includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on its primary attack. The damage and primary weapon type are noted in parentheses.

A creature's primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the creature's sole attack).

Use the creature's primary attack bonus whenever the creature makes an attack of opportunity.

Creatures can attack with natural weapons, manufactured weapons, or sometimes both.

Natural Weapons

Natural weapons include teeth, claws, horns, and the like. The number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged) are provided in a creature's entry. Unless noted otherwise, natural weapons threaten critical hits on a natural attack roll of 20.

If any attacks also cause some special effect other than damage, that information is given along with the damage. Unless noted otherwise, creatures deal double damage on critical hits.

Natural weapons have types just as other weapons do. The most common types are summarized below.

Bite: The creature attacks with its mouth, dealing piercing damage.

Claw or Rake: The creature rips with a sharp appendage, dealing slashing damage.

Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Stings are usually poisonous.

Manufactured Weapons

Creatures that use manufactured weapons follow the same rules as characters, including those for multiple attacks and two-weapon fighting penalties.

Full Attack (Full Atk)

A creature that takes no more than a 5-foot step during its turn can make a full attack using all of its natural weapons. A creature's full attack includes both its primary attack and its secondary attacks (if any).

The primary attack bonus includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. A creature's primary attack damage includes its full Strength modifier (1.5 times its Strength bonus if it is the creature's sole attack or if the creature is wielding a two-handed melee weapon).

The remaining weapons are secondary attacks and take a -5 penalty on attack rolls. Creatures with the Multiattack feat (see Appendix B) take only a -2 penalty on secondary attacks. Secondary attacks add only one-half the creature's Strength bonus to the damage.

Creatures that do not normally carry ranged weapons are still given a ranged attack bonus for situations in which they might be throwing objects at a target.

Fighting Space (FS)

Fighting space approximates the amount of space a creature needs to move and fight effectively, and how much space it occupies on a grid of 5-foot-by-5-foot squares. The Evolution chart details the fighting space for creatures of any given size, although variations and exceptions are possible.

Reach

A creature's reach is the distance at which it can strike targets with its natural weapons without needing to adjust its position on the grid. A creature using its natural weapons threatens all squares within its reach. When measuring diagonally, every second square counts as two squares. The Evolution chart provides the typical reach for creatures of any given size. The Overseer may adjust the values in the table by -5 feet or +5 feet for creatures that have less than normal or greater than normal reach. Unlike the wielder of a reach weapon, a creature with greater than normal reach (more than 5 feet) can still strike creatures next to it. A creature with greater than normal reach usually gets an attack of opportunity against a character if the character approaches it, because the character enters a square it threatens

before he or she can attack it. (This does not apply if the character takes a 5-foot step.) Large or larger creatures with reach weapons can strike targets out to double their reach but can't strike at targets within their normal reach or less.

A creature with a 0-foot reach must move into the fighting space of its target to attack it, provoking an attack of opportunity from the target as the creature enters the target's fighting space and threatened area. Also, creatures with 0-foot reach do not threaten the squares around them.

Saves (SV)

A creature's Fortitude, Reflex, and Will saving throw modifiers take into account the creature's type, ability score modifiers, feats, and any species traits.

Abilities

Creatures have the same six ability scores as characters: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), Charisma (Cha). Exceptions are noted below.

Strength: Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body (such as a jellyfish) or because it is immobile. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

Quadrupeds can carry heavier loads than bipedal characters as denoted in the creature's entry description and statistics.

Dexterity: Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can act, the creature applies its Intelligence modifier instead of its Dexterity modifier to initiative checks. The creature fails all Reflex saves and Dexterity checks.

Constitution: Any living creature has at least 1 point of Constitution. A creature with no Constitution has no metabolism (constructs). It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage and it always fails Constitution checks.

Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-affecting effects and automatically fails Intelligence checks.

A creature can speak all the languages mentioned in its descriptive text. Any creature with an Intelligence score of 3 or higher understands at least one language.

Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0 — they lack the ability altogether. The modifier for a nonability is +0.

Skills

This section lists alphabetically all of the creature's skills by name along with skill modifiers that include adjustments for ability scores and any bonuses from feats or special abilities (unless otherwise noted in the descriptive text). All listed skills are class skills unless the creature acquires a character class.

Languages: Some creatures speak unique languages that characters don't know anything about. The Overseer determines whether a character is capable of learning one of these unique languages and the method by which that language can be learned.

Feats and Talents

Most creatures use the same feats that are available to characters, but some have access to the Multiattack feat (described Appendix B). Very few creatures learn a Talent, but it possible.

Evolution

The Overseer can improve a creature by Evolution, usually increasing its Hit Dice and Size. The Evolution entry indicates the increased Hit Dice (and often size) of the creature or indicates that the creature can advance by character class.

Increasing Hit Dice

As a creature gains Hit Dice, many of its game statistics change as noted below.

Size: Adding Hit Dice to a creature can also increase its size. An increase in size affects a creature's Defense, attack rolls, and grapple checks, as detail in Creature Type and Evolution. Consult the Evolution charts, as well as physical ability scores and damage, as shown in the descriptions of the creature types.

Defense: An increase in size affects a creature's Defense, as shown on the Evolution chart by size. An increase in size might also improve a creature's natural armor bonus to Defense. Note that a natural armor bonus stacks with an equipment bonus from armor.

Attack Bonus: Creatures follow their Creature Type Base Attack Bonus progression as it gains Hit Dice. A change in the creature's size also modifies its attack rolls, as shown on the Evolution chart by size. Both values must be counted when recalculating a creature's attack bonus.

Grapple Modifier: An increase in size affects a creature's grapple modifier by +4 for each size advancement as shown on the Evolution chart.

Damage: An increase in size also increases the amount of damage a creature deals with its natural weapons as denoted by Creature Type.

Saving Throws: A creature's Saves follow its Creature Type Saving Throw progression as it gains Hit Dice.

Ability Scores: An increase in size affects a creature's Strength, Dexterity, and Constitution, as shown by Creature Type.

Skills and Feats: As shown by Creature Type, a creature may gain additional skill points and feats depending on its type.

MIND
BLOWING



CREATURE TYPES

ANIMAL

An animal is a non-humanoid creature, usually a vertebrate with innate capacity for language or culture. Animals make up a large percentage of survivors from the Exodus, and are found in every environment throughout the world. Animal includes air, land, and sea mammals.

Hit Die: d8

Base Attack Bonus: CR +0

Saving Throws: CR -0.25 (Fortitude and Reflex).

Skill Points: 6 + 2 per Hit Dice

Feats: Multiattack and/or Weapon Finesse or Weapon Focus (primary natural attack).

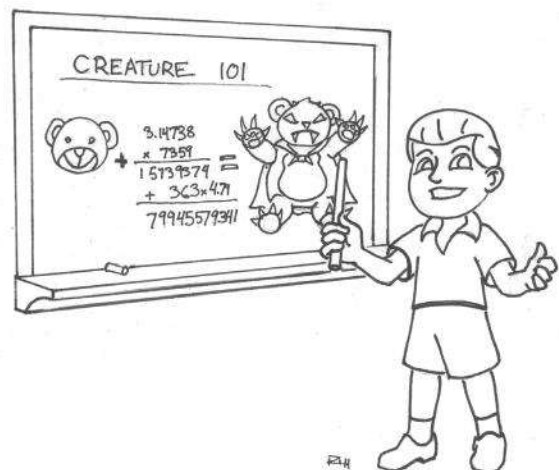
Animals Traits:

Weapon and Armor Proficiency: Animals are proficient with their natural weapons only. They are not proficient with armor. An animal trained for "Fighting" (see the Animal Handling skill in the EXS) is proficient with animal armor.

Ability Scores: Animals have Intelligence scores of 1 or 2 (predatory animals tend to have Intelligence scores of 2). No creature with an Intelligence score of 3 or higher can be an animal.

Low-Light Vision: Most animals have low-light vision.

Size	Animals						Minimum Hit Dice	Attack Types			
	Str	Dex	Con	Int	Wis	Cha		Slam	Bite	Claw	Gore
Huge	31	8	24	2	12	6	8d8	1d6	2d6	2d4	2d6
Large	23	10	20	2	12	6	4d8	1d4	1d8	1d6	1d8
Medium-size	15	12	16	2	12	6	2d8	1d3	1d6	1d4	1d6
Small	11	14	12	2	12	6	1d8	1d2	1d4	1d3	1d4
Tiny	7	16	10	2	12	6	1/2d8	1	1d3	1d2	1d3
Diminutive	3	18	10	2	12	6	1/4d8	—	1d2	1	1d2



ANIMAL, MUTATED

Mutated animals exist in the world due to several factors including evolution, genetic manipulation, and radiation from the Great War. Though radiation is a deadly threat, it spurs on genetic mutation which is the driving force behind genetic variation. The filter of natural selection removes negative mutations from the gene pool; leaving only those changes which help a species survive. A mutated animal has adapted to its environment, becoming stronger than its normal animal counterpart. Sometimes the mutated animal's base animal cannot even be identified, beyond the observation that it's a big lizard or some other descriptive term thereof.

Mutant animals tend to be physically healthy and fully functional, but they also tend to exhibit deformed or grotesque cosmetic features. Sometimes mutant animals exhibit truly strange traits as additional eyes, extra (non-functioning) limbs, bone spurs, etc.

Hit Die: d10

Base Attack Bonus: CR +0.5

Saving Throws: CR +0.5 (Fortitude and Reflex).

Skill Points: 6 + 2 per Hit Dice

Feats: Multiattack and/or Weapon Finesse or Weapon Focus (primary natural attack).

Mutant Animals Traits:

Ability Scores: Mutated animals have Intelligence scores of 1 or 2 (predatory animals tend to have Intelligence scores of 2). No creature with an Intelligence score of 3 or higher can be a mutated animal.

Weapon and Armor Proficiency: Mutated animals are proficient with their natural weapons only. They are not proficient with armor. A mutant animal trained for "Fighting" (see the Animal Handling skill in the EXS) is proficient with animal armor.

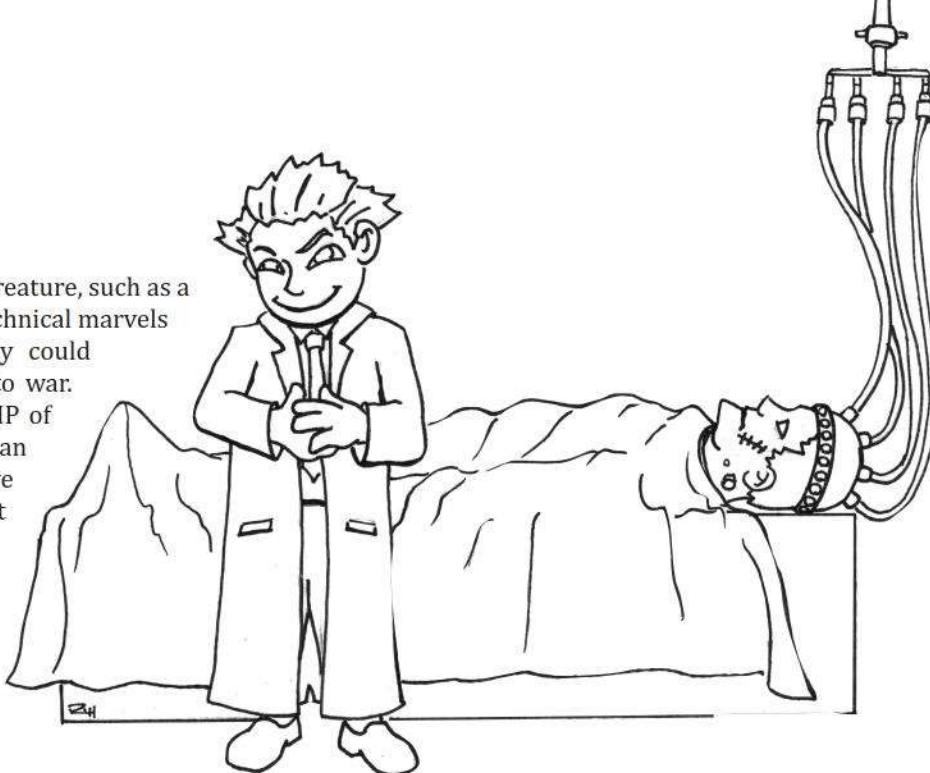
Keen Sight: Mutated animals have darkvision (60 feet) and low-light vision (unless noted otherwise).

Mutated Animals											
Size	Ability Scores						Minimum Hit Dice	Slam	Bite ¹	Claw	Gore
	Str	Dex	Con	Int	Wis	Cha					
Colossal	47	8	32	2	12	6	32d10	2d6	4d6	2d8	4d6
Gargantuan	39	8	28	2	12	6	16d10	1d8	2d8	2d6	2d8
Huge	31	8	24	2	12	6	8d10	1d6	2d6	2d4	2d6
Large	23	10	20	2	12	6	4d10	1d4	1d8	1d6	1d8
Medium-size	15	12	16	2	12	6	2d10	1d3	1d6	1d4	1d6
Small	11	14	12	2	12	6	1d10	1d2	1d4	1d3	1d4
Tiny	7	16	10	2	12	6	1/2 d10	1	1d3	1d2	1d3
Diminutive	3	18	10	2	12	6	1/4 d10	—	1d2	1	1d2

¹ If a Bite attack is an Animal's primary and only form of attack, the attack is treated as a two-handed attack dealing 1.5 STR damage.

CONSTRUCT

A construct is an artificially constructed creature, such as a robot. Before the Exodus, man created technical marvels that did nearly any task that humanity could accomplish from building and cleaning to war. Some of these creations survived the EMP of the nuclear explosions and are used by man in the wasteland. Some constructs have also evolved or gone rogue under a strict set of directives that they follows.



Hit Die: d12.

Base Attack Bonus: CR +0.5

Saving Throws: CR -0.5

Skill Points: None, unless programmed (programmed 2 + 2 per Hit Dice).

Feats: None, unless programmed (programmed 1 per 4 Hit Dice).

Constructs Traits:

Weapon and Armor Proficiency: Constructs are not proficient with weapons or armor unless programmed.

Ability Scores: Constructs have no Constitution score and usually no Intelligence, Wisdom, or Charisma scores, instead following a directive of commands.

Extra Hit Points: Constructs gain extra hit points according to size, as shown on chart below.

Darkvision: Most constructs have darkvision (60 feet).

Immunities: Constructs are immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, or the effects of massive damage.

Repairable: Constructs cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a construct, and each check represents 1 hour of work. A construct reduced to 0 hit points is immediately destroyed and cannot be repaired.

Size	Ability Scores						Constructs		Slam	Bite	Claw	Gore
	Str	Dex	Con	Int ¹	Wis	Cha	Minimum Hit Dice	Bonus Hit Points				
Colossal	50	8	—	—	—	—	64d12	160	4d6	2d6	2d8	4d6
Gargantuan	41	8	—	—	—	—	32d12	80	2d8	1d8	2d6	2d8
Huge	33	8	—	—	—	—	16d12	40	2d6	1d6	2d4	2d6
Large	25	10	—	—	—	—	8d12	20	1d8	1d4	1d6	1d8
Medium-size	17	12	—	—	—	—	4d12	10	1d6	1d3	1d4	1d6
Small	13	14	—	—	—	—	2d12	5	1d4	1d2	1d3	1d4
Tiny	9	16	—	—	—	—	1d12	—	1d3	1	1d2	1d3
Diminutive	5	18	—	—	—	—	1/2 d12	—	1d2	—	1	1d2
Fine	3	20	—	—	—	—	1/4 d12	—	1	—	—	1
¹ Most Constructs are programmed to follow a directive of commands. However, some constructs are fitted with an Artificial Intelligence processor granting them an Intelligence score.												

HUMANOID

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and head. A humanoid has few or no extraordinary abilities. Humanoids are creatures that don't fit into a playable character race, such as a Sasquatch. Very few humanoids exist in Exodus, but those that do are unique. Most humanoids are the creation of old Military program failures (such as the Symbiote program) or just plain old Mad Science experiments.

Hit Die: d8.

Base Attack Bonus: +0 CR

Saving Throws: +0 CR (Fortitude)

Skill Points: (6+Int modifier) +2 per Hit Dice.

Feats: 1 +1 feat per 4 Hit Dice.

Talents: 1

Humanoid Traits:

Size: Humanoids range from Small to Large, however some mutations may make them huge (like King Hippo).

Weapon and Armor Proficiency: Humanoids with more than 1 Hit Die receive one bonus feat selected from the following list: Archaic Weapons Proficiency, Brawl, Simple Weapons Proficiency, Power Attack, Track, Weapon Finesse, or Weapon Focus.

Keen Sight: Humanoids accustomed to living underground may have darkvision with a range of 60 feet, low-light vision, or both (as noted in their entries).

Humanoids											
Size	Str	Dex	Ability Scores			Minimum		Slam ²	Bite	Claw	Gore
			Con	Int ¹	Wis ¹	Cha ¹	Hit Dice				
Huge	29	12	21	3-12	12-15	3-14	8d8	1d8	2d8	2d6	2d8
Large	21	14	17	3-12	12-15	3-14	4d8	1d6	2d6	2d4	2d6
Medium-size	13	16	13	3-12	12-15	3-14	2d8	1d4	1d8	1d6	1d8
Small	9	18	11	3-12	12-15	3-14	1d8	1d3	1d4	1d4	1d6

¹ Humanoids have a variance of mental ability score that range from animalistic to human levels of comprehension.

² Unarmed attacks qualify as slam attacks that deal lethal or nonlethal damage.

PLANT

A plant is a vegetable creature that can be found in soil or bodies of water. Plant life after the Exodus was nearly eradicated with the exception of some weeds that mutated into dangerous plants. The only plant life to survive was in the underground bunkers and fallout shelters that man cultivated in gardens to survive. Some of these plants have been transplanted into the wasteland, but few survive in the contaminated soil.

Hit Die: d8.

Base Attack Bonus: -0.5 CR

Good Saving Throws: 0.25 CR (Fortitude and Will)

Skill Points: None.

Feats: None.

Plant Traits:

Weapon and Armor Proficiency: Plants are proficient with their natural weapons only. They are not proficient with armor.

Ability Scores: Plants usually have no Intelligence score; however some have evolved, becoming sentient.

Immunities: Plants are immune to sleep, paralysis, stunning, and mind-affecting effects. They are not subject to critical hits or the effects of massive damage.

Low-Light Vision: Plants with visual sensory organs have low-light vision.

Blindsight: Plants without visual sensory organs have blindsight with a range of 60 feet.

Plants											
Size	Str	Dex ¹	Ability Scores		Wis	Cha ³	Minimum Hit Dice	Slam	Bite	Claw	Gore
Colossal	47	—	28	—	14	2-12	32d8	4d6	2d6	2d8	4d6
Gargantuan	39	—	24	—	14	2-12	16d8	2d8	1d8	2d6	2d8
Huge	31	—	20	—	14	2-12	4d8	2d6	1d6	2d4	2d6
Large	23	—	16	—	14	2-12	2d8	1d8	1d4	1d6	1d8
Medium-size	15	—	12	—	14	2-12	1d8	1d6	1d3	1d4	1d6
Small	11	—	10	—	14	2-12	1/2 d8	1d4	1d2	1d3	1d4
Tiny	7	—	10	—	14	2-12	1/4 d8	1d3	1	1d2	1d3
Diminutive	3	—	10	—	14	2-12	1/8 d8	1d2	—	1	1d2
Fine	1	—	10	—	14	2-12	1/16 d8	1	—	—	1

¹ Most plants are immobile, having no Dexterity. A few species of plants have developed modes of movement.

² Most plants are mindless. However, some plants evolved to a sentient species.

³ Plants have a variance of Charisma to reflex the appearance of their species.

VERMIN

This creature type includes insects, arachnids, other arthropods, worms, and similar invertebrates. The wasteland is filled with vermin of all type. In fact vermin thrive in the wasteland, outnumbering humans by millions to one.

Hit Die: d8.

Base Attack Bonus: -0.5 CR

Saving Throws: +0 CR (Fortitude)

Skill Points: 4 + 2 per Hit Dice.

Feats: None.

Vermin Traits:

Weapon and Armor Proficiency: Vermin are proficient with their natural weapons only. They are not proficient with armor.

Ability Scores: Vermin have no Intelligence score.

Potent Venom: Medium-size or larger poisonous vermin get a bonus to the save DC of their poison based on their size, as follows: Medium-size +2, Large +4, Huge +6, Gargantuan +8, Colossal +10. Typical a vermin's poison damage equals the same as their "Slam" attack value.

Darkvision: Most vermin with visual sensory organs have darkvision with a range of 60 feet.

Blindsight: Most vermin without visual sensory organs have blindsight with a range of 60 feet.

Immunities: Vermin are immune to mind-affecting effects.

Resistance to Massive Damage: Vermin gain a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Vermin											
Size	Ability Scores						Minimum Hit Dice	Slam	Bite	Claw	Gore
Colossal	47	8	26	—	13	6	32d8	2d6	4d6	2d8	4d6
Gargantuan	39	8	22	—	13	6	16d8	1d8	2d8	2d6	2d8
Huge	31	10	18	—	13	6	8d8	1d6	2d6	2d4	2d6
Large	23	12	14	—	13	6	4d8	1d4	1d8	1d6	1d8
Medium-size	15	14	10	—	13	6	2d8	1d3	1d6	1d4	1d6
Small	11	16	8	—	13	6	1d8	1d2	1d4	1d3	1d4
Tiny	7	18	8	—	13	6	1/2 d8	1	1d3	1d2	1d3
Diminutive	3	20	8	—	13	6	1/4 d8	1	1d2	1	1d2
Fine	1	22	8	—	13	6	1/16 d8	—	1	—	1

VERMIN, RADIOACTIVE

Radioactive Vermin includes insects, arachnids, other arthropods, worms, and similar invertebrates that have mutated due to the radioactive fallout from the Great War. These vermin have grown to giant-sized versions of the normal creatures. Unlike other invertebrates, these creatures can force air in and out of their bodies, “breathing” in a manner that means their larger bodies will not starve for oxygen.

Hit Die: d10

Base Attack Bonus: +0 CR

Saving Throws: +0.5 CR (Fortitude)

Skill Points: 4 + 2 per Hit Dice.

Feats: None.

Radioactive Vermin Traits:

Weapon and Armor Proficiency: Radioactive Vermin are proficient with their natural weapons only. They are not proficient with armor.

Ability Scores: Radioactive Vermin have no Intelligence score.

Darkvision: Radioactive vermin with visual sensory organs have darkvision with a range of 60 feet.

Blindsight: Radioactive vermin without visual sensory organs have blindsight with a range of 60 feet.

Immunities: Radioactive Vermin are immune to mind-affecting effects and harmful effect of radiation.

Potent Venom: Medium-size or larger poisonous vermin get a bonus to the save DC of their poison based on their size, as follows: Medium-size +4, Large +6, Huge +8, Gargantuan +10, Colossal +12. Typical a radioactive vermin’s poison damage equals the same as their “Slam” attack value.

Radioactive Strike: Radioactive vermin exude radiation from their bodies. Any successful hit that deals damage also deals an equal amount of radiation damage (RAD).

Resistance to Massive Damage: Radioactive Vermin gain a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Radioactive Vermin											
Size	Ability Scores						Minimum HD	Slam	Bite	Claw	Gore
	Str	Dex	Con	Int	Wis	Cha					
Colossal	47	8	26	—	13	6	32d10	2d6	4d6	2d8	4d6
Gargantuan	39	8	22	—	13	6	16d10	1d8	2d8	2d6	2d8
Huge	31	10	18	—	13	6	8d10	1d6	2d6	2d4	2d6
Large	23	12	14	—	13	6	4d10	1d4	1d8	1d6	1d8
Medium-size	15	14	10	—	13	6	2d10	1d3	1d6	1d4	1d6
Small	11	16	8	—	13	6	1d10	1d2	1d4	1d3	1d4
Tiny	7	18	8	—	13	6	1/2 d10	1	1d3	1d2	1d3
Diminutive	3	20	8	—	13	6	1/4 d10	—	1d2	1	1d2
Fine	1	22	8	—	13	6	1/16 d10	—	1	—	1



CHALLENGE RATINGS AND EVOLUTION

The following section details the breakdown of determining a Challenge Rating (CR) of a particular creature from creation. Each selection ties in with the Creature Type as detailed above. Additionally some tables below contain an Evolution column. Under most creature statistics tables they have the ability to Evolve to become a larger and more powerful breed of the base creature. Evolution details the numeric changes to hit dice, physical statistics, size, speed, and changes to the base CR. Use the following chart and formulae to determine the new CR of a creature when evolving or when creating new creatures to challenge your players.



CREATURE BUILDING

Creature creation is an important part of any OGL compatible role-playing game, as it allows the Overseer to alter and create new and unique creatures as well as non-player characters for the player characters to encounter and overcome. The following sections detail the creation and building of a creature from determining Challenge Rating (CR) and Combat Encounter Level (CEL) suitable in the Exodus world to the value of Experience (XP) Earned from defeating said created creature.

Step 1: Concept

The first step of creating an Exodus creature is the concept. First, select the type of creature (see the Creature Type section). Creature Type determines fixed Ability Scores and common Species Traits associated with a particular type. Second, assign a physical description and, if needed, an ecology to the creature.

Step 2: Determining the CR of the Concept

Once the concept of the creature is imagined, the next step of the creature building process is to determine Size, Hit Dice (HD), Speed (SPD), Base Attack Bonus (BAB), and Special Qualities (SQ) of the creature. Each of these traits adds a fixed number to the base of CR 0 to the creature's total CR and are detailed in the section "Challenge Rating".

Step 2-1: Select a Creature Type

A creature type must be chosen to determine the Base CR of the creature. The Base CR is already factored into the trait abilities of the Creature Type but not any additional CR adjustments as detailed in the Steps below.

Step 2-2: Size

Select a size for the creature and add the CR to the Base CR from Step 2-1. Swarms are considered the size of their Fighting Space (example: A Flock of Seagulls is a huge swarm, making them a huge creature for purposes of CR).

Step 2-3: Hit Dice

Select a Die Type and determine the base Hit Dice and add the CR to the adjusted CR from Step 2-2. Each Hit Die contributes $\frac{1}{2}$ of the die type + 0.5 Hit Points. The total of all Hit Points contributed in this way is rounded down, if necessary, and is the creature's total Hit Points (example: A 4 HD creature with a d8 die receives 4.5 hit points per HD, totaling 18hp.)

Step 2-4: Speed

Select a base speed for the creature and add it to the adjusted CR from Step 2-3. Creatures with additional methods of movement are covered under Evolution and Species Traits which alters the CR slightly.

Step 2-5: Base Attack

Select a Base Attack Progression for the creature. Each Creature Type is listed with a CR adjustment, add the adjustment to the CR from Step 2-4. A different Base Attack Progression can be selected instead of the “typical” creature type listed to reflect a more or less powerful version of the creature.

Step 2-6: Saving Throws

Select a Saving Throw Progression for the creature. Each Creature Type is listed with a CR adjustment, add the adjustment to the CR from Step 2-5. A different Saving Throw Progression can be selected instead of the “typical” creature type listed to reflect a more or less powerful version of the creature.

Step 2-7: Species and Evolution Traits

Select any additional Evolution and Species Traits to add to the creature and add the selected CR values to the Adjusted CR from Step 2-6. Round the result to the closest whole number to determine the final CR of the creature.

Step 3: Creating the Concept

Once the concept has been created, with all of the property traits selected, implant all of the information into a statistics block or statistics table, followed by a description of Species Traits and Special Qualities. A Statistics block follows the layout shown in the Examples below. For a Statistics table consult the creature entries later in this book.

Examples:

NPC Creature with Class Levels

Trans-Genetic Mutant Behemoth (CR 5)

Aggressive 3; Large Mutant Human; HD 5d12+31+9; hp 78; Mas 28; Init -1; Spd 25 ft.; Defense 10, touch 8, flat-footed 8 (+2 def, -1 Dex, -1 size), PDR 5; BAB +4; Grap +21; Atk +12 melee (3d4+9); FS 5 ft. by 5 ft.; Reach 10 ft.; SV Fort +13, Ref +0, Will +0; Str 28, Dex 9, Con 22, Int 4, Wis 8, Cha 6.

Background: None.

Occupation: None.

Feats: Blind Fight, Exotic Weapon Proficiency (railroad tie), Improved Threshold (x2), Power Attack, Toughness (x2).

Languages: None.

Skills: Tumble +3.

Traits: Big and Dumb, Physically Fit

Talents: Damage Reduction, Improved Damage Reduction, Remain Conscious.

Racial Ability: Powerful Build (see Trans-Genetic Mutant in the EXS for ability description)

Creature

Worker Ant, Giant (CR ¼)

Small radioactive vermin; HD 2d8+0; hp 9; Mas 10; Init +1; Spd 30 ft.; Defense 17, touch 13, flat-footed 16 (+1 size, +1 Dex, +5 natural); BAB +1; Grap -4; Atk +1 melee (bite 1d6); Full Atk +1 melee (bite 1d6); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Darkvision, heavy load, immune to radiation, natural climber, stability; SV Fort +3, Ref +1, Will +1; Str 10, Dex 12, Con 10, Int —, Wis 12, Cha 6.

Skills: Climb +15, Search +14

Advancement: 3 – 6 HD (small), 7 – 12 (medium)

Species Traits

Darkvision (Ex): Giant ants have 120 ft. darkvision.

Heavy Load: Giant ants can carry, drag, or push ten times its normal load.

Immune to Radiation: Giant ants are immune to the harmful effects of radiation.

Stability: Due to its multiple legs; a giant ant gains a +6 bonus to oppose bull rush and trip attempts.

Skill Bonuses: Giant ants receive a +8 species bonus on Climb checks. They use their Dexterity modifier for Climb checks.

Bonus Feat: Giant ants gain the bonus feat Weapon Focus (bite).

Creature Type

Creature Type	CR
Construct	+1.9
Swarm	+0.4

The base CR of a creature is determined by selecting the Creature Type that most closely matches the creature or concept if building a new creature. The seven Creature Types presented above lists a Base CR rating for Base Attack Bonus and Saving Throws. Constructs and Swarms have several immunities and traits not common to the normal creature type and are figured in the adjoining chart.

Size

Size determines how big or a small the creature is and determines the Fighting Space (FS) and reach, if any beyond the FS. Evolutions of size advance the physical abilities of the creature. This advancement of CR and physical stats is cumulative with each size advancement.

Size	CR	Attack/ Defense Modifier	Grapple Modifier	Hide Modifier	FS (reach)	Evolution ¹
Fine	-5	+8	-16	+16	1/256 ft. sq.	—
Diminutive	-4	+4	-12	+12	1/16 ft. sq. ²	+2 STR
Tiny	-3	+2	-8	+8	¼ ft. sq. ²	+4 STR, -2 DEX
Small	-2	+1	-4	+4	5 ft. sq.	+4 STR, -2 DEX, +2 CON, +1 Natural Armor
Medium	-1	+0	+0	+0	5 ft. sq.	+4 STR, -2 DEX, +4 CON, +1 Natural Armor
Large	+0	-1	+4	-4	10 ft. sq. (10 ft.)	+8 STR, -2 DEX, +4 CON, +1 Natural Armor
Huge	+1	-2	+8	-8	15 ft. sq. (15 ft.)	+8 STR, -2 DEX, +4 CON, +1 Natural Armor
Gargantuan	+2	-4	+12	-12	20 ft. sq. (20 ft.)	+8 STR, +4 CON, +1 Natural Armor
Colossal	+3	-8	+16	-16	25 ft. sq. (25 ft.)	+8 STR, +4 CON, +1 Natural Armor

¹ Evolution Ability Stats and Natural Armor are cumulative with each Size advancement.

² This sized creature has no reach and must touch a target in order to make an attack roll (which provokes an attack of opportunity), unless a special quality states otherwise. Additionally a number of these creatures that equal FS 1 can occupy a 5 ft. foot square without squeezing into the square.

Hit Dice

Dice Type	CR
D4	-2
D6	-1
D8	+0
D10	+0.25
D12	+0.5

Hit Dice, much like Character Levels, determines the Level of the monster in terms of Hit Dice, which in turn determines the progression of Base Attack Bonus and Saving Throws of the creature as detailed below. Each Creature Type has a base die type (d4, d6, d8, d10, or d12) associated with its species that determines a base CR. Additionally, the number of Hit Dice determines the CR adjustment of the creature, as noted on the adjoining table. Evolution of a creature's Hit Dice is listed in the creature's statistics table if the base creature can evolve. The creature's CR only changes if its HD equals or exceeds a HD base number on the adjoining table.

Hit Dice	CR/HD
½ of die type	+0.06
¼ of die type	+0.12
1+	+0.25

Speed

Speed	CR
0	-2
10	-1.5
20	-1
30	+0
40	+0.25
50	+0.5
60+	+1

Speed determines the maximum movement of the creature during a movement action and measures distance in feet. Two-legged creatures usually have a speed of 30, while four-legged creatures usually possess a speed of 40. Some creatures may move a little slower or a little faster altering their CR, as denoted in the adjoining table.

Base Attack Bonus (BAB)

This is the creature's base attack bonus and determines the base number of attacks it receives at a particular Hit Dice. When a creature gains a +6 BAB through one of the Base Attack Bonus options or Class Level, it then gains a secondary attack starting at +1 (BAB +6/+1) which increases with each addition to the BAB (example BAB +7/+2). At +11 BAB (+11/+6/+1) and +16 BAB (+16/+11/+6/+1) the creature gains a third and fourth attack with the same progression. For creatures with natural attacks, the secondary attacks are always made from their primary attack source.

Base Attack Bonus			
Species	Plant	Animal Humanoid	Construct
	Vermin	Radioactive Vermin	Mutated Animal
Hit Dice	CR -0.5	CR +0	CR +0.5
1	+0	+0	+1
2	+0	+1	+2
3	+1	+2	+3
4	+1	+3	+4
5	+2	+3	+5
6	+2	+4	+6/+1
7	+3	+5	+7/+2
8	+4	+6/+1	+8/+3
9	+4	+6/+1	+9/+4
10	+5	+7/+2	+10/+5
11	+5	+8/+3	+11/+6/+1
12	+6/+1	+9/+4	+12/+7/+2
13	+6/+1	+9/+4	+13/+8/+3
14	+7/+2	+10/+5	+14/+9/+4
15	+7/+2	+11/+6/+1	+15/+10/+5
16	+8/+3	+12/+7/+2	+16/+11/+6/+1
17	+8/+3	+12/+7/+2	+17/+12/+7/+2
18	+9/+4	+13/+8/+3	+18/+13/+8/+3
19	+9/+4	+14/+9/+4	+19/+14/+9/+4
20	+10/+5	+15/+10/+5	+20/+15/+10/+5

The BAB columns listed are not set in stone for a particular Creature Type, but recommended for the average wasteland creature. The Overseer may choose to tweak a creature's BAB from the base Creature Type to increase or reduce efficiency in combat.

As a general rule only constructs (programmed for war), humanoids, or sentient creatures with low or above Intelligence (7+) gain secondary or more progressive attacks. An Overseer can make exceptions for overly aggressive opponents such as the Meatclaw, found under Lizards later in the book.

Saving Throws

Creatures have three saving throws (Fortitude, Reflex, and Will), each with different progression options as detailed in the table below. The Overseer chooses his creature save options upon creation according to the chart below, with each of the three saves designated by him as corresponding to one of the Save columns. Once the Save option is chosen, the creature follows this Save progression per Hit Dice. The columns listed below are not set in stone for a particular Creature Type, but recommended for the average wasteland creature. Additional columns are listed below to allow the Overseer to tweak a creature's Saving Throws from the base Creature Type saves to increase or reduce efficiency in combat or other challenges.



Example: A creature taking Option 2 takes for Save 1 (Fortitude), for Save 2 (Will), and for Save 3 (Reflex). This option is now fixed for the creature as denoted in the choice of column pick per level.

