

fight this mutant

by JIM WAMPLER

MUDPUPPY GAMES / \$19.99



MORE DEADLY MUTANTS FOR YOUR MUTANT CRAWLING GAME

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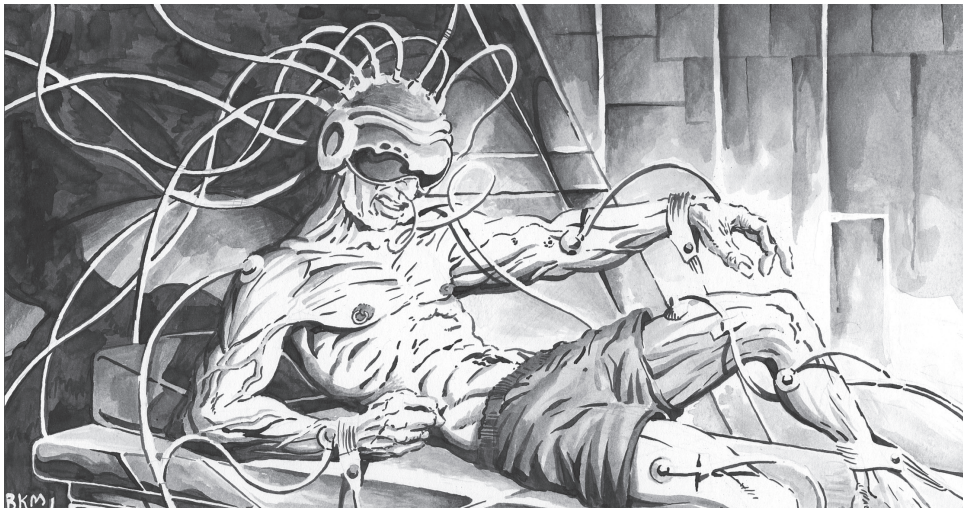
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Special thanks to Tim Kask for being a human thesaurus and vetted arbiter of pure evil.

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FOREWORD

Back in the hoary old days, when all we had were the little brown books, we nascent DM's got bored with the relatively few monsters in *Vol. II, Monsters & Treasure*. We then went off in Search of the Unknown, which you now know as Appendix N, one of the canons of the early days of RPG's.

I can hear you thinking now "Dragons got boring?" Yes, and no. There were so few monsters then, relatively speaking, that every RPG'er that played a lot soon had them all memorized. We DM's couldn't just throw them up against 27 Mindflayers every time, or nothing but a steady diet of oversized lizards with alarming capabilities.

This recent genre, call it Post-Apocalyptic for want of a better, more inclusive word, reminds me of those early heady days of fantasy role-playing, where anything at all could happen; the only limiting factor was your imagination.

Jim's previous opus, *Mutant Crawl Classics* (done for Goodman Games) was, for me, an entryway into a whole new setting for RPG's and a plethora of new roles to play. In sci-fi of this type, it doesn't even have to "make sense". This book is very different.

For one thing, and this is very important, Jim obviously knows enough "science stuff" to make everything in the book seem plausible; it has a very cunning verisimilitude going for it because it "sounds real", no made-up gobbledygook. For another, I cannot foresee any P-A player ever getting bored with some of these contents. There is even a brand-new Player Class that is scarily awesome.

This book proves a lot of things. For one, there is ALWAYS something scarier, fiercer, more powerful and more awful "out there" just waiting for you; this book is chock-a-block with them. More importantly, this book serves as an undeniable proof of Jim's awesome talent and really scary mind.

Tim Kask

Founding Editor, Dragon Magazine

P.S. Knowing what a do-loop is and what retconning means will be helpful.

INTRODUCTION

Even at night, the hothouse jungle that is your home never grew this quiet. The hush that had just fallen was as quick as it was unsubtle. The noisy nocturnal predator plants, the barely-audible night-flies, and the bilious glow-frogs had all gone silent as one. There was something out there now. Something big.

Then you saw it. It was not big — in fact it was very small. A single flitting creature of the night, a tiny humming-dragon. Normally only dangerous in dread-flocks, this one was a very pregnant female, reptilian abdomen swollen and aglow with the life aborning within. Everything would be all right so long as you slowly backed away before —

The tiny handspan-tall draconian's entire body coiled and then convulsed. But instead of the expected radioactive flame, she shot forth her newly-born brood, suddenly becoming in that very act her own dread-flock. A small cloud of voracious insect-sized broodlings paused in mid-air, and then began to drift towards you. Inside each, an emerald glow began to shine from within their hundreds of tiny, hungry stomachs.

You had your own mutational gifts and no small amount of salvaged technology that you could have used in that moment, but instead you ran for it. You ran as fast as your three legs would carry you. You ran so fast that you have little knowledge of what transpired behind you, except that from the sounds echoing behind you it must have involved slower, less lucky prey.

This is not the story you will tell later back in the village.

Fight This Mutant contains over 30 brand-new mutant monsters and races, a whole new Ancient Alliance your player characters can join or fight, a brand-new character class — the Technomancer, and 15 new neural programs from 1st through 5th levels. Usable in any d20-based post-apocalyptic or genre-mashing fantasy role playing game and penned by the creator of *Mutant Crawl Classics RPG*, the creatures, collectives, and classes found in this book will put new mutated meat on the table for the players of any science-fiction or fantasy role playing system.



ATOMIC BOMBARDIER BEETLE

Initiative: +0

Attacks: bite +2 melee (1d4) or atomic bomb spray +4 ranged (see below)

AC: 14

HD: 1d10+2

HP: 8

Move: 45'

Actions: 1d20

Save: Fort +5, Ref +2, Will -2

Born during the height of the Great Disaster, when cosmic radiation rained down from the skies and the seas boiled with nuclear flames, the atomic bombardier beetle gained an adaptive immunity to all forms of radiation. In fact, these 1' long beetles have evolved a metabolism that consumes, filters, and enriches the common elements found in their omnivorous diet and transmutes them into radioactive isotopes, storing them in several sectioned glands in its abdomen.

When threatened, the atomic bombardier beetle's various storage glands contract and pump their contents of tritium, radiocarbon, cobalt-60, and a viscous acid solution, into a sphincter muscle cavity where they combine and chemically ignite, exiting the chamber outwards with a pronounced booming sound. The beetles are able to quickly flip around to use their "atomic bomb" ranged attack, aiming their sphincter muscles at any single target in a 270° arc. Victims of this explosive spray attack will suffer a combination of explosive force trauma, acid burns, and radiation damage.

Some radiation-worshipping Ancient Alliances are known to keep a stock of atomic bombardier beetles in rock pit pens to facilitate their ancient rites of bathing in the "Glory of the Glow."

Atomic Bombardier Beetle: Init +0; Atk bite +2 melee (1d4) or atomic bomb spray +4 ranged (1d6 concussive, 1d8 acid DC 12 Reflex save vs 1/2 damage, 1d10 radiation burn DC 14 Fort save vs. 1/2 damage); AC 14; HD 1d10+2, 8 hit points; MV 45'; Act 1d20; SP immune to radiation; SV Fort +5, Ref +2, Will -2



BARKBERRY TREE

Initiative: +0

Attacks: none

AC: 20

HD: 100d10

HP: 550

Move: 0' / 15'

Actions: 1d20

Save: Fort +20, Ref +0, Will +30

The barkberry tree is the single largest eukaryote to have ever existed on the planet. A single barkberry organism can cover acres of tropical jungle with multiple 300' wide trunks that shoot up and tower above the jungle floor, taking the form of mile-high shoots that are often mistaken for individual gigantic trees.

Most denizens of Omega-Terra are completely unaware that the barkberry is sentient or that the many individual "trees" are but shoots from a singular organism. While these mutant trees support a wild variety of tropical life simply by providing shelter, shade, and subsistence, they are most-prized by the sentient races for the eponymous barkberries that they produce. In a rare mutation, barkberry trees are not true flowering plants but instead produce their seeds via vesicles in their blue-green bark, high above the canopy floor.

Producing their barkberry fruit year round, these small, pulpy blue-violet drupes are edible, highly nutritious, and more. Because the barkberry tree lives in a symbiotic relationship with a particular strain of mutated yeast, the berries are self-fermenting. This process begins immediately upon being picked, so that any berries more than 2-3 days old will already begin to have an intoxicating effect upon any animal life that ingest them. In the wild, this causes many mutated animals to become drunk, to behave strangely, and to "howl at the moon" or bark loudly, hence the fruit's name.





Even semi-civilized tribal cultures on Omega-Terra prize the barkberry for a myriad of purposes, from the production of mild-but-potable intoxicating beverages to more concentrated forms used by shamans and priest-rovers as a means of engendering powerful and prophetic vision-states.

GM Notes: The stats given are for a single, lone barkberry shoot (or “tree”). A barkberry organism reproduces by separating a single mile-high shoot from the primary organism in order to have the new tree uproot and walk across a river, ravine, or other geographic barrier in order to establish a new forest-grove. These singular barkberry trees can be rarely observed slowly lumbering across otherwise inhospitable terrain.