Saving Throw																		
Species				Construct			Animal			Humanoid			Mutated Animal					
							Plant			Vermin			Radioactive Vermin					
Hit Dice	-1CR			-0.5CR			-0.25 CR			+0 CR			+0.5 CR			+1 CR		
1	+0	+0	+0	+0	+0	+1	+0	+1	+1	+0	+0	+2	+0	+1	+2	+1	+1	+1
2	+0	+0	+1	+0	+0	+2	+0	+2	+2	+0	+0	+3	+0	+2	+3	+2	+2	+2
3	+1	+1	+1	+1	+1	+2	+1	+2	+2	+1	+1	+3	+1	+2	+3	+2	+2	+2
4	+1	+1	+1	+1	+1	+2	+1	+2	+2	+1	+1	+4	+1	+2	+4	+2	+2	+2
5	+1	+1	+2	+1	+1	+3	+1	+3	+3	+1	+1	+4	+1	+3	+4	+3	+3	+3
6	+2	+2	+2	+2	+2	+3	+2	+3	+3	+2	+2	+5	+2	+3	+5	+3	+3	+3
7	+2	+2	+2	+2	+2	+4	+2	+4	+4	+2	+2	+5	+2	+4	+5	+4	+4	+4
8	+2	+2	+3	+2	+2	+4	+2	+4	+4	+2	+2	+6	+2	+4	+6	+4	+4	+4
9	+3	+3	+3	+3	+3	+4	+3	+4	+4	+3	+3	+6	+3	+4	+6	+4	+4	+4
10	+3	+3	+3	+3	+3	+5	+3	+5	+5	+3	+3	+7	+3	+5	+7	+5	+5	+5
11	+3	+3	+4	+3	+3	+5	+3	+5	+5	+3	+3	+7	+3	+5	+7	+5	+5	+5
12	+4	+4	+4	+4	+4	+6	+4	+5	+5	+4	+4	+8	+4	+6	+8	+6	+6	+6
13	+4	+4	+4	+4	+4	+6	+4	+6	+6	+4	+4	+8	+4	+6	+8	+6	+6	+6
14	+4	+4	+5	+4	+4	+6	+4	+6	+6	+4	+4	+9	+4	+6	+9	+7	+7	+7
15	+5	+5	+5	+5	+5	+7	+5	+6	+6	+5	+5	+9	+5	+7	+9	+7	+7	+7
16	+5	+5	+5	+5	+5	+7	+5	+7	+7	+5	+5	+10	+5	+7	+10	+8	+8	+8
17	+5	+5	+6	+5	+5	+8	+5	+7	+7	+5	+5	+10	+5	+8	+10	+8	+8	+8
18	+6	+6	+6	+6	+6	+8	+6	+7	+8	+6	+6	+11	+6	+8	+11	+9	+9	+9
19	+6	+6	+6	+6	+6	+8	+6	+8	+8	+6	+6	+11	+6	+8	+11	+9	+9	+9
20	+6	+6	+7	+6	+6	+9	+6	+8	+8	+6	+6	+12	+6	+9	+12	+10	+10	+10
	Bad			Average			Good			Better			Great			Awesome		



Evolution and Species Traits

Some creatures have Special Attacks or Qualities beyond their Creature Type as detailed below. The simple abilities common to species' traits are listed under "Creature Type" and have no relevant reflection on the CR Build as it is already reflected in Step 2-1 above. Special Attacks or Qualities that grant a creature bonus attacks, damage reduction, enhanced attacks or damage, immunities, improved defenses, and so on alter the creature's CR. Consult the chart below for a full breakdown of Evolution and Species Traits by quality.

Evolution and Species Traits	
Traits	CR
Ability Scores	
Increase to Creature Type stats	+0.2/point
Mindless (INT 0)	-1
Attacks	
Bonus to Attack Roll ¹	+0.2/+1 to attack
Bonus/Extra Attack ¹	+0.4
Breathe Weapon	+0.2
Constrict	+0.01/point of average damage
Damage ²	+0.01/point of average full attack damage
Disease ³	Primary Damage +0.4/point of average ability damage Secondary Damage +0.2/point of average ability damage
Improved Grab	+0.2
Poison ³	Primary Damage +0.5/point of average ability damage Secondary Damage +0.25/point of average ability damage
Pounce	+0.2
Radioactive Strike	+0.01/point of average RAD damage
Rake/Rend	+0.5
Status Effect	+0.5
Swallow Whole	+0.01/point of average damage
Tail Sweep	+0.01/point of average damage
Trample	+0.01/point of average damage
¹ Do not add to CR value if the extra attack is gained through a feat, talent, or trait. ² The damage a creature deals is based on its full attack average (with STR, but before modified by feats, talents, or traits). ³ If a status effect results instead of ability damage, use the status effect CR instead.	
Defense	
Equipment/Natural Armor ⁴	+0.1/ point
Damage Reduction	+0.1/ point of DR
Hardness	+0.1/ point
⁴ Only count Natural Armor outside of bonuses provided by Creature Type or Size.	
Equipment	
Equipment Possessed	+0.01/100 steel times HD

Evolution and Species Traits	
Traits	CR
General Traits	
Blindsense	+0.2
Blindsight	+0.2
Darkvision	+0.2
Distraction	+0.5
Fear Aura	+0.5
Feat ⁵	+0.1
Frightful Presence	+0.5
Low-Light Vision	+0.1
Scent	+0.2
Stability	+0.4
Skill Bonus	+0.02/skill point
Talent ⁶	+0.5
Trained (Handle Animal)	+0.5
Trick (Handle Animal)	+0.1/trick
Tremorsense	+0.1
⁵ A Creature cannot have more than ½ of its Hit Dice in bonus or extra Feats outside of bonuses provided by Creature Type.	
⁶ A Creature cannot have more than ¼ of its Hit Dice in bonus Talents outside of bonuses provided by Creature Type.	
Immunities	
Bullrush/Grappled/Tripped	+0.3
Cannot be Flanked	+0.2
Critical Hits/Massive Damage	+0.5
Disease	+0.2
Energy Resistance	+0.5 (total immunity) or 0.02/point
Massive Damage Resistance	+0.01/point
Mind Affecting Effects	+0.5
Poison	+0.2
Radiation	+1 (total immunity) or +0.1/250 RAD
Sleep/Paralysis/Stun	+0.3
Weapon Resistance	+0.6
Movement	
Burrow	+0.2
Climb	+0.2
Flight	+0.2
Swim	+0.2
Vulnerabilities	
Cannot Heal Naturally	-1
Light Sensitivity	-0.1
Vulnerability to an energy attack	-0.5
Vulnerability to an attack type	-0.5



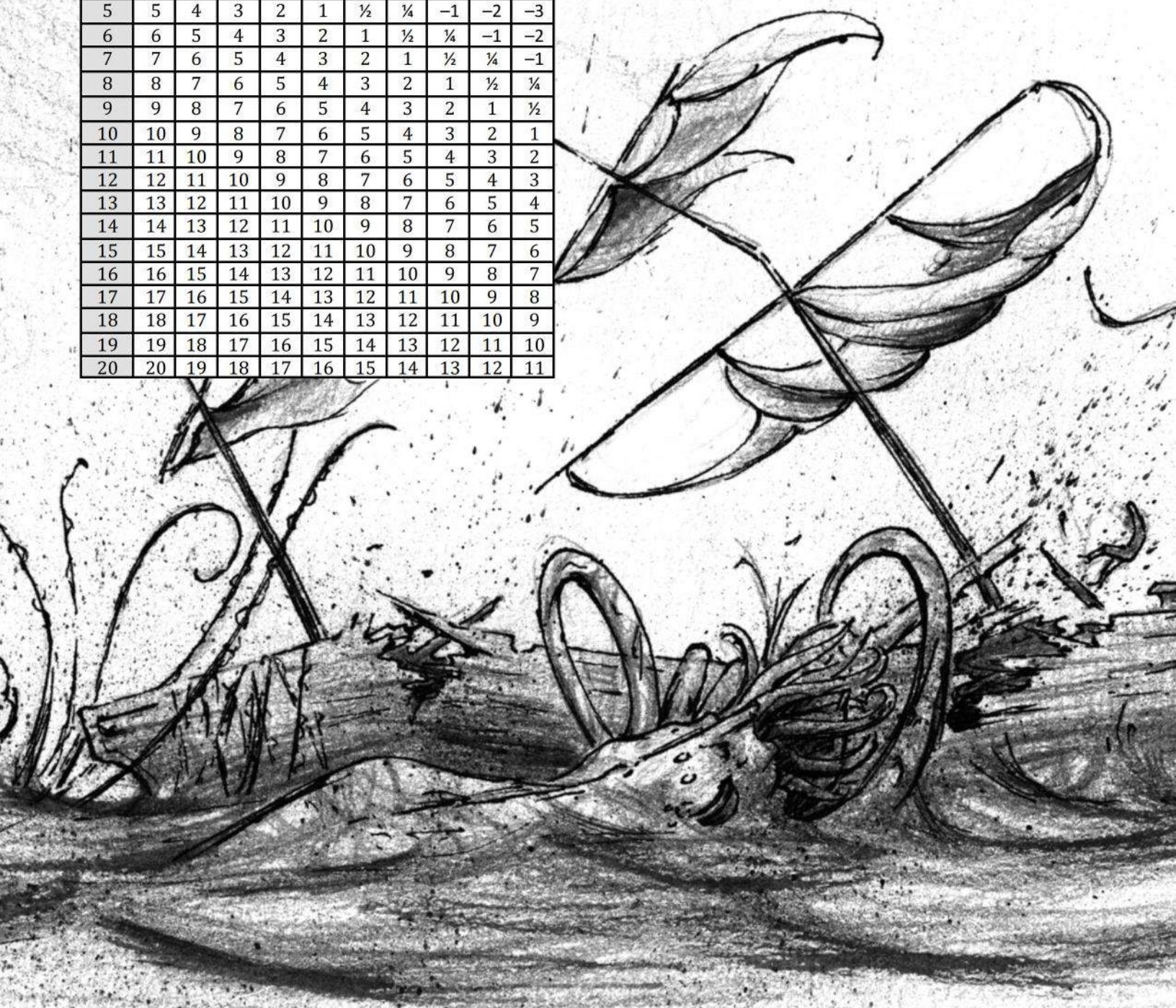
ENCOUNTER LEVELS

Combat Encounter Level (CEL)

Combat Encounter Levels										
CEL	Number of Creatures of same CR									
	1	2	3	4	5	6	7	8	9	10
1	1	½	¼	-1	-2	-3	—	—	—	—
2	2	1	½	¼	-1	-2	-3	—	—	—
3	3	2	1	½	¼	-1	-2	-3	—	—
4	4	3	2	1	½	¼	-1	-2	-3	—
5	5	4	3	2	1	½	¼	-1	-2	-3
6	6	5	4	3	2	1	½	¼	-1	-2
7	7	6	5	4	3	2	1	½	¼	-1
8	8	7	6	5	4	3	2	1	½	¼
9	9	8	7	6	5	4	3	2	1	½
10	10	9	8	7	6	5	4	3	2	1
11	11	10	9	8	7	6	5	4	3	2
12	12	11	10	9	8	7	6	5	4	3
13	13	12	11	10	9	8	7	6	5	4
14	14	13	12	11	10	9	8	7	6	5
15	15	14	13	12	11	10	9	8	7	6
16	16	15	14	13	12	11	10	9	8	7
17	17	16	15	14	13	12	11	10	9	8
18	18	17	16	15	14	13	12	11	10	9
19	19	18	17	16	15	14	13	12	11	10
20	20	19	18	17	16	15	14	13	12	11

A Combat Encounter Level is the overall challenge of an encounter designed by the Overseer, whether it is overcoming an obstacle or defeating creatures in combat. This section will detail Combat Encounter Levels designed for four Exodus player characters.

When determining the challenge for the characters, the Challenge Rating (CR) of a single creature equals the Combat Encounter Level. When there are multiple creatures or situation factors, the combat encounter level increases or decreases, as detailed in the Overseer Guidebook. Use the adjoining table to determine the Combat Encounter Level to set up a combat encounter with NPC or creatures of the same CR.



Creatures with class levels, usually limited to humanoids and programmed military robots, add their class levels to their creature CR -1 to get their new CR total. Human combatants add their class levels together to determine their base CR, while Bio-Genetic Mutants, *Ghūls*, and Symbiotic Mutants add their class levels +1 to determine their CR. Trans-Genetic Mutants add their class levels +2 to determine their CR.

Some situations place multiple combatants of different Challenge Ratings in a single Combat Encounter, which uses a different formula to determine the Combat Encounter Level. When determining a mixed CR to make a CEL, take the highest creature or NPC CR and add +1 CR, then take the average level of all other combatants (rounding down) and add it to the CR to get the total CEL rating for the encounter.

Example: A 5th level aggressive class human (CR 5) with three trained dogs (CR 1) equals 5 + 1 + 1 CR total to make a 7 CEL.

Environmental situations may increase or decrease the Combat Encounter Level based on a number of favorable advantages or disadvantages. Whenever the situation of an environment favors one side of the combat such as 1/2 cover or more, or a reduction of movement, it adds +1 CEL to the encounter if it is in the opponent's favor, -1 CEL if it is in the player characters' favor. The rule made simple: if there are multiple environment situations, add +1 CEL for each situation. Should both combatants encounter the same environmental situations, then there is no CEL adjustment, as neither party is gaining an advantage.

Example: The player characters leave a building and are ambushed by a group of mercenaries that use a smoke bomb to obscure the characters' vision. The smoke bomb's duration will last the entire, or most of, the combat encounter, giving the mercenaries an advantage of picking off any players that emerge from the smoke increasing the CEL by +1. However, should the players retreat into the building and take cover until the smoke bomb clears the CEL does not increase putting the playing field back to normal. Should the players use some nearby ruins for cover against the advancing mercenaries, the players then have the advantage reducing the CEL by -1.



Setting up a Combat Encounter

Combat is only a portion of the challenge the characters must face while adventuring in the wasteland. Other challenges, such as environmental dangers and skill-based challenges in the wasteland are detailed in the Overseer's Guide. It is recommended that the total of all EL challenges not exceed 4 times the Average Party Level, as detailed below.

Average Party Level (APL): To determine APL, add together all of the player character levels including any animal's CR (that is not an Advanced Class feature) or NPCs that are aiding the characters, and divide by the number of characters, assisting creatures, and NPC to determine the APL of the group. APL plays a factor in the number of Creature XP earned, and represents the challenge presented by the group.

Challenging the players can be a difficult balancing act based on the genetic makeup of the group. The following chart details the levels of challenge that the character can face and the expected outcome of an average combat encounter.

APL vs. CEL		
Difference	Challenge	Outcome
- 3	None	No injuries
- 2	Very Easy	Minor injuries if any
- 1	Easy	Some minor injuries
0	Normal	Minor to moderate injuries
+1	Difficult	Moderate injuries, expect one character to fall unconscious
+2	Hard	Moderate injuries, one character may perish
+3	Extreme	Critical injuries, multiple characters may perish
+4	Deadly	Critical injuries, most characters will perish
+5	Fatal	Fatal injuries, all characters should perish

CREATURE EXPERIENCE

Creature Experience (XP) is a reward player characters receive when a creature encounter is defeated. All XP earned goes toward a character race level as detailed in the revised EXSG. Exodus uses a different form of experience than the 3/3.5 D&D Dungeon Master's Guide or d20 Modern Core Rulebooks (the experience mechanic in these two core rulebooks may be used in place of what is presented below).

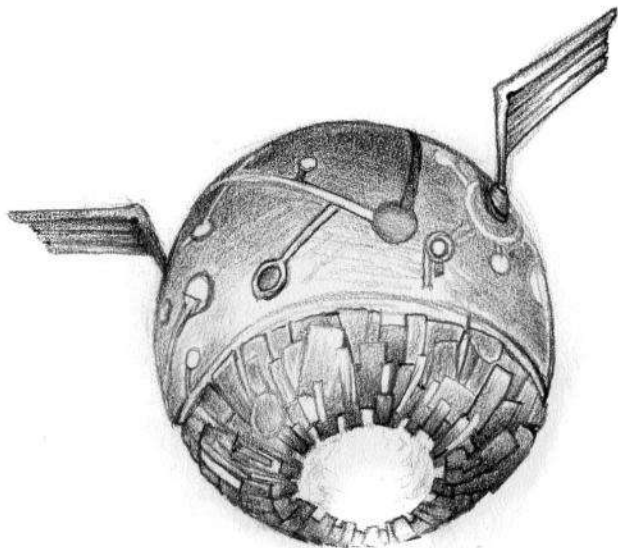
Each creature in Exodus has an experience value listed in the creature's statistic block entry. The formula for new creations and evolved creatures is the same.

Creature XP = CEL (plus/minus difference of APL) times total HP of the creatures or NPCs

Example 1: Four player characters, of 1st level (APL 1), are attacked by a group of four medium-sized canines (CEL 4), while exploring the wasteland. The characters are successful in defeating the canines (13 hp) in combat. The canines' experience point value for the encounter equals (4 CEL plus (4 CEL - 1 APL) times (13 hp times 4 creatures)) $4+3 \times 52 = 364$ XP gained for the characters to split.

Example 2: Four player characters, of 14th level (APL 14), are attacked by a Meatclaw Lizard (CEL/CR 12) while exploring a radioactive toxic waste dump (CEL +1). The characters manage to defeat the Meatclaw (115 hp) in combat. The combat experience points value for the encounter equals (13 minus 1 times 115) 1380 XP gained for the characters to split.

When gaining Experience Points, all characters that are actively involved in the conflict receive an equal spilt of the XP. This is done by dividing the total number of XP earned by the number of characters figured into the APL.



EXODUS BESTIARY

This chapter serves to provide an Overseer with a wide variety of nasty creatures with which to populate the Wastelands. Aside from dozens and dozens of ready-made creatures, there are also templates and new creature types that an Overseer can use to create unique monsters or beef up existing creatures. The critters detailed below are all suitable for a campaign set in the deep wastes or urban ruins of the Exodus world. The Overseer is encouraged to pick and choose from among these entries in order to create a set of creatures that is both appropriate to the level of the player characters and consistent with the mood, style, and theme of your Exodus campaign.

ALIEN PROBE

Physical Description

An alien probe is a strange looking device of unknown origin. These probes consist of a shiny metal sphere about two feet in diameter with two short antennae protruding from the sides. They hover roughly 6 to 8 feet off of the ground and make low beeps and crackling static noises.

Ecology

It is unlikely that these machines are really of alien origin; but then again, no one can say for sure where they really came from. The probes seem to be generally focused on studying human beings. Alien probes reportedly scan targets at random with their actinic light. This device can be encountered almost anywhere and it returns to its elusive creators after completing an assigned task.

Species Traits

Actinic Light: An alien probe can produce an extremely bright, blue-white light covering a 5 foot area up to a range of 60 feet away. This light is not so much an attack form as a means by which the creature gathers data. Nevertheless, exposure to the effect can cause mild discomfort or even harm to carbon-based life forms. A creature within the area of the light takes 1d4 points of energy (fire) damage and is nauseated for 1d4 rounds; a successful Reflex save DC 14 halves the damage and negates the nauseating effect. A creature that fails the saving throw by 5 or more is also paralyzed for 1d4 minutes. A creature that fails the save by 10 or more experiences hallucinations, and becomes paralyzed for 1d4 hours.

Construct: An alien probe is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, or the

Alien Probe (CR 6)	
Size	Small Construct
Hit Dice	8d12+5
Hit Points	57
Massive Damage Threshold	—
Initiative	+13
Speed	Fly 400ft (perfect)
Defense	24 (+4 armor, +9 Dex, +1 size)
Touch	20
Flatfooted	11
Damage Reduction	—
Base Attack Bonus	+7
Grapple	+3
Attack (Damage)	Shock +17 ranged touch (2d6 electricity)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5ft. sq. / 5ft.
Species Traits	Actinic light (DC 14) Construct Darkvision 60 ft. Shock Supersonic Speed
Saving Throws	Fort —, Ref +13, Will —
Ability Scores	Str 5, Dex 28, Con —, Int —, Wis —, Cha —
Skills (16)	Search +8, Spot +8
Feats (2)	Dodge, Improved Initiative
Evolution	None

effects of massive damage.

Darkvision: An alien probe has darkvision with a range of 60 feet.

Shock: With a successful ranged touch attack, an alien probe can deal 2d6 points of electricity damage.

Supersonic Speed: At will, an alien probe can shift into an accelerated mode of travel that exceeds supersonic speed. Its fly speed changes to 4,000 feet (good). It can maintain this increased speed for up to 6 hours per day, though it need not use the entire duration at once.

ANT, GIANT

Physical Description

Like many of the critters left out to burn in the nuclear exchange of 2012, ants evolved and mutated into monstrously large versions of their former selves. The giant ants' appearance and behavior is much like their pre-war selves, they are just much bigger now. As such, people appear to be more food-sized than before. The swarms of giant ants that can be found in the Wasteland are truly terrifying.

Ecology

Like their diminutive cousins, giant ants live in highly organized and efficient societies. There is a distinct division of labor between the warriors, food scavengers, tunnel builders, and nursery caretakers. The queen ant spends her life laying eggs and producing an endless stream of young to keep the colony healthy. Giant ant colonies inhabit vast tunnel complexes that often include anthills towering one hundred feet in the air like artificial mountains.

While these creatures are not very formidable as individuals, one almost never encounters a single giant ant. Typically giant ants will be found in scavenging parties of between four to two dozen individuals. Anyone unfortunate enough to stumble upon an ant colony will soon find themselves overwhelmed by wave after wave of relentless warrior ants.

Species Traits

Darkvision: Giant ants have darkvision.

Heavy Load: Giant ants can carry, drag, or push ten times its normal load.

Immune to Radiation: Giant ants are immune to the harmful effects of radiation.

Natural Climber: Giant ants receive a +8 species bonus on Climb checks. They use their Dexterity modifier for Climb checks.

Worker Ant, Giant (CR 1)	
Size	Small Radioactive Vermin
Hit Dice	2d10+2
Hit Points	8
Massive Damage Threshold	9
Initiative	+1
Speed	30 ft
Defense	19 (+3 Dex, +5 natural, +1 size)
Touch	13
Flatfooted	16
Damage Reduction	—
Base Attack Bonus	+1
Grapple	-3
Attack (Damage)	Bite +3 melee (1d4 +RAD)
Full Attack (Damage)	See attack
Fighting Space / Reach	5ft. sq. / 5ft.
Species Traits	Darkvision, Heavy Load, Immune to Radiation, Natural Climber, Radioactive Strike, Resistance to MAS, Stability
Saving Throws	Fort +2, Ref +3, Will +3
Ability Scores	Str 11, Dex 16, Con 8, Int —, Wis 13, Cha 6
Skills (8)	Climb +12 Search +4
Feats	Weapon Focus (bite)
Evolution	3 – 6 HD (small) 7 – 12 (medium)

Soldier Ant, Giant (CR 3)	
Size	Medium Radioactive Vermin
Hit Dice	4d10+0
Hit Points	22
Massive Damage Threshold	10
Initiative	+1
Speed	40 ft
Defense	19 (+3 Dex, +6 natural)
Touch	13
Flatfooted	16
Damage Reduction	—
Base Attack Bonus	+3
Grapple	+0
Attack (Damage)	Bite +4 melee (1d6+3 plus RAD)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5ft. sq. / 5ft.
Species Traits	Darkvision, Heavy Load, Immune to Radiation, Natural Climber, Radioactive Strike, Resistance to MAS, Stability
Saving Throws	Fort +3, Ref +3, Will +3
Ability Scores	Str 16, Dex 14, Con 10, Int —, Wis 13, Cha 6
Skills (12)	Climb +14 Search +6
Feats	Weapon Focus (bite) Weapon Specialization (bite)
Evolution	5 – 8 HD (medium) 9 – 12 HD (large)

Radioactive Strike: Giant Ants exude radiati bodies. Any successful hit that deals damage equal amount of radiation damage (RAD).

Resistance to Massive Damage: Radioa Vermin gain a +5 species bonus on Fortitud negate the effects of massive damage.

Stability: Due to its multiple legs; a giant ant +6 bonus to oppose bull rush and trip attempt

B A

Physical Description

A bat is a flying mammal whose hands and fore evolved into wings. Some bats are covered wi while others are naked.

Ecology

A large number of bat species are native to Southwest and Mexico. These opportunis have thrived in the vacuum created by the extinction of other species. Bats inhabit caves, hollow tree trunks and abandoned buildings. Among social bats, a single roost can house as many as one million individuals. Most bats feed on insects (favoring bloodflies) and vermin while others eat fruit or small animals. The “vampire bat” drinks small quantities of blood that are drained from large mammals.

Female bats bear one pup at a time and nurse their young for anywhere from six weeks to four months.



Females care for the young exclusively with no help from the males.

Bats are not naturally aggressive, though they can cause panic and confusion when stirred in large numbers. Wasteland dwellers are known to hunt bats for food (bat-kabobs). A swarm of vampire bats can be extremely dangerous if they haven't fed in a while.

Bat Swarm (CR 2)

Size	Diminutive Vermin Swarm
Hit Dice	4d8 -4
Hit Points	14
Massive Damage Threshold	—
Initiative	+5
Speed	Fly 50 ft. (good)
Defense	14 (+5 Dex, -1 size)
Touch	14
Flatfooted	9
Damage Reduction	—
Base Attack Bonus	—
Grapple	—
Attack (Damage)	Swarm (Distraction)
Full Attack (Damage)	See Attack
Fighting Space / Reach	10ft sq / 0ft
Species Traits	Distraction Blindsight 60 ft. Resistance to MAS Swarm Traits
Saving Throws	Fort +3, Ref +6, Will +2
Ability Scores	Str 1, Dex 20, Con 8, Int —, Wis 13, Cha 6
Skills (12)	Listen +11 Spot + 11
Feats	—
Evolution	None

Vampire Bat Swarm (CR 4)

Size	Diminutive Vermin Swarm
Hit Dice	6d8
Hit Points	27
Massive Damage Threshold	—
Initiative	+5
Speed	Fly 50 ft. (good)
Defense	14 (+3 Dex, +2 natural, -1 size)
Touch	12
Flatfooted	11
Damage Reduction	—
Base Attack Bonus	—
Grapple	—
Attack (Damage)	Swarm (3d6 + Blood Loss and Distraction)
Full Attack (Damage)	See Attack
Fighting Space / Reach	10ft sq / 0ft
Species Traits	Blood loss Distraction Blindsight 60 ft. Resistance to Massive Damage, Swarm Traits
Saving Throws	Fort +6, Ref +7, Will +3
Ability Scores	Str 3, Dex 20, Con 12, Int —, Wis 13, Cha 6
Skills (16)	Listen +13 Spot +13
Feats	—
Evolution	None

Species Traits

Blood Loss: Any creature that takes damage from a vampire bat swarm must make a Fortitude save (DC 14) or else the target takes 1 point of Constitution damage from loss of blood.

Blindsight: Bats can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within

30 feet. Ultrasonic noise forces the bat to rely on its weak vision, which has a maximum range of 5 feet.

Distraction: Any individual susceptible to the swarm's attacks who begins his round in the swarm's square must make a Fortitude saving throw (DC 15) or become nauseated for 1 round. Complex actions when within the swarm require a DC 16 concentration check.

Resistance to Massive Damage: A bat or vampire bat swarm gains a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Skill Bonuses: Bat swarms receive a +4 species bonus on Listen and Spot checks. These bonuses are lost if the bat's blindsight is negated.

Swarm Traits: A swarm takes half damage from cutting and piercing attacks. The swarm cannot be tripped, grappled, or bull-rushed, nor can the swarm grapple an opponent. It is immune to effects that target an individual creature or a set number of creatures. The swarm takes half again as much damage from area effects. Swarms move freely in and out of occupied squares and they can occupy any square. A swarm can squeeze through any opening that is large enough for a single member. A swarm still provokes attacks of opportunity from movement but it cannot make attacks of opportunity, and does not threaten any squares.

Black Bear (CR 3)	
Size	Medium Animal
Hit Dice	6d8+24
Hit Points	51
Massive Damage Threshold	18
Initiative	+1
Speed	40 ft.
Defense	16 (+1 Dex, +5 natural)
Touch	11
Flatfooted	15
Damage Reduction	—
Base Attack Bonus	+4
Grapple	+9
Attack (Damage)	Claw +9 melee (1d4+5)
Full Attack (Damage)	Claw +9 melee (1d4+5) Claw +9 melee (1d4+5) Bite +7 melee (1d6+2)
Fighting Space / Reach	10ft sq. / 10ft
Species Traits	Improved Grab, Low-light Vision, Scent
Saving Throws	Fort +7, Ref +4, Will +3
Ability Scores	Str 20, Dex 12, Con 18, Int 2, Wis 12, Cha 6
Skills (18)	Climb +11, Listen +7, Spot +7
Feats	Multi-Attack
Evolution	7–12 HD (Large)

BEAR

Physical Description

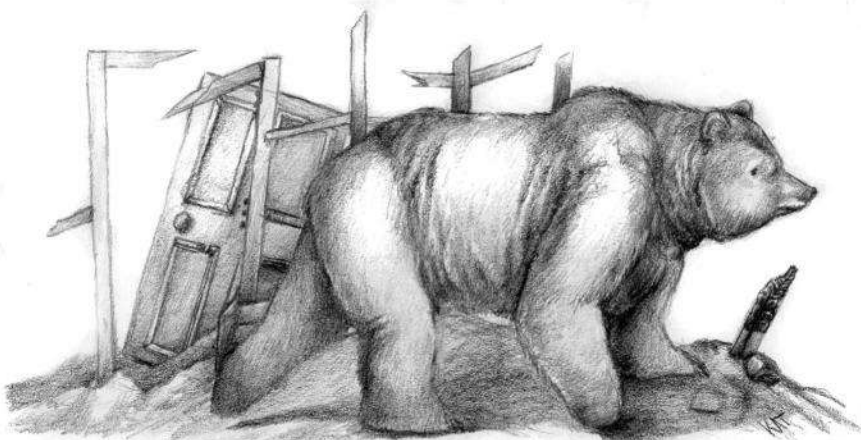
Bears are a family of creatures that are characterized by large, fur covered bodies and short legs. These massive beasts can weigh as much as six hundred pounds and stand eight feet tall when reared up on their hind legs. A bear's coloration varies greatly and can include black, brown, tan, etc.

Ecology

Bears are found throughout North America and they are particularly common in parts of the northwest. However, these animals can be encountered anywhere that houses a sufficient food supply. The American black bear and the grizzly bear are two of the more populous species that survived the Exodus. Bears live on an omnivorous diet that includes both fish and large mammals. Hungry bears will invade human populated areas to scavenge for food. Grizzlies are highly aggressive creatures that will not flee from perceived danger. Females guarding their young will ferociously fall upon anyone or anything that gets too close.

Bears are solitary creatures that only get together for a brief courtship period. Cubs remain with their mother for as long as three years, learning to hunt and scavenge the lands for food. The mama bear drives off the cubs when it is time for a new breeding cycle.

Grizzly Bear (CR 4)	
Size	Large animal
Hit Dice	8d8+40
Hit Points	76
Massive Damage Threshold	20
Initiative	+0
Speed	40 ft., Swim 20 ft
Defense	15 (+1 Dex, +5 natural, –1 size)
Touch	10
Flatfooted	14
Damage Reduction	—
Base Attack Bonus	+6
Grapple	+18
Attack (Damage)	Claw +13 melee (1d6+8)
Full Attack (Damage)	Claw +8 melee (1d6+8) Claw +8 melee (1d6+8) Bite +6 melee (1d8+4)
Fighting Space / Reach	10ft sq. / 10ft
Species Traits	Improved grab, Low-light Vision, Scent
Saving Throws	Fort +9, Ref +4, Will +3
Ability Scores	Str 26, Dex 10, Con 20, Int 2, Wis 12, Cha 6
Skills (22)	Listen +7, Sense Motive +6, Spot +7, Swim +21
Feats	Endurance, Multi-Attack, Run
Evolution	9–16 (Huge)



Bears are hunted for their meat and fur. Tribals are known to value the teeth and claws of bears, using them as jewelry, decorations, and weapons. A properly cured bear skin will fetch a price of 500 steel coins in a wasteland settlement. Skinning a bear requires a Survival check DC 22.

Species Traits

Improved Grab: To use this ability, the bear must hit with a claw attack.

Low-Light Vision: Bears can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent: This ability allows a bear to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

BIRDS OF PREY

EAGLE

Physical Description

Eagles are large birds of prey with hooked beaks and powerful, razor sharp claws. These stats can also be used for other large raptors. These birds are typically 3 feet long and have a wingspan of about 7 feet.

Ecology

Eagles and other large birds are found throughout the Wastelands, as these creatures have thrived since the fall of human civilization. Bald eagles live near sources of open water as their diet consists mainly of fish. Golden eagles feed on small mammals and may attack young goats or other livestock.

Short food supplies sometimes drive large birds of prey to feed on carrion and smaller birds. Scavenger birds like

Eagle (CR ¼)	
Size	Small animal
Hit Dice	2d8+2
Hit Points	11
Massive Damage Threshold	12
Initiative	+2
Speed	Fly 80 ft. (average)
Defense	14 (+2 Dex, +1 natural, +1 size)
Touch	13
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+1
Grapple	-3
Attack (Damage)	+4 melee (1d3, claw)
Full Attack (Damage)	Claw +4 melee (1d3) Claw +4 melee (1d3) Bite -1 melee (1d4)
Fighting Space / Reach	5ft. sq. / 5ft.
Species Traits	Superior low-light vision
Saving Throws	Fort +3, Ref +4, Will +0
Ability Scores	Str 11, Dex 14, Con 12, Int 2, Wis 14, Cha 6
Skills (10)	Hide +9, Listen +5, Spot +6 (+14 during daylight)
Feats	Weapon Finesse (bite and claw)
Evolution	3-6 HD (Medium)

pigeons are plentiful game for owls and falcons and these raptors then become prey for the eagles. Having these large birds near human settlements is a dangerous situation. Ruined buildings make excellent places for the eagles to build their nests and this invites them into direct conflict with humans. Eagles and other birds do not generally attack humans but may become aggressive when protecting their nesting sites. Eagle feathers are a sacred symbol among the Tribal Nation and they are very protective of eagles within their territory.

Species Traits

Superior Low-Light Vision: Eagles can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Skill Bonuses: Eagles gain a +8 species bonus on Spot checks during daylight.

FLOCK OF SEAGULLS

Physical Description

A Flock of Seagulls is roughly one hundred of more seagulls in a scavenger party. These fowls look like innocent individual white birds, usually roosting in close proximity, until aroused with the promise of a meal at which time these birds congregate becoming a massive squalling white blur that consumes a large area, attacking anything within the area. A Murder of Crows uses the same statistics as the Flock of Seagulls.

Flock of Seagulls (CR 3)	
Size	Tiny Animal Swarm
Hit Dice	5d8
Hit Points	22
Massive Damage Threshold	—
Initiative	+2
Speed	Fly 40 ft. (average)
Defense	13 (+3 Dex, -2 size)
Touch	11
Flatfooted	10
Damage Reduction	—
Base Attack Bonus	—
Grapple	—
Attack (Damage)	Swarm (2d8)
Full Attack (Damage)	See Attack
Fighting Space / Reach	15 ft. sq / 0
Species Traits	Swarm
Saving Throws	Fort +3, Ref +6, Will +2
Ability Scores	Str 7, Dex 16, Con 10, Int 2, Wis 13, Cha 6
Skills (16)	Listen +10 Spot +10
Feats	—
Evolution	6–10 HD (Gargantuan Swarm)

Ecology

Seagulls are always found in groups within five hundred miles of a large source of water. They tend to hang around human settlements and ruins scavenging trash heaps for meals. Seagulls are not intimidated by humans or other animals, and will stand their ground until the last possible moment before taking flight. If a flock is present, they may congregate and attack the threatening presence instead of taking flight.

Swarm: In order to attack, a single swarm moves into the opponents' spaces, provoking an attack of opportunity. It can occupy the same space as a creature of any size, since it can fly and land all over its prey, but remains

a creature with a 15-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with spacing, a swarm is shapeable. It can occupy any twelve contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

Like any swarm, a Flock of Seagulls seeks to surround and attack any living prey it encounters. A flock deals 2d8 points of damage to any creature whose space it occupies at the end of its move.

A Flock of Seagulls is immune to all attacks that do not have an area of effect or blast radius damage. Normal attacks will kill one seagull and won't damage the flock that consists of 100 or more seagulls.

OWL

Physical Description

An owl is bird of prey with a distinctly flat face and dull colored feathers. A typical owl weighs about one pound.

Ecology

These birds are found in every part of the wastelands. Various species of owl have adapted themselves to various environs of the wastes. Owls prey on mice, birds, and other small animals. Some catch fish or insects. They generally steer clear of humans but these birds can be dangerous if spooked or their nests are disturbed.

Owl (CR -1)	
Size	Tiny animal
Hit Dice	½ d8
Hit Points	2
Massive Damage Threshold	10
Initiative	+4
Speed	Fly 40 ft. (average)
Defense	18(+4 Dex, +2 natural, +2 size)
Touch	16
Flatfooted	14
Damage Reduction	—
Base Attack Bonus	+0
Grapple	-10
Attack (Damage)	Claw +6 melee (1d2-1)
Full Attack (Damage)	See Attack
Fighting Space / Reach	2 ½ ft. / 0
Species Traits	Low-light vision
Saving Throws	Fort +1, Ref +5, Will +2
Ability Scores	Str 8, Dex 18, Con 10, Int 2, Wis 14, Cha 4
Skills (8)	Listen +12, Move Silently +20, Spot +6 (+14 darkness)
Feats	Weapon Finesse (claw)
Evolution	1 HD (Tiny); 2 HD (Small); 3–4 HD (Medium)

Species Traits

Low-Light Vision: Owls can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Skill Bonuses: Owls receive a +8 species bonus on Listen checks and a +14 species bonus on Move Silently checks. They receive a +8 species bonus on Spot checks in dusk and darkness.