If scanned telepathically, a barkberry forest will read as an immensely wise, alien, and impossibly intelligent mind. Typical telepathic communication is not generally possible, though the organism may rarely give off general impressions and perhaps simple imagery. Among some tribal shamans, ingesting concentrated barkberry juice and telepathically consulting these trees is known as “listening to the wisdom of the wood.” Many mutated plant tribes regard the entirety of a barkberry jungle as their ruling god.

Conversely, a single, traveling offshoot tree will only read telepathically as a semi-sentient creature (equivalent to Intelligence 3).

Barkberry Tree: Init +0; Atk none; AC 20; HD 100d10, 550 hit points (per tree-shoot); MV 0' (or 15' for single tree-shoot); Act 1d20; SP immune to mental attacks; SV Fort +20, Ref +0, Will +30

BIPEDORS

Initiative: +0 / per rider
Attacks: +0 / +2 melee by
weapon type
AC: 12
HD: 4d10
HP: 26
Move: 10' / 30'
Actions: 1d12 / 1d20
Save: Fort +4, Ref +0, Will -2

Bipedors are a mutated human race kept and bred exclusively to be used as mounts by another race of mutant humans known as the Decopods (see page 31). Bipedors generally resemble tall, muscular pure strain humans whose bodies would be considered beautiful if not for their complete lack of any perceivable head. Their necks instead end with a toothless gaping orifice that functions both as a mouth and as an access point for the small nerve bundle located near the top of their spines — a devolved remnant of what was once a brain.

Unguided, a bipedor on its own is capable of movement, feeding and watering itself, and even reproductive processes, but only in a blind, stumbling manner. They are incapable of fending for themselves in the wild, and possess only the lowest order of animal intelligence (INT 1). They have been bred over the centuries to possess high levels of physical strength (STR 16-20), and to make able warriors when ridden and controlled by a decapod rider.

Bipedor: Init +0 (unmounted), per rider (mounted); Atk (unmounted) +0 melee, (mounted) +2 melee by weapon type; AC 12 or by armor type; HD 4d10, 26 hit points; MV 10' (unmounted), 30' (mounted); Act 1d12 (unmounted), 1d20+rider bonuses (mounted); SV Fort +4, Ref +0, Will -2



BLOODGRASS

Initiative: +0

Attacks: life force drain

AC: 0

HD: 1d1

HP: 1

Move: 0'

Actions: none

Special: Life Force Drain (see below)

Save: Fort +0, Ref +0, Will +0

Bloodgrass savannas dominate the transitional areas between hothouse jungles and radioactive glow deserts of Omega-Terra. Growing 3-4' high, the coppery, nearly pink colored bloodgrass is perhaps the most benign of carnivorous predators in that they kill their prey by the most painless and peaceful of means — slow, inevitable life force drain.



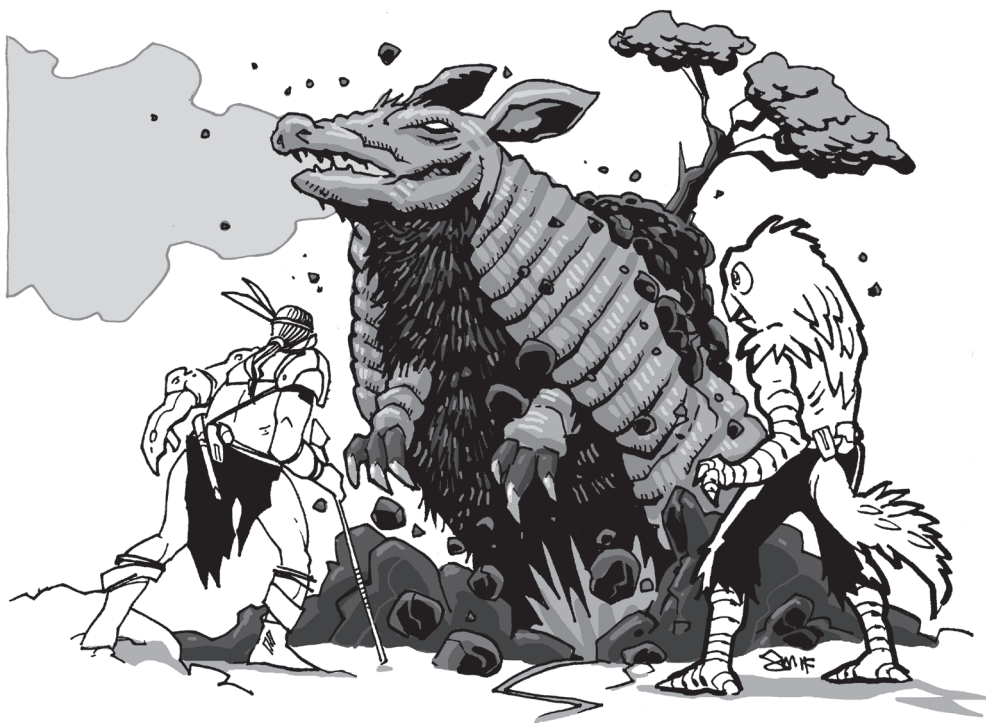
Any creature that wanders across the bloodgrass plains will notice nothing amiss so long as they keep moving. When they inevitably stop to rest, sleep, or remain in any one place for more than a few minutes, life and survival quickly becomes problematic.

Each individual blade of bloodgrass possesses a low-grade life force drain mutation. While the drain is so feeble as to be nearly immeasurable for an individual blade of bloodgrass, collectively thousands of blades are able to drain 1 hit point of life force per hour of rest or relative immobility from any type of animal or ambulatory plant life.

This means of nourishment by covert predation creates several notable effects on the local ecosystem. Bloodgrass savannas are found to be largely bereft of most animal life, save for the very quick and the very immense. Animal lifeforms large or fast enough to survive the life force drain effect may live in and safely navigate the savannas, though typically in the regions that border the jungles. Other animals unable to survive the experience of transversing these waving plains of bloodgrasses serve to populate the hidden graveyards of bones that often crunch and crackle underfoot there.

Bloodgrass: Init +0; Atk life force drain 1 hit point/hour of immobility; AC 0; HD 1d4, 1 hit point per blade clump; MV 0'; Act none; SP Life Force Drain (-1 hp for every hour spent resting nearby); SV Fort +0, Ref +0, Will +0





BULADILLO

Initiative: +3

Attacks: bite +4 melee (1d20), fetid breath +6 ranged (6d6 poison, up to three adjacent targets)

AC: 18

HD: 15d10

HP: 82

Move: 40' / 30' tunneling

Actions: 1d20+4

Save: Fort +5, Ref +2, Will +4

The buladillo (pronounced BOO-lah-DIL-oh) is a large, mutated armadillo roughly the size and temperament of a rhinoceros — cantankerous, irritable, and suspicious. Buladillos live in small underground herds that travel in a loose family unit as they tunnel beneath the jungle floor creating networks of cavernous burrows. When feeding, a buladillo will typically tunnel upwards, briefly surface, and consume whatever was there, be it animal or plant life. Voracious omnivores, the buladillo instinctively avoids the root systems of barkberry trees so as not to disrupt their support structures. Though not commonly seen traveling fully above ground, buladillos have been known to appear in toto when pursuing especially savory prey or when feeling challenged.

When antagonized or challenged, the buladillo's large, toothy mouth, razor-sharp talons, and its lattice-structured overlapping armor-like scales are just its first line of defense. Because of its omnivorous diet, the buladillo ferments and digests its

meals in a hind-stomach, which then produces large amounts of various powerful and noxious gases as a by-product. The buladillo can then in turn belch forth these noxious fumes as an attack against larger prey and powerful adversaries. This fetid breath weapon has a debilitating effect on most animal life forms and will even wilt the hardiest of mutated plants.

Their chemically-powered digestive system also allows a buladillo to swallow its prey whole if possible and easily digest it, and any bite attack that scores a critical hit or a hit point total of damage in excess of the prey's current hit point total indicate that the prey was swallowed in its entirety.