RAVEN

Physical Description

A raven is a stark black bird weighing about four pounds.

Ecology

These scavenger birds can be found throughout the wastes but they generally pose no threat to humans. Ravens are omnivores that can eat almost anything from fruit and grain to small animals, carrion and human garbage. Wild ravens travel in mated pairs, though young birds may form small flocks. Some people have trained ravens and other birds to attack people or steal small objects.

Species Traits

Mimic: A Raven can mimic sounds and voice patterns.

Raven (CR -3)		
Size	Tiny animal	-3
Hit Dice	1/4 d8	+06
Hit Points	1	
Massive Damage Threshold	10	
Initiative	+3	
Speed	Fly 50 ft. (average)	+5
Defense	15 (+3 Dex, +2 size)	
Touch	15	
Flatfooted	12	
Damage Reduction	—	
Base Attack Bonus	+0	+0
Grapple	-9	
Attack (Damage)	Claw +5 melee (1d2-1)	.01
Full Attack (Damage)	See Attack	
Fighting Space / Reach	2 ½ ft. / 0	
Species Traits	—	
Saving Throws	Fort +1, Ref +4, Will +1	-25
Ability Scores	Str 7, Dex 16, Con 10, Int 2, Wis 12, Cha 6	+0
Skills (8)	Listen +5, Spot +5	
Feats	Weapon Finesse (claw)	+1
Evolution	1/2 HD (Small); 1 HD (Medium-size); 2-4 HD (Large)	-2.58



BLOODFLY

Physical Description

These insatiable flying insects range from the normal-sized fly to the size of a coin. The long, narrow body of a bloodfly ends in a needle sharp mouth that is used to skewer prey and then bleed them dry. Bloodflies have four large wings and bear a superficial resemblance to the common housefly of pre-Exodus times.

Ecology

These deadly insects feed mostly on carrion but will attack creatures that enter into their feeding grounds. Male bloodflies are much smaller than their female counterparts and they are relatively harmless creatures that feed exclusively on dead flesh. Only females with clutches of young to feed will become active hunters. These radioactive insects breed in pools of stagnant water. Hunting females can be found near almost any source of still water, from a lake to an abandoned swimming pool. Certain urban areas are plagued with swarms of bloodflies that become a serious danger during the warmer months of the year. During the cooler seasons, bloodflies make burrows in mud or soft earth and enter

a state of torpor until the temperature changes.

Species Traits

Blood Drain: After a bloodfly swarm hits with a bite attack, the target must make a successful Fortitude saving throw (DC 10) or it takes an additional 1 point of damage from loss of blood.

Darkvision: Bloodflies have darkvision with a range of 60 feet.

Distraction: Any individual susceptible to the swarm's attacks who begins his round in the swarm's square must make a Fortitude saving throw (DC 15) or become nauseated for 1 round. Complex actions when within the swarm require a DC 16 concentration check.

Immunities: Bloodflies are immune to mind-affecting effects and harmful effect of radiation.

Resistance to Massive Damage: Bloodfly swarms gain a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Swarm Traits:

A swarm takes half damage from cutting and piercing attacks. The swarm cannot be tripped,

Bloodfly Swarm (CR 2)	
Size	Fine Radioactive Vermin Swarm
Hit Dice	3d10-3
Hit Points	14
Massive Damage Threshold	—
Initiative	+6
Speed	Fly 50 ft. (perfect)
Defense	16 (+6 Dex)
Touch	16
Flatfooted	10
Damage Reduction	—
Base Attack Bonus	—
Grapple	—
Attack (Damage)	Swarm (2d4 plus blood drain)
Full Attack (Damage)	See Attack
Fighting Space / Reach	10ft. sq. / 0
Species Traits	Blood drain, Darkvision 60 ft., Distraction Resistance to massive damage, Swarm Traits
Saving Throws	Fort +2, Ref +8, Will +1
Ability Scores	Str 1, Dex 22, Con 8, Int —, Wis 13, Cha 6
Skills	—
Feats	—
Evolution	4-6 HD (Huge Swarm)

grappled, or bull-rushed, nor can the swarm grapple an opponent. It is immune to effects that target an individual creature or a set number of creatures. The swarm takes half again as much damage from area effects. Swarms move freely in and out of occupied squares and they can occupy any square. A swarm can squeeze through any opening that is large enough for a single member. A swarm still provokes attacks of opportunity from movement but it cannot make attacks of opportunity, and does not threaten any squares.

BOAR

Physical Description

A wild boar's hide is covered with short, woolly, grayish black hair. Along the spine, hair mixes with stiffer bristles to form a sort of mane. The average adult boar stands three feet high at the shoulder and measures roughly four feet long. Its formidable tusks protrude from its lower jaw and can grow up to twelve inches long.

Ecology

The wild pigs that are commonly found throughout the wastes are the descendants of feral swine who once roamed across much of North America. Half wild boar and half domestic pig, these creatures have the ferocity of their wild forefathers and the appetite of their more domesticated ancestors. Boars and feral pigs can be found anywhere that food can be found. As omnivores they consume large amounts of plant matter as well as animal flesh. Garbage dumps and abandoned pre-war settlements are a favored scavenging ground. Boars will eat almost anything from refuse to carrion to small domestic animals. When feral swine move into unspoiled areas they can decimate the local ecology in a matter of weeks. Boars are nocturnal animals that forage from dawn to dusk then retreat back into the burrows that they dig. They live in groups of twenty to fifty animals, comprised of sows and their offspring. The males are solitary creatures who are usually encountered alone.

Wild boars are hunted for their meat and skins, though some people keep them around to dispose of garbage, dead bodies, and the like. An adult boar yields enough salt cured pork to sell for 50 steel coins.



Species Traits

Ferocity: A boar is so fiercely aggressive in combat that it continues fighting even when disabled or dying.

Low-Light Vision: Boars can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent (Ex): This ability allows a boar to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Boar (Wild Pig) (CR 1)	
Size	Medium animal
Hit Dice	3d8+9
Hit Points	23
Massive Damage Threshold	17
Initiative	+1
Speed	40 ft.
Defense	16 (+6 natural)
Touch	10
Flatfooted	16
Damage Reduction	—
Base Attack Bonus	+2
Grapple	+5
Attack (Damage)	Gore +5 melee (1d6+3)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5ft. sq. / 5ft.
Species Traits	Ferocity, Low-light vision, Scent
Saving Throws	Fort +5, Ref +3, Will +2
Ability Scores	Str 16, Dex 12, Con 17, Int 2, Wis 12, Cha 6
Skills (12)	Listen +7, Spot +7
Feats	—
Evolution	4–6 HD (Medium)

BOVINE

Physical Description

This family of bovine includes the bison, buffalo, domestic cattle, and ox.

Ecology

Herds of bison, buffalo, and cattle can be found roaming wild in some places. However, most of these animals are kept by humans as beasts of burden as well as a source of meat, milk, and leather. Generally bovines are raised by allowing them to move freely across tracts of grassland. Some farmers build closed in pastures to provide grass to their animals. Domestic cattle can interbreed easily with bison and other bovines. The male, or bull, jealously guards the herd and will fight any rival male that gets too close.

Because they are easily transported, cattle and other bovines often become the targets of raiders and thieves. A live bovine in good physical health is worth 1500 steel coins at a marketplace.

Species Traits

Carrying Capacity: A light load for a bovine is up to 600 pounds, a medium load is 601-1200 pounds, and a heavy load is 1201-1800 pounds. A bovine can drag 9,000 pounds.

Overland Travel: A bovine moves at double its speed when traveling overland on normal terrain.

Stampede: A frightened herd flees as a group in a random direction, but always away from the

perceived source of danger. It runs over anything of size Large or smaller that gets in its way, dealing 1d12 points of damage for every five animals in the herd. A successful Reflex save (DC 16) halves the damage.

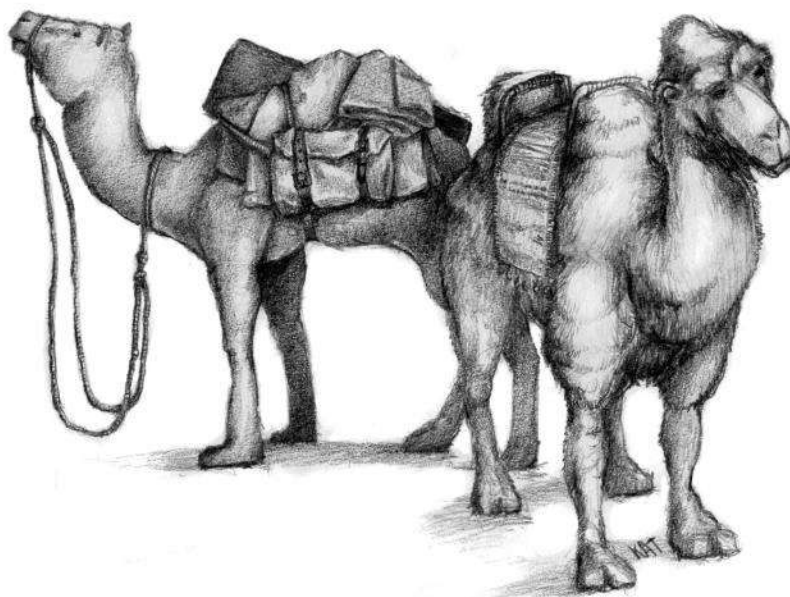
Wasteland Care: A bovine needs four gallons of water and six pounds of feed or vegetation each day in order to survive and maintain its body weight. Failure to meet these requirement results in the bovine starving (see the Starvation rules in the EXS) and a reduction in its speed by 10.

Bovine (CR 2)

Size	Large animal
Hit Dice	5d8+25
Hit Points	48
Massive Damage Threshold	20
Initiative	+0
Speed	40 ft
Defense	12 (+3 natural, -1 size)
Touch	9
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+3
Grapple	+13
Attack (Damage)	Butt +5 melee (1d8+6)
Full Attack (Damage)	—
Fighting Space / Reach	10ft. sq. / 5ft.
Species Traits	Overland travel, Stampede
Saving Throws	Fort +8, Ref +3, Will +2
Ability Scores	Str 23, Dex 10, Con 20, Int 2, Wis 12, Cha 6
Skills (16)	Listen +9, Spot +9
Feats	—
Evolution	6-10 HD (Large)



Camel, One Humped (CR 2)	
Size	Large animal
Hit Dice	3d8+15
Hit Points	29
Massive Damage Threshold	20
Initiative	+3
Speed	50 ft.
Defense	15 (+3 Dex, +3 natural, -1 size)
Touch	12
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+2
Grapple	+10
Attack (Damage)	Bite +3 melee (1d8+2)
Full Attack (Damage)	See Attack
Fighting Space / Reach	10ft. sq. / 5ft.
Species Traits	Low-light vision, Overland travel, Scent
Saving Throws	Fort +5, Ref +6, Will +1
Ability Scores	Str 18, Dex 16, Con 20, Int 2, Wis 12, Cha 6
Skills (12)	Listen +9, Spot +9
Feats	Alertness, Endurance
Evolution	—



CAMEL

Physical Description

Camels are four-legged tan beasts with a long curved neck, standing as tall as a man does. Camels are easily identified by their hump or humps on their backs.

Ecology

Camels are native to the desert climate and can survive in this type of environment four times longer than any other similar animals, such as horses. Most camels are domesticated and bred in the wasteland for use by caravans to cross long dangerous environments without the loss of pack animals. Some camels can be found in the wild, most of these are abandoned, escaped, or lost. These camels flock together near water and grasslands on the edges of extreme environments.

Camels are second only to bovines as the preferred beast of burden. A healthy camel sells for nearly 1000 steel coins at any market.

Species Traits

Carrying Capacity: A light load for a camel is up to 300 pounds, a medium load is 301–600 pounds, and a heavy load is 601–900 pounds. A camel can drag 4,500 pounds.

Combat

A camel's bite is treated as a secondary attack and adds only half the camel's Strength bonus to the damage roll.

Low-Light Vision: Camels can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Overland Travel: A camel moves at double its speed when traveling overland on normal terrain.

Scent: This ability allows a camel to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Wasteland Care: Camels are known for their ability to travel long distances without food or water. A camel needs 1 gallon of water and 1 pound of feed (or 4 hours of grazing) each week in order to survive desert climate. Failure to meet these requirements results in the camel starving (see the Starvation and Thirst rules in the EXS) and a reduction in its speed by 10.

CANINE

Physical Description

Canines, or dogs, are a diverse species that vary greatly in size, shape, coat, and coloration. Most of the dogs found in the Wastelands are mixed breeds and many exhibit the characteristics of feral canines or wild dogs. Purebred dogs are kept by wastelanders as working animals and occasionally as livestock. Wealthy city slickers have been known to keep dogs as "pets", a strange practice where the owners feed the animals but do not use them for any practical purpose.

Ecology

Dogs are a hardy and diverse lot. These creatures are extremely adaptable and can thrive in even the harshest of environs. Wild dogs can be found roaming in packs through a set territory in ruins, open wastes, or scavenging at the edge of human settlements. Normal dogs that are encountered on their own are usually strays that have gotten away from their owner and might potentially be adopted and trained (see the Handle Animal skill). However, most strays eventually join into a wild pack and begin assimilating that mentality. Trained dogs are almost always encountered with their master, unless the dogs have been left to guard an area. Two or three trained attack dogs are a serious threat to anyone who angers their master. A medium-size dog in good health can cost as much as 500 steel coins. Mutant canines are a solitary breed and they are usually encountered alone or occasionally in groups of two or three. The mutant breed is too aggressive to form cohesive packs.

Trained Dogs include Wasteland breeds such as Collies, Dobermans, German Sheppards, Pitt Bulls, and Rottweilers.

Species Traits

Carrying Capacity: A light load for a trained dog is up to 100 pounds; a medium load, 101-200 pounds; and a heavy load, 201-300 pounds. A trained dog can drag 1,500 pounds.

Scent: This ability allows a dog to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonus: Dogs gain a +2 species bonus on Jump checks and also gain a +4 species bonus on Survival checks when tracking by scent. Trained dogs gain an additional +2 (+4 total) racial bonus on Jump checks and a +2 (+6 total) racial bonus on Survival checks when tracking by scent.

Trained: A trained dog knows one of the following training general purposes as detailed under Handle Animal in the EXS or SWG: Fighting, Guarding, Laboring, Hunting, or Salvaging.

Trip: A dog trained for the general purpose of Fighting, Guarding, or Hunting that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot counteract the trip attempt.

Wasteland Care: A trained dog needs 1/2 gallon of water and 1/2 pound of meat or dry food each day in order to survive desert climates. Failure to meet these requirement results in the Dog starving (see the Starvation rules in the EXS) and a reduction in its speed by 10.

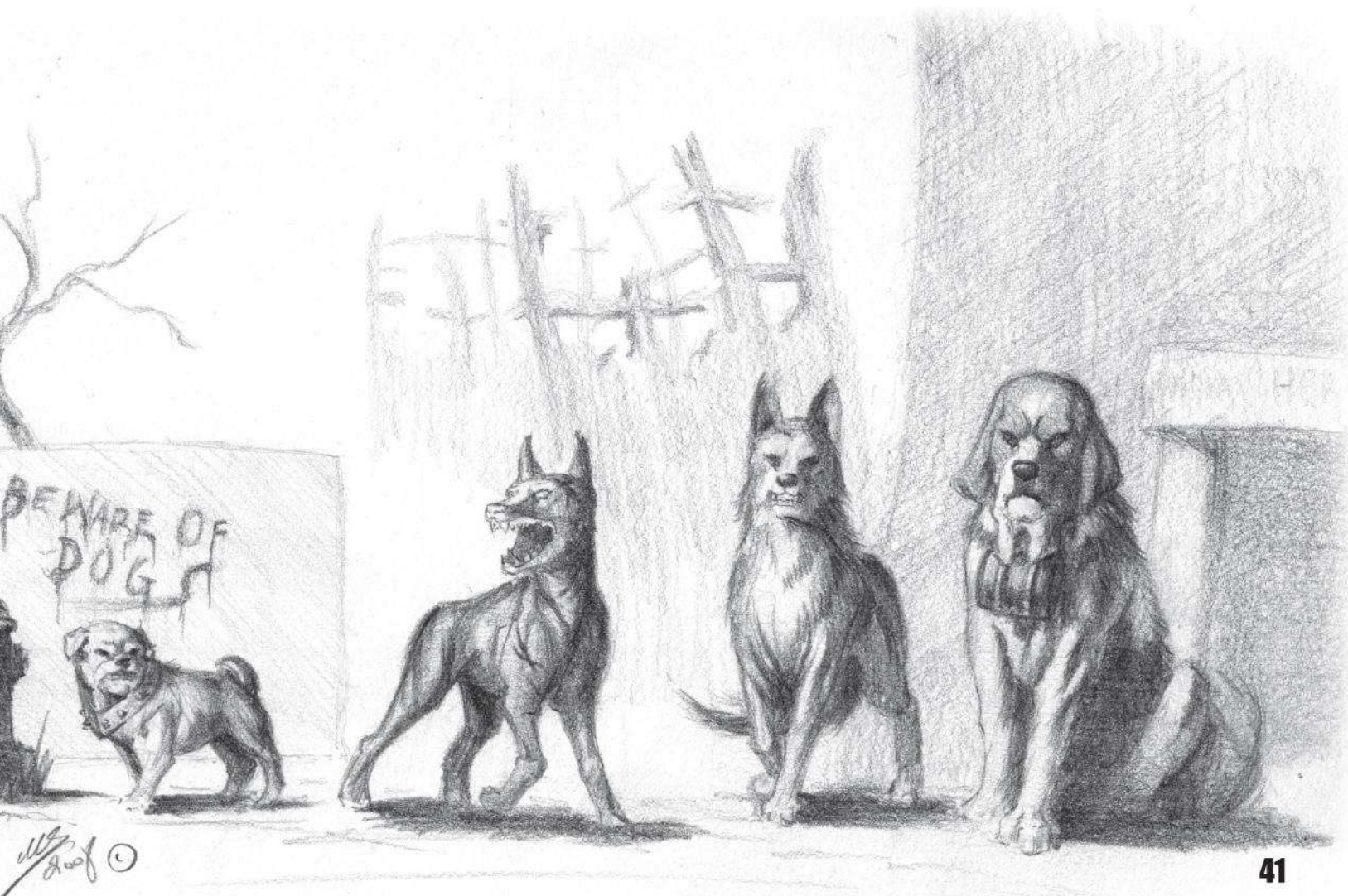
Dog, Small (CR -1)

Size	Small Animal
Hit Dice	1d8+1
Hit Points	6
Massive Damage Threshold	12
Initiative	+2
Speed	40 ft.
Defense	14 (+2 Dex, +1 natural, +1 size)
Touch	13
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+0
Grapple	-4
Attack (Damage)	Bite +1 melee (1d4)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5ft. sq. / 5ft.
Species Traits	Scent
Saving Throws	Fort +2, Ref +3, Will +1
Ability Scores	Str 11, Dex 14, Con 12, Int 2, Wis 12, Cha 6
Skills (8)	Jump +4, Listen +3, Spot +3, Survival +1 (+5 scent), Swim +2
Feats	—
Evolution	—

Mutant Canine (CR 3)	
Size	Medium animal
Hit Dice	4d8+12
Hit Points	30
Massive Damage Threshold	17
Initiative	+3
Speed	40 ft.
Defense	15 (+3 Dex, +2 natural)
Touch	13
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+3
Grapple	+8
Attack (Damage)	+9 melee (1d6+5)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5 ft. sq. / 5 ft
Species Traits	Scent
Saving Throws	Fort +5, Ref +5, Will +3
Ability Scores	Str 20, Dex 16, Con 17, Int 2, Wis 14, Cha 6
Skills (14)	Jump +8, Listen +5, Spot +5, Survival +6 (+10 track), Swim +6
Feats	Improved trip, Weapon Focus (bite)
Evolution	—

Dog, Medium-Sized (CR 0)	
Size	Medium Animal
Hit Dice	2d8+6
Hit Points	15
Massive Damage Threshold	16
Initiative	+3
Speed	40 ft.
Defense	13 (+2 Dex, +1 natural)
Touch	12
Flatfooted	11
Damage Reduction	—
Base Attack Bonus	+1
Grapple	+4
Attack (Damage)	Bite +3 melee (1d6+3)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5ft. sq. / 5ft.
Species Traits	Scent
Saving Throws	Fort +5, Ref +5, Will +1
Ability Scores	Str 16, Dex 16, Con 16, Int 2, Wis 12, Cha 6
Skills (10)	Jump +4, Listen +3, Spot +3, Survival +3 (+7 scent), Swim +5
Feats	—
Evolution	—

Dog, Trained (CR 1)	
Size	Medium animal
Hit Dice	2d8+6
Hit Points	15
Massive Damage Threshold	16
Initiative	+1
Speed	40 ft.
Defense	14 (+1 Dex, +3 natural)
Touch	12
Flatfooted	14
Damage Reduction	—
Base Attack Bonus	+1
Grapple	+3
Attack (Damage)	+3 bite (1d6+2)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5 ft. sq. / 5 ft
Species Traits	Scent, Trained
Saving Throws	Fort +5, Ref +3, Will +2
Ability Scores	Str 15, Dex 12, Con 16, Int 2, Wis 14, Cha 6
Skills (10)	Jump +4, Listen +6, Spot +6, Survival +8 (+12 track), Swim +4
Feats	Alertness
Evolution	—



COCKROACH, GIANT

Physical Description

Giant cockroaches look much like their non-radiated cousins except much bigger. Giant cockroaches can grow up to two feet long. These creatures have long, flat bodies that allow them to squeeze into narrow crevices and underneath doors.

Cockroach, Giant (CR 0)

Size	Tiny Radioactive Vermin
Hit Dice	1d10+1
Hit Points	7
Massive Damage Threshold	12
Initiative	+4
Speed	50 ft.
Defense	19 (+4 Dex, +3 natural, +2size)
Touch	16
Flatfooted	15
Damage Reduction	PDR/5
Base Attack Bonus	+0
Grapple	-10
Attack (Damage)	Bite +0 melee (1d3-2)
Full Attack (Damage)	See Attack
Fighting Space / Reach	2 ½ ft. sq. / 0
Species Traits	Darkvision, Immune to Radiation, Natural Climber, Stability
Saving Throws	Fort +3, Ref +5, Will +1
Ability Scores	Str 7, Dex 18, Con 12, Int —, Wis 13, Cha 2
Skills (6)	Climb +12, Search +7
Feats	—
Evolution	2 – 4 HD (small)

Ecology

Cockroaches and yellow cream-filled snack cakes were always presumed to be the only things that'd survive a nuclear war. Cockroaches have been around for over three hundred million years and are certain to be around long after the human race has entered the fossil record. These radioactive vermin can live almost anywhere. They are particularly common in large urban areas and abandoned ruins but can be found living any place that has sufficient water and warmth.

Cockroaches are social insects that communicate with each other through chemical trails and pheromones. This system allows the giant cockroaches to follow each other toward food sources. Chemical marking also allows these creatures to find others of



their kind. Giant cockroaches tend to hide together in large groups and will often be encountered in massive groups.

Giant Cockroaches are the main source of meat (if you want to call it that) in several small wasteland communities. It is an acquired taste, but full of nutrients, protein, and weak amount of radiation. Eating a cockroach meal will net the consumer 10 RAD, but stave off the effects of starvation.

Species Traits

Darkvision: Giant cockroaches have darkvision.

Immune to Radiation: Giant cockroaches are immune to the harmful effects of radiation.

Natural Climber: Giant Cockroaches receive a +8 species bonus on Climb checks. They use their Dexterity modifier for Climb checks.

Stability: Due to multiple legs; a giant cockroach gains a +6 bonus to oppose bull rush and trip attempts.

COCKROACH, SPITTING

Physical Description

Like its smaller mutated cousin the giant cockroach, the spitting cockroach has evolved into monstrous proportions. Not only is the spitting cockroach larger than a normal giant cockroach, it has also developed a nasty acid spray that it uses for hunting and self defense.

Ecology

This cockroach is highly aggressive and will eat anything from carrion to meat to tin cans. These creatures can be found in any environment and they often lurk at the edge of another predator's territory. Spitting cockroaches use chemical scent trails to lead each other to food and shelter. These creatures breed in vast numbers and are rarely encountered alone.

Spitting Cockroaches, like the Giant Cockroach, are the main source of meat (if you want to call it that) in several small wasteland communities, having the same effects. However, the acid gland of the spitting roach has practical value as a chemical acid as well as the shell which is used for armor and structural material. Harvesting an acid gland requires a Survival skill check DC 30, while removal of shell intact requires a Survival skill check DC 18. Chemists generally purchase the acid gland for 10 steel coins each, while the shell sells for 25 steel coins.

Species Traits

Acid Spit: Once per round a giant spitting cockroach can spit a glob of highly acidic saliva at a target. The spit has a range increment of 15 and deals 2d6 points of acid damage. Targets that are within 5 feet of the hit zone suffer 1 point of acid splash damage.

Darkvision: Spitting cockroaches have darkvision.

Immune to Radiation: Spitting cockroaches are immune to the harmful effects of radiation.

Spitting Cockroach, Giant (CR 2)	
Size	Medium Radioactive Vermin
Hit Dice	4d10+4
Hit Points	26
Massive Damage Threshold	11
Initiative	+3
Speed	40 ft.
Defense	18 (+3 Dex, +5 natural)
Touch	13
Flatfooted	15
Damage Reduction	PDR/5
Base Attack Bonus	+3
Grapple	+5
Attack (Damage)	Bite +5 melee (1d6 +2) or Acid Spit +6 range (2d6)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5ft. sq. / 5ft.
Species Traits	Acid spit, Darkvision, Immune to Radiation, Natural Climber, Stability
Saving Throws	Fort +5, Ref +5, Will +2
Ability Scores	Str 14, Dex 16, Con 12, Int —, Wis 13, Cha 2
Skills (12)	Climb +12, Search +12
Feats	—
Evolution	5 – 8 HD (medium)

Natural Climber: Giant spitting cockroaches receive a +8 species bonus on Climb checks. They use their Dexterity modifier for Climb checks.

Stability: Due to multiple legs; a giant spitting cockroach gains a +6 bonus to oppose bull rush and trip attempts.

CROCODILE

Physical Description

A crocodile is a large aquatic reptile with powerful jaws and multitudes of sharp teeth. The size of a crocodile varies greatly by species but some specimens can grow up more than sixteen feet long and weigh well over one thousand pounds. Most crocodiles encountered in the wastes are between six and eight feet long. Huge crocodiles have grown to enormous size. These bruisers can be up to thirty feet long and weigh several tons.

Ecology

Crocodiles are native to the Americas, though some of the larger specimens may have migrated to the southwestern United States from Latin America. These animals are ambush hunters who will lie in wait for unsuspecting prey to wander close by. Crocs will attack and eat anything; some have even been known to bite chunks out of small boats. Fortunately crocodiles have a slow metabolism and can go for long periods of time without eating. Crocodiles may be encountered in lakes, rivers, sewers, or the open ocean. They also lurk on the shore near waterways and pose a great threat to careless land travelers.

Wasteland hunters value crocodiles for their skins which are made into boots, belts, and jackets. A crocodile can be skinned with a Survival skill check DC 25. A crocodile skin will net the seller between 400 to 800 steel coins depending upon the size of the beast.



Species Traits

Aquatic: Crocodiles can move in water without making Swim checks and cannot drown in water.

Improved Grab: To use this ability, a crocodile must hit an opponent of its size or smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. If a mutant gator establishes a hold and can try to swallow whole the grappled opponent on the following round.

Low-Light Vision: Crocodiles can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Swallow Whole: A mutant gator can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. It takes a gator four successful grapple checks to swallow a medium creature (2 for a flexible trait creature). The swallowed creature takes 2d6+7 points of bludgeoning damage and 4 points of acid damage per round from the gator's gizzard. A swallowed creature can cut its way out by using a light bladed weapon to deal 8 points of damage to the gizzard (AC 14). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A mutant gator's gizzard can hold 1 Medium (2 Flexible), 4 Small, 8 Tiny, or 64 Diminutive or smaller opponents.

Skill Bonus:

Crocodiles and Gators gain a +12 species bonus on Hide checks when submerged and has a +8 racial bonus on any Swim check

to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

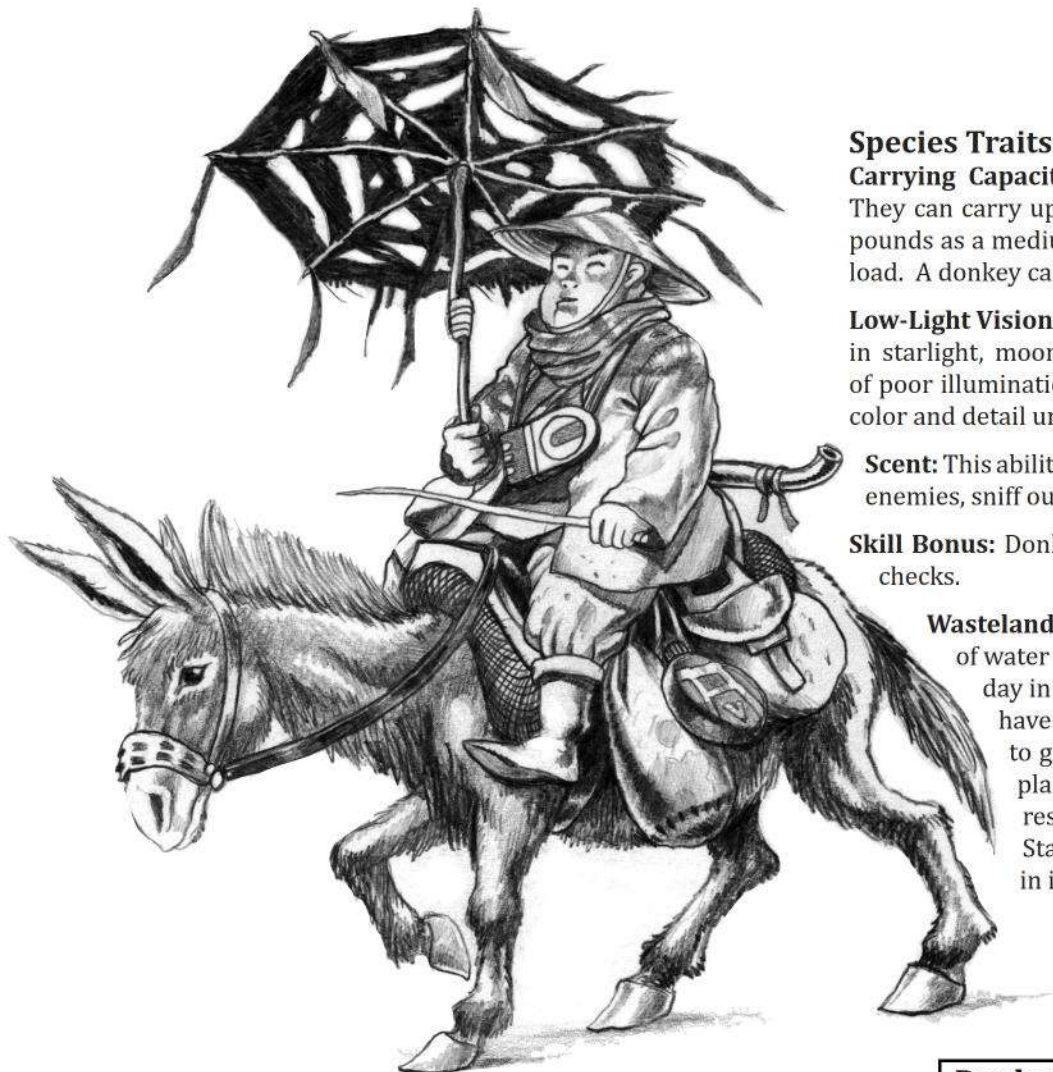
Mutant Gator (CR 3)	
Size	Large Mutated Animal
Hit Dice	4d10+20
Hit Points	34
Massive Damage Threshold	20
Initiative	+2
Speed	20 ft., Swim 20 ft.
Defense	15 (+1 Dex, +5 natural, -1 size)
Touch	11
Flatfooted	14
Damage Reduction	PDR/2
Base Attack Bonus	+4
Grapple	+15
Attack (Damage)	Bite +11 melee (1d8+10)
Full Attack (Damage)	See Attack
Fighting Space / Reach	10 ft. sq. / 5 ft.
Species Traits	Aquatic, Improved Grab, Low-Light Vision Swallow Whole (2d6+7)
Saving Throws	Fort +9, Ref +2, Will +2
Ability Scores	Str 24, Dex 10, Con 20, Int 2, Wis 12, Cha 6.
Skills (14)	Hide +4 (+15 submerged) Listen +8, Spot +8, Swim +26
Feats	Alertness, Skill Focus (Hide), Weapon Focus (Bite)
Evolution	5-8 (Large) 9-16 (Huge)

Crocodile, Medium (CR 1)

Size	Medium Animal
Hit Dice	3d8+9
Hit Points	23
Massive Damage Threshold	16
Initiative	+1
Speed	20 ft., Swim 30 ft.
Defense	15(+1 Dex, +4 natural)
Touch	11
Flatfooted	14
Damage Reduction	PDR/2
Base Attack Bonus	+2
Grapple	+10
Attack (Damage)	bite +7 melee (1d6+6)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5 ft. sq. / 5 ft.
Species Traits	Aquatic, Improved Grab, Low-Light Vision
Saving Throws	Fort +5, Ref +3, Will +3
Ability Scores	Str 18, Dex 12, Con 16, Int 2, Wis 14, Cha 6
Skills (12)	Hide +5 (+13 submerged), Listen +6, Spot +6 Swim +20
Feats	Weapon Focus (bite)
Evolution	4-5 HD (Medium-size); 6-7 HD (Large)

Crocodile, Huge (CR 4)

Size	Huge Animal
Hit Dice	8d8+56
Hit Points	92
Massive Damage Threshold	24
Initiative	+0
Speed	20 ft., Swim 30 ft.
Defense	15 (+7 natural, -2 size)
Touch	8
Flatfooted	15
Damage Reduction	PDR/2
Base Attack Bonus	+6
Grapple	+25
Attack (Damage)	+16 melee (2d6+16, bite)
Full Attack (Damage)	See Attack
Fighting Space / Reach	15 ft. sq. / 10 ft.
Species Traits	Aquatic, Improved Grab, Low-Light Vision
Saving Throws	Fort +4, Ref +4, Will +2
Ability Scores	Str 32, Dex 10, Con 24, Int 2, Wis 12, Cha 6
Skills (18)	Hide +0 (+12 submerged), Listen +7, Spot +7, Swim +27
Feats	Weapon Focus (bite)
Evolution	9-16 HD (Huge); 17-32 HD (Gargantuan)



DONKEY

Physical Description

A donkey is a small, horse-like animal renowned for its durability and carrying ability. They stand between three and four feet high at the shoulder.

Ecology

Donkeys are tough creatures that can survive in the toughest deserts and the most barren scrub plains. Donkeys in the wild are solitary animals and very skittish of humans. The vast majority of donkeys in the wastelands are employed by humans as pack animals or occasionally to guard livestock against predators. These animals are sure footed and brave, a donkey will traverse dangerous mountains paths or underground tunnels without balking. An adult donkey in good physical health is worth 2500 steel coins.

Species Traits

Carrying Capacity: Donkeys are surefooted and sturdy. They can carry up to 200 pounds as a light load, 201–400 pounds as a medium load, and 401–600 pounds as a heavy load. A donkey can drag 3000 pounds.

Low-Light Vision: Donkeys can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent: This ability allows the donkey to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonus: Donkeys gain a +2 species bonus on Balance checks.

Wasteland Care: A trained donkey needs one gallon of water and 1/2 pound of feed or vegetation each day in order to survive desert climate. Donkeys have tough digestive systems that allow them to get nutrition and water from the toughest plants. Failure to meet these requirement results in the donkey starving (see the Starvation rules in the EXS) and a reduction in its speed by 10.

Donkey (CR 0)	
Size	Medium animal
Hit Dice	2d8+6
Hit Points	15
Massive Damage Threshold	16
Initiative	+1
Speed	40 ft.
Defense	13 (+1 Dex, +2 natural)
Touch	11
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+1
Grapple	+3
Attack (Damage)	Bite +3 melee (1d6+2)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5ft. sq. / 5ft.
Species Traits	Low-light vision, Scent
Saving Throws	Fort +4, Ref +3, Will +1
Ability Scores	Str 15, Dex 12, Con 16, Int 2, Wis 12, Cha 6
Skills (10)	Balance +8, Listen +6, Spot +6
Feats	Alertness
Evolution	—

ELEPHANT

Physical Description

The African elephant is the largest land animal in the world, standing thirteen feet high at the shoulder and weighing up to thirteen tons. Even the smaller cousins of the elephant family are impressive creatures. A panicked elephant is dangerous; an enraged elephant is a truly frightening spectacle to behold.

Ecology

Elephants originate from Africa and Asia. Like many displaced species, elephants came to the Americas as the property of zoos and circuses. Most of the elephants found in the wastes are still employed in a similar fashion, though some are used as beasts of burden as well. Some travelers have reported seeing small herds of elephants traversing the grasslands of the central wasteland. These "wild" elephants are mostly hybrids descended from both African and Asian species and many of them are deformed in some manner. Male elephants are generally solitary creatures while the females and young form tightly knit groups.

Despite their passive reputation, elephants can succumb to bouts of rage, even to the point of seeking vengeance. Elephants sometimes kill people and destroy buildings in revenge for the killing of their own kind. Adult male elephants occasionally slip into periods of unpredictable or highly aggressive behavior, especially during the mating season. Aggression is also particularly common in elephants that have been mistreated or neglected. A rogue elephant is an isolated male that readily engages in violence.

Elephant ivory is very valuable, often bringing in a price of 150 steel coins or more for a set of adult male tusks. However, a living elephant is much more valuable. A healthy adult elephant costs 10,000 steel coins.

Species Traits

Carrying Capacity: Elephants can carry up to 600 pounds as a light load, 601–1200 pounds as a medium load, and 1201–2400 pounds as a heavy load. An Elephant can drag 12000 pounds.

Low-Light Vision: Elephants can see twice as far as a human in starlight, moonlight, torchlight, and

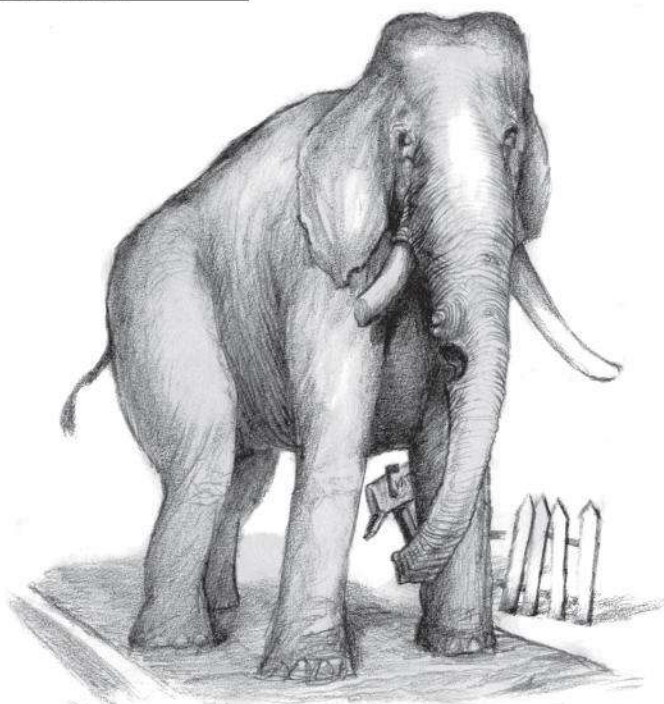
similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent: This ability allows the elephant to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Trample: An elephant can trample large or smaller creatures for 2d6+15 points of damage. Opponents who do not make attacks of opportunity against the elephant can attempt a Reflex save (DC 25) to halve the damage.

Wasteland Care: An elephant is extremely expensive to take care of. These massive animals need at least 20 gallons of water and at least 300 pounds of

Elephant (CR 6)	
Size	Huge animal
Hit Dice	11d8+77
Hit Points	127
Massive Damage Threshold	24
Initiative	+0
Speed	40 ft.
Defense	13 (–2 size, +5 natural)
Touch	8
Flatfooted	13
Damage Reduction	PDR/2
Base Attack Bonus	+8
Grapple	+26
Attack (Damage)	Slam +14 melee (1d6+15) or Gore +14 melee (2d6+15)
Full Attack (Damage)	Slam +14 melee (1d6+10) or Gore+14 melee (2d6+15) and Stomp +9 melee (2d4+5) Stomp +9 melee (2d4+5)
Fighting Space / Reach	15ft. sq. / 10ft.
Species Traits	Low-Light Vision, Scent, Trample (2d6+15)
Saving Throws	Fort +5, Ref +5, Will +3
Ability Scores	Str 31, Dex 10, Con 24, Int 2, Wis 16, Cha 6
Skills (28)	Listen +12, Spot +13, Survival +12
Feats	Alertness
Evolution	12–22 HD (Huge)





feed or vegetation each day in order to survive. About half of what an elephant eats is comprised of grass. The rest of their diet is a mixture of leaves, tree bark, small twigs, fruit, seeds, and flower petals. Failure to meet these requirement results in the elephant starving (see the Starvation rules in the EXS) and a reduction in its speed by 10.

FELINES

Physical Description

Felines range from the domestic cat to large predatory cats, like cougars, lions, and tigers. Domestic cats range in color, weigh 7 to 20 pounds, and stand around 1 foot tall. Larger cats are all distinctive in coloring weighing between 150 to 600 pounds standing from 3 feet to 5 feet tall.

Ecology

Felines dominate many Wasteland ecosystems and the various species range over a vast array of territories and climates. They can be encountered in forests, open plains, and urban areas. Some of these species, like the cougar and jaguar, are native to the Americas. Others, like the tiger and leopard, have been brought here by zoos. Only domestic cats and lions live in social groups, all other felines are solitary hunters.

Species Traits

Pounce: If a feline leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab: To use this ability, the feline must hit with its bite attack. If it gets a hold, it can rake as a free action.

Rake: If a cat successfully grabs its prey (see Improved Grab, above), it can make a rake attack (at its secondary attack bonus) with its hind legs as part of a full attack. If successful, the rake attack deals damage as denoted in the feline's species trait entry.

Scent: This ability allows the feline to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Low-Light Vision: Felines can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Skill Bonuses: Felines gain a +8 species bonus on Balance checks and a +4 species bonus on Hide, Jump, and Move Silently checks (for running jumps, the Jump bonus is +8). Medium-sized and smaller Felines use their Dexterity bonus for Climb skill checks.

Cougar (CR 2)	
Size	Medium animal
Hit Dice	3d8+9
Hit Points	23
Massive Damage Threshold	16
Initiative	+4
Speed	40 ft., Climb 20 ft.
Defense	15 (+4 Dex, +1 natural)
Touch	15
Flatfooted	11
Damage Reduction	—
Base Attack Bonus	+2
Grapple	+4
Attack (Damage)	Claw +6 melee (1d4+2)
Full Attack (Damage)	Bite +6 melee (1d6+2) Claw +1 melee (1d4+1) Claw +1 melee (1d4+1)
Fighting Space / Reach	5ft. sq. / 5ft.
Species Traits	Low-Light Vision, Pounce, Scent
Saving Throws	Fort +5, Ref +6, Will +2
Ability Scores	Str 14, Dex 18, Con 16, Int 2, Wis 12, Cha 6
Skills (12)	Balance +12, Climb +14, Hide +10, Jump +10, Listen +5, Move Silently +10, Spot +5
Feats	Alertness Weapon Finesse (bite, claw)
Evolution	4–5 (Medium)

Lion (CR 4)	
Size	Large animal
Hit Dice	5d8+25
Hit Points	61
Massive Damage Threshold	20
Initiative	+4
Speed	40 ft.
Defense	15 (+4 Dex, +3 natural, -1 size)
Touch	12
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+3
Grapple	+13
Attack (Damage)	Claw +8 melee (1d4+6)
Full Attack (Damage)	Claw +8 melee (1d6+6) Claw +8 melee (1d6+6) Bite +3 melee (1d8+3)
Fighting Space / Reach	10 ft. sq. / 5ft.
Species Traits	Improved Grab, Low-Light Vision, Pounce, Rake (2d6+12) Scent
Saving Throws	Fort +8, Ref +7, Will +3
Ability Scores	Str 23, Dex 18, Con 20, Int 2, Wis 14, Cha 6
Skills (16)	Balance +12, Hide +7, Jump +11, Listen +7, Move Silently +11, Spot +8
Feats	Alertness Multi-Attack Run
Evolution	6–8 HD (Large)

Domestic Cat (CR -1)	
Size	Tiny Animal
Hit Dice	1/2d8
Hit Points	2
Massive Damage Threshold	10
Initiative	+3
Speed	40 ft., Climb 20 ft.
Defense	16 (+4 Dex, +2 size)
Touch	16
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+0
Grapple	-9
Attack (Damage)	Bite +5 melee (1d3-2)
Full Attack (Damage)	Bite +5 melee (1d3-2) Claw +0 melee (1d2-2) Claw +0 melee (1d2-2)
Fighting Space / Reach	5ft. / 5ft.
Species Traits	Low-Light Vision, Scent
Saving Throws	Fort +1, Ref +4, Will +1
Ability Scores	Str 7, Dex 16, Con 10, Int 2, Wis 12, Cha 6
Skills (8)	Balance +11, Climb +11, Hide +15, Jump +5, Listen +5, Move Silently +7, Spot +5
Feats	Alertness, Weapon Finesse (bite, claw)
Evolution	—

Tiger (CR 5)	
Size	Large animal
Hit Dice	6d8+30
Hit Points	71
Massive Damage Threshold	20
Initiative	+2
Speed	40 ft.
Defense	14 (+2 Dex, +3 natural, -1 size)
Touch	11
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+4
Grapple	+15
Attack (Damage)	Bite +11 melee (1d8+7)
Full Attack (Damage)	Bite +11 melee (1d8+7) Claw +6 melee (1d6+3) Claw +6 melee (1d6+3)
Fighting Space / Reach	10 ft. sq. / 5ft.
Species Traits	Improved Grab, Low-Light Vision, Pounce, Rake (2d8+6) Scent
Saving Throws	Fort +8, Ref +7, Will +3
Ability Scores	Str 24, Dex 16, Con 20, Int 2, Wis 14, Cha 6
Skills (18)	Balance +11, Hide +5, Listen +7, Move Silently +9, Spot +7, Swim +10
Feats	Alertness Endurance Stealthy Weapon Focus (bite)
Evolution	7–12 HD (Large); 13–18 HD (Huge)

REDWOOD PUMA

Physical Description

Redwood Pumas are regular pumas gone really, really bad. About the size of a rhinoceros and covered with dense, shaggy fur, Redwood pumas look less like cats and more like some kind of Paleolithic nightmare. This muscular beast measures four feet tall at the shoulder and can weigh up to six hundred pounds.

Ecology

The redwood puma inhabits the redwood forests of its namesake. It feeds on large prey animals like deer, elk and stray livestock, though hunger often drives the pumas to expand their territory deep into areas traversed by humans. Redwood pumas are solitary hunters who roam well defined territories in search of prey. Though they are named after the redwood forests of California, these creatures are adaptable and can survive in almost any environment. It is the redwood puma's generalist nature that has allowed it to spread across the southwest wastelands.

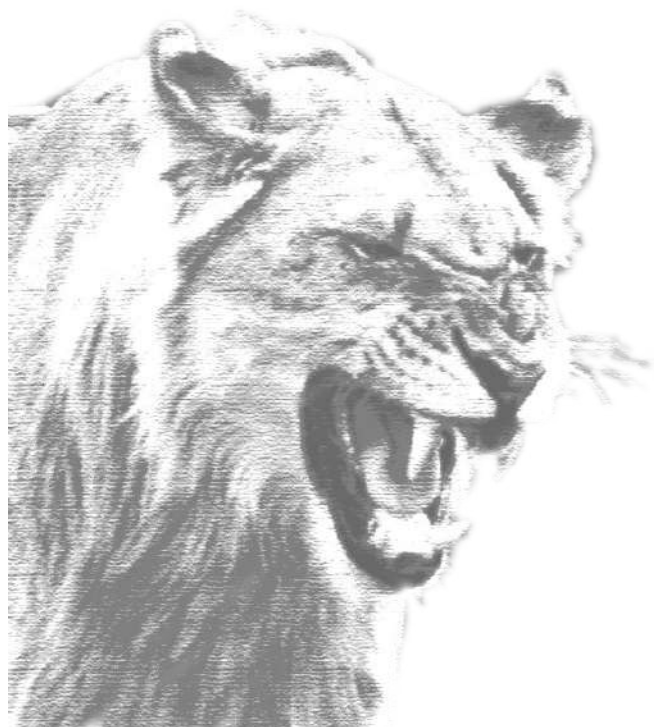
Species Traits

Brutal Mauling: If a Redwood Puma successfully strikes an opponent with all three attacks of a full attack action, the cat goes into a sudden frenzy and may make another full attack against the target he struck. Brutal mauling only triggers once per round.

Camouflage: Redwood Puma fur has a unique quality that breaks up the creature's silhouette in almost all situations. When attacking the Puma with ranged weapons, the camouflage kicks in, causing a -2 penalty on all attack rolls.

Low-Light Vision: Redwood Pumas can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent: This ability allows a Redwood Puma to detect approaching enemies, sniff out hidden foes, and track by sense of smell.



Redwood Puma (CR 5)	
Size	Large animal
Hit Dice	6d8+30
Hit Points	71
Massive Damage Threshold	23
Initiative	+3
Speed	Spd 50 ft.
Defense	17 (+3 Dex, +5 natural, -1 size)
Touch	12
Flatfooted	14
Damage Reduction	PDR/3
Base Attack Bonus	+4
Grapple	+15
Attack (Damage)	Bite +11 melee (1d8+7)
Full Attack (Damage)	Bite +11 melee (1d8+7) Claw +6 melee (1d6+3) Claw +6 melee (1d6+3)
Fighting Space / Reach	10 ft. sq. / 10 ft.
Species Traits	Brutal Mauling, Camouflage, Low-Light Vision, Scent
Saving Throws	Fort +8, Ref +7, Will +3
Ability Scores	Str 24, Dex 16, Con 20, Int 2, Wis 12, Cha 5
Skills (18)	Hide +8, Listen +6, Move Silently +12, Spot +6
Feats	Diehard Improved Damage Threshold Multi-Attack Weapon Focus (Bite)
Evolution	—

HIPPOPOTAMUS

Physical Description

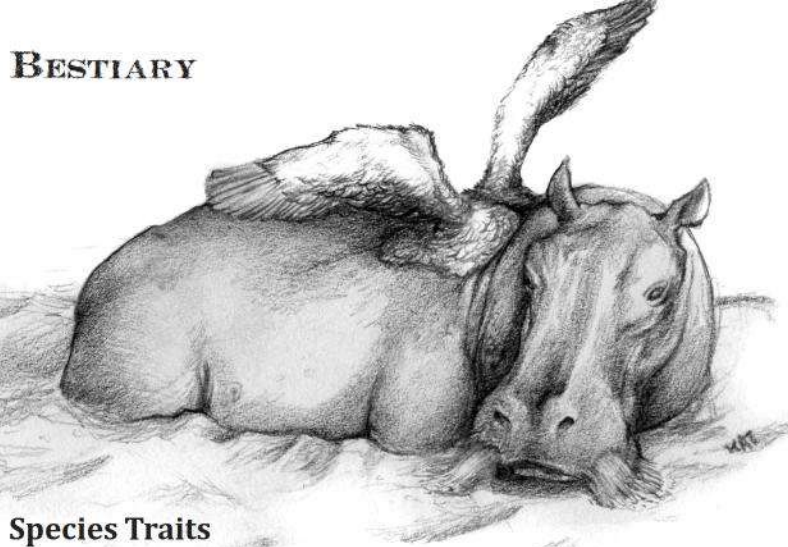
The huge mouths and wicked teeth of these grey brutes should give anyone pause. These semi aquatic mammals are massive beasts, the largest of which can weigh as much as five tons. Most hippos are smaller, at an average of two tons.

Ecology

Hippopotami live in rivers, lakes, swamps, or other bodies of water. The hippopotamus is one of the most aggressive animals in the world and it will attack anything in its territory, including crocodiles. They are less aggressive on land but they can still be dangerous if provoked. These creatures are descended from zoo specimens that have been escaped into the wild during or after the Exodus.

Hippos live in lakes and rivers, congregating in groups of five to thirty animals. Territorial bulls preside over a stretch of river that is also inhabited by about ten females. Other males are allowed to pass through this territory as long as they show the resident bull the proper deference. The water is where these creatures spend most of their lives. Hippopotami are not social animals, though they do congregate together in groups while resting.

The diet of the hippopotami consists almost entirely of grass, though they will occasionally sample aquatic plants and other vegetation. An extremely hungry hippo may be driven to eat carrion or even hunt for meat.



Species Traits

Hold Breath: A hippopotamus can seal its nostrils by muscular action and hold its breath for a number of rounds equal to its Constitution score \times 10.

Scent: This ability allows a hippopotamus to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonus: A hippopotamus is agile in the water, gaining a +4 species bonus on Swim checks.

HORSE

Physical Description

A horse is a powerful and majestic quadruped that is built for running. This animal has always represented wealth and power among many human cultures and that is true in the wastelands as well. Several breeds of horses survived the Exodus.

Ecology

One can find herds of mustangs running wild across the mountains, plains, and deserts of the southwest. Domesticated horses are rare and a good riding horse is a valuable thing indeed. Horseback is the transport of choice among the well heeled. Elite military units, Tribals, and a few raiders have organized cavalry units.

The Chi Dynasty is the biggest owner and breeder of horses in the wastelands. The agents of the Chi buy up any stock that they can find and capture mustangs in the wild. The Dynasty has worked very hard in their attempt to establish a monopoly on the horse trade. The only competition the San Francisco lords have in the horse trade comes from a handful of NEMO related groups who import horses from Texas. Constant demand and extremely tight supplies work in concert to make equines very expensive and hard to find. A horse in good physical shape is worth 5000 steel coins.

Hippopotamus (CR 3)	
Size	Large animal
Hit Dice	8d8+40
Hit Points	76
Massive Damage Threshold	20
Initiative	+0
Speed	30 ft., Swim 20 ft.
Defense	15 (+6 natural, -1 size)
Touch	9
Flatfooted	15
Damage Reduction	PDR/3
Base Attack Bonus	+6
Grapple	+20
Attack (Damage)	Bite +12 melee (1d8+9)
Full Attack (Damage)	See Attack
Fighting Space / Reach	10 ft. sq. / 5ft.
Species Traits	Hold breath, Scent
Saving Throws	Fort +9, Ref +4, Will +3
Ability Scores	Str 23, Dex 10, Con 20, Int 2, Wis 12, Cha 6.
Skills	Listen +7, Swim +19
Feats	Improved Grapple Weapon Focus (bite)
Evolution	9-16 HD (Large); 17-24 HD (Huge)

Species Traits

Carrying Capacity: Horses can carry up to 400 pounds as a light load, 401–800 pounds as a medium load, and 801–1600 pounds as a heavy load. A Horse can drag 8000 pounds.

Low-Light Vision: Horses can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent: This ability allows a horse to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

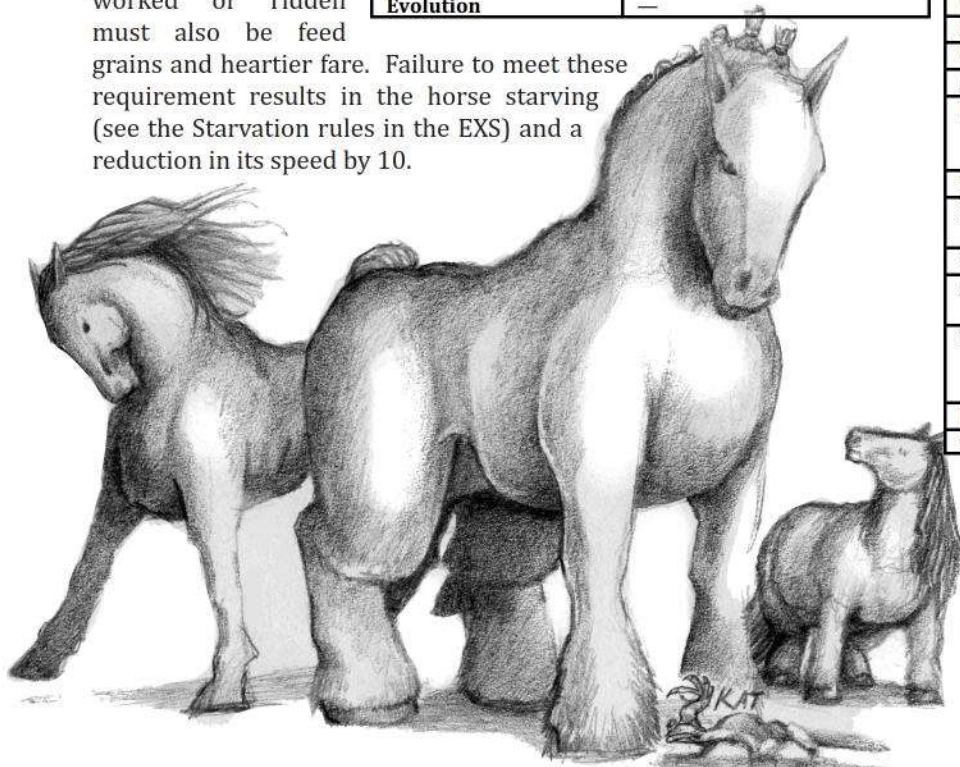
Trained: A trained horse knows one of the following training general purposes as detailed under Handle Animal in the EXS or SWG: Combat Riding, Laboring, or Riding.

Wasteland Care: A trained horse needs 10 gallons of water and 20 pounds of feed or vegetation each day in order to survive the desert climate. Salt must also be provided. Horses can survive on nothing but hay and wild grass if they are not exerting themselves physically. However, a horse that is being worked or ridden must also be feed grains and heartier fare. Failure to meet these requirement results in the horse starving (see the Starvation rules in the EXS) and a reduction in its speed by 10.

Horse, Trained (CR 3)	
Size	Large animal
Hit Dice	3d8+18
Hit Points	31
Massive Damage Threshold	18
Initiative	+4
Speed	50 ft.
Defense	16(+4 Dex, +3 natural, -1 size)
Touch	13
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+2
Grapple	+11
Attack (Damage)	Hoof +6 melee (1d4+5)
Full Attack (Damage)	Hoof +6 melee (1d4+5) Hoof +6 melee (1d4+5) Bite +1 (1d6+2)
Fighting Space / Reach	10 ft. sq. / 5 ft
Species Traits	Low-Light Vision, Scent, Trained
Saving Throws	Fort +6, Ref +6, Will +3
Ability Scores	Str 20, Dex 18, Con 18, Int 2, Wis 14, Cha 6
Skills (12)	Jump +9, Listen +8, Spot +8
Feats	Alertness
Evolution	—

Horse, Trained War (CR 1)	
Size	Large animal
Hit Dice	6d8+24
Hit Points	51
Massive Damage Threshold	18
Initiative	+4
Speed	50 ft.
Defense	16(+4 Dex, +3 natural, -1 size)
Touch	13
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+3
Grapple	+12
Attack (Damage)	Hoof +8 melee (1d4+5)
Full Attack (Damage)	Hoof +8 melee (1d4+5) Hoof +8 melee (1d4+5) Bite +3 (1d6+2)
Fighting Space / Reach	10 ft. sq. / 5 ft
Species Traits	Low-Light Vision, Scent, Trained (combat riding)
Saving Throws	Fort +7, Ref +7, Will +4
Ability Scores	Str 20, Dex 18, Con 18, Int 2, Wis 14, Cha 6
Skills (18)	Jump +5, Listen +4, Spot +4
Feats	Alertness Lighting Reflexes Weapon Focus (hoof)
Evolution	—

Horse, Wild (CR 2)	
Size	Large animal
Hit Dice	2d8+8
Hit Points	51
Massive Damage Threshold	18
Initiative	+4
Speed	50 ft.
Defense	15(+3 Dex, +3 natural, -1 size)
Touch	12
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+1
Grapple	+5
Attack (Damage)	Hoof +5 melee (1d4+5)
Full Attack (Damage)	Hoof +5 melee (1d4+5) Hoof +5 melee (1d4+5) Bite +0 (1d6+2)
Fighting Space / Reach	10 ft. sq. / 5 ft
Species Traits	Low-Light Vision, Scent
Saving Throws	Fort +6, Ref +4, Will +1
Ability Scores	Str 20, Dex 16, Con 18, Int 2, Wis 12, Cha 6
Skills	Jump +5, Listen +4, Spot +4
Feats	Alertness
Evolution	—



INFESTER

Physical Description

This harmless looking bug is a lethal monster if it catches you unaware. The tiny brown creature resembles a large tick.

Ecology

No one knows where infesters come from. Some people say that they are mutant insects. Others say that they are alien spores. What is known is that outbreaks of infester activity pop up periodically in the Wastelands. The tiny grubs bore into unsuspecting victims and drive them mad with hunger and bloodlust. Infesters that make it into a heavily populated area can breed out of control in a matter of months.

Infester, Adult (CR -4)

Size	Diminutive Vermin
Hit Dice	2d8+0
Hit Points	9
Massive Damage Threshold	10
Initiative	+5
Speed	30 ft.
Defense	15 (+5 Dex, +4 size)
Touch	14
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+0
Grapple	-9
Attack (Damage)	Infestation
Full Attack (Damage)	See Attack
Fighting Space / Reach	2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.
Species Traits	Blindsight 60 ft., Boost Host, Host Protection, Infestation, Vermin
Saving Throws	Fort +2, Ref +5, Will +1
Ability Scores	Str 3, Dex 20, Con 10, Int —, Wis 13, Cha 6
Skills (6)	Hide +15, Move Silently +6, Spot +3.
Feats	—
Evolution	—

Species Traits

Anesthetic Bite: The bite of an infester grub releases an anesthetic that numbs nerves. An opponent that does not actually witness the attack must make a successful Wisdom check (DC 20) to notice it.

Attach: If an infester grub successfully deals damage to a warm-blooded opponent, it latches onto the latter's body in the same round and begins to burrow inside. The burrowing process takes 1 round to complete, during which the grub is flat-footed (Defense 18). Once the grub has finished burrowing into the host, only a tiny wound is left to indicate that anything is amiss.

Blindsight: An infester has blindsight with a range of 60 ft.

Boost Host: An attached infester constantly pumps endorphins and other chemicals into the host's body, increasing its strength and instilling a sense of

Infester, Grub (CR -6)

Size	Fine Vermin
Hit Dice	1/4 d8
Hit Points	1
Massive Damage Threshold	8
Initiative	+9
Speed	30 ft.
Defense	24 (+8 size, +6 Dex)
Touch	19
Flatfooted	18
Damage Reduction	—
Base Attack Bonus	+0
Grapple	-21
Attack (Damage)	Bite +0 melee (1)
Full Attack (Damage)	See Attack
Fighting Space / Reach	½ ft. sq. / 0 ft.
Species Traits	Anesthetic Bite, Attach, Blindsight 60 ft., Boost Host, Host Protection, Infestation, Vermin
Saving Throws	Fort +1, Ref +6, Will +1
Ability Scores	Str 1, Dex 22, Con 8, Int —, Wis 13, Cha 6
Skills (6)	Hide +17, Move Silently +6, Spot +3
Feats	—
Evolution	Adult Infester

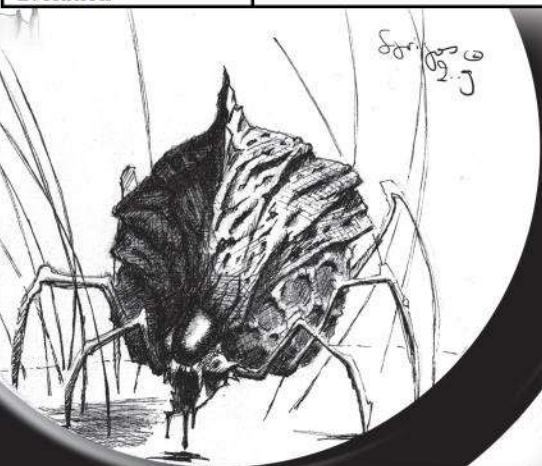
euphoria and indestructibility. The host gains a +2 bonus to both Strength and Constitution but takes a -2 penalty to Wisdom. These adjustments begin within 1d6 rounds of attachment and remain in effect as long as the infester is within the host's body.

Host Protection:

An attached infester uses its host's base saving throw bonuses if those are better than its own. Effects that target vermin can't affect an infester inside a host of another type.

Infestation: Once inside its host, an infester grub slowly makes its way through the bloodstream until it reaches the torso, where it takes up residence and begins drawing nutrients from the host's body. During this period, its boost host ability (see above) is constantly in effect.

Because of the infester's unique nutritional needs, even a normally herbivorous host gains an insatiable appetite for raw meat—particularly that of its own



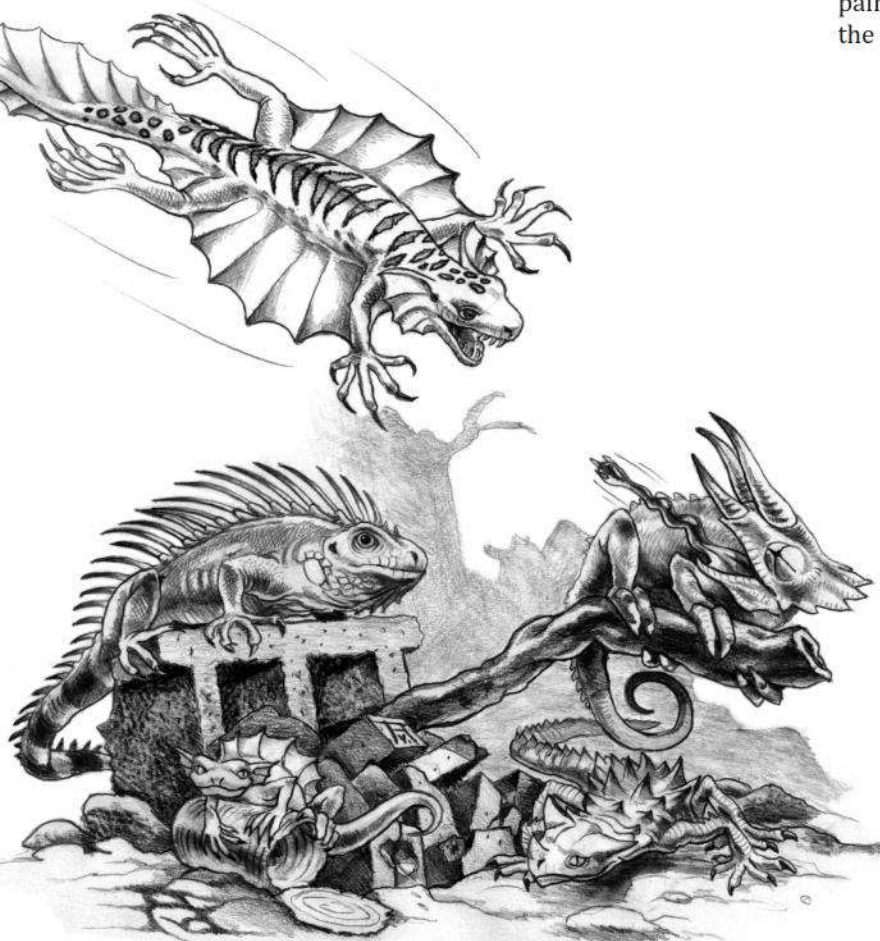
species. Some instances of cannibalism are the result of infesters that drove their hosts beyond the brink of sanity with their lust for flesh.

After one month of incubation, the infester reaches its full adult size and starts chewing its way out of the host's torso. This process takes 1d6 minutes, during which the host experiences excruciating pain. The victim must make a Fortitude save (DC 20) or die when the infester bursts from its torso. Even on a successful save, the host still takes 6d6 points of damage.

Once freed from the host, the adult infester seeks out a pool of filth and mud in which to live. It defends itself against any attacks but otherwise avoids conflict. After 1d6 days, the infester gives birth to thousands of grubs and then perishes, its body providing nourishment for its brood. Only a few of these offspring survive beyond the first few hours. The remaining grubs wait patiently until another unsuspecting creature comes along to repeat the cycle.

A successful Treat Injury check (DC 25) reveals the presence of an infester inside a host. The parasite can be removed with surgery (Treat Injury DC 30). A failure by 5 or more irritates the infester, which begins burrowing out of the host prematurely, dealing 2d6 points of damage to its host (Fortitude DC 20 half).

Vermin: They are immune to mind-affecting effects and gain a +5 species bonus on Fortitude saves to negate the effects of massive damage.



LIZARDS

Lizards are one creature through time that has proven to evolve with the world. Lizards are nearly everywhere in the southern United States. Most lizards live and thrive in the wasteland, but others can be found in forests, jungles, swamps, and urban areas. A variety of common lizards of the wastes are detailed below:

DESERT

Physical Description

The desert lizard is a crawling reptile that measures between one and two feet long ranging in a variety of brown and green colors. These scaly creatures have many sharp teeth and vicious claws. A common example is the Gila Monster, a big lizard that is native to the southwest deserts. Radiation has also affected several breed of lizards creating the giant desert lizard. A giant desert lizard is the size of a large dog and often measures eight feet long from head to tail.

Ecology

Desert lizards do well in harsh deserts and urban areas. In many wasteland cities, desert lizards are a bigger pest problem than rats or radioactive vermin. Desert lizards feed on a varied diet that can include eggs, small birds, other reptiles, small mammals, and insects. Most desert lizards will scurry away from humans, but if cornered they can inflict painful bites; sometimes the bite is poisonous depending on the breed.

Lizard, Desert (CR -3)	
Size	Tiny animal
Hit Dice	1/2 d8
Hit Points	2
Massive Damage Threshold	10
Initiative	+2
Speed	20 ft., Climb 20 ft.
Defense	17 (+3 Dex, +2 natural, +2 size)
Touch	14
Flatfooted	12
Damage Reduction	PDR/1
Base Attack Bonus	+0
Grapple	-12
Attack (Damage)	Bite +5 melee (1d3-2)
Full Attack (Damage)	See Attack
Fighting Space / Reach	2 1/2 ft. sq. / 0 ft.
Species Traits	Low-Light Vision
Saving Throws	Fort +2, Ref +4, Will +1
Ability Scores	Str 7, Dex 16, Con 10, Int 2, Wis 12, Cha 6
Skills (8)	Balance +11, Climb +13, Hide +15 (+19 desert), Listen +4, Move Silently +7, Spot +4
Feats	Weapon Finesse (bite)
Evolution	1-2 HD (small)

Species Traits

Low-Light Vision: Lizards can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Poison: Some species of giant lizard have a poisonous bite. The victim must succeed on a Fortitude save or take the initial damage; a second Fortitude save must be made 1 minute later to negate the poison's secondary damage.

Bite — Fortitude (10 + ½ HD + CON modifier)

Damage: Initial (1d3 STR) / Secondary (1d3 STR).

Skill Bonuses: Lizards use their Dexterity modifier for Climb checks. They gain a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. In desert or overgrown areas, the species bonus on Hide checks improves to +8.

Lizard, Giant (CR 1)

Size	Small animal
Hit Dice	3d8+3
Hit Points	17
Massive Damage Threshold	12
Initiative	+2
Speed	30 ft., Climb 30 ft., Swim 30 ft.
Defense	16 (+2 Dex, +3 natural, +1 size)
Touch	13
Flatfooted	14
Damage Reduction	PDR/3
Base Attack Bonus	+2
Grapple	-2
Attack (Damage)	Bite +5 melee (1d4+1 + poison)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5 ft. sq. / 5 ft.
Species Traits	Low-light vision, Poison
Saving Throws	Fort +3, Ref +4, Will +2
Ability Scores	Str 12, Dex 14, Con 12, Int 2, Wis 12, Cha 6
Skills (12)	Balance +10, Climb +12, Hide +12 (+16 desert) Listen +3, Move Silently +8, Spot +3, Swim +3
Feats	Weapon Finesse (bite)
Evolution	4-5 HD (Medium); 6-18 HD (Large); 19-32 HD (Huge); 33-45 HD (Gargantuan)

LOS CRUCES

Physical Description

The Los Cruces lizard is a fast and agile bipedal reptile standing about four to five feet tall ranging in various shades of browns, greens, and grey tones. These creatures weigh around one hundred pounds on average.