Buladillo: Init +3; Atk bite +4 melee (1d20) or fetid breath +6 ranged (6d6 poison, up to three adjacent targets, DC 14 Fort save vs. half damage); AC 18; HD 15d10, 82 hit points; MV 40', 30' tunneling; Act 1d20+4; SV Fort +5, Ref +2, Will +4

CELLAPHAPOD

Initiative: +2

Attacks: bite +0 melee (1d4) or cella webbing +4 ranged (entanglement)

AC: 13

HD: 2d10

HP: 11

Move: 45' flying

Actions: 1d20

Save: Fort +1, Ref +4, Will +0

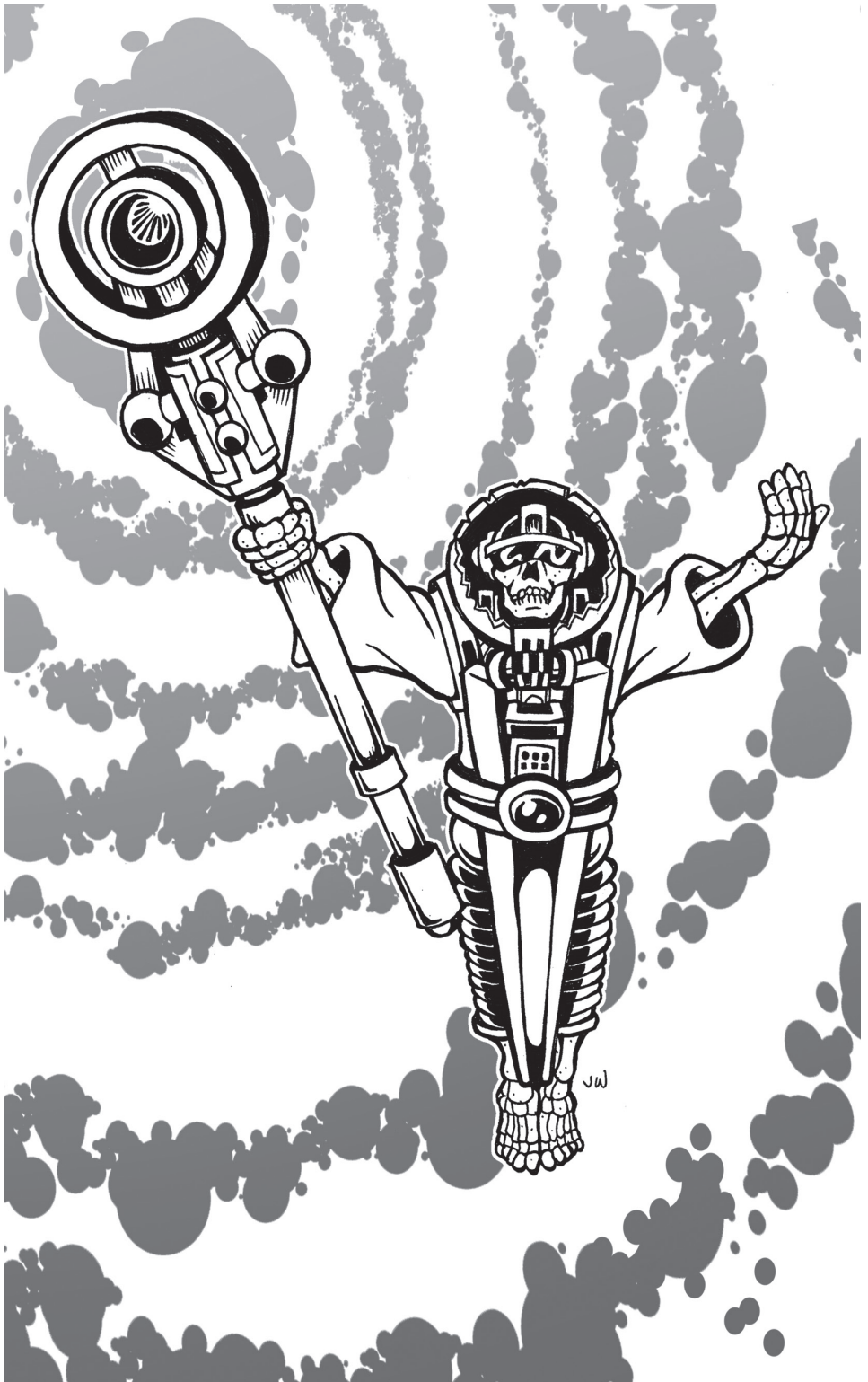
As a mutated, air-breathing descendant of the cuttlefish, the cellaphapod is a flying air-borne predator that uses its air-jets and two tentacular glider wings to prowls the jungle skies of Omega-Terra. With a wingspan of roughly three feet, they are normally encountered in groups of 1-12 individuals. The other 8 arms are used to grapple its prey.

This agile flying creature has a unique attack adaptation — individual cellaphapods will attempt to fly in tight circles around their prey, spinning yards of a cellulose-based fiber shaped like flat sticky-tape around the victim, binding and slowly suffocating the creature. Prey bound in this manner must make a 20 Strength check to free themselves from these bindings, however compatriots attempting to free an ally bound by the cella-webbing cocoon need only make an 18 Strength check to free a victim (with a failure indicating that they have now also become stuck to the tape).

A cella-tape bound victim can hold their breath for 1 combat per point of Stamina point the character possesses, after which they suffocate and die. Once this happens, the entire flock of creatures alight on the bound corpse and straddle them with their many tentacles, while using their beak-like mouths to pierce the flesh and suck out all of the bodily fluids.

Cellaphapod: Init +2; Atk bite +0 melee (1d4) or cella webbing +4 ranged (entanglement DC 20 Strength check to break free); AC 13; HD 2d10, 11 hit points; MV 45' flying; Act 1d20; SV Fort +1, Ref +4, Will +0





CYBER-LICH

Initiative: +14

Attacks: +14 (see below)

AC: 24

HD: 25d10

HP: 140

Move: 90' flying

Actions: 4d20+14

Save: Fort +15, Ref +12, Will +20

The cyber-lich is perhaps the ultimate expression of the science of cybernetics, in that it combines the most potent aspects of a genius-level human consciousness melded seamlessly with quantum processors and data crystals linked to a shunted quantum network — all fused by robotic means to the once-living body of a deceased Ancient Maker.

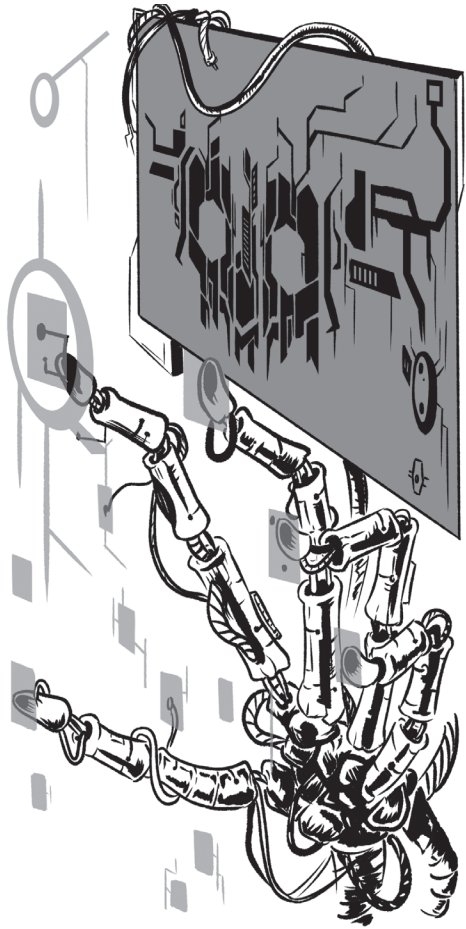
All existing specimens represent the successful attempts of a generation of pre-disaster scientists working together on a secretive immortality project many thousands of years ago.

As such, a cyber-lich is a whole other order of intelligence, operating at a level above both purely organic minds and even the most sophisticated and god-like of artificial intelligences. If one finds a group of super-AIs or large numbers of divergent tribes of sentient beings working together towards a singular purpose, it may well be the guiding intellect of a cyber-lich that is manipulating their destinies from behind the scenes for its own mysterious purposes. In some tribal societies they are even worshipped as still-living Ancient Makers, which has the virtue of being nominally true.

It is unknown how many cyber-liches survive into the post-apocalyptic era of Omega-Terra, but oral tradition include references to at least the names SILLUT-71, RELPMAW-60, and NRUBKCALB-59.

Possessing ready access to a host of ancient technology and programming, a typical cyber-lich will have available the following artifacts and neural programs (in addition to any other neural programs, spells, and technological or magic items with which the discerning GM sees fit to equip them).

Cyber-Lich: Init +14; Atk +14 melee, Staff of Vaporous Deposition +14 ranged (1d12 physical damage and effects as noted in description), or program check; AC 24; HD 25d10, 140 hit points; MV 90' flying; Act 4d20+14; SV Fort +15, Ref +12, Will +20



Staff of Vaporous Deposition

Tech Level: 5

Complexity Modifier: 15

Range: 300'

Damage: 1d12 physical damage, suffocation, and various

Power: Self

Created originally as a scientific tool for laying down quantum-printed circuits, this 7' long staff is capable of coating a target in any number of precious metals and alloys of various thicknesses. A small fusion generator in the head of the staff both powers the device and fuses the elements used for each type of vapor deposition.

While this device was extremely useful for creating the dual-state nanoscopic relays required by q-bit processors, when applied to any living creature it results in almost instant immobility followed by quick suffocation and death. Variations in effects by substance created for deposition around the target are as follows:

Carbonite: Instant molecular freezing and natural stasis field generation; DC 8 Fortitude save versus instant death, with a success marking the generation of a state of suspended animation. Useful for preserving living specimens indefinitely.

Duralloy: DC 60 Strength check to break free; suffocation and death occur within 1 round per Stamina point of affected living creature. Due to its unique molecular structure, duralloy cannot be reprocessed, but the resulting statue can still be used either as art or as crude shielding and protection against various particle weapons.

Gold: DC 20 Strength check to break free; suffocation and death occur within 1 round per Stamina point of affected living creature. The resulting gold statue can be melted down later by technologically advanced peoples or worshipped by tribal folk as a totem god.