Ecology

The Los Cruces lizard gets its name from its breeding grounds which are near the ruins of Los Cruces, Arizona. These creatures are famous for their ability to belch out gusts of flame, which they used whenever they are startled or cornered. A Los Cruces lizard feeds on any creature that is smaller than itself. Their main food source comes from other reptiles and radioactive insects. Humans and domestic animals are also likely targets. The Los Cruces lizard is an ambush hunter that stalks its prey patiently before making a charge. This reptile does not always go for an instant kill. A Los Cruces lizard prefers to use hit and run attacks that wear down a target over time. The smell of blood and the screams of dying prey can attract other lizards that join in on the carnage. Though they are solitary creatures, a lone Los Cruces lizard will usually attract up to a dozen others if it successfully wounds its prey.

The meat of the Los Cruces lizard is a valuable food source in the Wasteland. If butchered and dried properly (Survival skill check DC 18), one carcass yields about 50 steel coins worth of jerky. The hide of these large reptiles makes a

Lizard, Los Cruces (CR 3)

Size	Medium Mutated Animal
Hit Dice	5d10+21
Hit Points	56
Massive Damage Threshold	17
Initiative	+1
Speed	30 ft., Climb 20 ft.
Defense	16 (+1 Dex, +6 natural)
Touch	10
Flatfooted	15
Damage Reduction	PDR/3, EDR/5
Base Attack Bonus	+3
Grapple	+7
Attack (Damage)	Bite +7 (1d6+4)
Full Attack (Damage)	Bite+7 melee (1d6+3) Claw +2 melee (1d4+1) Claw +2 melee (1d4+1)
Fighting Space / Reach	5 ft. by 10 ft.; Reach 5 ft.
Species Traits	Flaming Belch, Low-Light Vision
Saving Throws	Fort +4, Ref +3, Will +1
Ability Scores	Str 16, Dex 12, Con 16, Int 2, Wis 13, Cha 6
Skills (16)	Climb +14, Hide +8 (+12 in desert), Listen +4 Move Silently +8 Spot +5
Feats	Weapon Focus (bite)
Evolution	6-12 (Large)

substandard quality of leather. Los Cruces hide is suitable for patching tents or making homemade shoes but no one in their right mind would buy it.

Species Traits

Flaming Belch: The Los Cruces lizard builds up massive amounts of methane in its belly. Once per day as a free action the lizard can release this gas in a high pressure belch that ignites upon passing over a patch of electro-chemically charged cells in the creature's throat. This attack inflicts 3d6 points of fire damage to creatures in a 10 foot cone. A target may make a Reflex save (DC 16) for half damage.

Low-Light Vision: Los Cruces lizards can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Skill Bonuses: The Los Cruces lizard gains a +4 species bonus on Hide and Move Silently checks. In desert areas, the species bonus on Hide checks improves to +8.

MEATCLAW

Physical Description

Standing in at three feet tall and weighing in at one hundred pounds, this desert tone mutant lizard, known as the meatclaw, is the deadliest terror to wander the radioactive wastes. Through it is not particularly large, the meatclaw's ferocious nature and surprising strength make it a fearsome beast.

Ecology

The meatclaw is a solitary creature that can be usually be found near toxic waste dumps and in highly radioactive locales. They hunt a specific locale of about fifty square miles that is centered on their lair. This wide territory makes it possible for the meatclaw to encounter all sorts of animals, mutated critters, and mankind.

Generally the meatclaw's diet includes a large variety of wild plant life and shrubberies, but sometimes an occasional meat Popsicle is tossed into the salad.

When an intruder enters into a meatclaw's domain, the mutant lizard becomes very aggressive. The meatclaw attempts to intimidate the

foe to chase them off their hunting ground, with failure generally resulting in a fight to the death and the intruder becoming a tasty snack.

Once per year, during the height of the summer solstice, the male meatclaw undertakes a pilgrimage to find a female mate to produce little wasteland terrors. A male meatclaw will travel up to three hundred miles in search of a female to court and seduce. After a three day animalistic ritual by the male, the female decides whether the male is suitable to produce offspring with. If not, the male is chased off, and a new male suitor enters stage right. Should the pair mate, the male returns to his domain afterwards, and the female lays her fertilized eggs (usually 2 to 4 eggs) in radioactive pools of water or toxic waste. In a short twelve weeks, the eggs hatch and new wasteland terrors enter into the radioactive wasteland. The young are reared by their mother for six months and are taught how to fend for themselves. After this time, mating season begins anew and the young are chased off into the wasteland, starting an age of terror and rampage of their own, to make room for the new batch.

Lizard, Meatclaw (CR 13)

Size	Small Mutated Animal
Hit Dice	12d10+60
Hit Points	126
Massive Damage Threshold	26
Initiative	+4
Speed	40 ft.
Defense	21 (+4 Dex, +6 natural, +1 size)
Touch	15
Flatfooted	17
Damage Reduction	—
Base Attack Bonus	+12/+7/+2
Grapple	+15
Attack (Damage)	Claw +20 melee (1d3+7 18-20/x3)
Full Attack (Damage)	Claw +20 melee(1d3+7 18-20/x3) Claw +20 melee(1d3+7 18-20/x3) Bite +18 melee(1d4+3 20/x4) Claw +15 melee(1d3+7 18-20/x3) Claw +10 melee(1d3+7 18-20/x3)
Fighting Space / Reach	5 ft. sq. / 5 ft.
Species Traits	Darkvision 120 ft., Ferocity, Intimidate, Immunities, Rage, Scent, Superior Critical, Superior Low-Light Vision, Toxic Spit
Saving Throws	Fort +13, Ref +10, Will +5
Ability Scores	Str 24, Dex 18, Con 20, Int 2, Wis 12, Cha 6
Skills (30)	Climb +, Hide +6 (+12 desert), Intimidate +, Move Silently +6, Spot +
Feats	Combat Reflexes, Dodge Improved Damage Threshold (x2), Multiattack, Stealthy
Evolution	13 – 16 HD (Medium); 17 – 20 HD (Large)

The soft leather scaly hide of a meatclaw is a high commodity among wasteland communities as it has a variety of uses, from curtains to leather jackets. If skinned properly (Survival skill check DC 25), meatclaw hides can fetch up to 100 coins each.

Species Traits

Darkvision: A Meatclaw has darkvision of 120 ft.

Superior Low-Light Vision: A Meatclaw has extended low-light vision. This functions as low light vision, however at 4 times the normal sight distance.

Ferocity (Ex): A Meatclaw is so fiercely aggressive in combat that it continues fighting even when disabled or dying.

Immunities: A Meatclaw is immune to the effects of Severe Heat, Radiation, and Toxic Waste.

Intimidate: When an opponent first encounters a Meatclaw, the Meatclaw can make a free action on its first action to Intimidate all opponents within 30 feet. The Intimidation check is an opposed roll against the target's level check (1d20 + the target's character level or Hit Dice + Will save bonuses against Fear). If an opponent fails the opposed roll, he or she becomes shaken for the duration of the encounter. Opponents that succeed the opposed roll are not intimidated by the Meatclaw this time and suffer no ill effects.

Rage: A Meatclaw can enter into a rage after a failed Intimidation check. The Meatclaw gains +4 to Strength and Constitution for a number of rounds equal to its adjusted Constitution modifier +5. After the rage ends the Meatclaw suffers from fatigue for a number of rounds equal to double its rage.

Scent: This ability allows a Meatclaw to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonuses: The Meatclaw gains a +4 species bonus on Hide and Move Silently checks. In desert areas, the species bonus on Hide checks improves to +8.

Superior Critical: A Meatclaw claws are so sharp that the critical threat ranges from these attacks are improved 2 points. A critical hit from the claws deals triple damage.

Toxic Spittle: A Meatclaw can spit toxic waste once every 1d4 rounds at an opponent within 30 feet as a standard action. This attack is always aimed at the opponent's eye (a ranged targeted attack at +6 to hit) and if successful causes Blindness and deals 2d6 points of acidic damage.

MONITOR

Physical Description

A monitor lizard measures between six and eight feet long, depending on the particular species. Sleek and fast, it has a long neck ending in a tapered head, muscular legs, and a long, powerful tail.

Ecology

These lizards can be encountered across the wastes, from the open deserts to the urban ruins. Monitor lizards prefer areas with dense vegetation but they are hardy survivors who can find a place for themselves almost anywhere. This creature's poisonous nature ensures that it can defend itself against almost any predator.

Species Traits

Poison: A monitor lizard injects poison into its victim with a successful bite. The victim must succeed on a Fortitude save or take the initial damage; a second Fortitude save must be made 1 minute later to negate the poison's secondary damage.

Bite — Fortitude (10 + ½ HD + CON modifier)

Damage: Initial (1d4 DEX) / Secondary (1d4 DEX).

Poison Spray: Once every 1d4 rounds, the monitor lizard can spray poison in a 15-foot cone. See above for the effects of the poison.

Skill Bonuses: Monitor lizards gain a +4 species bonus on Hide and Move Silently checks. In forested or overgrown areas, the bonus on Hide checks improves to +8.

Lizard, Monitor (CR 2)

Size	Medium animal
Hit Dice	3d8+9
Hit Points	23
Massive Damage Threshold	16
Initiative	+1
Speed	30 ft., Swim 30 ft.
Defense	17 (+2 Dex, +5 natural)
Touch	12
Flatfooted	15
Damage Reduction	PDR/3
Base Attack Bonus	+2
Grapple	+5
Attack (Damage)	Bite +5 melee (1d6+4)
Full Attack (Damage)	—
Fighting Space / Reach	5 ft. sq. / 5 ft.
Species Traits	Poison, Poison Spray
Saving Throws	Fort +5, Ref +3, Will +2
Ability Scores	Str 15, Dex 12, Con 16, Int 2, Wis 12, Cha 6
Skills (12)	Climb +4, Hide +7 (+11 overgrowth), Listen +4, Move Silently +7, Spot +4, Swim +10
Feats	Weapon Focus (bite)
Evolution	4–5 HD (Medium-size); 6–12 HD (Large)

OCEANIC CREATURES

The oceans of the world contain strange creatures that are myths to most but the few brave-hearted sailors and foolish swimmer that have encountered them. Oceanic Creatures covers a range of saltwater marine animals as detailed below.

MAN-'O-WAR, GIANT

Physical Description

A giant man-'o-war bears some resemblance to an enormous jellyfish. The top portion of the man-'o-war is flattened out like a sail, while the strands and the rest of the colony hang down below the water's surface.

Ecology

While the giant man-'o-war may look like a jelly fish, in reality it is a colony comprised of four different kinds of animals living together as a symbiotic whole. The giant man o' war can be found in the deep oceans where it attacks any large object it encounters. These creatures cannot propel themselves through the water so they drift along according to the wind and sea currents.

Species Traits

Attack: If a giant man-'o-war hits with a strand attack, the strand latches onto the opponent's body. The attachment deals no damage, but the giant man-'o-war can then draw the opponent 20 feet closer to itself that round and each subsequent round thereafter that the opponent remains stuck. Once the creature is within 20 feet of the giant man-'o-war, the man-'o-war can draw it the remaining distance and bite (+4 melee) in that same round.

The opponent can break free of a strand with a successful Escape Artist check (DC 20) or Strength check (DC 16). Alternatively, the opponent or an ally can try to sever a strand. A single attack with a slashing weapon that deals at least 10 points of damage severs a strand (Defense 18).

Immune to Blunt and Slashing: A giant man-'o-war ignores the damage dealt by any non-piercing weapon.

Fire Vulnerability: A giant man-'o-war takes 50% more damage from explosive bursts and fire attacks.

Paralysis: The strands of a giant man-'o-war secrete an anesthetizing slime. Any target hit by its strand attack must succeed on a Fortitude save (DC 10 + 1/2 the man-'o-war's Hit Dice + its Constitution modifier) or be paralyzed for 3d6 rounds. The man-'o-war can automatically bite a paralyzed opponent.

Strands: A giant man-'o-war lies in wait for prey by spreading out its long, sticky strands and floating along on the deep currents. In this mode, it can spread its strands over a 100-foot radius. When something brushes one of the strands, all the rest of the strands contract to assist in pulling the prey toward the man-'o-war's mouth.

Wavesense: A giant man-'o-war can automatically sense the location of any object or creature within 150 feet that is in contact with the water.

Man-'O-War, Giant (CR 5)	
Size	Large animal
Hit Dice	5d8+10
Hit Points	32
Massive Damage Threshold	15
Initiative	+3
Speed	Swim 60 ft.
Defense	17 (-1 size, +3 Dex, +5 natural)
Touch	12
Flatfooted	14
Damage Reduction	—
Base Attack Bonus	+3
Grapple	+11
Attack (Damage)	Bite +4 melee (1d4+2) or Strand +4 ranged-touch (attach)
Full Attack (Damage)	Strand +4 ranged-touch (attach) Strand +4 ranged-touch (attach) Strand +4 ranged-touch (attach) Strand +4 ranged-touch (attach) Strand +4 ranged-touch (attach) Strand +4 ranged-touch (attach) Strand +4 ranged-touch (attach) Strand +4 ranged-touch (attach) Bite -1 melee (1d4+1)
Fighting Space / Reach	10 ft. sq. / 5 ft. (100 ft. w/strand)
Species Traits	Attach, Immune to Blunt and Slashing, Fire Vulnerability, Paralysis, Strands, Wavesense
Saving Throws	Fort +3, Ref +3, Will +1
Ability Scores	Str 22, Dex 16, Con 20, Int 1, Wis 12, Cha 4
Skills	Hide +9, Move Silently +9 Swim +14
Feats	—
Evolution	6–9 HD (Large); 10–15 HD (Huge)

OCTOPUS

Physical Description

This eight-armed creature has large eyes and a savage beak. A large octopus weighs around thirty-five pounds. Giant octopi are frightening behemoths with an arm span of up to thirty feet across. These monsters of the deep waters can weigh as much as six hundred pounds.

Ecology

These aquatic predators feed mostly on fish and other sea creatures but they will attack almost anything they moves through the water. Giant octopi will attack boats and large groups of swimmers. Though they prefer the deep water, octopi can live in very shallow water and may be driven toward shore by hunger. Octopi will even board fishing boats and climb up piers in order to get at holds full of fish and crabs.

Octopus (CR 0 or 1/2 if venomous)	
Size	Small Animal
Hit Dice	1/2 d8
Hit Points	2
Massive Damage Threshold	12
Initiative	+3
Speed	Swim 30 ft.
Defense	15 (+1 size, +3 Dex, +1 natural)
Touch	14
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+0
Grapple	-3
Attack (Damage)	+4 ranged-touch (tentacles)
Full Attack (Damage)	+4 ranged-touch (tentacles), -1 melee (1d4, bite)
Fighting Space / Reach	5 ft. sq. / 5 ft.
Species Traits	Aquatic, Improved Grab, Ink Cloud, Jet, Low-Light Vision, Poison (DC 10)
Saving Throws	Fort +2, Ref +5, Will +1
Ability Scores	Str 11, Dex 16, Con 12, Int 2, Wis 12, Cha 4
Skills (8)	Escape Artist +13, Hide +9, Listen +3, Move Silently +5, Spot +3, Swim +8
Feats	Weapon Finesse (bite, tentacles)
Evolution	1-2 HD (Small); 3-7 HD (Medium)

Species Traits

Aquatic: Octopi can move in water without making Swim checks and cannot drown in water.

Constrict: A giant octopus that succeeds in grappling an opponent smaller than itself deals 1d4+9 points of damage per round as it constricts.

Improved Grab: To use this ability, a normal octopus must hit with its tentacle attack (which itself deals no damage). If it gets a hold, it automatically deals bite damage each round the hold is maintained. If a giant octopus successfully hits with a tentacle slam against a target smaller than itself, it can deal automatic bite damage each round or it can constrict (see above).

Ink Cloud: Both the octopus and giant octopus can emit a cloud of jet-black ink as a free action. The normal octopus's ink cloud is a 10-foot cube, while the giant octopus's ink cloud fills a 20-foot cube. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Octopus, Giant (CR 4)	
Size	Large animal
Hit Dice	8d8+8
Hit Points	44
Massive Damage Threshold	13
Initiative	+2
Speed	Swim 30 ft.
Defense	18 (+2 Dex, +7 natural, -1 size)
Touch	11
Flatfooted	16
Damage Reduction	—
Base Attack Bonus	+6
Grapple	+15
Attack (Damage)	Tentacle slam +11 melee (1d4+6)
Full Attack (Damage)	Tentacle slam +11 melee (1d4+6) Tentacle slam +11 melee (1d4+6) Tentacle slam +11 melee (1d4+6) Tentacle slam +11 melee (1d4+6) Tentacle slam +11 melee (1d4+6) Tentacle slam +11 melee (1d4+6) Tentacle slam +11 melee (1d4+6) Bite +7 melee (1d8+3)
Fighting Space / Reach	10 ft. sq. / 10 ft.
Species Traits	Aquatic, Constrict, Improved Grab, Ink Cloud, Jet, Low-Light Vision
Saving Throws	Fort +4, Ref +4, Will +2
Ability Scores	Str 22, Dex 15, Con 20, Int 1, Wis 12, Cha 4
Skills	Escape Artist +12, Hide +2, Listen +5, Move Silently +4, Spot +5, Swim +14
Feats	Weapon Focus (bite)
Evolution	9-12 HD (Large); 13-24 HD (Huge); 25-42 (Gargantuan)

Jet: An octopus or giant octopus can jet backward once a round as a full-round action, at a speed of 200 feet.

Low-Light Vision: Octopi can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Poison: Some small octopi have venomous bites. A small octopi injects poison into its victim with a successful bite. The victim must succeed on a Fortitude save or take the initial damage; a second Fortitude save must be made 1 minute later to negate the poison's secondary damage.

Bite — Fortitude (10 + ½ HD + CON modifier)

Damage: Initial (1d2 STR) / Secondary (1d2 STR)

Skill Bonuses: Octopi and giant octopi can both change colors and squeeze into small spaces. They gain a +4 species bonus on Hide checks and a +10 species bonus on Escape Artist checks.

PORPOISE

Physical Description

Porpoises are aquatic mammals with sleek grey, black, or blue grey skin. A porpoise measures between five and eight feet long and weighs between less than one hundred to over four hundred pounds.

Ecology

Porpoises live near the shore, in shallow coastal waters where they feed on fish, squid, and crustaceans. Porpoises live in groups of up to ten individuals. These sea creatures are generally friendly towards people, though some have exhibited an unexplained rage at humans.

Species Traits

Aquatic: Porpoises can move in water without making Swim checks and cannot drown in water.

Blindsight: Porpoises can “see” by emitting high-frequency sounds, inaudible to most other creatures. This form of echolocation allows them to locate objects and creatures within 120 feet. If the blindsight is negated, this forces the porpoise to rely on its vision, which is approximately as good as a human.

Skill Bonuses: Porpoises gain a +4 species bonus on Listen and Spot checks. These bonuses are lost if blindsight is negated.

Porpoise (CR 1)	
Size	Medium animal
Hit Dice	2d8+6
Hit Points	15
Massive Damage Threshold	16
Initiative	+3
Speed	Swim 80 ft.
Defense	15 (+3 Dex, +2 natural)
Touch	13
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+1
Grapple	+1
Attack (Damage)	Slam +4 melee (1d4)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5 ft. sq. / 5 ft
Species Traits	Aquatic, Blindsight 120 ft.
Saving Throws	Fort +5, Ref +5, Will +1
Ability Scores	Str 11, Dex 17, Con 16, Int 2, Wis 12, Cha 6
Skills (10)	Listen +6 (+10 blindsight), Spot +6 (+10 blindsight) Swim +8
Feats	Weapon Finesse (slam)
Evolution	3–4 HD (Medium); 5–6 HD (Large)

SERPENT, SEA

Physical Description

A sea serpent has a snakelike body between thirty and sixty feet long. Other features may vary with the individual creature; some sea serpents have slender fins like those of an eel, while others have completely smooth bodies. Heads can be shaped like a horse while another like a seal and so forth.

Ecology

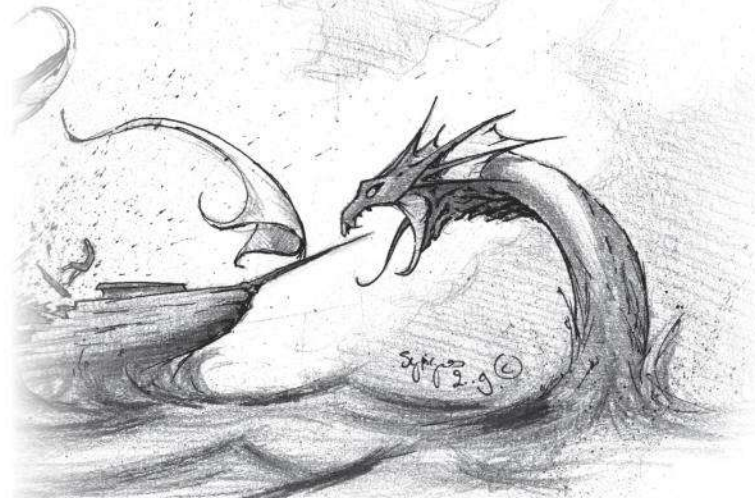
Sea serpents live in deep ocean waters and feed on a diet comprised mostly of fish. However, the Great War disrupted the world's ecosystem in such a severe a way that the fish population is in constant flux. Hungry sea serpents often head toward coastal waters where they have attacked fishing boats and snagged swimmers from beaches.

Sea serpents are solitary creatures that only congregate in groups during the mating season in early spring. Male sea serpents will circle around a group of adult females and drive away any other male that approaches. This dominant male will attempt to gain exclusive breeding rights to all of the females in the group. Clashes between rival males can be quite violent though they rarely result in serious injury or death.

Species Traits

Darkvision: Sea serpents have darkvision of 60 ft.

Hazy Outline: Part of the reason that so few sea serpents have ever been spotted or photographed is that they can make their forms indistinct and thereby blend into the lapping waves. As a full-round action, a sea serpent can blur its outline for a number of rounds equal to its Hit Dice. This distortion grants the sea serpent one-half concealment (20% miss chance). A



sea serpent cannot be recorded on any visual media while in this state — a photograph shows only a fuzzy haze, of course this just might be the archaic camera being used.

Improved Grab: To use this ability, the sea serpent must hit an opponent at least one size category smaller than itself with its bite attack. If it gets a hold, it automatically deals bite damage each round that the hold is maintained, and it can swallow in the next round.

Low-Light Vision: Sea serpents can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Skill Bonuses: The sea serpent's coloration and shape grant it a +10 species bonus on Hide checks made while it is in water.

Swallow Whole: If a sea serpent begins its turn with an opponent one or more size categories smaller than itself held in its mouth, it can attempt a new grapple check as though trying to pin the opponent. If it succeeds, it swallows its opponent, automatically dealing bite damage. Once inside the sea serpent, the opponent takes bludgeoning damage equal to the serpent's tail slap attack plus 1d6 points of acid damage per round from the monster's gullet. A successful grapple check allows the swallowed creature to climb out of the gullet and return to the sea serpent's maw, where another successful grapple check is needed to get free. Alternatively, the swallowed creature can attack from inside the gullet

Sea Serpent (CR 7)	
Size	Huge animal
Hit Dice	9d8+63
Hit Points	99
Massive Damage Threshold	24
Initiative	+7
Speed	Swim 60 ft.
Defense	15 (+3 Dex, +4 natural, -2 size)
Touch	11
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+6
Grapple	+24
Attack (Damage)	Bite +14 melee (2d6+10)
Full Attack (Damage)	Bite +14 melee (2d6+10) Tail Slap +9 melee (2d6+5)
Fighting Space / Reach	15 ft. sq. (coiled) / 10 ft.
Species Traits	Darkvision 60 ft., Hazy Outline, Improved Grab, Low-Light Vision, Swallow Whole
Saving Throws	Fort +4, Ref +4, Will +3
Ability Scores	Str 30, Dex 16, Con 24, Int 2, Wis 12, Cha 6
Skills (24)	Hide +11 (+21 water), Listen +9, Spot +9 Swim +18
Feats	Improved Initiative, Power Attack
Evolution	10–18 HD (Gargantuan); 19–40 HD (Colossal)

using claws or a Small or Tiny slashing weapon. Dealing at least 20 points of damage to the gullet (Defense 25) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed creature must cut its own way out. A Huge sea serpent's gullet can hold 1 Large, 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

SHARK

Physical Description

A shark is a deadly predatory fish that has a torpedo shaped body and a seemingly endless supply of teeth. Typical shark is six to eight feet long while a huge shark can measure as long as thirty two feet.

Shark (CR 1)	
Size	Medium animal
Hit Dice	2d8+6
Hit Points	15
Massive Damage Threshold	16
Initiative	+2
Speed	swim 60 ft.
Defense	15 (+2 Dex, +3 natural)
Touch	12
Flatfooted	13
Damage Reduction	—
Base Attack Bonus	+2
Grapple	+4
Attack (Damage)	+5 melee (1d6+3, bite)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5 ft. sq. / 5 ft
Species Traits	Aquatic, Keen Scent, Low-Light Vision, Wavesense
Saving Throws	Fort +2, Ref +2, Will +1
Ability Scores	Str 15, Dex 14, Con 16, Int 1, Wis 12, Cha 5
Skills (12)	Listen +5, Spot +5, Swim +14
Feats	Weapon Focus (bite)
Evolution	4–7 HD (Large) 8–16 (Huge)

Ecology

Sharks are eating machines that scour the oceans for anything they can eat. The scent of blood or the splash of a wounded animal can draw a shark's attention from miles away. Certain stretches of coastline are infested with sharks and therefore very dangerous to swimmers and sailors. Sharks are solitary hunters though they are sometimes found in groups. These large fish may be free roaming or they may follow migratory patterns, depending on the species in question. While they have reputation for being mindless predators, sharks have displayed a surprising problem solving capacity and have even been documented working together in groups.

Species Traits

Aquatic: Sharks can move in water without making Swim checks and cannot drown in water.

Keen Scent: A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to one mile.

Low-Light Vision: A shark can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Wavesense: A shark can automatically sense the location of any object or creature within 100 feet that is in contact with the water.

PLANTS

The Exodus eradicated most of the common plant life of the world during the fallout. The only plant life that survived was plants man had in the fallout shelters and scientific labs, weeds, and those that evolved or mutated into a new species of plant. Several wasteland communities and organizations have sought out plant life from adventurers and wasteland merchants to create lush green gardens. The following listings of plants are mutated plants that are a danger to man and beast.

FUNGAL MASS

Physical Description

A fungal mass is an enormous, white mass of tendrils and weird frilled polyps. This creature moves with serpentine grace. A fungal mass has a central stalk that is comprised of hundreds of intertwined tendrils. The central mass is sixteen feet across and weighs several tons. Fungal Mass' tend to be found in damp moist areas attached to walls.

Ecology

The fungal mass is a symbiotic colony comprised of hundreds of individual fungi. Specialized organisms within the colony work together to give the fungal mass its mobility as well as a primitive sense of its surroundings. The fungal mass does not feed directly on animal matter but it does kill anything within reach in order to grow feeding tendrils into the rotten carcass.

Species Traits

Immunities: Fungal Mass' are immune to sleep, paralysis, stunning, and mind altering effects. They are not subject to critical hits, precision damage, or massive damage. Additionally Fungal Mass' take half damage from bludgeoning and piercing damage.

Improved Grab: When the fungal mass succeeds at an attack with one of its tentacles, it automatically initiates a grapple attempt. When an opponent is grappled by a tentacle, he remains caught within its grasp and takes 1d6+5 damage per round until freed. The mass extrudes additional tentacles when earlier ones are occupied. If damaged by a fire attack, the Fungal Mass instantly releases all held individuals and withdraws its tentacles.

Spore Cloud: Dealing damage to the Fungal mass causes it to eject a cloud of spores in a 15-foot radius around it. Anyone within the area must make a DC 12 Will save or take 1d4 point of Wisdom damage. This effect occurs each time someone deals damage to it.

Vulnerabilities: The fungal mass takes double damage from cold, fire, and explosive bursts.

Tremorsense: The fungal mass can sense enemies on the ground in a 30 foot range.

Fungal Mass (CR 4)	
Size	Huge plant
Hit Dice	8d8+40
Hit Points	76
Massive Damage Threshold	—
Initiative	+0
Speed	0 ft.
Defense	10 (+2 natural, -2 size)
Touch	8
Flatfooted	10
Damage Reduction	PDR/5
Base Attack Bonus	+4
Grapple	+22
Attack (Damage)	Tentacle +12 melee (2d6+10)
Full Attack (Damage)	Tentacle +12 melee (2d6+10) Tentacle +7 melee (2d6+5) Tentacle +7 melee (2d6+5)
Fighting Space / Reach	15 ft. sq. / 15 ft.
Species Traits	Immunities, Improved Grab, Spore cloud, Tremorsense 30 ft., Vulnerability Fire, Vulnerability Cold
Saving Throws	Fort +9, Ref -3, Will +6
Ability Scores	Str 31, Dex —, Con 20, Int —, Wis 14, Cha 4
Skills	—
Feats	Improved Grapple
Evolution	9–15 HD (Huge) 16–31 HD (Gargantuan) 32+ HD (Colossal)

MONSTROUS FLYTRAP

Physical Description

The monstrous flytrap is an enormous version of the common Venus flytrap. Two specialized leaves form the thorny jaws and a flexible, ambulatory stem acts as a snakelike neck. This carnivorous plant stands fifteen to twenty five feet high, with some specimens reaching more than fifty feet high.

Ecology

This insectivorous plant has grown to gigantic proportions and now feeds on birds, small animals and the occasional unlucky traveler. These plants can be encountered anywhere in the wastelands but they tend to thrive near toxic waste dumps and highly radioactive areas.

Monstrous Flytrap (CR 8)	
Size	Huge plant
Hit Dice	11d8+55
Hit Points	105
Massive Damage Threshold	—
Initiative	-2
Speed	20 ft.
Defense	15 (-1 Dex, +8 natural, -2 size)
Touch	7
Flatfooted	14
Damage Reduction	—
Base Attack Bonus	+5
Grapple	+17
Attack (Damage)	Bite +12 melee (1d6+13)
Full Attack (Damage)	See Attack
Fighting Space / Reach	15 ft. sq. / 15 ft.
Species Traits	Blindsight 60 ft., Blood Drain (1d6+13), Immunities, Improved Grab, Swallow Whole
Saving Throws	Fort +10, Ref +2, Will +7
Ability Scores	Str 28, Dex 8, Con 20, Int 4, Wis 14, Cha 12
Skills	—
Feats	Power Attack
Evolution	12–16 HD (Huge); 17–32 HD (Gargantuan); 33–48 HD (Colossal)

Species Traits

Blindsight: Monstrous flytraps can “see” by emitting high-frequency sounds, inaudible to most other creatures. This form of echolocation allows them to locate objects and creatures within 60 feet.

Blood Drain: A creature swallowed by a monstrous flytrap takes 1d6+13 points of damage every round due to blood loss. For every 3 hit points it drains, the monstrous flytrap heals 1 hit point of damage. After draining its swallowed prey to death, it expectorates the lifeless husk and seeks out its next meal.

Improved Grab: To use this ability, a monstrous flytrap must hit with its bite attack. If it gets a hold, it can attempt to swallow whole its opponent provided its opponent is at least two size categories smaller than it.

Immunities: Monstrous Flytraps are immune to sleep, paralysis, stunning, and mind altering effects. They are not subject to critical hits, precision damage, or massive damage.

Swallow Whole: A monstrous flytrap can swallow a grabbed opponent two size categories smaller than it by making a successful grapple check. The swallowed creature can attack the flytrap from inside its mouth using a Small or Tiny piercing or slashing weapon. The flytrap does not release its opponent until it is slain or its swallowed prey is completely drained of blood (he's dead Jim). A monstrous flytrap's mouth can swallow only one opponent at a time and cannot attack while it drains a creature's blood.

Automatic Language: Monstrous flytraps raised from seedlings can be taught to speak (but neither read nor write) one language.

SNAPPER

Physical Description

The snapper plant has a short, stumpy main stem that is surrounded by ambulatory vines or tentacles. Growing atop the snapper plant are multitudes of brightly colored spore pods each containing a single thorny spore.

Snapper Plant (CR -4)	
Size	Small Plant
Hit Dice	2d8
Hit Points	9
Massive Damage Threshold	—
Initiative	+0
Speed	0 ft
Defense	15 (+4 natural, +1 size)
Touch	11
Flatfooted	15
Damage Reduction	—
Base Attack Bonus	+0
Grapple	-4
Attack (Damage)	Tentacles +1 melee (1d3+leach) or Spore +1 ranged (1d4+poison)
Full Attack (Damage)	Tentacles +1 melee (1d3+leach) Tentacles +1 melee (1d3+leach)
Fighting Space / Reach	2 ½ ft. sq. / 10 ft.
Species Traits	Immunities, Poison spore, Tentacle, Tremorsense 60 ft.
Saving Throws	Fort +2, Ref +0, Will +2
Ability Scores	Str 11, Dex —, Con 10, Int —, Wis 14, Cha 8
Skills	—
Feats	—
Evolution	—

Ecology

The snapper plant waits for an animal to wander close by and then snaps a tentacle into the creature in order to drink its blood. The spore pods atop the plant explode when a combination of chemicals from the snapper's body is pumped into them. This explosion fires spores out of the pod like a cannon, sending the chemically treated spore through the air toward a target. The poison spores are used in reproduction; the plant shoots them into passing animals that then transport the spores into other areas. The snapper can also release multiple spores in succession as a means of self-defense.

Species Traits

Immunities: Snapper Plants are immune to sleep, paralysis, stunning, and mind altering effects. They are not subject to critical hits, precision damage, or massive damage.

Poison Spore: A snapper plant can expel a poison spore up to 20 ft. If a target is hit and takes damages from a poison spore, he must succeed at a Fortitude save or take the initial damage; a second Fortitude save must be made 1 minute later to negate the poison's secondary damage. (DC 12) or become paralyzed for 1d3 rounds. There are no secondary effects from the poison spore.

Spore — Fortitude (10 + ½ HD + CON modifier)

Damage: Initial (1d4 damage + paralyzed 1d3 rounds) / Secondary (1 CON)

Tentacle: A Snapper Plant has two 10 foot long tentacles that it can attack with in a single round. If a tentacle hits a living target, thorns attach to the victim and begin, on the following round, to leach blood (1 point of CON damage), unless the tentacle is removed with a STR check (DC 10), or severed by dealing 3 points of damage to it. Once a tentacle is attached to a victim, the Snapper Plant cannot attack with that tentacle, and will instead shoot spores at any other dangers.

Tremorsense: A Snapper Plant can detect any movement to the exact location on the ground up to 60 feet away.

SPORE

Physical Description

These giant plants (somewhat similar to Venus flytraps) have been terrorizing humans since the mushroom clouds cleared out. Tall as a man and ten times as vicious, these evil weeds have been known to clamp down on many a wanderer. A spore plant is capable of spitting out spores coated with a foul substance at its intended prey.

Ecology

A relative of the snapper plant, the spore plant flings poisoned spores from the ends of its tentacle vines. This plant also possesses a pair of thorny jaws that can be used to bite into prey. Spore plants are a desert breed found only in the deep wastes. These plants mostly feed on birds and lizards but they will attack anything that gets into range.

Species Traits

Blindsight: A Spore Plant has blindsight with a 60 ft. radius.

Immunities: Spore Plants are immune to sleep, paralysis, stunning, and mind altering effects. They are not subject to critical hits, precision damage, or massive damage.

Spore: A Spore Plant has 3 spores per hit die that it can throw at its target. On a successful hit, the spore delivers a dose of poison. The victim must succeed on a Fortitude save or take the initial damage; a second Fortitude save must be made 1 minute later to negate the poison's secondary damage. Spores that are used grow back within 24 hours.

Spore — Fortitude (10 + ½ HD + CON modifier)

Damage: Initial (1d4 STR) / Secondary (1d4 STR)

Spore Plant (CR ½)	
Size	Medium Plant
Hit Dice	3d8+3
Hit Points	16
Massive Damage Threshold	—
Initiative	+0
Speed	0 ft.
Defense	13 (+3 natural)
Touch	10
Flatfooted	13
Damage Reduction	—
Base Attack Bonus	+1
Grapple	+3
Attack (Damage)	Slam +3 melee (1d6+2) or Bite +3 melee (1d3+2) or Spore +1 ranged (1+ poison)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5 ft. sq. / 10 ft.
Species Traits	Blindsight 60 ft., Spore
Saving Throws	Fort +3, Ref +1, Will +4
Ability Scores	Str 15, Dex 10, Con 12, Int —, Wis 14, Cha 6
Skills	—
Feats	Point Blank Shot
Evolution	4 – 6 HD (medium)

RODENTS

Rodents are a common pest that dominates the wasteland. The pests are found in any environment that contains food, trash, or waste. Rodents come in various types, from the common mouse to the rat, even the rarer ferret, prairie dog, squirrel, and weasel fall under the rodent category. Even though some rodents carry disease, these pests make a damn good ratburger, feeding many in the wastes.