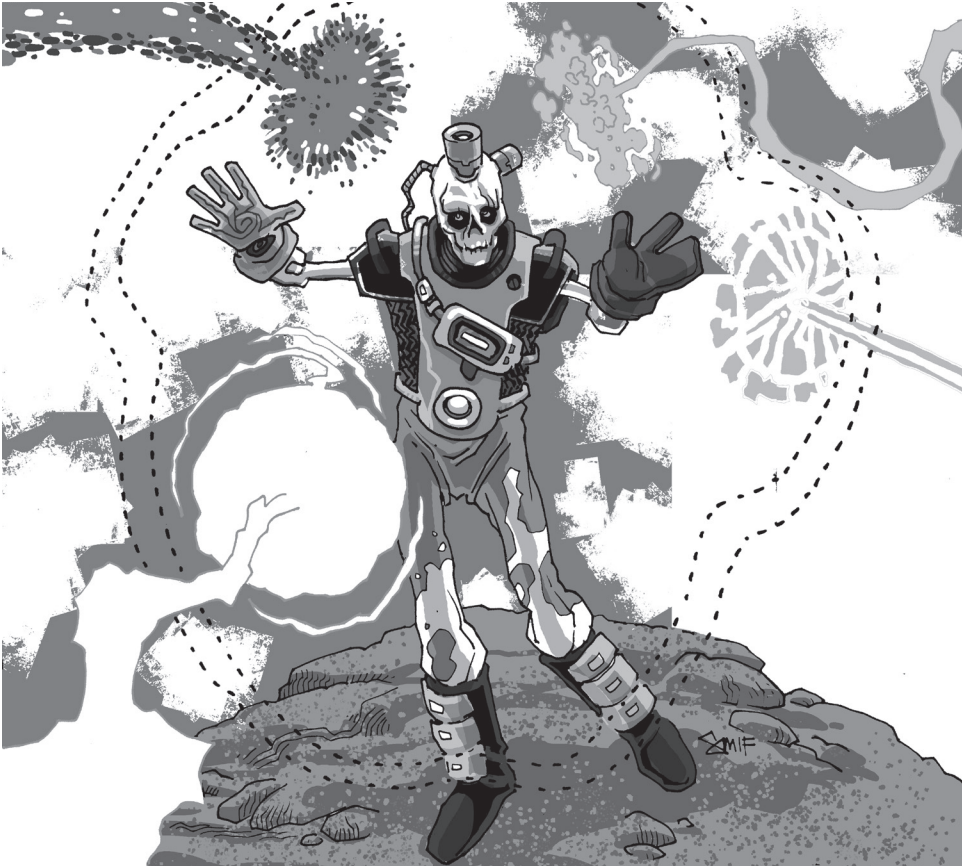
Permaglass: DC 30 Strength check to break free; suffocation and death occur within 1 round per Stamina point of affected living creature. Can then be useful as a museum display or trophy of the perfectly preserved specimen encased inside.

Platinum: DC 25 Strength check to break free; suffocation and death occur within 1 round per Stamina point of affected living creature. Can then be used to create a duo-dynetic field core for advanced AI circuitry.

Lead: DC 18 Strength check to break; suffocation and death occur within 1 round per Stamina point of affected living creature. Thereafter useful for radiation shielding.

Titanium: DC 40 Strength check to break free; suffocation and death occur within 1 round per Stamina point of affected living creature.

Quantum-lattice crystal: Instant conversion into a living quantum data circuit and memory storage unit, which is then immediately linked to the desired shunted quantum network. If later freed by a DC 20 Strength check, a living being must make a successful DC 16 Willpower save or be rendered permanently insane from the vast quantities of data funneled through their organic minds.



Adaptive Shield Harness

Tech Level: 5

Complexity Modifier: 12

Range: self

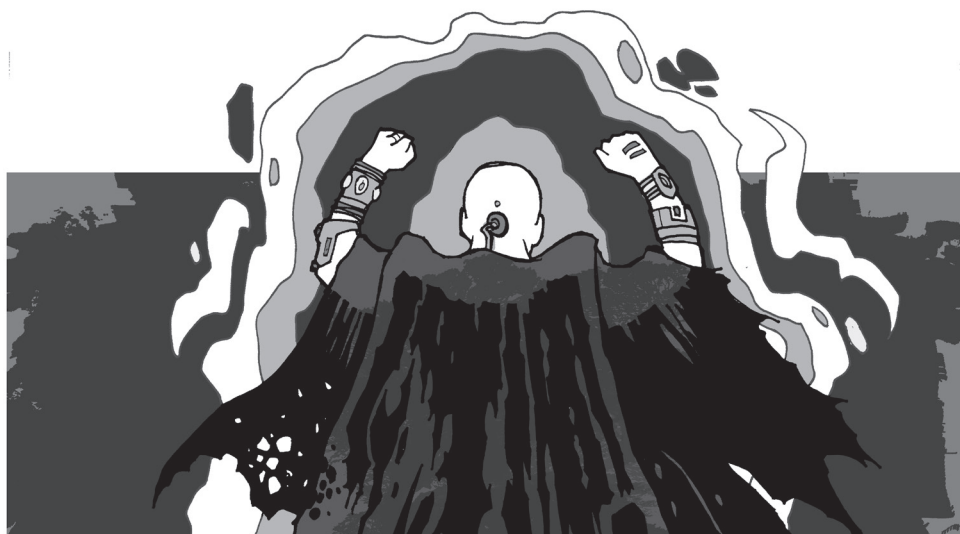
Hit Points: 60

Effects: Adaptive personal force shield, cannot be damaged by the same attack twice.

Power: Self

This protective piece of ancient scientific lab equipment projects an adaptive and form-fitting force shield around the cyber-lich. Capable of measuring the precise wavelengths, quantum states, and kinetic energies of any outside force, the harness' processors are then able to instantly fine tune the projected force shield to block or repulse subsequent occurrences of those forces. In simpler terms, once the adaptive shields have been damaged by any particular physical or energy force, the force shield adapts to become immune to that force, thereby negating its effects.

Because of the computational complexities of this process, the adaptive protocols stored in the harness' data crystal memory are wiped clean if the shields are ever brought down, forcing a reboot of the device. Normal harness activations and de-activations do not clear the device's memory.



CYBER-LICH NEURAL PROGRAMS

In addition to the neural programs listed, a cyber-lich may be in possession of any number of other programs or spells that it has learned in its many thousands of years of existence across multiple planes of reality.

Conversely, other beings will be unable to learn or even comprehend cyber-lich neural programs without the use of intelligence-augmenting technology and access to a cyber-lich file-actery (quantum data crystal). While it is possible under those circumstances for a shaman or rover-priest with an 18 Intelligence or higher to master the use of a cyber-lich neural program, the risk is great. Each one of the cyber-lich's neural programs contains hidden malware code designed to eventually resurrect the cyber-lich over time using whatever materials are at hand, including the mind and body of organic beings that choose to run those programs.

Level 1: *Panphobia*

Level 2: *EMP*

Level 3: *Disassociate Molecules*

Level 4: *Imprison Morphic Field*

Level 5: *Alter Timeline*

METACOGNITION

As a near-perfect melding of superior once-organic intellect and artificial quantum processors, a cyber-lich literally cannot experience critical failures (i.e. fumbles) when running neural programs. They can, however, occasionally become so immersed in recursive cognition that they effectively have to pause and reset a hyper-equation before recalculating. When this happens, this metacognition effect will delay the cyber-lich from taking any additional actions until the following round of combat.

PANPHOBIA

Level: 1	Range: 200'	Duration: 1d6 turns
	Activation time: 1 action	Save: Will vs program check

General	The cyber-lich broadcasts a wide-ranging and oscillating morphic field attuned the nervous systems of organic life and the positronic networks of artificial life. All affected beings will experience an instant sense of immediate and life-threatening danger that will cause them to panic and flee at their maximum movement rate away from the caster and any other associated beings, creatures, or inanimate objects.
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Manifestation	The caster begins to glow a bright red and shimmers as though the very air nearby has been super-heated. The caster immediately becomes an object of intense dread. This effect also extends to all associated fear-inducing beings, creatures, or objects that may be targeted by the effects of the program.
---------------	--

1	Failure, and metacognition!
2-11	Failure.
12-13	Mikrophobia! The caster causes any one small item or object to become so feared that all beings, creatures, and AIs must move away from the object at maximum speed.
14-17	Botanophobia! The caster causes any one type of plant or sentient plant to become so feared that all beings, creatures, and AIs must move away from the target at maximum speed.
18-19	Zoophobia! The caster causes any one type of animal or sentient animal to become so feared that all beings, creatures, and AIs must move away from the target at maximum speed.
20-23	Technophobia! The caster causes any type of technology to become so feared that all beings, creatures, and AIs must throw away any technological artifacts and run from such objects at maximum speed.
24-27	Cyberphobia! The caster causes any kind of artificial intelligence (including technological artifacts possessing their own AI) to become so feared that all beings, creatures, and AIs must move throw away any such technology and run from similar objects, robots, androids, or other AIs at maximum speed. AIs affected by this fear will become paralyzed with self-directed threat protocols and immediately shut down.



- 28-29 **Anthropophobia!** The caster causes the targeted beings to become fearful of all humans, mutated humans, mutated animals and plants, and any other organic creature with sentience. Affected beings must flee from any such sentients (including each other) at their maximum possible movement rate.
- 30-31 **Panphobia!** The caster creates an immense sense of danger and doom that radiates from every being, creature, and object within range of the program. If the targeted creatures, beings, and AIs can see it, they are scared witless of it and must run away at their maximum speed. Since this fear affect radiates from everything, this will result in a pell-mell movement in ever widening circles until a state of eventual exhaustion and collapse result.
- 32+ **Phronemophobia!** The caster creates such an intense sense of danger and immediate, unstoppable death that it causes a hopeless mental state of resignation to the inevitable. From the point of view of those affected by the program, this fear literally radiates from every conceivable being, creature, and object — real or unreal — within range of the program. All within the effect become literally scared to death by anything they see, hear, or think about, including each other. With a successful Willpower saving throw, the affected targets of the program will merely pass into a fear-induced coma for 1d6 days. Otherwise, they experience a fear-induced heart attack (or its equivalent) and immediately die.

EMP

Level: 2	Range: variable Activation time: 1 action	Duration: instant Save: Reflex vs program check
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General	The cyber-lich creates an electromagnetic pulse that deactivates, damages, or possibly destroys any technology within range of the pulse's effect. The caster and any technological items they may have on their person are immune from the effects of this program.
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Manifestation	A tidal wave of white-blue shockwaves radiate out from the caster in a concentric circle until they disappear into the far distance, causing sparks and smoke to shoot from all technology in its path.
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1	Failure, and metacognition!
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2-13	Failure.
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14-15	All technological artifacts, AIs, and artificial beings are shut down within 20' of the caster and will have to be rebooted to operate normally again. Fully-sentient AIs are entitled to a saving throw to avoid being shutdown by the electro-magnetic pulse.
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16-19	All technological artifacts, AIs, and artificial beings are shut down within 40' of the caster and will have to be rebooted to operate normally again. Any technology dependent upon power cells of any type to operate will automatically lose 1 charge from each cell. Fully-sentient AIs are entitled to a saving throw to avoid being shutdown by the electro-magnetic pulse.
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20-23	All technological artifacts, AIs, and artificial beings are shut down within 80' of the caster and will have to be rebooted and re-powered to operate normally again. All power cells of any type within range of the pulse are fully discharged, and will have to be replaced or recharged in some fashion to operate again. Fully-sentient AIs are entitled to a saving throw to avoid being shutdown by the electro-magnetic pulse.
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24-27	All technological artifacts, AIs, and artificial beings are shut down within 160' of the caster and will have to be rebooted and re-powered to operate normally again. All power cells of any type within range of the pulse are permanently burnt out and must be replaced. Fully-sentient AIs are entitled to a saving throw to avoid being shutdown by the electro-magnetic pulse.
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28-31

All technology within 320' of the electromagnetic pulse are shut down and disabled until such time as repairs can be made to each device, AI, or artificial lifeform. All power cells are utterly destroyed and must be replaced. Fully-sentient AIs are entitled to a saving throw to avoid being disabled by the electromagnetic pulse.

Additionally, all organic beings and creatures within range suffer 1d6 heat damage from the pulse, with a successful save versus the pulse indicating only half-damage was taken.

32-33

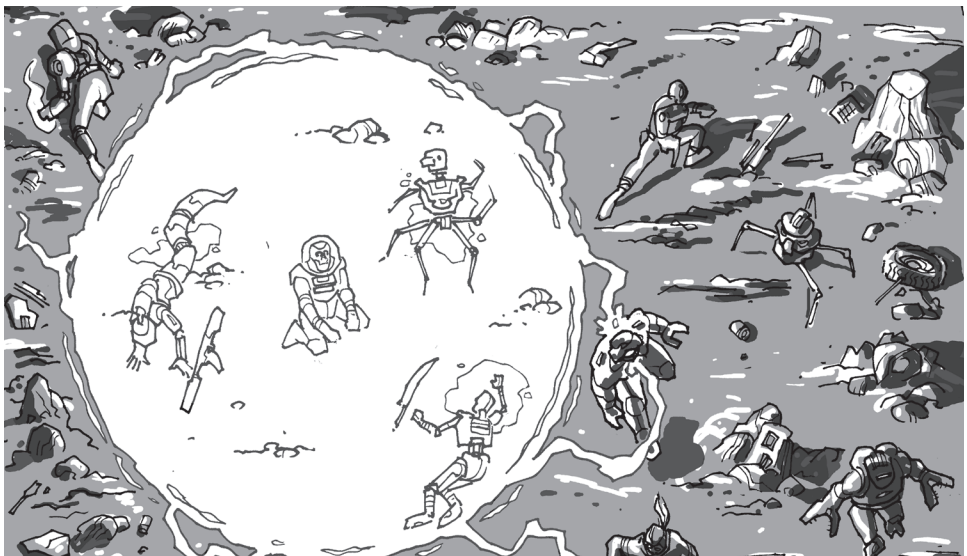
All technology and power sources within 640' of the electromagnetic pulse are effectively disabled and destroyed, though some parts may be salvaged and used for the repair of other devices. Fully-sentient AIs are entitled to a saving throw to avoid being permanently disabled by the electro-magnetic pulse, but even then they will require complete overhauls by well-equipped individuals to ever operate again.

Additionally, all organic beings and creatures within range suffer 3d6 heat damage from the pulse, with a successful save versus the pulse indicating only half-damage taken.

34+

All technology and power sources within 1280' of the electromagnetic pulse are permanently destroyed. Fully-sentient AIs are entitled to a saving throw to avoid being permanently destroyed by the electro-magnetic pulse, but even then they will require major rebuilds by well-equipped individuals to ever operate again.

Additionally, all organic beings and creatures within range suffer 6d6 heat damage from the pulse, with a successful save versus the pulse indicating only half-damage taken.



DISASSOCIATE MOLECULES

Level: 3

Range: line of sight

Duration: instant

Activation time: 1 action

Save: Reflex vs program check

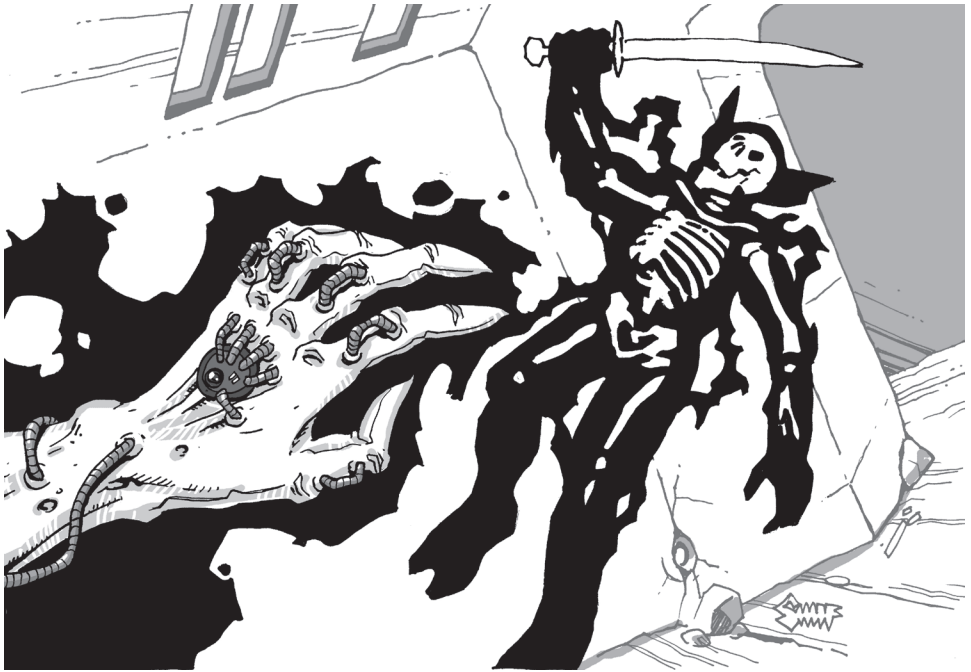
General

The cyber-lich emits twin shafts of tunneling protons from its eyes that sever the molecular bonds of any atomic structure they hit, causing those molecules to disassociate into their component atoms and leaving behind only a quickly dissipating cloud of vapor and particulate ash.

Manifestation

Twin ruby-red beams leap from the caster's eyes and go wherever the caster directs, being able to curve and zig-zag around virtually any interceding barrier or obstacle.

1	Failure, and metacognition!
2-15	Failure.
16-17	The proton beams strike with enough force to disassociate the molecular structure of any creature or object up to 10 kg in mass (small animal or handheld item). If the target has a larger mass or makes a successful saving throw, the proton beam merely does 3d6 damage and renders the target unconscious or inoperable from loss of mass and a portion of its atomic structure.
18-21	The proton beams strike with enough force to disassociate the molecular structure of any creature or object up to 50 kg in mass (a small sentient creature or 110 lb object). If the target has a larger mass or makes a successful saving throw, the proton beam merely does 6d6 damage and renders the target unconscious or inoperable from loss of mass and a portion of its atomic structure.
22-25	The proton beams strike with enough force to disassociate the molecular structure of any creature or object up to 100 kg in mass (a human-sized creature or 220 lb object). If the target has a larger mass or makes a successful saving throw, the proton beam merely does 9d6 damage and renders the target unconscious or inoperable from loss of mass and a portion of its atomic structure.
26-29	The proton beams strike with enough force to disassociate the molecular structure of any creature or object up to 200 kg in mass (a large creature or 440 lb object). If the target has a larger mass or makes a successful saving throw, the proton beam merely does 12d6 damage and renders the target unconscious or inoperable from loss of mass and a portion of its atomic structure.