FERRET

Physical Description

A ferret is a domesticated relative of the polecat and weasel. Ferrets in the Wastelands weigh between four and five pounds. Their coat is usually some combination of black and grey. The statistics for the Ferret can be used for similar sized rodents, such as the squirrel or weasel.



Ecology

A ferret hunts for small prey, animals that are eaten whole; fur, feathers, bones and all. They can be very territorial and are often found hunting through urban ruins. Ferrets are fearless creatures that will attack a human or dog if cornered. Ferrets can be trained to attack or hunt but will not learn any other tricks. These animals have a natural tendency to steal away small items that they hide near their burrows.

Species Traits

Attach: If a ferret hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached ferret loses its Dexterity bonus to Defense.

Low-Light Vision: A ferret can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent: This ability allows a ferret to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonuses: A ferret receives a +8 species bonus on Balance checks and a +4 species bonus on Move Silently checks. It uses its Dexterity modifier for Climb checks.

Ferret (CR 1/4)	
Size	Tiny Animal
Hit Dice	1/2d8+1
Hit Points	3
Massive Damage Threshold	12
Initiative	+4
Speed	20 ft., Climb 20 ft.
Defense	16 (+4 Dex, +2 size)
Touch	16
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+0
Grapple	-10
Attack (Damage)	Bite +6 melee (1d3-2)
Full Attack (Damage)	See Attack
Fighting Space / Reach	2 1/2 ft. sq. / 0 ft.
Species Traits	Attach, Low-Light Vision, Scent
Saving Throws	Fort +1, Ref +5, Will +1
Ability Scores	Str 6, Dex 18, Con 12, Int 1, Wis 12, Cha 6
Skills (8)	Balance +12, Climb +14, Hide +12, Move Silently +10, Spot +5
Feats	Weapon Finesse (bite)
Evolution	—

RAT

Physical Description

It was once thought that rodents of unusual size (ROUS) were just a legend used to frighten small children in stories. After the Exodus, evolution took place, with the help of radioactivity and toxic waste, the ROUS or commonly called "giant rats" appeared in the wasteland. A giant rat is a cousin of the pre-war sewer rat that hung out in the back alley of metropolitan areas, except much larger.

Ecology

Rats are survivors and giant rats thrive across the wastes. Urban ruins, human settlements, and every sort of wilderness environment has become home to these massive vermin. Their rapid breeding cycle ensures that the giant rats keep up their numbers despite constant competition from other rodents and the threat of larger predators. Snakes in particular are a constant threat. Giant rats will attack anything smaller than themselves as well as any creature that appears wounded or helpless. They will only attack humans in large groups or if the giant rats become cornered or startled. A group of rats is

referred to as a mischief and can contain a large number of rodents. A mischief of giant rats can strip a field bare if they are left unchecked.

Like their smaller kin, rats have become an important food source for wasteland survivors. Giant rats are a favored target because they are much larger and therefore easier to find and trap.

Rat (CR -3 or -2 if Diseased)

Size	Diminutive Animal
Hit Dice	1/2d8
Hit Points	2
Massive Damage Threshold	13
Initiative	+4
Speed	20ft., Climb 15ft. Swim 10ft.
Defense	19 (+5 Dex, +1 natural, +3 size)
Touch	18
Flatfooted	14
Damage Reduction	—
Base Attack Bonus	+0
Grapple	-16
Attack (Damage)	Bite +8 melee (1d2-4)
Full Attack (Damage)	See Attack
Fighting Space / Reach	2 1/2 ft. sq. / 0 ft.
Species Traits	Disease Low-Light Vision, Scent
Saving Throws	Fort +1, Ref +6, Will +1
Ability Scores	Str 3, Dex 20, Con 10, Int 1, Wis 13, Cha 5
Skills (8)	Balance +13, Climb +17, Hide +21, Move Silently +9, Spot +5 Swim +4
Feats	Weapon Finesse (bite) Improved Damage Threshold
Evolution	1/2-1 HD (Tiny)

Species Traits

Disease: Some rats carry the Hantavirus Pulmonary Syndrome (HPS), which is a deadly disease transmitted by infected rodents through injury. When a Diseased Rat bites a target, he must succeed a Fortitude Save or become infected by the disease and suffer its effects 24 hours later; a additional Fortitude save must be made each day after infection or the victim suffer secondary damage. Should the save fail, the infected makes another save immediately; if this is also failed the ability damage is permanent. When the victim succeeds three successive day of saving throws, he defeats the disease and no longer suffers any additional effects. The victim heals any ability damage at his normal heal rate.

Rat, Giant (CR 1 or 2 if Diseased)

Size	Small Mutated Animal
Hit Dice	2d10+2
Hit Points	13
Massive Damage Threshold	15
Initiative	+3
Speed	20ft., Climb 15ft. Swim 10ft.
Defense	15 (+3 Dex, +1 natural, +1 size)
Touch	14
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+2
Grapple	-1
Attack (Damage)	Bite +5 melee (1d4+1)
Full Attack (Damage)	See Attack
Fighting Space / Reach	2 1/2 ft. sq. / 0 ft.
Species Traits	Disease Low-Light Vision, Scent
Saving Throws	Fort +3, Ref +4, Will +2
Ability Scores	Str 12, Dex 16, Con 12, Int 1, Wis 14, Cha 5
Skills (10)	Balance +13, Climb +13, Hide +13, Move Silently +9, Spot +4 Swim +9
Feats	Weapon Finesse (bite) Improved Damage Threshold
Evolution	2-3 HD (Medium) 4-7 HD (Large)

Rat Swarm (CR 3)

Size	Diminutive Animal Swarm
Hit Dice	3d8
Hit Points	14
Massive Damage Threshold	—
Initiative	+5
Speed	20ft., Climb 15ft. Swim 10ft.
Defense	14 (+5 Dex, -1 size)
Touch	13
Flatfooted	9
Damage Reduction	—
Base Attack Bonus	—
Grapple	—
Attack (Damage)	Swarm (2d4 + Disease)
Full Attack (Damage)	See Attack
Fighting Space / Reach	10 ft. sq. / 0 ft.
Species Traits	Disease Low-Light Vision, Scent
Saving Throws	Fort +1, Ref +6, Will +1
Ability Scores	Str 3, Dex 20, Con 10, Int 1, Wis 13, Cha 5
Skills (12)	Balance +13, Climb +19, Hide +21, Move Silently +10, Spot +6 Swim +4
Feats	—
Evolution	4-6 HD (Huge Swarm)

Bite —Fortitude (10 + ½ HD + CON modifier)
Damage: Onset Time: 24 hours; Initial (1d2 STR) / Secondary (1d2 STR and 1d2 CON).

Low-Light Vision: A giant rat can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent: This ability allows a rat to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonuses: Rats receive a +8 species bonus on Balance checks and a +4 species bonus on Hide and Move Silently checks. They use their Dexterity modifier for Climb checks.

Swarm: In order to attack, a single rat swarm moves into the opponents' spaces, provoking an attack of opportunity. It can occupy the same space as a creature of any size, since it can climb and move all over its prey, but remains a creature with a 10-foot space. Rat swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with spacing, a rat swarm is shapeable. It can occupy any eight contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures. Like any swarm, a rat swarm seeks to surround and attack any living prey it encounters. A flock deals 2d4 points of damage to any creature whose space it occupies at the end of its move. A Rat Swarm is immune to all attacks that do not have an area of effect or blast radius damage. Normal attacks will kill one rat and won't damage the swarm that consists of 100 or more rats.

In the years before RoboCore and U military robots public and corporate varied in the shape which depended on the market they were marketed to the fission battery, larger fission batteries 100 years. RoboCore on creation to provide

with several sub-routines. The robots listed below are the general type purchased by consumers before the Exodus that a wasteland explorer may encounter in his adventures.

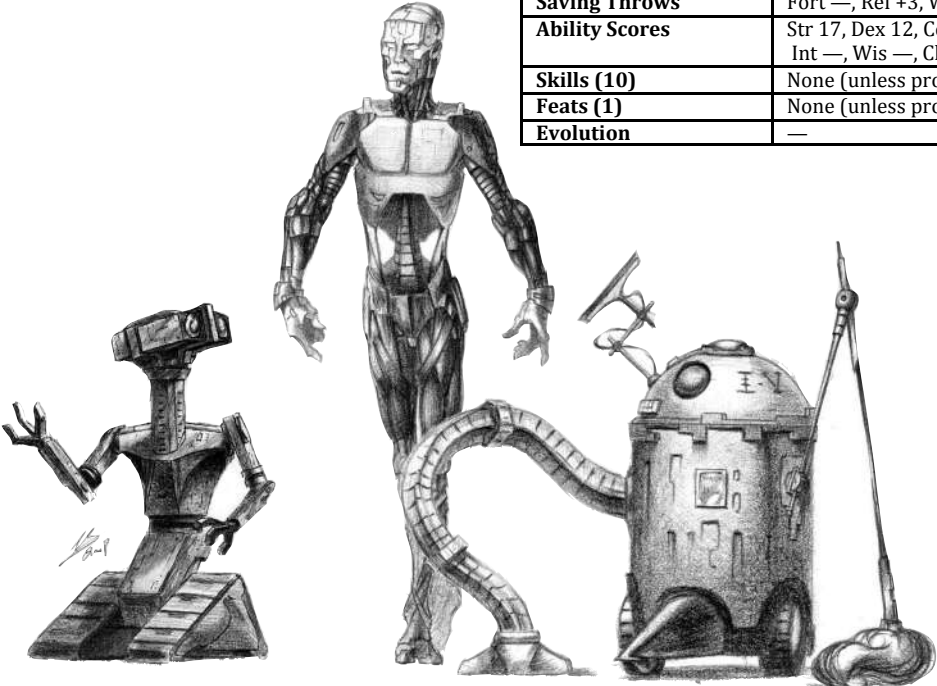
GENERAL

Physical Description
Robots are manufactured in a stunning array of shapes and sizes. Their design varies according to their intended function and the personal tastes of their creator.

Ecology
Robots are manufactured, remote-controlled constructs powered by fission batteries. These highly useful machines come in a variety of sizes and shapes and can be fitted with tools or weapons.

Robot, Medium (CR 2)	
Size	Medium Construct
Hit Dice	4d12+10
Hit Points	36
Massive Damage Threshold	—
Initiative	+1
Speed	30 ft. (treads), 30 ft. (bipedal), 40 ft. (quadrupedal), or 50 ft. (wheels)
Defense	11 (+1 Dex)
Touch	11
Flatfooted	10
Damage Reduction	Hardness 5
Base Attack Bonus	+4
Grapple	+7
Attack (Damage)	+7 melee or +5 ranged
Full Attack (Damage)	See Attack
Fighting Space / Reach	5 ft. sq. / 5 ft.
Species Traits	Construct Optional Features (1 or 2)
Saving Throws	Fort —, Ref +3, Will —
Ability Scores	Str 17, Dex 12, Con —, Int —, Wis —, Cha —
Skills (10)	None (unless programmed)
Feats (1)	None (unless programmed)
Evolution	—

ROBOT



Robot, Small (CR 0)	
Size	Small Construct
Hit Dice	1d12+5
Hit Points	12
Massive Damage Threshold	—
Initiative	+2
Speed	30 ft. (treads), 30 ft. (bipedal), 40 ft. (quadrupedal), or 50 ft. (wheels)
Defense	13 (+2 Dex, +1 size)
Touch	13
Flatfooted	11
Damage Reduction	Hardness 5
Base Attack Bonus	+1
Grapple	-3
Attack (Damage)	+2 melee or +2 ranged
Full Attack (Damage)	See Attack
Fighting Space / Reach	5 ft. sq. / 5 ft.
Species Traits	Construct, Optional Features (1)
Saving Throws	Fort —, Ref +3, Will —
Ability Scores	Str 13, Dex 14, Con —, Int —, Wis —, Cha —
Skills (4)	None (unless programmed)
Feats	None (unless programmed)
Evolution	—

Species Traits

Construct: Robots have the traits and immunities common to constructs.

Speed: A robot's speed depends on its size and method of locomotion (bipedal, quadrupedal, tracked, or wheeled). The different speeds are given with each robot's statistics

Attacks: A robot is not normally equipped with weapons. Robots fitted with arms or similar manipulators can attempt to grapple things, but only robots of Medium size or larger can use their manipulators to deal damage.

Skills: A character with four or more levels in the Techie advanced class can program one or more ranks of a single skill into a robot; otherwise, the robot has no skills.

Optional Features

Articulated Frame: This robot's body is articulated so that it can move like a snake, slithering through narrow openings and navigating stairs with ease. A robot with this frame moves as fast as a bipedal robot, but it can also move through difficult terrain and small spaces without slowing.

Accessory Mount: A robot with an accessory mount can be armed with a single weapon or accessory up to one size category larger than itself. Such a robot can fire a weapon using its normal attack modifier or via a remote, using the operator's attack modifier with a -4 penalty. Alternatively, an accessory mount can hold a single hand grenade or nearly any of the items on Table: General Equipment.

External Components: A robot with external components may have Audio receptors, visual sensors, or manipulator arms. Audio receptors can process and record sound as well as broadcast sound or programed speech through speakers in the receptors. Visual sensor can process and record colors through a range of visual spectrums. Manipulator arms can grab and manipulate tiny or smaller sized objects weighing a number of pounds equal to the robot's.

Loading Mechanism: A robot with a loading mechanism can reload a single weapon with a full-round action. The mechanism holds enough ammunition to reload the weapon three times, and it works with weapons that use box ammunition, speed-loaders (but not loose bullets), a grenade launcher round, or some sort of fuel tank (such as a flamethrower). A robot can have multiple loading mechanisms, one for each weapon that it has mounted in its frame.

Toolkits: A robot can use a toolkit if it has the appropriate skill or can use the operator's skill at a -2 penalty via remote control.

Searchlight: A searchlight operates in the same manner as a battery flood spotlight.

DOMESTOBOT

Physical Description

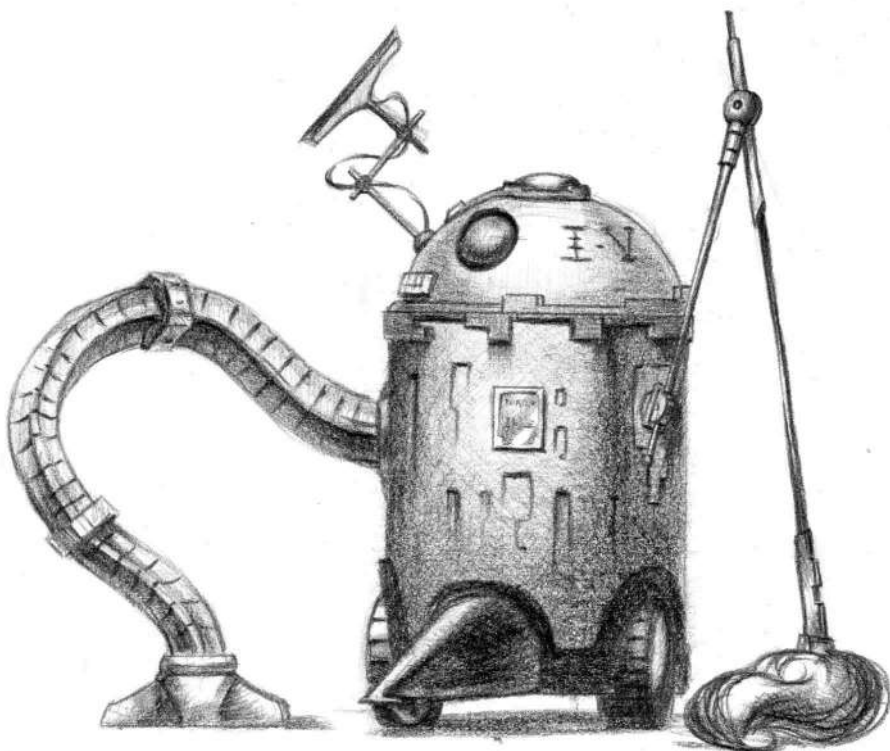
The domestobot is a household unit capable of performing most household chores and light industrial cleaning. This robot has a lightweight plastic frame and a foam exterior that is modeled to look like a trash can. However, the ravages of time ensure that most domestobots are extremely ragged and beat up looking.

Ecology

Domestobots in working order are rare and most are owned by private collectors and wealthy city slickers. These constructs need to be recharged regularly by plugging them into standard electrical outlets.

A Domestobot can be crafted with a series of successful Craft skills and 1200 steel in materials. The construction of a Domestobot requires a Craft (electrical) DC 18, a Craft (mechanical) DC 22, and a Craft (structural) DC 15 to create. Additionally the Domestobot needs to be programmed, requiring a Computer Use (reprogram) DC 19 skill check.

Domestobot (CR 3)	
Size	Medium Construct
Hit Dice	4d12+10
Hit Points	36
Massive Damage Threshold	—
Initiative	+1
Speed	50 ft. (wheels)
Defense	11 (+1 Dex)
Touch	11
Flatfooted	10
Damage Reduction	Hardness 5
Base Attack Bonus	+4
Grapple	+7
Attack (Damage)	+7 melee or +5 ranged
Full Attack (Damage)	See Attack
Fighting Space / Reach	5 ft. sq. / 5 ft.
Species Traits	Optional Features (External Compsents - Audio Receptors and Manipulator Arms)
Saving Throws	Fort —, Ref +3, Will —
Ability Scores	Str 17, Dex 12, Con —, Int —, Wis —, Cha —
Skills (10)	Profession (Butler) +8 Spot +5
Feats (1)	Skill Focus (Profession)
Evolution	—



HANDBIBOT

Physical Description

The handibot is a maintenance and repair unit used in a variety of private, government, and corporate settings. This metal and composite android is only vaguely human in appearance.

Ecology

Handibots in working order are rare and most are owned by shelter dwellers and a few other wasteland factions.

A Handibot can be crafted with a series of successful Craft skills and 1200 steel in materials. The construction of a Handibot requires a Craft (electrical) DC 18, a Craft (mechanical) DC 25, and a Craft (structural) DC 15 to create. Additionally the Handibot needs to be programmed, requiring a Computer Use (reprogram) DC 19 skill check.

Handibot (CR 3)	
Size	Medium Construct
Hit Dice	4d12+10
Hit Points	36
Massive Damage Threshold	—
Initiative	+1
Speed	30 ft. (bipedal)
Defense	11 (+1 Dex)
Touch	11
Flatfooted	10
Damage Reduction	Hardness 5
Base Attack Bonus	+4
Grapple	+7
Attack (Damage)	+7 melee or +5 ranged
Full Attack (Damage)	See Attack
Fighting Space / Reach	5 ft. sq. / 5 ft.
Species Traits	Construct, Optional Features (External Compsents - Audio Receptors and Manipulator Arms)
Saving Throws	Fort —, Ref +3, Will —
Ability Scores	Str 17, Dex 12, Con —, Int —, Wis —, Cha —
Skills (10)	Disable Device +6 Repair +9
Feats (1)	Skill Focus (Repair)
Evolution	—

POLICE ASSAULT DRONE

Physical Description

Police Assault Drones are human-sized constructs that are designed to forcibly breach buildings and conduct operations that are too dangerous for human officers. These tracked robots have two fully articulated arms that can open doors, load weapons and shoot with decent accuracy.

Ecology

Police assault drones were rare until the hectic final days of mankind made demand for them skyrocket. By the time the global economy collapsed, these robots were being produced as fast as the factories could make them. Most of the functioning police assault drones in the wastes can be found in the hands of gangs, militias, and lone survivors.

A Police Assault Drone can be crafted with a series of successful Craft skills and 2800 steel in materials. The construction of a Police Assault Drone requires a Craft (electrical) DC 28, a Craft (mechanical) DC 32, and a Craft (structural) DC 25 to create. Additionally the Police Assault Drone needs to be programmed, requiring a Computer Use (reprogram) DC 23 skill check.

Police Assault Drone (CR 4)

Size	Medium Construct
Hit Dice	8d12+10
Hit Points	62
Massive Damage Threshold	—
Initiative	+1
Speed	30 ft. (bipedal)
Defense	15 (+4 armor, +1 Dex)
Touch	11
Flatfooted	14
Damage Reduction	Hardness 5
Base Attack Bonus	+8
Grapple	+7
Attack (Damage)	+11 melee or Shotgun +9 (+10) ranged (2d8)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5 ft. sq. / 5 ft.
Species Traits	Armor, Accessory Mounts, Construct, Optional Features (External Compents - Audio Receptors and Manipulator Arms, Loading Mechanism, Searchlight and Remote Control Link (200 feet))
Saving Throws	Fort —, Ref +5, Will —
Ability Scores	Str 17, Dex 12, Con —, Int —, Wis —, Cha —
Skills (18)	Demolitions +6 Disable Device +6 Search +6
Feats (2)	Point Black Shot Precise Shot
Evolution	—

NANO- MACHINE SWARM

Physical Description

A swarm of nano-machines appears at first to be a writhing mass of tiny, stark white specks. Up close these automatons look like mechanical beetles. Each nano-machine has a tiny pair of sparking barbs at its front end, and three antennae with glowing red tips.

Ecology

Nano-machines were originally designed to make repairs inside of delicate machinery. After the Great War, the factories that produced the nano-machines went silent. The nanites that had already been produced sprang to life and set about restoring power to their home factories. Some of these factories are at work still, fed by scavenging swarms of nano-machines who provide raw material to the recycling plants and fuel to the generators.

The automated factories produce nano-machines continuously while the nanites themselves organize themselves into an ever growing swarm that alternates between performing maintenance on the factory equipment and searching the surrounding area for the raw materials that are needed to make more nano-machines. Fortunately these swarms rarely make contact with humans. These isolated incidents always end badly as the swarm's scavenging behavior is mistaken for an attack. Humans who are misfortunate enough to make close contact with the nano-machines are destined to die a very fast and painful death. A few communities near nano-machine plants have hired mercenaries to destroy the source of the danger. None of these attempts have been successful.

When a swarm reaches a certain size it leaves the host factory and heads blindly into the wastes. As it moves the swarm breaks into smaller and smaller pieces until it has formed into a dozen large masses. These individual swarms continue on their headlong journey, moving relentlessly forward regardless of any hazards or obstacles that are encountered. The swarms continue forward in this suicidal manner until they are all destroyed or their power cells run dry. These nano-machines will not attack humans unless provoked but they can inadvertently kill people who do not get out of their way. The swarms will destroy any and all buildings and machinery in their path.

Nano-Machine Swarm (CR 4)	
Size	Fine Construct Swarm
Hit Dice	6d12
Hit Points	39
Massive Damage Threshold	—
Initiative	+5
Speed	20 ft.
Defense	14 (+5 Dex, -1 size)
Touch	13
Flatfooted	11
Damage Reduction	—
Base Attack Bonus	—
Grapple	—
Attack (Damage)	Recycle (2d6)
Full Attack (Damage)	See Attack
Fighting Space / Reach	10 ft sq. / 0 ft
Species Traits	Confusion, Construct, Recycle, Tremorsense 30 ft.
Saving Throws	Fort —, Ref +8, Will —
Ability Scores	Str 3, Dex 20, Con —, Int —, Wis 14, Cha —
Skills (14)	Craft (electrical) +14, Craft (mechanical) +14, Repair +18
Feats	—
Evolution	7-12 HD (Huge Swarm)

Species Traits

Confusion: Any individual susceptible to the swarm's attacks who begins his round in the swarm's square must make a Fortitude saving throw (DC15) or become nauseated for 1 round. Complex actions when within the swarm require a DC 16 concentration check.

Construct: Immune to sleep, paralysis, stunning, and mind altering effects. Not subject to critical hits, precision damage, or massive damage.

Recycle: The nano-machine swarm deals 2d6 points of damage per round to anyone

caught within it. This damage is affected by damage reduction normally.

Skill Bonuses: Nano-machine swarms receives a +10 programmed bonus on Craft (electrical and mechanical) checks and a +12 programmed bonus on Repair checks.

Swarm Traits: A swarm takes half damage from cutting and piercing attacks. The swarm cannot be tripped, grappled, or bull-rushed. Nor can the swarm grapple an opponent. It is immune to effects that target an individual creature or a set number of creatures. The swarm takes half again as much damage from area effects. Swarms move freely in and out of occupied squares and they can occupy any square. A swarm can squeeze through any opening that is large enough for a single member. A swarm still provokes attacks of opportunity from movement but it cannot make attacks of opportunity, does not threaten any squares.

Tremorsense (Ex): A nano-machine swarm can sense ground objects within a 30-foot range.

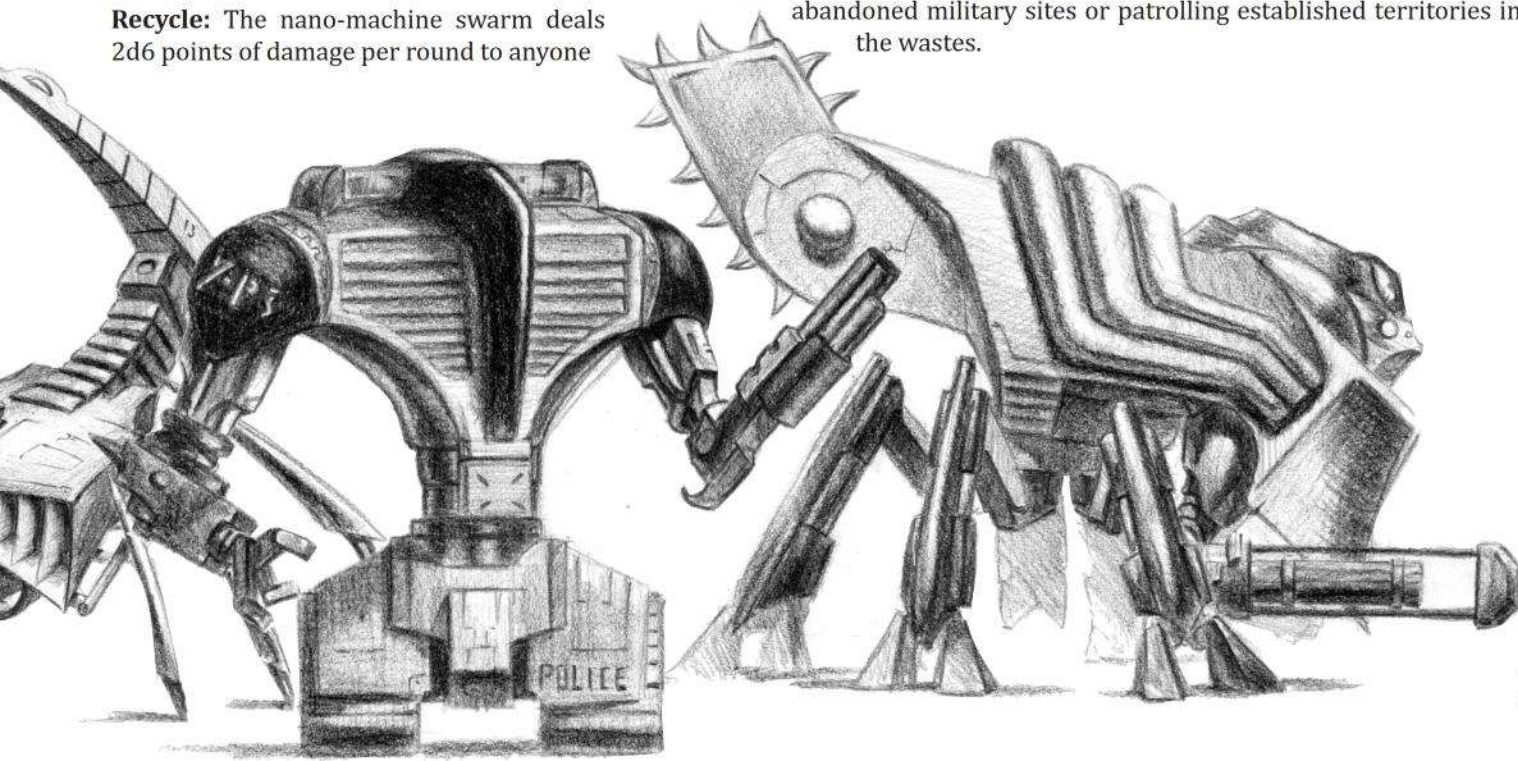
MILITARY ASSAULT DRONE

Physical Description

The Military Assault Drone is a deadly military robot that was pressed into service during the last days of the Great War. This horrifying machine stands on four, spider-like legs and is built like an insect. Its body is covered with smooth, white armor and an array of eye clusters across its 'head.' The machine has four arms – two ending in deflector shields and another two ending in laser cannons. It moves with terrifying speed and can cross ceilings and floors with equal ease.

Ecology

Military Assault Drones are leftovers from the Great War. These military robots were constructed with top of the line fusion power cells that will keep them active for quite some time to come. The Machine Warriors are still following the last orders programmed into them. They can be found guarding abandoned military sites or patrolling established territories in the wastes.



Species Traits

Charge Cannon: As a full-round action, Assault Drone can fire both of its lasers at once with an extended pulse in a strafing attack that affects a 20-foot line. This attack strikes everybody within the area for 4d10+4 damage. A Reflex saving throw (DC 15) negates this damage.

Construct: Assault Drone has the traits and immunities common to constructs.

Darkvision: Assault Drone has darkvision of 60 ft.

Shields Up: Assault Drone is equipped with a pair of reinforced shields that can be rotated into position on pneumatic arms. When it takes a full defense action (+4 Defense), it may still make a single attack with its laser cannon, albeit this requires a move action.

Van Der Wall Pads: Special electro-adhesive pads that allow Assault Drone to move fluidly up walls and across ceilings at its climb speed. They can be specifically targeted; each has 10 hit points and a hardness 5. Their defense is 25. There are 4 in total, each time one is destroyed, reduce Assault Drone's land and climb speeds by 5. If two of the pads are destroyed, Assault Drone can no longer move across ceilings.

Military Assault Drone (CR 7)

Size	Large Construct
Hit Dice	9d12+10
Hit Points	70
Massive Damage Threshold	—
Initiative	+3
Speed	40 ft., Climb 20 ft.
Defense	21 (25) (+12 armor, -1 size)
Touch	9 (13)
Flatfooted	21 (25)
Damage Reduction	Hardness 5
Base Attack Bonus	+9
Grapple	+20
Attack (Damage)	Pneumatic Bash +12 melee (1d8+7) Or Laser cannon +10 range (2d10)
Full Attack (Damage)	Pneumatic Bash +12 melee (1d8+7) Pneumatic Bash +12 melee (1d8+7) or Laser cannon +10 range (2d10+2) Laser Cannon +10 range (2d10+2)
Fighting Space / Reach	10 ft. sq. / Reach 5 ft
Species Traits	Charge cannon, construct, darkvision 60 ft., shields up, van der wall pads
Saving Throws	Fort +2, Ref +1, Will +4
Ability Scores	Str 25, Dex 10, Con —, Int —, Wis —, Cha —
Skills (20)	Climb +15, Listen +10, Spot +10
Feats (2)	Weapon Focus (laser cannons), Weapon Specialization (laser cannons)
Evolution	—

MILITARY BATTLE DRONE

Physical Description

The Military Battle Drone was created as a two-front operational system by the US Military for use in the field as both a weapon and a communication hub to send out commands and relays to troops and Military Assault Drones. The Military Battle Drone chassis is similar to a huge mechanical scorpion with eyes made up of hundreds of tiny LCD screens, and a single, pulsing blue energy weapon curled over its back.

Ecology

The Military Battle Drones' main Artificial Intelligence computer malfunctioned during the Great War and began sending bizarre and sadistic behaviors routines to the Drones. Most of these robots were decommissioned by the military but some escaped and survive to this day. The survivors stalk urban ruins in search of anything they consider to be worth attacking (sentient humanoids and other robots). Over time each of the surviving Battle Drone AIs has evolved creating its own peculiar tastes when it comes to victims. Most Battle Drones will select a heavily armed target over a less threatening one. Once a target has been selected, the Drone begins toying with the intended victim. When the machine tires of tormenting its prey it moves in and devastates the entire area with pulsar blasts from its main cannon.

Species Traits

Plasma Grenade cannon: Military Battle Drone has six plasma grenades stored in special launchers. It may lob one as a standard action. The grenades have a range of 40. Plasma grenades deal 5d10 damage (X/E) to all within a 20-foot blast radius.

Darkvision: Military Battle Drone has darkvision of 60 ft.

Construct: Military Battle Drone has the traits and immunities common to constructs.

Skill Bonuses: Military Battle Drones receives a +10 programmed bonus on Computer Use and Craft (electrical, mechanical, and structural) checks and a +12 programmed bonus on Repair checks.

Military Battle Drone (CR 14)	
Size	Huge Construct
Hit Dice	12d10+40
Hit Points	118
Massive Damage Threshold	—
Initiative	–1
Speed	40 ft.
Defense	17 (+10 armor, –1 Dex, –2 size)
Touch	7
Flatfooted	17
Damage Reduction	Hardness 10
Base Attack Bonus	+11
Grapple	+19
Attack (Damage)	Pneumatic Bash +22 melee (2d6+10) or Pulsar +10 ranged (3d12)
Full Attack (Damage)	Pneumatic Bash +22 melee (2d6+10) Pneumatic Bash +22 melee (2d6+10) Pulsar +20 ranged (3d12)
Fighting Space / Reach	15 ft. sq. / 10 ft.
Species Traits	Construct, Darkvision 60 ft., Plasma Grenade Cannon
Saving Throws	Fort —, Ref +1, Will —
Ability Scores	Str 33, Dex 8, Con —, Int 20, Wis —, Cha —
Skills (26)	Computer Use +15 Craft (electronic) +15, Craft (mechanical) +15, Craft (structural) +15, Repair +11,
Feats (4)	Weapon Focus (pulsar), Multi-Attack +2
Evolution	—

SASQUATCH

Physical Description

A sasquatch is a humanoid creature that stands 8 to 10 feet tall and weighs about 300 pounds. It has long, tawny fur and beady black eyes. A sasquatch has an oppressive, bestial stink that frightens domestic animals.

Ecology

Sasquatches are actually failed genetic experiments that were left over from the Trans-Genetic Warrior project. A combination of human and gorilla DNA was used to create a new species of primate that now inhabits the wilds of the Pacific Northwest. Sasquatches are territorial omnivores that live together in small family units in dense forested areas. The diet of the sasquatch consists mainly of meat jerky (Jerk-Links being a favorite) and rodents. The creatures supplement this diet with insects, fish, and occasionally plant or vegetable. These creatures display a wide range of individual personalities and behaviors; some sasquatches are friendly, others are shy, some are aggressive, others fearful.

Species Traits

Automatic Language: Sasquatches understand a single language but cannot read or speak it. Sasquatches speak in a language of growls, rumbles, and snorts.

Arboreal: Sasquatch gains a +8 climb bonus and can move at full speed while climbing and does not suffer any Dexterity penalty. Sasquatch can also take 10 on any climb check while climbing trees or surfaces similar to trees.

Low-light Vision: Sasquatch has low-light vision.

Scent: Sasquatch has developed a unique sense of smell for Meat Jerky and can track this smell by scent from up to one mile away.

Species Bonuses: Because of its size and ferocious appearance, a sasquatch gains a +4 species bonus on Intimidate checks.



SCORPION, GIANT

Physical Description

Giant scorpions are large mutated arthropods that closely resemble their smaller pre-war ancestors. A Giant scorpion resembles a normal scorpion in genetic makeup, but they are red skinned and small to man-size or larger. A typical Giant scorpion weighs between one hundred to four hundred pounds.

Ecology

Giant scorpions are deadly predators and their poison is certainly something to be fearful of, as it saps the strength of the victim. The giant scorpion is a solitary hunter that preys mainly on other radioactive vermin. However, a scorpion will charge down and sting anything that gets too close. Female scorpions carry their young around on their back for an extended period of time. The fact that these mother scorpions care for their young sets them apart from most arachnids.

Giant scorpions are hunted to harvest their tails for both meat and the venom gland. The giant scorpion's tail is valuable for the gland that houses the venom as it is used by wasteland medics to create a cure-all poison antidote.