- 30-33 The proton beams strike with enough force to disassociate the molecular structure of any creature or object up to 400 kg in mass (a giant-sized creature or 880 lb object). If the target has a larger mass or makes a successful saving throw, the proton beam merely does 15d6 damage and renders the target unconscious or inoperable from loss of mass and a portion of its atomic structure.
- 34-35 The proton beams strike with enough force to disassociate the molecular structure of any creature or object up to 1,000 kg in mass (a megafauna-sized creature or 1 ton object). If the target has a larger mass or makes a successful saving throw, the proton beam merely does 18d10 damage and renders the target unconscious or inoperable from loss of mass and a portion of its atomic structure. If the beam is targeted at a creature or object weighing less than 1,000 kg and disintegrates that target, the caster may continue to direct the beam at additional targets until its mass total has been exceeded.
- 36+ The proton beams strike with enough force to disassociate the molecular structure of any creature or object up to 90,000 kg in mass (a gargantuan creature or 10 ton object). If the target has a larger mass or makes a successful saving throw, the proton beam merely does 20d20 damage and renders the target unconscious or inoperable from loss of mass and a portion of its atomic structure. If the beam is targeted at a creature or object weighing less than 90,000 kg and disintegrates that target, the caster may continue to direct the beam at additional targets until its mass total has been exceeded.

IMPRISON MORPHIC FIELD

Level: 4

Range: 150'

Duration: instant

Activation time: 1 action

Save: Fort vs program check

General

The cyber-lich is able to hack into the morphic field of any living creature and download the data found there into a specially-prepared quantum data crystal, leaving behind a gelatinous puddle of constituent organic substances. The freshly programmed data crystal will contain the consciousness, personality, memories, gene sequences, and all other base code data of the captured morphic field. The quantum data crystal can thereafter be used for a variety of purposes, from uploading the stored consciousness into various technological data systems to actually cloning and effectively resurrecting a stored individual.

Manifestation

With a wave of a grasping hand, the caster removes the morphic field from a living creature, which can be seen as a wraithlike duplicate being yanked outside its own physical form. The caster then streams the morphic field directly into a prepared data crystal held in the other hand.

- | | |
|-------|---|
| 1 | Failure, and metacognition! |
| 2-17 | Failure. |
| 18-19 | The morphic field of any living creature up to 50 kg is removed and stored in a prepared quantum data crystal. If the target makes a successful saving throw, not all field connections were fully severed and the field snaps back into the target's physical form, but the psychic trauma causes them to pass out for 1d20 minutes. |
| 20-23 | The morphic field of any living creature up to 100 kg is removed and stored in a prepared quantum data crystal. If the target makes a successful saving throw, not all of the field connections were fully severed and the field snaps back into the target's physical form, but the psychic trauma causes them to pass out for 1d3 hours. |
| 24-25 | The morphic field of any living creature up to 200 kg is removed and stored in a prepared quantum data crystal. If the target makes a successful saving throw, not all of the field connections were fully severed and the field snaps back into the target's physical form, but the psychic trauma causes them to pass out for 1d20 hours. |
| 26-28 | The morphic field of any living creature up to 500 kg is removed and stored in a prepared quantum data crystal. If the target makes a successful saving throw, not all of the field connections were fully severed and the field snaps back into the target's physical form, but the psychic trauma causes them to pass out for 1d3 days. |

- 29-33 The morphic field of any living creature up to 1,000 kg is removed and stored in a prepared quantum data crystal. If the target makes a successful saving throw, not all of the field connections were fully severed and the field snaps back into the target's physical form, but the psychic trauma causes them to pass out for 1d20 days.
- 34-35 The morphic fields from up to 6 living creatures within range are removed and stored in a prepared array of quantum data crystals. If any of the targets makes a successful saving throw, their body is still reduced to constituent organic compounds but their morphic field and consciousness remain intact and at large, persisting as data ghosts for 1d6 days before dissipating.
- 36-37 The morphic fields from up to 20 living creatures within range are removed and stored in a prepared array of quantum data crystals. If any of the targets makes a successful saving throw, their body is still reduced to constituent organic compounds but their morphic field and consciousness remain intact and at large, persisting as data ghosts for 1d12 days before dissipating.
- 38+ The morphic fields from up to 100 living creatures within range are channeled through a quantum data crystal and fed directly into a shunted quantum network node, burning out the crystal in the process. The caster can thereafter access that data in whole or in part from any secure quantum computer or AI. In the event of a successful saving throw from any individual affected by this program, their morphic field is not imprisoned but remains detached from their physical form, which is still destroyed, and the resultant data ghost will persist for 1d20 days until it eventually dissipates back into the background morphic field of all living things.



ALTER TIMELINE

Level: 4

Range: infinite

Duration: instant

Activation time: 1 action

Save: none

General

The cyber-lich is able to instantly step sideways in time and view multiple parallel timelines simultaneously. Using information gleaned in this way allows the cyber-lich to make micro-changes to the past of its own timeline and thus alter the causal flow of events to precipitate a more desirable state or outcome in the present. While witnesses and participants in the effects of this program will retain some memories of the prior aborted timeline, the rest of the universe will only remember the past events of the newly created timeline.

While the effects of this neural program can be devastating and all-encompassing, it cannot be used to alter fixed points in time (important historical events that must always happen), and frequent use of the program is sure to attract the unwanted attention of other inter-dimensional beings and powers of unknowable scope and intellect.

NOTE: Each use of this neural program ages the caster by 1d6 years due to the tachyon poisoning associated with time travel. While this accelerated aging effect means little to an effectively immortal cyber-lich, the impact on others attempting to run this program will be notable and eventually pronounced.

Manifestation

The caster's body crackles with static discharges as it strobes sideways and numerous blurred afterimages images of the caster echo outwards and then coalesce back into a single form.

- | | |
|-------|--|
| 1 | Failure, and metacognition! |
| 2-17 | Failure. |
| 18-19 | Rejuvenation: The timeline is altered so that all previous attacks and effects that caused damage to the target never happened, fully restoring any hit point loss and removing any stat damage. |
| 20-23 | Revivification: The timeline is altered so that all previous attacks, effects that caused damage to the target, and power cell discharges never happened, fully restoring any hit point loss, removing any stat damage, and fully recharging all power sources. These effects can effectively restore any creature killed or object destroyed in the past 24 hours. |



24-25	Restoration: The timeline is altered so that all previous attacks, effects that caused damage to the target, and power cell discharges never happened, fully restoring any hit point loss, removing any stat damage, and fully recharging all power sources. These effects can effectively restore any creature killed or object destroyed in the past 7 days.
26-28	Relocalization: The timeline is altered so that all previous attacks, effects that caused damage to the target, power cell discharges, and any data loss never happened. The target of this effect was in fact never present when these events occurred in what is now an aborted timeline. The target has all hit points lost restored, any stat damage taken erased, all devices and power cells are recharged, any lost programs or data are regained, and the caster and any allies are teleported out of harm's way to any known location.
29-33	Reconstruction: The timeline is fundamentally altered so that past events transpired in such a way as to change the fundamental nature and existence of the target, transforming it from one being, creature, or object into another.
34-35	Reprogram: The timeline is altered in subtle ways so that the beliefs, behaviors, and biases of the target are changed to those of the caster's choosing.
36-37	Rewritten: Time is rewritten so that any one of the following conditions is reversed or altered in the present timeline — the death or resurrection of living beings, the destruction or creation of material objects, the loss or apprehension of arcane knowledge, the complete transformation of matter or energy into each other, alterations to the state of mind or programming of any creature or AI, and teleportation or summoning from any known or unknown destination in space or time.
38+	Retconjugation: Recent past events have been erased or regulated to an aborted timeline, creating a new timeline in which circumstances are changed in fundamental ways. These changes may include the death or resurrection of living beings, the destruction or creation of material objects, the loss or apprehension of arcane knowledge, the complete transformation of matter or energy into each other, alterations to the state of mind or programming of any creature or AI, and teleportation to or summoning from any known or unknown destination in space or time. While retconjugation of a singular type is likely to succeed, combining complex multiple types of retconjugation into a single program casting will cause increasingly random side-effects and outcomes as the Heisenberg uncertainty principle comes into play.

CYBERMITES

Initiative: +10

Attacks: +10 molecular reassembly (see below)

AC: 18

HD: variable by type

HP: variable by type

Move: 50' flying

Actions: 1d20+10

Special: Molecular Disassembly (see below)

Save: Fort +6, Ref +8, Will +20

Cybermites are a specific type of nanobot technology created by the Ancient Makers. Originally designed as a terraforming tool to transform other worlds into habitable planets, clouds of these microscopic molecular robots escaped the lab during the events of the Great Disaster and continue to roam Omega-Terra to this day.