Sasquatch (CR 2)	
Size	Large humanoid
Hit Dice	3d8+9
Hit Points	23
Massive Damage Threshold	17
Initiative	+0
Speed	30 ft
Defense	14 (+2 Dex, +3 natural, -1 size)
Touch	11
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+3
Grapple	+12
Attack (Damage)	Slam +8 melee (1d4+5)
Full Attack (Damage)	Slam +8 melee (1d4+5) Slam +8 melee (1d4+5)
Fighting Space / Reach	5 ft. by 5 ft.; Reach 10 ft.
Species Traits	Arboreal, Dismemberment, Low-Light vision, Scent
Saving Throws	Fort +6, Ref +3, Will +4
Ability Scores	Str 21, Dex 14, Con 17, Int 8, Wis 15, Cha 8
Skills (12)	Climb +15, Intimidate +7, Listen +7, Spot +7
Feats (1)	Alertness, Simple Weapons Proficiency
Evolution	4 – 8 HD (large), 9 – 16 HD (huge)

Dismemberment: With a successful targeted grapple check (at -12 penalty) a Sasquatch can rip off the limb of his opponent provided he does damage equal to the character's Massive Damage Threshold. This is a targeted special maneuver so it does Unarmed Damage plus triple Strength Damage (1d4+15). A dismembered character will bleed 3 points of damage per round until a Treat Injury DC 20 skill check is succeeded, cauterization is performed, or the character receives healing from a Super Medpak or is healed to Maximum HP from other means of healing.

Scorpion, Giant (CR 3)

Size	Medium Radioactive Vermin
Hit Dice	7d10
Hit Points	39
Massive Damage Threshold	10
Initiative	+2
Speed	20 ft.
Defense	17 (+2 Dex, +5 natural)
Touch	12
Flatfooted	15
Damage Reduction	PDR 5
Base Attack Bonus	+5
Grapple	+9
Attack (Damage)	Claw +8 melee (1d4+4)
Full Attack (Damage)	Claw +8 melee (1d4+4) Claw +8 melee (1d4+4) Stinger +3 melee (1d6+2+poison)
Fighting Space / Reach	5 ft. sq. / 5 ft
Species Traits	Low-light vision, Poison, Scent, Stability
Saving Throws	Fort +6, Ref +6, Will +3
Ability Scores	Str 18, Dex 14, Con 10, Int —, Wis 13, Cha 5
Skills (18)	Balance +13, Climb +13, Hide +8, Move Silently +8
Feats	—
Evolution	8 – 12 HD (large) 13 – 16 HD (huge)

Species Traits

Low-Light Vision: A giant scorpion can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Poison: When a Giant scorpion hits with its stinger attack, it delivers a dose of poison. The victim must succeed on a Fortitude save or take the initial damage; a second Fortitude save must be made 1 minute later to negate the poison's secondary damage.

Sting — Fortitude (10 + $\frac{1}{2}$ HD + CON modifier)

Damage: Initial (1d4 STR) / Secondary (1d4 STR)

Scent: This ability allows a giant scorpion to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonuses: Giant scorpions receive a +8 species bonus on Balance and Climb checks and a +4 species bonus on Hide and Move Silently checks.

Stability: Giant scorpions gain a +8 stability bonus to oppose bull rush and trip attempts.

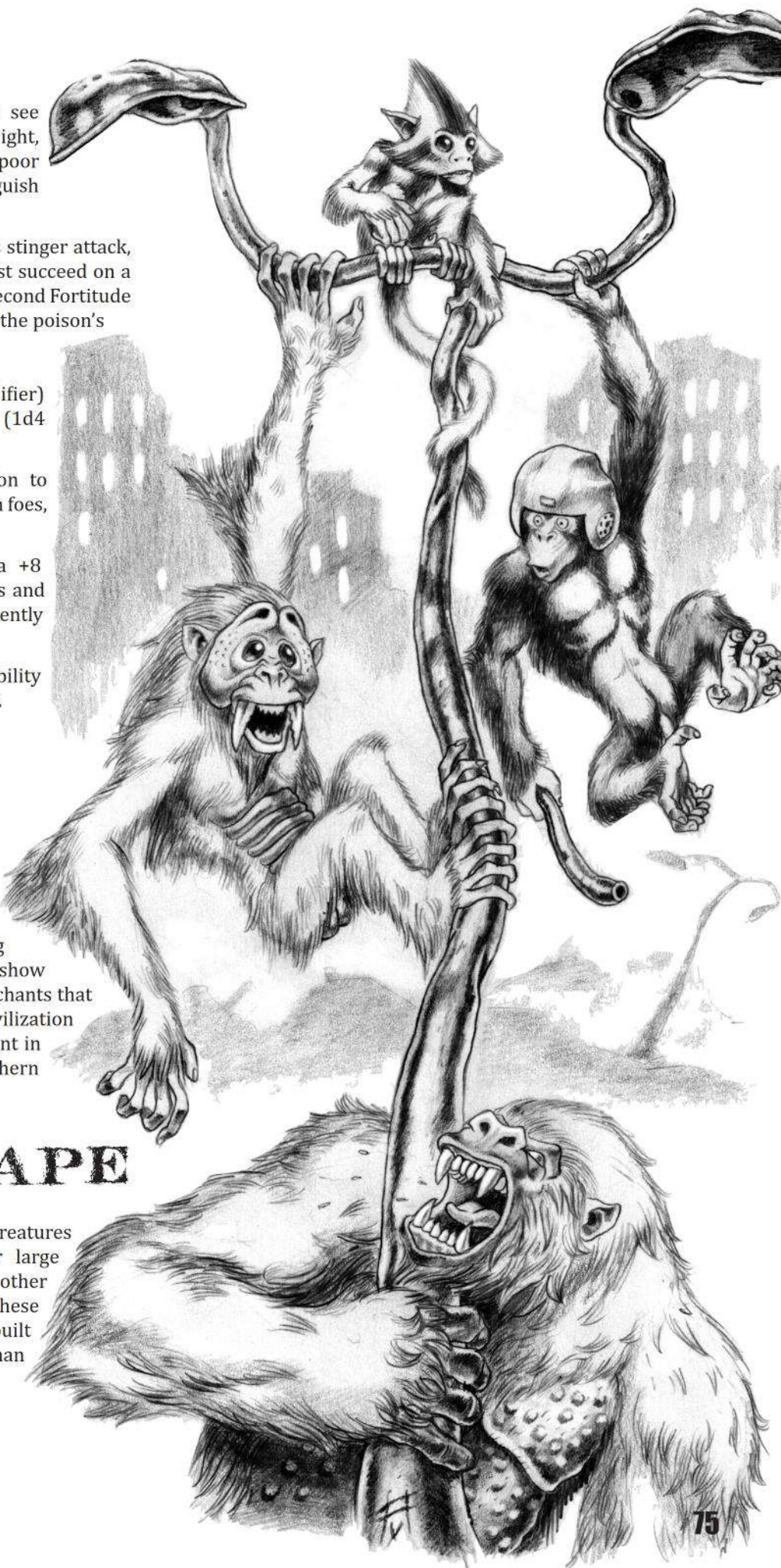
SIMIANS

Simians contain all forms of the gorilla and monkey families and their relatives. The following listing of Simians can be found throughout the wastelands, most surviving the Exodus, escaping from circuses, sideshow attractions, and zoos. Some wasteland merchants that deal in northern Mexico rumors that a civilization of intelligent ape-men have taken up resident in the Aztec Temples in the central and southern reaches of Mexico.

APE

Physical Description

The family of apes includes a great many creatures including gorillas, orangutans, and other large simians. Apes are typically larger than other primates and most are skilled climbers. These large, fur covered primates are powerfully built and often weigh much more than a human being.



Ecology

Native to Africa, the apes that inhabit the wastelands are almost certainly the descendants of zoo specimens that escaped their confinement after the Exodus. Finding an ecological niche in the Wastelands has not been easy for the newly freed apes. The most common habitats for these primates to flock to are forested mountains and lowland swamps. The apes avoid open deserts and grasslands, sticking closely to green areas where there are trees to provide food and protection.

Orangutans are solitary creatures while gorillas tend to live in small groups that are dominated by a single adult male. Apes are omnivores but the majority of their diet comes from plant material. Though the apes do not hunt humans, they can be extremely aggressive when defending their territory.

Species Traits

Low-Light Vision: An ape can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent: This ability allows an ape to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonus: Apes receive a +12 species bonus on Climb checks.

Ape (CR 2)	
Size	Large Animal
Hit Dice	4d8+20
Hit Points	38
Massive Damage Threshold	20
Initiative	+2
Speed	30 ft., Climb 30 ft.
Defense	16 (+2 Dex, +5 natural, -1 size)
Touch	11
Flatfooted	14
Damage Reduction	—
Base Attack Bonus	+3
Grapple	+14
Attack (Damage)	Claw +7 melee (1d6+7) or +4 ranged
Full Attack (Damage)	Claw +7 melee (1d6+7) Claw +7 melee (1d6+7) Bite +4 melee (1d6+3)
Fighting Space / Reach	10 ft. sq. / 10 ft.
Species Traits	Low-Light Vision, Scent
Saving Throws	Fort +7, Ref +4, Will +2
Ability Scores	Str 24, Dex 14, Con 20, Int 2, Wis 12, Cha 6.
Skills (14)	Climb +20, Listen +8, Spot +8
Feats	Multi-Attack
Evolution	5-8 HD (Large)

CHIMPANZEE

Physical Description

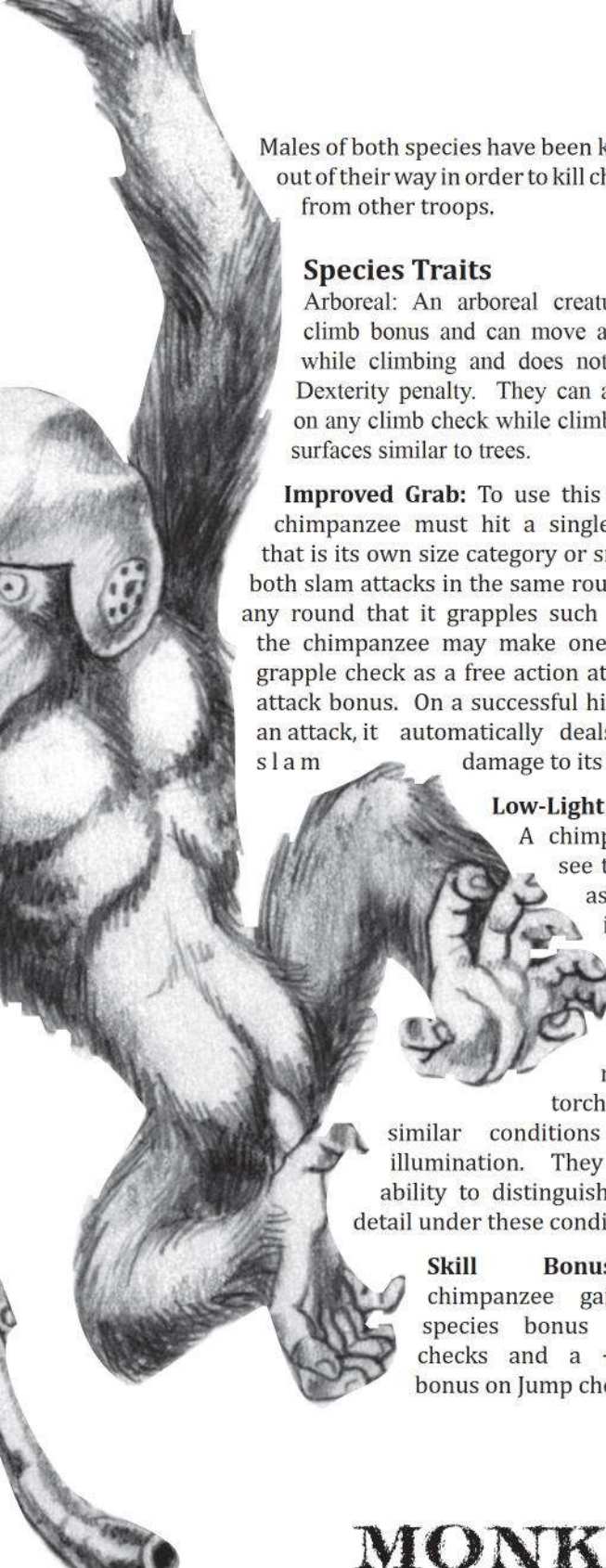
The statistics below represent a chimpanzee, but they can also be used for any ape of similar size, such as a baboon. Chimpanzees stand three to four feet tall and can weigh as much as one hundred and fifty pounds. A chimp's body is covered with dark fur. The physical features of these animals are extremely similar to that of human beings and the two species have a very close genetic relationship.

Ecology

Chimps have come to North America as the inhabitants of zoos and science labs. After the fall of human civilization, various troops of chimpanzees either escaped or were set free by their keepers. Native to Africa, chimps can only survive in heavily forested areas where they feed on fruit and small mammals. Sometimes chimps can be found at the edges of human settlements where they have become clever and bold thieves. Chimpanzees have been known to attack humans on occasion, particularly after becoming intoxicated on stolen alcohol.

Common chimpanzees hunt in troops that are led by an alpha male. These creatures form monogamous relationships and have a complex social hierarchy. On the other hand, bonobo chimps have a matriarchal social structure and promiscuous mating habits.

Chimpanzee (CR 0)	
Size	Small Animal
Hit Dice	1d8+1
Hit Points	6
Massive Damage Threshold	13
Initiative	+2
Speed	30 ft., Climb 20 ft.
Defense	15 (+3 Dex, +1 natural, +1 size)
Touch	14
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+0
Grapple	-4
Attack (Damage)	Bite +3 melee (1d4)
Full Attack (Damage)	Bite +3 melee (1d4) Slam -2 melee (1d2) Slam -2 melee (1d2)
Fighting Space / Reach	5 ft. sq. / 5 ft.
Species Traits	Arboreal Improved grab, Low-Light Vision
Saving Throws	Fort +2, Ref +3, Will +2
Ability Scores	Str 11, Dex 14, Con 12, Int 2, Wis 14, Cha 5
Skills (8)	Climb +16, Hide +8, Jump +4, Listen +4, Move Silently +4, Spot +4
Feats	Weapon Finesse (slam)
Evolution	2-3 HD (Small)



Males of both species have been known to go out of their way in order to kill chimpanzees from other troops.

Species Traits

Arboreal: An arboreal creature gains a climb bonus and can move at full speed while climbing and does not suffer any Dexterity penalty. They can also take 10 on any climb check while climbing trees or surfaces similar to trees.

Improved Grab: To use this ability, the chimpanzee must hit a single opponent that is its own size category or smaller with both slam attacks in the same round. During any round that it grapples such a creature, the chimpanzee may make one additional grapple check as a free action at its highest attack bonus. On a successful hit with such an attack, it automatically deals bite and slam damage to its foe.

Low-Light Vision:

A chimpanzee can see twice as far as a human in starlight,

moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Skill Bonuses: A chimpanzee gains a +8 species bonus on Climb checks and a +4 species bonus on Jump checks.

MONKEY

Physical Description

A monkey is a small primate, usually weighing no more than ten pounds.

Ecology

Monkeys have carved out a niche for themselves in the urban ruins and within human settlements. Monkeys live by stealing and scavenging for food

among the ruins. The feisty creatures are very aggressive and will bite and scratch to get a chunk of food away from someone. A few troupes have settled in orchards or wooded areas and are much less aggressive. Like many other animals who are not native to this environment, monkeys have adapted to their new home and learned to thrive in the ruins of human civilization.

Monkeys come in a mind-boggling array of different species, and each species has its own distinct social behaviors. Most Old World monkeys are promiscuous while New World monkeys often mate for life and spend a great deal of effort raising their young. The size of a monkey social group can range from five to fifty individuals.

Species Traits

Arboreal: An arboreal creature gains a climb bonus and can move at full speed while climbing and does not suffer any Dexterity penalty. They can also take 10 on any climb check while climbing trees or surfaces similar to trees.

Low-Light Vision: A monkey can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Skill Bonuses: Monkeys use their Dexterity modifier for Climb checks. A monkey gains a +8 species bonus on Climb checks and a +4 species bonus on Balance checks.

Monkey (CR -1)

Size	Tiny Animal
Hit Dice	1d8
Hit Points	5
Massive Damage Threshold	10
Initiative	+2
Speed	30 ft., Climb 30 ft.
Defense	15 (+2 Dex, +1 natural, +2 size)
Touch	14
Flatfooted	13
Damage Reduction	—
Base Attack Bonus	+0
Grapple	-10
Attack (Damage)	Bite +6 melee (1d3-2)
Full Attack (Damage)	See attack
Fighting Space / Reach	2 ½ ft. sq. / 0 ft.
Species Traits	Arboreal Low-Light Vision
Saving Throws	Fort +1, Ref +5, Will +2
Ability Scores	Str 7, Dex 18, Con 10, Int 2, Wis 14, Cha 6
Skills (8)	Balance +8 Climb +22, Hide +10, Listen +3, Spot +3
Feats	Weapon Finesse (bite)
Evolution	2-3 HD (Small)

SNAKES

Snakes are found in every environment and come in a variety of breeds, colors, and sizes. Snakes are generally ambush hunters feeding on unsuspecting rodents and birds; however, the larger snakes will pursue small animals and sometime children. A snake can live several months between meals. Snakes tend to be aggressive towards anything near their den and will attempt to drive off the threat with intimidation. Solitary snakes on the hunt usually will leave anything bigger than itself alone, just slithering away, unless threatened.

ANACONDA

Physical Description

These enormous snakes can measure over thirty feet long and weigh several hundred pounds. Anacondas generally have dark green scales that may include patches of brown or black near the head, however several have begun evolving to the North American climate, blending in with the vegetation of the area.

Ecology

Native to South America, giant anacondas began migrating northward after the Exodus altered the world's climate and drastically reduced the creatures' natural food supply. The king of snakes now inhabits swamps and rivers across the American southern regions. Giant anacondas attack any creature smaller than itself (which is just about anything) in order to feed, when hungry. Anacondas have a slow acting digestive system and may not eat for weeks after a meal, unless protecting their territory.

Anacondas are a very territorial snake. They tend to live in solitude unless it is mating season. An anaconda territory generally ranges roughly 5 to 10 square miles in a damp hot environment (active sewers, swamps, or wetlands). This territory is their hunting grounds, which they protect from other anacondas and other predators.

Mating courtship occurs over a period of several months. The female releases an airborne stimulant, the smell of which attracts male anacondas from many miles around. Most often, several male snakes will wrap themselves around the female to form what is known as a breeding ball. This ball is comprised of up to a dozen male snakes that stay in this position for a period of time that lasts between two and four weeks. A breeding ball is a form of competition where the male snakes continuously wrestle for the right to mate with the female. Often the biggest and strongest of the males comes out as the victor.

However, because female anacondas are much larger than the males, she can often choose which male to mate with if she so desires.

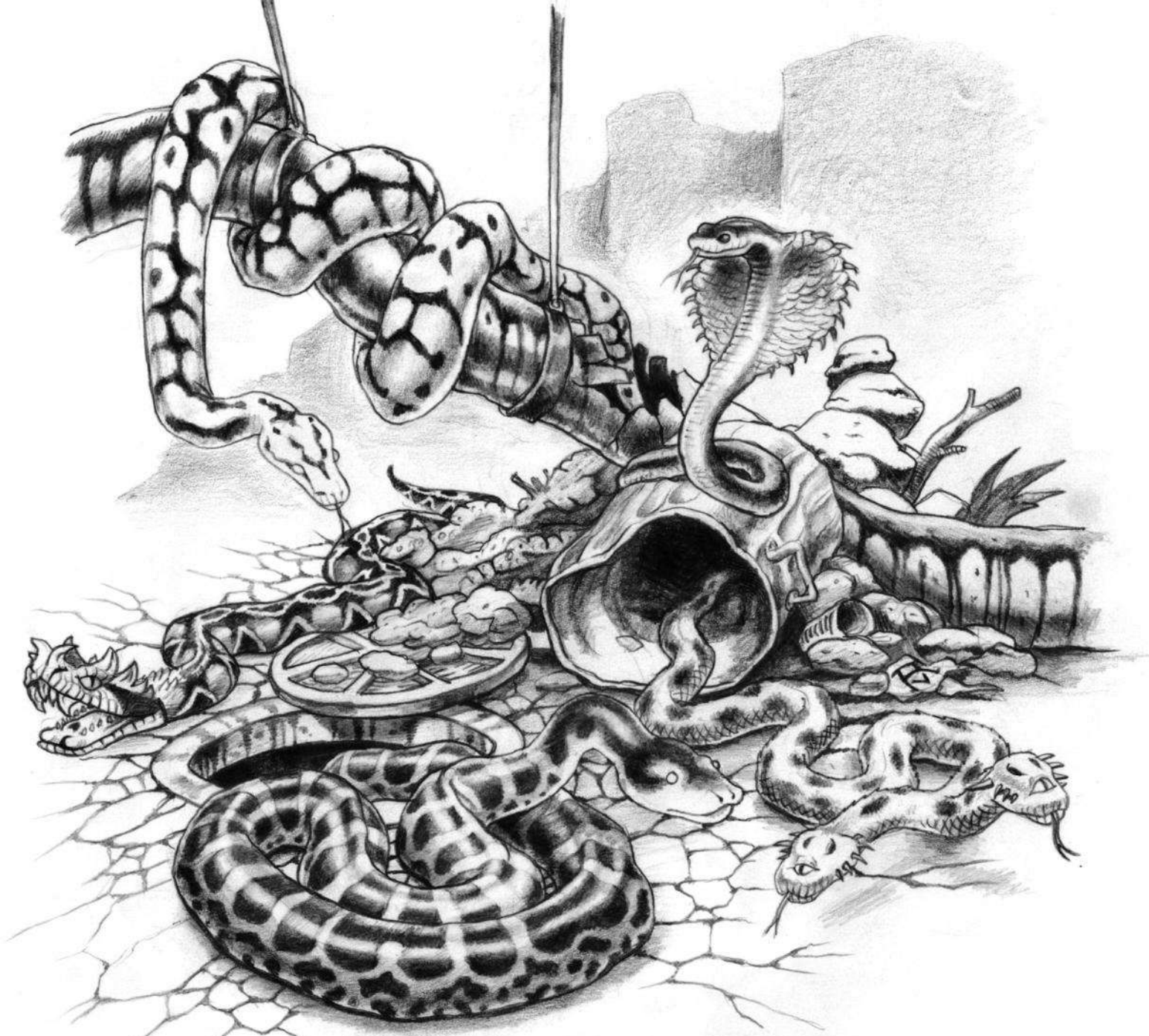
Anaconda (CR 7)	
Size	Huge Animal
Hit Dice	12d8+60
Hit Points	114
Massive Damage Threshold	24
Initiative	+2
Speed	20 ft., Climb 20 ft., Swim 40 ft.
Defense	18 (+2 Dex, +8 natural, -2 size)
Touch	10
Flatfooted	16
Damage Reduction	PDR/3
Base Attack Bonus	+9
Grapple	+23
Attack (Damage)	Bite +19 melee (2d6+11)
Full Attack (Damage)	Bite +19 melee (2d6+11) Tail Slap +14 melee (1d6+5, bite)
Fighting Space / Reach	15 ft. sq. / 10 ft.
Species Traits	Constrict (1d6+16), Improved Grab, Low-Light Vision, Scent, Swallow Whole
Saving Throws	Fort +12, Ref +9, Will +6
Ability Scores	Str 32, Dex 14, Con 24, Int 1, Wis 14, Cha 3
Skills (32)	Balance +14, Climb +31, Hide +10, Listen +10, Spot +10, Swim +31
Feats	Weapon Focus (bite) Lightning Reflexes
Evolution	13–23 HD (Huge) 24–36 HD (Gargantuan)

Species Traits

Constrict: An anaconda deals 1d6+16 points of bludgeoning damage with a successful grapple check against a target at least one size category smaller than itself.

Improved Grab: To use this ability, the anaconda must hit an opponent at least one size category smaller than itself with either a bite or a tail slap attack. If it gets a hold, it automatically deals bite or tail slap damage each round that the hold is maintained, and it can constrict in the same round and attempt to swallow in the next round. If the giant anaconda wishes, it can continue to attack with its tail or its bite (not both) while it grapples with its body, but it takes a -20 penalty on all grapple checks if it does so.

Low-Light Vision: Anacondas can see twice as far as a human in starlight, moonlight, torchlight, and



similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent: This ability allows an anaconda to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonuses: An anaconda gains a +8 species bonus on Balance, Climb, and Swim checks and a +4 species bonus on Hide, Listen, and Spot checks.

Swallow Whole: If a anaconda begins its turn with an opponent one or more size categories smaller than itself held in its mouth, it can attempt a new grapple check as though trying to pin the opponent. If it succeeds, it swallows its opponent, automatically dealing bite damage. Once inside the giant anaconda, the opponent takes bludgeoning damage equal to the anaconda's tail slap attack (1d6+5) plus 1d6 points of acid damage per round from the monster's

stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the giant anaconda's maw, where another successful grapple check is needed to get free. Alternatively, the swallowed creature can attack from inside the stomach using claws or a Small or Tiny slashing weapon. Dealing at least 30 points of damage to the stomach (Defense 18) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed creature must cut its own way out. A giant anaconda's stomach can hold 1 Large, 2 Medium-size, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

COBRA

Physical Description

Cobras are a medium to large sized viper that is distinguished by a hood that expands around its head to its body. Several varieties of Cobra breeds, in a variety of distinct colors reflecting their environment, roam the wastelands. A Cobra's statistics can be used for other large vipers, such as the black mamba.

Ecology

Cobras are native to Africa and Asia. Specimens that escaped from zoos and private collectors have populated the deserts and the wastelands of the World. Cobras feed mainly on other snakes, though they will also eat birds and small mammals. These deadly vipers only attack humans if they feel threatened or provoked.

Species Traits

Bonus Feat: Cobras gain Weapon Finesse (bite) as a bonus feat.

Poison: A cobra injects poison into its victim with a successful bite. The victim must succeed on a Fortitude save or take the initial damage; a second Fortitude save must be made 1 minute later to negate the poison's secondary damage.

Cobra (CR 1)

Size	Small animal
Hit Dice	2d8+2
Hit Points	11
Massive Damage Threshold	12
Initiative	+4
Speed	20 ft. (30 ft. for the black mamba) Climb 5 ft.
Defense	16 (+4 Dex, +1 natural, +1 size)
Touch	15
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+1
Grapple	-3
Attack (Damage)	Bite +6 melee (1d4 + poison)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5 ft. sq. (coiled) / 5 ft.
Species Traits	Poison (DC 12), Scent
Saving Throws	Fort +5, Ref +6, Will +2
Ability Scores	Str 11, Dex 18, Con 12, Int 1, Wis 12, Cha 2
Skills (10)	Climb +14, Hide +14, Listen +8, Move Silently +12, Spot +8
Feats	Weapon Finesse (bite)
Evolution	—

Cobra, King (CR 4)

Size	Medium animal
Hit Dice	6d8+18
Hit Points	45
Massive Damage Threshold	17
Initiative	+4
Speed	20 ft. (30 ft. for the black mamba) Climb 5 ft.
Defense	15 (+3 Dex, +2 natural)
Touch	13
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+4
Grapple	+6
Attack (Damage)	Bite +6 melee (1d6+2 + poison) or Poisonous Spit +8 range touch
Full Attack (Damage)	See Attack
Fighting Space / Reach	5 ft. sq. (coiled) / 5 ft.
Species Traits	Poison (DC 16), Poisonous Spit (DC 16) Scent
Saving Throws	Fort +6, Ref +7, Will +3
Ability Scores	Str 14, Dex 18, Con 17, Int 1, Wis 12, Cha 2
Skills (18)	Climb +18, Hide +12, Listen +9, Move Silently +14, Spot +9
Feats	Weapon Finesse (bite)
Evolution	—

Bite — Fortitude (10 + ½ HD + CON modifier)

Damage: Initial (1d4 STR and 1d4 DEX) / Secondary (1d4 STR and 1d4 CON)

Poisonous Spit: At will as a ranged touch attack, a King Cobra can spit its venom at a target face up to 10 feet away. When used in this manner, the king cobra's venom acts as a contact poison. The target must succeed on a Fortitude save (DC 10 + 1/2 the cobra's Hit Dice + its Constitution modifier) or be blinded and nauseated for 1 minute. A second Fortitude save must be made 1 minute later to negate the venom's secondary damage (same as the initial damage). Eye protection, such as goggles or a full-face visor, negates the blindness effect.

Scent: This ability allows a cobra to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonuses: A cobra receives a +8 species bonus on Move Silently checks and a +4 species bonus on Hide, Listen, and Spot checks. It applies either its Strength or its Dexterity modifier, whichever is higher, to Climb checks.

CONSTRUCTOR

Physical Description

The Constrictor Snake, commonly called a python, is a long muscular snake six to ten feet long that varies in colors to match its environment. Constrictor Snakes can be found in any warm environment, but tend towards overgrown grasslands, ruins, and swamplands.

Ecology

Largely, Constrictor Snakes were displayed in Zoo's throughout most of the United States and could be found in the southeastern states that contained swamps as well. However, some people kept Constrictor as pets in their homes. After the Exodus, the surviving Constrictors thrived in the atomic heated wasteland mostly on a diet of rats. There was little competition for food, and the Constrictor thrived expanding and evolving throughout the southern United States into new breeds. The Exodus Constrictor still remains the typical Constrictor Snake, but comes in a variety of colors, size, and shapes to match its environment and eating habits. Constrictor Snakes that grow to huge size are known as Anacondas or Desert Serpents.

Species Traits

Constrict: With a successful grapple check against a creature of its size or smaller, a constrictor snake deals damage equal to double its bite damage.

Improved Grab: To use this ability, a constrictor snake must hit with its bite attack. If it gets a hold, it can constrict.

Low-Light Vision: A constrictor snake can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent: This ability allows a constrictor snake to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonuses: Constrictors receive a +8 species bonus on Balance checks and a +4 species bonus on Hide, Listen, and Spot checks. Snakes apply either their Strength or Dexterity modifier, whichever is higher, to Climb checks.

HYDRA

Constrictor Snake (CR ½)	
Size	Medium animal
Hit Dice	4d8+12
Hit Points	30
Massive Damage Threshold	16
Initiative	+3
Speed	20 ft., Climb 20 ft., Swim 20 ft.
Defense	15 (+3 Dex, +2 natural)
Touch	13
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+3
Grapple	+6
Attack (Damage)	Bite +6 melee (1d6+3)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5 ft. sq. (coiled) / 5 ft.
Species Traits	Constrict (2d6+6) Improved Grab, Low-Light Vision, Scent
Saving Throws	Fort +5, Ref +5, Will +2
Ability Scores	Str 16, Dex 17, Con 16, Int 1, Wis 12, Cha 2
Skills (12)	Balance +13, Climb +13, Hide +9, Listen +7, Spot +7, Swim +15
Feats	Weapon Finesse (bite)
Evolution	5–8 HD (Large) 9–16 HD (Huge) 17–32 HD (Gargantuan)

Two-headed Hydra Snake (CR 2)	
Size	Small Mutant Animal
Hit Dice	3d10+6
Hit Points	23
Massive Damage Threshold	14
Initiative	+3
Speed	30 ft.
Defense	16 (+4 Dex, +1 natural, +1 size)
Touch	15
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+3
Grapple	+2
Attack (Damage)	Bite +8 melee (1d4 + poison)
Full Attack (Damage)	Bite +8 melee (1d4 + poison) Bite +8 melee (1d4 + poison)
Fighting Space / Reach	5 ft. sq. (coiled) / 5 ft.
Species Traits	Constrict (2d4) Improved Grab Poison (DC 13) Scent
Saving Throws	Fort +3, Ref +6, Will +2
Ability Scores	Str 11, Dex 18, Con 14, Int 1, Wis 12, Cha 2
Skills (12)	Balance +12 Climb +11, Hide +10, Listen +9, Move Silently +11, Spot +9
Feats	Weapon Finesse (bite)
Evolution	4–5 HD (Medium – 3 headed) 6–9 HD (Large – 4 headed) 10–12 HD (Huge – 5 headed)

Physical Description

The Hydra snake looks like a common viper, ranging in colors that allow it to adapt to its chosen environment. What makes a Hydra snake different from a normal snake is that fact that it has mutated having two or more heads on a single serpentine body.

Ecology

Hydra snakes, are mutated version of a normal snake, and are born into a normal clutch of snakes. Upon leaving the clutch, these mutated Hydra snake are commonly drawn to sources of water, where they thrive. Most Hydra snakes are found in swamps and wetland environments, however a few varieties of Hydra breeds have adapted to the desert, lurking

VIPER

beneath the sand. These snakes are solitary creatures, and are very territorial, patrolling one-square mile of swamp or land to hunt.

Species Traits

Constrict: A Hydra snake deals bludgeoning damage (2d4) with a successful grapple check against a target its own size category or smaller.

Improved Grab: To use this ability, the Hydra snake must hit an opponent at least one size category smaller than itself with its bite attack. If it gets a hold, it automatically deals bite damage each round that the hold is maintained, and it can constrict in the same round.

Multiple Heads: A hydra snake's head thinks and attack independently. Each of the snake's head receives its full attack bonus when performing a full-attack action.

Poison: A hydra snake injects poison into its victim with a successful bite. The victim must succeed on a Fortitude save or take the initial damage; a second Fortitude save must be made 1 minute later to negate the poison's secondary damage.

Bite — Fortitude (10 + ½ HD + CON modifier)

Damage: Initial (1d4 CON) / Secondary (1d2 CON)

Scent: This ability allows a Hydra snake to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonuses: A Hydra snake receives a +8 species bonus on Balance checks and a +4 species bonus on Hide, Listen, and Spot checks. It applies its Dexterity modifier instead of its Strength modifier to Climb checks.

Physical Description

The Viper covers a variety of tiny and small poisonous snakes that can be found throughout the world. Vipers include the copperhead, coral, rattlesnake, and the water moccasin among others.

Ecology

Vipers are highly adaptable to every environment, evolving with each new clutch, mastering their chosen element. There are over 500 types of Vipers that can be found in the world, and they all have the same defense, a poisonous bite. A bite from a Viper is very dangerous in the wasteland, where antidote is a hard commodity to find.

Species Traits

Low-Light Vision: A viper can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Poison: A viper injects poison into its victim with a successful bite. The victim must succeed on a Fortitude save or take the initial damage; a second Fortitude save must be made 1 minute later to negate the poison's secondary damage.

Viper, Tiny (CR-1)	
Size	Tiny animal
Hit Dice	¼ d8
Hit Points	1
Massive Damage Threshold	11
Initiative	+3
Speed	20 ft., Climb 10 ft., Swim 10 ft.
Defense	17 (+5 Dex, +2 size)
Touch	17
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+0
Grapple	-9
Attack (Damage)	Bite +7 melee (1d3-1 + poison)
Full Attack (Damage)	See Attack
Fighting Space / Reach	2 1/2 ft. sq. (coiled) / 0 ft.
Species Traits	Low-light vision, Poison, Scent
Saving Throws	Fort +1, Ref +6, Will +1
Ability Scores	Str 8, Dex 20, Con 10, Int 1, Wis 12, Cha 2
Skills (8)	Balance +13, Climb +16, Hide +17, Listen +6, Spot +6, Swim +14
Feats	Weapon Finesse (bite)
Evolution	1/2-1 HD (Small) 2 HD (Medium-size) 3-4 HD (Large) 5-16 HD (Huge)

Bite — Fortitude (10 + ½ HD + CON modifier)

Damage: Initial (1d4 CON) / Secondary (1d2 CON)

Scent: This ability allows a snake to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonuses: Snakes receive a +8 species bonus on Balance checks and a +4 species bonus on Hide, Listen, and Spot checks. Snakes apply either their Strength or Dexterity modifier, whichever is higher, to Climb checks.

SPIDER, MONSTROUS

Physical Description

These radioactive vermin resemble normal predatory spider types but are much larger. Common monstrous spiders found in the wasteland include the Black Widow, Tarantula, and Wolf Spider.

Ecology

Monstrous spiders thrive in the wasteland on a diet of bugs and small rodents generally spinning webs in wasteland ruins or forested areas. Most monstrous spiders are solitary creatures, until mating season, at which point most male spider do not survive between the deadly competition to attract a mate or the mating ritual itself where most female kill their mate.