Individual cybermites are capable of disassembling molecules into component atoms and reassembling them into any desired material or substance. Googolplexes of them together can create any inorganic object imaginable, from complex machines to large-scale buildings, and produce large volumes of other elements and substances by breaking down and reassembling other materials and objects. Thus, a large enough swarm of cybermites can create a breathable oxygen-rich atmosphere where none was before, erect useful or needed equipment, and even create buildings and installations to house them.

Since the still extant cybermites are operating in a rogue mode, each swarm will have different programmatic directives, as noted below. Unknown to all but the most learned sages and ancient AIs, these varying directives place the cybermites in a constant state of opposition to a still-operational satellite weather control AI. While the orbital AI attempts to course-correct the global pole-to-pole hothouse jungle climate of the planet to more temperate conditions, the cybermites collectively counter that effort by continually creating greenhouse gases intended to warm up a dead and airless world.

Though an individual cybermite unit is many times too small to be seen with the naked eye, clouds of cybermites will appear as a flowing cloud of black fog with a density and total area that is as variable as that of huge flocks of birds. Each swarm will have a specific programmed mission or purpose. Because the cybermites depend upon the programmatic equivalent of emergent intelligence (no centralized cognition or memory), their programming is inherent and cannot be altered, not even by an advanced AI or AI deity.

Cybermites (atmospheric management): Init +10; Atk +10 molecular reassembly; AC 18; HD 18d10; 100 hit points; MV 50' flying; Act 1d20+10; SP Convert molecular structure into programmed substance or object; SV Fort +6, Ref +8, Will +20; AI recog none

Cybermites (soil generation): Init +10; Atk +10 molecular reassembly; AC 18; HD 11d10; 60 hit points; MV 50' flying; Act 1d20+10; SP Convert molecular structure

into programmed substance or object; SV Fort +6, Ref +8, Will +20; AI recog none

Cybermites (agricultural management): Init +10; Atk +10 molecular reassembly; AC 18; HD 13d10; 70 hit points; MV 50' flying; Act 1d20+10; SP Convert molecular structure into programmed substance or object; SV Fort +6, Ref +8, Will +20; AI recog none

Cybermites (wildlife management): Init +10; Atk +10 molecular reassembly; AC 18; HD 7d10; 40 hit points; MV 50' flying; Act 1d20+10; SP Convert molecular structure into programmed substance or object; SV Fort +6, Ref +8, Will +20; AI recog none

Cybermites (colony equipment manufacture): Init +10; Atk +10 molecular reassembly; AC 18; HD 15d10; 85 hit points; MV 50' flying; Act 1d20+10; SP Convert molecular structure into programmed substance or object; SV Fort +6, Ref +8, Will +20; AI recog none

Cybermites (colony facility manufacture): Init +10; Atk +10 molecular reassembly; AC 18; HD 36d10; 200 hit points; MV 50' flying; Act 1d20+10; SP Convert molecular structure into programmed substance or object; SV Fort +6, Ref +8, Will +20; AI recog none



CYBERMITE TYPES AND PROGRAMMED MISSIONS

Roll d20	Type	Programmed Mission
1-5	Atmospheric Generation	10 ¹⁰⁰ cybermites in a 30' circumference cloud are programmed to convert present atmosphere gasses into greenhouse gasses (water vapor, carbon-dioxide, and methane) in an erroneous effort to raise the temperature of the planet. Can convert animal and plant life into oxidized particulates (ash) which is then funneled upwards into the sky.
6-9	Soil Generation	10 ⁶⁰ cybermites in a 20' cloud are programmed to break down animal life and convert it into fertile soil. Conversion to fertilizer, leaving behind stripped clean bones and carapaces.
10-13	Agricultural Care	10 ⁷⁰ cybermites in a 25' cloud are programmed to break down plant life and convert it into fertile soil. Conversion to fertilizer, leaving behind stripped bark and husks.
14-17	Wildlife Management	10 ⁴⁰ cybermites in a 10' circumference cloud are programmed to eliminate any non-human wildlife deemed a potential threat to future colonists, with any aggressive or predatory animal or plant life deemed the highest possible threat. Conversion of animal or plant life into non-sentient mold slime.
18-19	Colony Equipment	10 ⁸⁵ cybermites in a 15' circumference cloud are programmed to create technological equipment for future colonists from raw native minerals and chemical substances. While the cybermites cannot be controlled or reprogrammed, there is a chance that they will act spontaneously on each encounter. Roll 1d20: (1) Molecularly disassemble one random artifact present and convert it into a box of self-sealing stem bolts; (2-12) Convert one functional artifact present into another random artifact of lesser utility; (13-17) Convert one functional artifact present into another random artifact of superior utility; (18-20) Spontaneously create one GM-determined artifact from ambient materials present in the area.
20	Colony Facility	10 ²⁰⁰ cybermites in a 100' circumference cloud are programmed to create infrastructure facilities for a burgeoning space colony from native materials present. While the cybermites cannot be controlled or reprogrammed, there is a chance that they will act spontaneously on each encounter. Roll 1d20: (1) Create a plascrete pit 50' in circumference and 100' deep; (2-12) Create a plascrete domicile for a family of four, with fusion generator, climate control, and food and water replicators; (13-17) Create a plascrete dormitory able to house up to 20, with fusion generator, climate control, and food and water replicators; (18-19) Create small 3-floor scientific installation with power and a basic suite of tools and equipment (two floors are underground); (20) Create a small starport with power and basic maintenance equipment. Though actual vehicles and sophisticated equipment is not present, this facility is otherwise capable of servicing and launching any vehicle or craft up to orbital shuttles.

DECOPODS

Initiative: +8

Attacks: +0 claw (1d3 unmounted); +8 melee (1d8) or by weapon type (mounted)

AC: 9 (unmounted); 12 (mounted) or by armor type

HD: 2d10 unmounted; 6d10 (mounted)

HP: 11 (unmounted); 36 (mounted)

Move: 15' (unmounted); 35' (mounted)

Actions: 1d20+8

Special: Psychic Domination (see below)

Save: Fort +0, Ref +2, Will +10 (unmounted); Fort +4, Ref +4, Will +10 (mounted)

When rarely seen unmounted from their bipedor mounts, one could be forgiven for mistaking decopods as being simply a race of sentient mutated crabs. Despite their outward crustacean appearance, they are disturbingly descended from human stock. Appearing as grotesquely bloated and puffy heads with six relatively small carapace-covered legs and two slightly larger prehensile and clawed forearms, these highly intelligent creatures live in a symbiotic society with their bipedor kin, which they ride and breed much as cattle.



Endowed with a potent mind control mutation, the decopod would still be unable to successfully compete with the myriad mutant life in Omega-Terra had they not bred the race of mutated humans known as bipedors (see page 7), which they ride as mounts on a semi-permanent basis. Together, the two races comprise a single symbiotic creature at all times except when resting, eating, or sleeping.

Decopod tribes keep large herds of bipedors, breeding them over the millennia for strength, beauty, and longer life. With each decopod commonly owning at least 2-3 bipedors each, they use each bipedor for specialized purposes such as martial defense, brute-force labor, or recreational activities.

To use a bipedor, a decopod merely has to climb up onto its shoulders and drop its front-most clawed legs down the bipedor's gullet, where they grasp and telepathically link up with the bipedor's upper nerve bundle. From the moment of neural connection, both beings act as one, with the bipedor executing the decopod's every thought, including accomplishing sophisticated tasks with fine motor skills that the bipedor would otherwise be incapable of executing.

While a bipedor will generally go about unclothed, the decopods display their personal tribal rank and status via the complexity, ornamentation, and quality of the bipedor’s neck saddle, chest harness, and weapons.

Decopod clans are highly organized, rigidly structured, and matriarchal, with each clan being ruled over by a queen. Decopods transmit knowledge and memories via RNA chains during procreation, thus each generation is born knowing everything that the previous generations knew. It is only by dint of the limited numbers of their populations and a general racial aversion to technology that this race of mutated humans has not become more widespread and powerful.

Decopod (unmounted): Init +8; Atk claw +0 melee (1d3); AC 9; HD 2d10; 11 hit points; MV 15’; Act 1d20+8; SP Psychic Domination; SV Fort +0, Ref +2, Will +10

Decopod (mounted): Init +8; Atk +8 melee (1d8) or by weapon type; AC 12 or by armor type; HD 6d10; 36 hit points; MV 35’; Act 1d20+8; SP Psychic Domination; SV Fort +4, Ref +4, Will +10

PSYCHIC DOMINATION	
Type: Active	Range: 100’ Activation time: 1 action
	Duration: 1d6 turns Save: Will vs mutation check
General	The decopod broadcasts a mind-controlling mental dominance that can sway any living creature, turning them into its temporary psychic puppet.
Manifestation	The decopod frowns with increased concentration and an ethereal bolt of neon-blue psychic energy lances out from their forehead as it strikes the mind of another living creature.
1	Failure, mutation may not be used again for 24 hours, gain one random defect.
2-11	Failure, mutation may not be used again for 24 hours.
12-13	The decopod is able to cause one living creature to regard it in a friendly light, as though they were natural allies.
14-17	The decopod is able to convince one living creature that they are its steward, and must attend to all of its needs, both domestic and militarily.
18-19	The decopod is able to sway one living creature into believing that they are its champion, and that it must be defended at any cost.
20-23	The decopod establishes direct telepathic contact with any living creature and is able to mentally order them to perform any action, including the laying down their life if necessary.