Monstrous Spider, Tiny (CR ½)	
Size	Tiny Radioactive Vermin
Hit Dice	½d10-1
Hit Points	1
Massive Damage Threshold	10
Initiative	+3
Speed	20 ft. Climb 10 ft.
Defense	15 (+3 Dex, +2 size)
Touch	15
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+0
Grapple	-12
Attack (Damage)	Bite +6 melee (1d3-2 + poison)
Full Attack (Damage)	—
Fighting Space / Reach	2½ft. sq. / 0 ft
Species Traits	Darkvision 60 ft., Immunity, Poison, Radioactive Strike Resistance to MAS Stability Webs (DC 16)
Saving Throws	Fort +1, Ref +1, Will +0
Ability Scores	Str 7, Dex 18, Con 8, Int —, Wis 13, Cha 6
Skills (6)	Climb +20, Hide +16, Jump +3, Move Silently +9, Spot +9
Feats	Weapon Finesse (bite)
Evolution	1 HD (Small) 2-3 HD (Medium-size) 4-7 HD (Large) 8-15 HD (Huge) 16-31 (Gargantuan) 32+ (Colossal)

Species Traits

Darkvision: Spiders have darkvision of 60 ft.

Immunities: Monstrous spiders are immune to mind-affecting effects and the harmful effects of radiation.

Natural Climber: Monstrous spiders receive a +8 species bonus on Climb checks. They use their Dexterity modifier for Climb checks.

Poison: A monstrous spider injects poison into its victim with a successful bite. The victim must succeed on a Fortitude save or take the initial damage; a second Fortitude save must be made 1 minute later to negate the poison's secondary damage.

Bite — Fortitude (10 + ½ HD + CON modifier + size modifier)

Damage: Initial (1 STR or CON) / Secondary (1 STR, DEX, or CON).

*A monstrous spider poison is more potent the larger it is. The spider receives a bonus to the DC for medium-sized and larger as denoted in the Creature Type (Radioactive Vermin). Additional the poison damage of the spider increases based on its size and is equal to a Radioactive Vermin's slam attack for both initial and secondary ability damage.

Radioactive Strike: Monstrous Spiders exude radiation from their bodies. Any successful hit that deals damage also deals an equal amount of radiation damage (RAD).

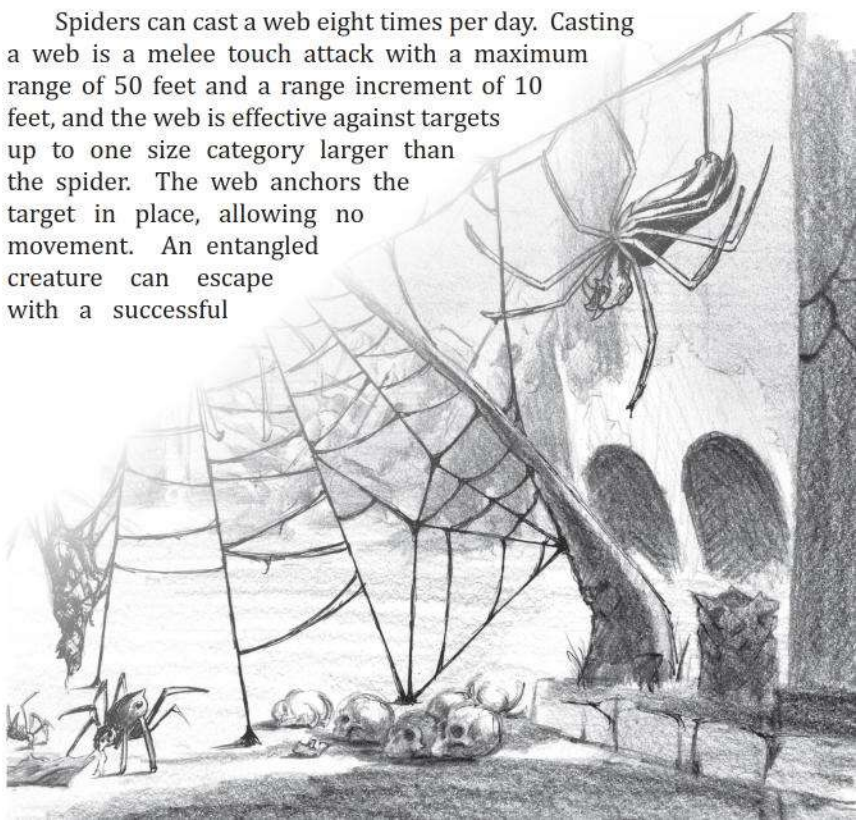
Resistance to Massive Damage: Monstrous spiders gain a +5 species bonus on Fortitude saves to negate the effects of massive damage.

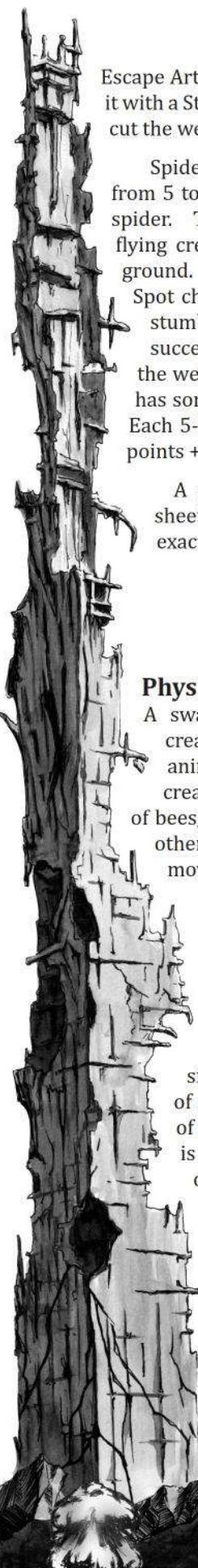
Skill Bonuses: Monstrous spiders receive a +4 species bonus on Hide and Move Silently checks and a +8 species bonus on Spot checks.

Stability: Monstrous spiders gain a +8 stability bonus to oppose bull rush and trip attempts.

Web: Monstrous spiders often wait in their webs or in a perch on ruins or trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

Spiders can cast a web eight times per day. Casting a web is a melee touch attack with a maximum range of 50 feet and a range increment of 10 feet, and the web is effective against targets up to one size category larger than the spider. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful





Escape Artist check (DC 16 + 2 per size evolution), burst it with a Strength check (DC 18 + 2 per size evolution), or cut the web strands (2 hit points +2 per size evolution).

Spiders often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Spot check (DC 20) to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points equal to (2 hit points +2 per size evolution).

A monstrous spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

SWARMS

Physical Description

A swarm is a collection of Fine or Diminutive creatures (usually creatures of the vermin or animal types, but not always) that acts as a single creature. Swarms include flocks of birds, swarms of bees, writhing nests of poisonous snakes, and any other conglomeration of creatures that tends to move as a solid mass.

A swarm has the characteristics of its original type, except as otherwise noted.

A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Defense. The swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (if comprised of flying creatures) 5 feet on a side, but its reach is 0 feet. To attack, the swarm moves into an opponent's fighting space, which provokes an attack of opportunity. It can occupy the same fighting space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm may provoke an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures. Larger swarms are represented by multiple swarms, or multiple 5-foot

squares.

Swarms are not subject to critical hits or flanking. A swarm takes half damage from ballistic, slashing, and piercing weapons. It is immune to any effect that targets a specific number of creatures unless the swarm is susceptible to mind-affecting effects. A swarm takes a -10 penalty on saving throws against effects that affect an area, such as grenade-like weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead.

A swarm that fails a Fortitude save against massive damage disperses and does not reform until its hit points return to full.

Swarms don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage. Damage reduction sufficient to reduce a swarm attack's damage to 0, or other special abilities may make a creature immune (or at least resistant) to damage from the swarm. Swarms cannot attempt trip or grapple checks, nor can they be tripped or grappled themselves.

Swarms do not threaten creatures in their square and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Any intelligent creature vulnerable to a swarm's damage that begins its turn with a swarm in its fighting space is distracted. The target must attempt a Fortitude save (DC 10 + swarm's Hit Dice) or become nauseated for 1 round by the intense pain of countless bites, stings, and pinches. A creature that takes no damage from the swarm's attack is not subject to distraction. Nauseated creatures are unable to attack or do anything else requiring attention or concentration; the only action a nauseated creature can take is a single move action per turn. Even if the target creature succeeds at a Fortitude save, it is still vulnerable to the swarm's distraction. It is difficult to undertake complex actions while covered by a swarm. Using skills requiring patience and concentration (such as arming an explosive device, opening a lock, or using a computer) requires a Concentration check (DC 20). If the check fails, the target creature is unable to complete the action.

KILLER BEES

Swarms of killer bees have been common to the southern United States since before the Exodus. With the loss of the common plant nectar that these bees harvested they have expanded their territory in search of new sources of plant life to harvest.

Species Traits

The killer bees in this swarm possess a hive mind. If dispersed, the bee swarm loses its intelligence (as individual bees are non-intelligent).

Darkvision: A sentient killer bee swarm can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the killer bees can function with no light at all.

Distraction: Any individual susceptible to the swarm's attacks who begins his round in the swarm's square must make a Fortitude saving throw (DC15) or become nauseated for 1 round. Complex actions when within the swarm require a DC 16 concentration check.

Poison: A killer bee swarm poison into its victim with successful stings. The victim must succeed on a Fortitude save or take the initial damage; a second Fortitude save must be made 1 minute later to negate the poison's secondary damage.

Sting — Fortitude (10 + ½ HD + CON modifier)

Damage: Initial (1d3 CON) / Secondary (1d3 CON)

Killer Bee Swarm (CR 1)	
Size	Fine Vermin Swarm
Hit Dice	4d8-4
Hit Points	14
Massive Damage Threshold	—
Initiative	+6
Speed	Fly 20 ft. (perfect)
Defense	16 (+6 Dex)
Touch	16
Flatfooted	10
Damage Reduction	—
Base Attack Bonus	—
Grapple	—
Attack (Damage)	Swarm (3d6 + poison)
Full Attack (Damage)	—
Fighting Space / Reach	5 ft. sq. / 0 ft.
Species Traits	Darkvision 60 ft., Distraction, Poison, Swarm, Sentience
Saving Throws	Fort +0, Ref +10, Will +1
Ability Scores	Str 1, Dex 22, Con 8, Int 4, Wis 13, Cha 2
Skills (12)	Listen +7, Spot +7
Feats	—
Evolution	5-7 HD (Large swarm) 8-10 HD (Huge swarm)

Swarm Traits: A swarm takes half damage from cutting and piercing attacks. The swarm cannot be tripped, grappled, or bull-rushed. Nor can the swarm grapple an opponent. It is immune to effects that target an individual creature or a set number of creatures. The swarm takes half again as much damage from area effects. Swarms move freely in and out of occupied squares and they can occupy any square. A swarm can squeeze through any opening that is large enough for a single member. A swarm still provokes attacks of opportunity from movement but it cannot make attacks of opportunity, does not threaten any squares.

Sentience: Sentient swarms have a hive mind. A swarm with a hive mind has a higher Intelligence score but is susceptible to mind-affecting abilities as if it was a single intelligent creature.

MOSQUITO

Mosquitoes are common to humid and wet environments, where they thrive by feasting on small animals.

Species Traits

Darkvision: A mosquito swarm can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the mosquitoes can function with no light at all.

Disease: Mosquito swarms carry the Waste River Virus (WRV), which is a deadly disease transmitted by infected

mosquitoes through injury. When a Mosquito swarm bites a target, he must succeed a Fortitude Save or become infected by the disease and suffer its effects 1d4 days later; a additional Fortitude save must be made each day after infection or the victim suffer secondary damage. Should the save fail, the infected makes another save immediately; if this is also failed the ability damage is permanent. When the victim succeeds three successive day of saving throws, he defeats the disease and no longer suffers any additional effects. The victim heals any ability damage at his normal heal rate.

Mosquito Swarm (CR 0)	
Size	Fine Vermin Swarm
Hit Dice	2d8+2
Hit Points	11
Massive Damage Threshold	—
Initiative	+6
Speed	Fly 20 ft. (perfect)
Defense	16 (+6 Dex)
Touch	16
Flatfooted	10
Damage Reduction	—
Base Attack Bonus	—
Grapple	—
Attack (Damage)	swarm (1d3 + disease)
Full Attack (Damage)	—
Fighting Space / Reach	5 ft. sq. / 0 ft.
Species Traits	Darkvision 60 ft., Disease, Distraction, Swarm
Saving Throws	Fort +2, Ref +4, Will +1
Ability Scores	Str 1, Dex 23, Con 12, Int —, Wis 13, Cha 2
Skills (8)	Listen +5, Spot +5
Feats	—
Evolution	—

Bite —Fortitude (10 + ½ HD + CON modifier)

Damage: Onset Time: 1d4 days; Initial (1 CON and 1 DEX) / Secondary (1d2 CON and 1d2 DEX).

Distraction: Any individual susceptible to the swarm's attacks who begins his round in the swarm's square must make a Fortitude saving throw (DC15) or become nauseated for 1 round. Complex actions when within the swarm require a DC 16 concentration check.

Swarm Traits: A swarm takes half damage from cutting and piercing attacks. The swarm cannot be tripped, grappled, or bull-rushed. Nor can the swarm grapple an opponent. It is immune to effects that target an individual creature or a set number of creatures. The swarm takes half again as much damage from area effects. Swarms move freely in and out of occupied squares and they can occupy any square.

A swarm can squeeze through any opening that is large enough for a single member. A swarm still provokes attacks of opportunity from movement but it cannot make attacks of opportunity, does not threaten any squares.

SPIDER SWARM

Spiders can be found just about anywhere there is warmth. A spider swarm generally consists of newly hatched spiders of the same clutch in search of food or territory.

Spider Swarm (CR ½)	
Size	Fine Vermin Swarm
Hit Dice	4d8
Hit Points	18
Massive Damage Threshold	—
Initiative	+6
Speed	20 ft., Climb 10 ft
Defense	16 (+6 Dex)
Touch	16
Flatfooted	10
Damage Reduction	—
Base Attack Bonus	—
Grapple	—
Attack (Damage)	Swarm (1d6 + poison)
Full Attack (Damage)	—
Fighting Space / Reach	5 ft. sq. / 0 ft.
Species Traits	Darkvision 60 ft., Distraction, Poison, Swarm,
Saving Throws	Fort +1, Ref +10, Will +1
Ability Scores	Str 1, Dex 22, Con 10, Int —, Wis 13, Cha 5
Skills (12)	Climb +23, Move Silently +10, Spot +7
Feats	—
Evolution	—

Species Traits

Darkvision: Spiders have darkvision of 60 ft.

Distraction: Any individual susceptible to the swarm's attacks who begins his round in the swarm's square must make a Fortitude saving throw (DC15) or become nauseated for 1 round. Complex actions when within the swarm require a DC 16 concentration check.

Natural Climber: Spiders receive a +8 species bonus on Climb checks. They use their Dexterity modifier for Climb checks.

Poison: Bite—Fortitude save (DC 14); initial and secondary damage 1d4 Str.

Poison: A spider swarm poison into its victim with successful bites. The victim must succeed on a Fortitude save or take the initial damage; a second Fortitude save must be made 1 minute later to negate the poison's secondary damage.

Bite — Fortitude (10 + ½ HD + CON modifier)

Damage: Initial (1d4 STR) / Secondary (1d4 STR)

Swarm Traits: A swarm takes half damage from cutting and piercing attacks. The swarm cannot be tripped, grappled, or bull-rushed. Nor can the swarm grapple an opponent. It is immune to effects that target an individual creature or a set number of creatures. The swarm takes half again as much damage from area effect attacks. Swarms move freely in and out of occupied squares and they can occupy any square. A swarm can squeeze through any opening that is large enough for a single member. A swarm still provokes attacks of opportunity from movement but it cannot make attacks of opportunity, does not threaten any squares.



WASTEMOTHS

Wastemoths are typical moths that flock together searching the wasteland for food. What make the wastemoth deadly is that they absorb radiation and produce a radioactive dust that is deadly in large quantities.

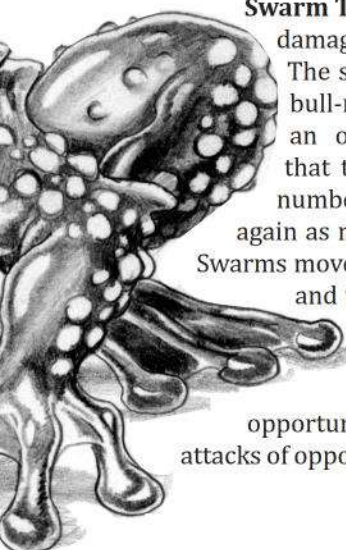
Wastemoth Swarm (CR 0)	
Size	Fine Vermin Swarm
Hit Dice	3d8
Hit Points	9
Massive Damage Threshold	—
Initiative	+6
Speed	Fly 30 ft. (perfect)
Defense	16 (+6 Dex)
Touch	16
Flatfooted	10
Damage Reduction	—
Base Attack Bonus	+1
Grapple	—
Attack (Damage)	Swarm (3d6 RAD)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5 ft. sq. / 0 ft.
Species Traits	Darkvision 60 ft., Distraction, Radioactive Dust Swarm
Saving Throws	Fort +3, Ref +8, Will +0
Ability Scores	Str 1, Dex 22, Con 9, Int —, Wis 13, Cha 6
Skills (10)	Listen +6, Spot +6
Feats	—
Evolution	—

Fortitude saving throw (DC15) or become nauseated for 1 round. Complex actions when within the swarm require a DC 16 concentration check.

Radioactive Dust: Any individual who begins his round in the swarm's square that is not immune to radiation damage gains 3d6 RAD.

Swarm Traits: A swarm takes half damage from cutting and piercing attacks. The swarm cannot be tripped, grappled, or bull-rushed. Nor can the swarm grapple an opponent. It is immune to effects that target an individual creature or a set number of creatures. The swarm takes half again as much damage from area effect attacks. Swarms move freely in and out of occupied squares and they can occupy any square. A swarm can squeeze through any opening that is large enough for a single member.

A swarm still provokes attacks of opportunity from movement but it cannot make attacks of opportunity, does not threaten any squares.



Species Traits

Darkvision: A wastemoth swarm can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the wastemoths can function with no light at all.

Distraction: Any individual susceptible to the swarm's attacks who begins his round in the swarm's square must make a

TOAD, MONSTROUS

Physical Description

This massive amphibian is covered with bumpy green and brown skin.

Ecology

Monstrous toads live in the desert, where they make burrows in the banks of rivers or the sides of hills. Their leathery hide helps the toad retain moisture and survive in dry conditions. The monstrous toad must find fresh water to lay its eggs in, spawning in mud puddles and sewers if nothing else can be found. Monstrous toads feed primarily on radioactive vermin though they will attack other small creatures as the opportunity presents itself. The monstrous toad is proactive in its defense against predators, biting hostile creatures and releasing poison from its skin.

Toad, Monstrous (CR 3)	
Size	Medium Mutated Animal
Hit Dice	3d10+6
Hit Points	23
Massive Damage Threshold	16
Initiative	+3
Speed	30 ft. Swim 20ft.
Defense	17 (+3 Dex, +4 natural armor)
Touch	13
Flatfooted	14
Damage Reduction	—
Base Attack Bonus	+3
Grapple	+3
Attack (Damage)	Bite +5 (1d6+1 + poison)
Full Attack (Damage)	—
Fighting Space / Reach	5 ft. sq. / 5 ft.
Species Traits	Keen Sight Poison
Saving Throws	Fort +6, Ref +6, Will +2
Ability Scores	Str 14, Dex 16, Con 16, Int 1, Wis 12, Cha 4
Skills (10)	Hide +10 Listen +4, Spot +4 Swim +10
Feats	Alertness Weapon Focus (bite)
Evolution	4-6 HD (large)

Species Traits

Skill Bonuses: A toad's coloration gives it a +4 species bonus on Hide checks.

Keen Sight: Monstrous toads have darkvision with a range of 60 feet and low-light vision with a range of 120 feet.

Poison: When stressed, the monstrous toad secretes a neurotoxin from a gland in the back of its head. Anyone who makes a successful melee attack against the toad is exposed to this poison. Those who succumb to the toxin's

effects become very confused and may experience vivid hallucinations. The victim must succeed on a Fortitude save or take the initial damage; a second Fortitude save must be made 1 minute later to negate the poison's secondary damage.

Contact — Fortitude (10 + ½ HD + CON modifier)
Damage: Initial (1d3 WIS) / Secondary (1d3 WIS)

WOLF

Physical Description

A wolf is a large predatory canine that that can stand up to three feet tall at the shoulders and weigh over one hundred and fifty pounds. These statistics can also be used for coyotes.

Ecology

Wolves are pack hunters that chase down large animals such as deer. Wolves and coyotes have enjoyed great success in the time after the fall of mankind's civilization. These animals run in loose packs of up to two dozen wolves, though coyotes are more likely to be found alone or in smaller groups. These creatures have thrived during the fall of man, recovering much of their former territory. Wolves and coyotes can be found in any environment, from forest and desert to urban areas.

Wolf (CR ½)	
Size	Medium animal
Hit Dice	2d8+4
Hit Points	13
Massive Damage Threshold	15
Initiative	+2
Speed	50 ft
Defense	15 (+2 Dex, +3 natural)
Touch	12
Flatfooted	13
Damage Reduction	—
Base Attack Bonus	+1
Grapple	+3
Attack (Damage)	Bite +3 melee (1d6+2)
Full Attack (Damage)	See Attack
Fighting Space / Reach	5 ft. sq. / 5 ft.
Species Traits	Low-Light Vision, Scent, Trip
Saving Throws	Fort +5, Ref +5, Will +1
Ability Scores	Str 15, Dex 12, Con 16, Int 2, Wis 12, Cha 6
Skills (10)	Hide +3, Listen +6, Move Silently +4, Spot +4, Survival +1 (+5 scent)
Feats	Weapon Focus (Bite)
Evolution	3–4 HD (Large)



A wolf pack is usually comprised of a male, a female, and their offspring. Packs are loosely structured and young pups often leave to form packs of their own. Most mating pairs are monogamous and mate for life. Fighting within a pack is rare but wolves will kill their own if a member of the pack has been crippled or overcome by a degenerative disease.

Species Traits

Low-Light Vision: A wolf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent: This ability allows a wolf to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Trip: A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 152) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skill Bonuses: Wolves receive a +4 species bonus on Survival checks when tracking by scent.

YETI

Physical Description

A yeti is a large, white-furred, human-shaped creature that stands about 8 feet tall and weighs approximately 300 pounds. Its long fur is heaviest around the head and shoulders, and its hands and feet are wide and flat. Layers of fat insulate its body, allowing it to survive and even thrive in subzero conditions. Although a yeti can stand and walk upright, it tends to hunch over and use its hands and feet, in the manner of a gorilla, to navigate ice floes and rocky terrain. Its eyes are either blue or colorless, and it has an extra pair of transparent eyelids that allow it to see even in blowing snow.

Ecology

Yetis are genetically modified humans who were created by the Trans-Genetic Warrior Project. Designed for warfare in the extreme cold, the yeti test subjects escaped from their handlers and established a colony in the Rocky Mountains. Yetis are omnivores who sometimes attack humans for food if no other game is available.

The yetis tend to travel in mated pairs. Members of a colony peacefully share the same territory but make little contact with each other outside of mating. A group of young males may form a bachelor troop but this social structure slowly breaks down as the yeti find mates and start families. Young yetis are dependent on their parents for a long period of time, leaving the safety of the family around the age of twelve.



Yeti (CR 3)	
Size	Large Humanoid
Hit Dice	4d8+12
Hit Points	30
Massive Damage Threshold	20
Initiative	+2
Speed	30 ft.
Defense	14 (+2 Dex, +3 natural, -1 size)
Touch	11
Flatfooted	12
Damage Reduction	—
Base Attack Bonus	+4
Grapple	+13
Attack (Damage)	Claw +8 melee (1d6+5)
Full Attack (Damage)	Claw +8 melee (1d6+5) Claw +8 melee (1d6+5)
Fighting Space / Reach	10 ft. sq. / 10 ft.
Species Traits	Cold, Constrict, Darkvision 60 ft., Improved Grab
Saving Throws	Fort +7, Ref +3, Will +3
Ability Scores	Str 20, Dex 14, Con 17, Int 6, Wis 15, Cha 8
Skills (12)	Climb +8, Hide +4 (+16 Snow), Move Silently +5, Survival +5
Feats	Improved Damage Threshold Power Attack
Talent	Evasion
Evolution	5-8 HD (Large)

Abominable Snowman (CR 7)

Size	Huge Humanoid
Hit Dice	12d8+60
Hit Points	30
Massive Damage Threshold	20
Initiative	+2
Speed	30 ft.
Defense	14 (+1 Dex, +5 natural, -2 size)
Touch	9
Flatfooted	13
Damage Reduction	PDR/3
Base Attack Bonus	+12
Grapple	+32
Attack (Damage)	Claw +19 melee (2d6+8)
Full Attack (Damage)	Claw +19 melee (2d6+8) Claw +19 melee (2d6+8)
Fighting Space / Reach	10 ft. sq. / 10 ft.
Species Traits	Cold Species Constrict, Darkvision 60 ft., Improved Grab
Saving Throws	Fort +8, Ref +4, Will +4
Ability Scores	Str 29, Dex 12, Con 21, Int 6, Wis 15, Cha 8
Skills (28)	Climb +12, Hide +1 (+16 Snow), Move Silently +9, Survival +9
Feats (4)	Improved Damage Threshold Improved Grapple Power Attack Toughness
Talent (1)	Evasion
Evolution	

Species Traits

Cold Species: A yeti is immune to cold damage. It takes 50% more damage from fire attacks.

Constrict: A yeti deals normal claw damage (treat as bludgeoning damage) plus 2d6 points of cold damage with a successful grapple check against a target at least one size category smaller than itself.

Darkvision: A yeti can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the yeti can function with no light at all.

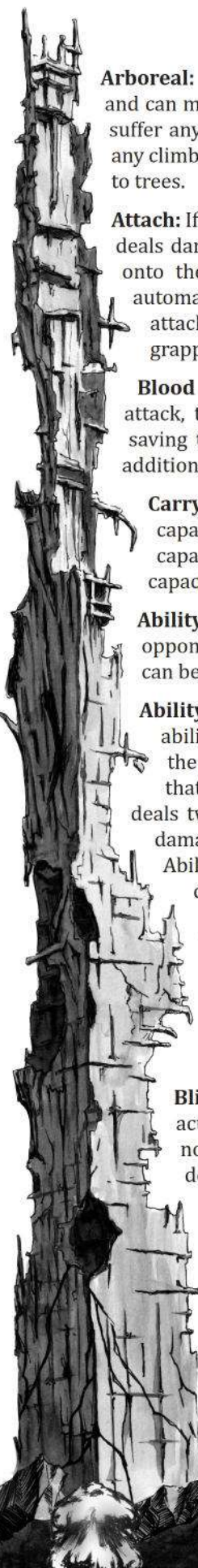
Improved Grab: To use this ability, the yeti must hit an opponent at least one size category smaller than itself with its claw attack. If it gets a hold, it automatically deals claw damage each round that the hold is maintained, and it can constrict in the same round.

Skill Bonus: The yeti's white fur grants it a +15 species bonus on Hide checks made in snowy conditions.

APPENDIX A
SPECIES TRAITS



W. G. S. ©
2.9



Arboreal: An arboreal creature gains a climb bonus and can move at full speed while climbing and does not suffer any Dexterity penalty. They can also take 10 on any climb check while climbing trees or surfaces similar to trees.

Attach: If a creature with this special attack successfully deals damage to a warm-blooded opponent, it latches onto the opponent's body in the same round and automatically deals bite damage each round it remains attached. The attached creature is considered to be grappling until removed.

Blood Drain: After this creature hits with a bite attack, the target must make a successful Fortitude saving throw (DC 10 + $\frac{1}{2}$ HD + CON) or it takes an additional 1 point of damage from loss of blood.

Carrying Capacity: A creature with carrying capacity can carry three times its normal STR capacity and drag five times its normal STR capacity.

Ability Score Loss: Some attacks reduce the opponent's score in one or more abilities. This loss can be temporary or permanent (ability damage).

Ability Damage: This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a die range, roll two dice). Ability damage returns at the rate of 1 point per day for each affected ability.

Aquatic Subtype: These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Blindsense: Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Spot or Listen checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense.

A creature with blindsense is still denied its Dexterity

bonus to Armor Class against attacks from creatures it cannot see.

Blindsight: Using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the creature maneuvers and fights as well as a sighted creature. Concealment and darkness are irrelevant. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

Breath Weapon: A breath weapon attack usually causes damage and is often based on some type of energy. It allows a Reflex save for half damage with a DC (10 + $\frac{1}{2}$ HD + Con modifier). A creature is immune to its own breath weapon and those of others of its kind unless noted otherwise.

Cold Species: A creature with the cold species has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Constrict: The creature crushes the opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability (see below), it deals constriction damage in addition to damage dealt by the weapon used to grab.

Construct: Constructs are immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, or the effects of massive damage.

Damage Reduction: The creature ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective).

There are four types of Damage Reduction in Exodus (Energy (EDR), Explosive (XDR) Laser/Plasma (LDR) and Physical (PDR)). The creature takes normal damage from the attack and subtracts the amount of damage ignored from that damage type.

Darkvision: The creature can see in total darkness, out to the specified range (usually 60 feet). Darkvision is black-and-white only, but is otherwise like normal light.

Desert Species: A creature with the desert species has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Disease: Some creatures, usually insects and other vermin

carry a deadly disease. When a diseased creature bites a target, he must succeed a Fortitude Save or become infected by the disease and suffer its effects usually 1 to 4 days later; a additional Fortitude save must be made each day after infection or the victim suffer secondary damage. Should the save fail, the infected makes another save immediately; if this is also failed the ability damage is permanent. When the victim succeeds three successive day of saving throws, he defeats the disease and no longer suffers any additional effects. The victim heals any ability damage at his normal heal rate.

Bite —Fortitude ($10 + \frac{1}{2} \text{ HD} + \text{CON modifier}$)

Damage: Onset Time: 1d4 days; Initial (physical ability damage) / Secondary (physical ability damage).

Ferocity: This creature is so fiercely aggressive in combat that it continues fighting even when disabled or dying. Ferocity functions as the Diehard feat.

Frightful Presence: This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken. Actions required to trigger the ability are given in the creature's descriptive text. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save ($10 + \frac{1}{2} \text{ HD} + \text{CHA modifier}$). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Heavy Load: This creature can carry, drag, or push ten times its normal load.

Hold Breath: This creature can hold its breath for a number of rounds equal to its Constitution score $\times 10$.

Improved Grab: If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each

successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text). When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Keen Scent: A creature with keen scent can notice creatures by scent in a 180-foot radius and detect scents in the air and water at ranges of up to one mile.

Low-Light Vision: A creature with low-light vision can see twice as far as a human in lamplight, moonlight, starlight, and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions.

Natural Climber: A creature that is a natural climber receives a species bonus to Climb checks and use their Dexterity modifier for Climb checks.

Overland Travel: A bovine moves at double its speed when traveling overland on normal terrain.

Paralysis: This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude save ($10 + \frac{1}{2} \text{ HD} + \text{CON modifier}$). A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Poison: Poison attacks deal initial damage, such as ability damage (see above) or some other effect, to the opponent on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage. A creature with a poison attack is immune to its own poison and the poison of others of its kind.


The Fortitude save DC against a poison attack is ($10 + \frac{1}{2} \text{ HD} + \text{CON modifier}$). Medium-sized and larger Vermin gain a size bonus to the poison's DC (see Vermin in Creature Type). A successful save negates the ability damage.

Bite or Sting — Fortitude ($10 + \frac{1}{2} \text{ HD} + \text{CON modifier}$)

Damage: Initial (any ability score) / Secondary (any ability score).

Pounce: When a creature with this special attack makes a charge, it can follow with a full attack—including rake attacks if the creature also has the rake ability.

Powerful Charge: When a creature with this special attack



makes a charge, its attack deals double damage in addition to the normal benefits and hazards of a charge.

Radioactive Strike: Radioactive creatures exude radiation from their bodies. Any successful hit that deals damage also deals an equal amount of radiation damage (RAD).

Rage: This special attack allows the creature to enter into a rage usually once per day. The creature gains +4 to Strength and Constitution for a number of rounds equal to its adjusted Constitution modifier +5. After the rage ends the creature suffers from fatigue for a number of rounds equal to double its rage.

Rake: A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a creature can attack with only one of its natural weapons while grappling, but a creature with the rake ability usually gains two additional claw attacks that it can use only against a grappled foe. Rake attacks are not subject to the usual -4 penalty for attacking with a natural weapon in a grapple.

Resistance to Massive Damage: Some creatures are resistance to death and gain a species bonus on Fortitude saves to negate the effects of massive damage.

Resistance to Energy: A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (acid, cold, electricity, fire, radiation, or toxic waste).

Scent: This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent.

Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Skill Bonus: Some creatures receive a species bonus on one or more skill checks.

Stability: Creatures with four or more legs gains a +4 bonus (+2 more per set of legs) to oppose bull rush and trip attempts.

Superior Critical: A creature with this ability has deadly natural attacks. The critical threat ranges from these attacks are improved 2 points and deals triple damage (20/x2 becomes 18-20/x3).

Superior Low-Light Vision: Creatures with superior low-light vision can see four times as far as a human in lamplight, moonlight, starlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Stampede: A group of large creatures can stampede, usually if frightened, and runs over anything of size Large or smaller that gets in its way, dealing 1d12 points of damage for every five creatures in the stampede. The stampede generally runs the opposite direction from the source of fear. A successful Reflex save DC (10 + 1 per creature in the stampede) halves the damage.

Swallow Whole: If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. The Defense of the interior of a creature that swallows whole is normally (10 + ½ its natural armor bonus, with no modifiers for size or Dexterity). If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Swarm: A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Defense. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of non-flying creatures) or a cube (of flying creatures) usually 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 non-flying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 non-flying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of non-flying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any effect that targets an individual of creature. A swarm takes half again as much damage (+50%) from burst effects that affect an area, such as explosives and splash weapons. Swarms made up of Diminutive or Fine creatures are susceptible to high winds. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swarm Attack: Creatures with the swarm don't make standard melee attacks. Instead, they deal automatic

damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Attack entry, with no attack bonus given.

Physical Damage Reduction (PDR) sufficient enough to reduce a swarm attack's damage to 0, usually gives a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage.

Swarms do not threaten creatures in their square, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save (DC 10 + $\frac{1}{2}$ HD + Con modifier). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Trained: A trained animal knows one general purpose training regimen as detailed under Handle Animal in the EXS or SWG.

Trample: As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. If a target's space is larger than 5 feet, it is only considered trampled if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a -4 penalty. A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

A trample attack deals bludgeoning damage (the creature's slam damage + 1.5 times its Str modifier). Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt Reflex saves to take half damage. The save DC against a creature's trample attack is (10 + $\frac{1}{2}$ HD + STR modifier). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Tremorsense: A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Trip: A trained canine or similar animal (like a wolf) that hits with a bite attack can attempt to trip its opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot counteract the trip attempt.

Wasteland Care: Domesticated animal or creatures are not accustomed to survival without the aid of man. These animals need a set amount of water and feed or vegetation each day in order to survive and maintain its body weight. Failure to meet these requirement results in the animal starving (see the Starvation rules in the EXS) and a reduction in its speed by 10.

APPENDIX B FEATS AND TALENTS

Feats

This section lists alphabetically common creature's feats. Most creatures use the same feats that are available to characters, but some have access to the Multiattack feat (as described below).

Multiattack

This creature is adept at using all its natural weapons at once.

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons take only a -2 penalty.

Normal: Without this feat, the creature's secondary natural attacks take a -5 penalty.



Exodus Feat and Talents

Acrobat	Frightful Presence	Stealthy
Adrenaline Rush	Ghost	Strong Back
Alertness	Great Fortitude	Stop Charge ²
Animal Affinity	Heave Ho!	Toughness
Animal Friend	Hit the Deck	Track
Archaic Weapon Proficiency ¹	Improved Brawl ¹	Two-Weapon Fighting
Armor Proficiency (light) ¹	Improved Bullrush	Weapon Finesse
Athletic	Improved Damage Threshold	Weapon Focus
Awareness	Improved Disarm	Whirlwind Attack ¹
Better Critical	Improved Grapple	Talents ¹
Blind-Fight	Improved Initiative	
Brawl ¹	Improved Overrun	
Cleave	Improved Trip	
Combat Expertise	Iron Will	
Combat Reflexes	Lightning Reflexes	
Comprehension ¹	Mobility	
Die Hard	More Critical	
Dodge	Pack Rat	
Dodger	Power Attack	
Earlier Sequence	Quick Recovery	
Educated ¹	RAD Resistance	
Endurance	Sidestep Charge ²	
Faster Healer	Simple Weapon Proficiency ¹	
Fleet of Foot	Spring Attack	

¹ Suitable for Construct and Humanoids only.

² This feat or talent is detailed in the Exodus Southwest Wasteland Guide.

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