- 24-27 The decopod establishes direct telepathic contact with any living creature and assumes all control of the being or creature, as though they were an direct extension of itself. All knowledge, memories, and abilities of the possessed being or creature are known to the controlling decopod.
- 28-29 The decopod is able to assume direct telepathic control of up to 3 individual beings or creatures, and is able to access all of their individual knowledge, memories, and abilities.
- 30-31 The decopod is able to assume direct telepathic control of up to 6 individual beings or creatures, and is able to access all of their individual knowledge, memories, and abilities.
- 32+ The decopod is momentarily able to establish telepathic contact with up to 12 individual beings or creatures, but only long enough to order their minds to temporarily shut down for 1d6 hours, causing them to pass into a dreamless sleep from which they cannot be naturally woken.



DREAMPOOL

Initiative: +10

Attacks: swallow/digest +8 melee (2d12 per round),
root tendril +6 melee (18 STR grapple)

AC: 15

HD: 10d10

HP: 60

Move: 0'

Actions: 4d20

Special: Desirable Illusion Broadcasting (see below)

Save: Fort +6, Ref +8, Will +0

Dreampools are telepathic aquatic plants physically structured much like the carnivorous fly-trap plants from which they descend. Living in barren crater countries or on the edges of glow deserts, the dreampool plant will root in any small depression in the terrain, open its hinged, flat jaws until they are flush with the depression's walls, and then project a telepathic illusion of a sparkling freshwater pool over themselves and the rest of the depression hollow. Thirsty creatures will periodically be tempted to refresh themselves, and should they step or lean too far into the illusory water the dreampool will snap its jaws shut, entrapping them.

Quick suffocation and slow digestion are the hapless prey's only rewards. If attacked by powerful prey, the dreampool plant will shoot multiple root tendrils out to wrap around its prey and attempt to drag them to their digestive doom.

The dreampool plant is not intelligent as such, but their telepathic illusion mutation taps directly into the victim's frontal lobes (or equivalent) and is therefore capable of creating sophisticated and elaborate camouflage illusions depending upon the intelligence of the targeted creatures. While a simple herbivore may only see a small pond of inviting freshwater, a sentient creature will see that pool of water filled with their fondest desires, be those shiny artifacts, caches of power cells, friendly fellow sentients bathing in the pool, or perhaps an entire desert oasis.

Even within the illusion, some truth may exist. Once killed or incapacitated, the dreampool plant's illusionary water fades, revealing the discarded bones and perhaps undigested possessions of its former meals.

GM NOTE: So long as the prey or victims of the dreampool plant are affected by the illusions it projects, it cannot be successfully targeted for attacks — even its attacking root tendrils will remain unseen until a victim makes a DC 18 Willpower save versus the illusionary environment. Being directly attacked by the plant does, however, grant a +5 bonus to disbelieving its projected illusions.

Dreampool: Init +10; Atk swallow/digest +8 melee (2d12) or root tendrils +6 melee (18 STR grapple and drag); AC 15; HD 10d10; 60 hit points; MV 0'; Act 4d20; SP Desirable illusion broadcasting (DC 18 Willpower save to disbelieve); SV Fort +6, Ref +8, Will +0

FACEPALM

Initiative: +4

Attacks: root tendril +4 melee/entangle (DC 14 STR check to break)

AC: 13

HD: 13d10

HP: 75

Move: 0'

Actions: 3d20

Special: Life Field Drain (see below), Sonic Scream (see below)

Save: Fort +4, Ref +6, Will +0

A mutated member of the Arecaceae family of plants, the facepalm features a tall trunk with a spiraling bark pattern that runs up its trunk 25' to 75' in the air, ending in a crown of palm fronds. Though singular facepalm plants can be found, they tend to grow in associated clusters. While fully capable of sustaining themselves in tropical environments via traditional means of water, sunlight, and photosynthesis, facepalms also supplement their diets (and generate sufficient metabolic levels to use their mutational powers) via predation of animal life.

In fact, one only has to look up at the coconut-like fruit born high up in these trees to get a good idea of the nature of its last few meals. Each coconut will be formed in the shape of a face or the skull of the facepalm's most recent prey.



When an animal or sentient creature passes within 50' of a hungry facepalm plant, a network of tendril roots will shoot up attempting to entrap and entangle the intended prey. At the same time, the plant will begin emitting its life drain field mutation out to a 75' range. Once a creature has died, the tendril root system will drag the carcass beneath the earth to be slowly absorbed for its nutritional content. Then over the next 7-10 days, the facepalm will grow a new coconut pod that takes on the shape of the face or skull of that particular creature.

If attacked, the facepalm's defensive response is to emit a sonic field attack in the form of each of its coconut-pods opening their jaws and screaming at hypersonic frequencies. These frequencies are beyond the hearing range of most mutants and other creatures without hypersonic hearing, so the audible effect of this attack is counter-intuitive — the hyper sonic attack cancels out all other sounds in the normal hearing range and creates an area of dead silence for 75' around the plant.

It should be noted that while the face-fruit of the facepalm plant may have an unsavory appearance, the meat and juice within are highly prized as nutritious foodstuffs, with a nutty-sweet taste and a slightly oily texture.

Facepalm: Init +4; Atk root tendril +4 melee/entangle (DC 14 Strength check to break free); AC 13; HD 13d10; 75 hit points; MV 0'; Act 3d20; SP Life Field Drain (1d12 per round, DC 14 Fort save vs. 1/2 damage) Sonic Scream (1d8 per round, DC 12 Fort save vs 1/2 damage); SV Fort +4, Ref +6, Will +0

FORMICARIUM

Initiative: +20

Attacks: envelope +10 melee (1d20 digestion per round)

AC: 16

HD: 90d10

HP: 500

Move: 25'

Actions: 5d20

Special: Technomancer neural programs, immune to mental control

Save: Fort +15, Ref +10, Will +20

It is known that in the great radial evolutionary explosion caused by the Great Disaster there were created more contenders for the position of most intelligent life-form on the planet than at any time in its history. But none of these intelligences are as unrecognized by its fellow sentients as the formicarium. What once began as the test subjects of collective consciousness studies conducted by ancient scientists has long since escaped and evolved independently in the wilds of a much-changed world.

The formicarium is nothing less than an immense colony creature that is potentially global in scale, though specific colony-nodes can appear to be distinct creatures not physically connected to other nodes. Evolved from a simple species of ant, the formicarium are in a very real sense a single organism that is composed of millions of differentiated cells in the form of tiny ants.

The largest portion of a formicarium is its amorphous central body, which is typically buried deep underground. This central body can be shaped in many ways, but is generally some type of gigantic amoeboid form. This form is bounded by a permeable membrane of flexible and tightly-woven ant-cells surrounding the honey-like cytoplasm in which all the other organelles, vacuoles, and nucleus float. While each organelle is also made up from tiny, specialized ants, only the nucleus contains the queen ants, who organize themselves into triple-helix chains. The outer protective membrane of the formicarium is composed of carbon-rich microscopic ants interlinked and arranged in an extremely flexible array of buckey balls.

The formicarium feeds and defends itself by use of pseudopod extensions of its body shaped as tubular tentacles that will rise up out of the ground seeking to capture and enclose prey animals.

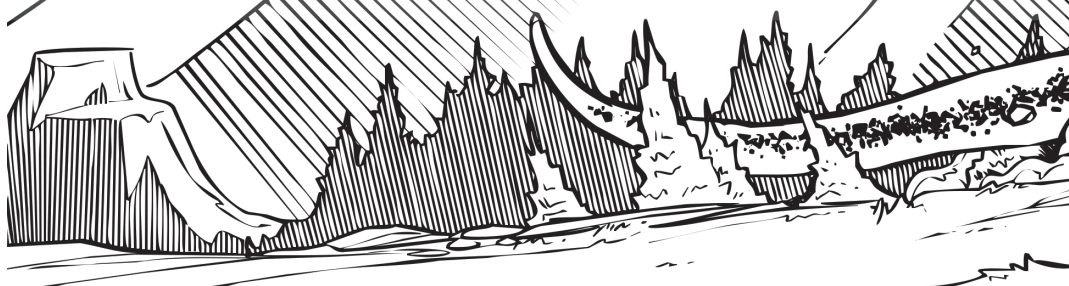
Notably, the formicarium has no central nervous system, as the entire creature acts with the will of one immense colony mind. Though its intelligence is of an entirely alien order, it can and does operate at inhumanly high levels, at need having the ability to cast the equivalent of neural programs that temporarily manipulate the very laws of physics. Many seemingly spontaneous and random phenomenon such as the sudden appearance of dimensional portals, mass teleportations, and extreme weather variations may simply be the formicarium acting on unknowable instincts, thoughts, or desires.

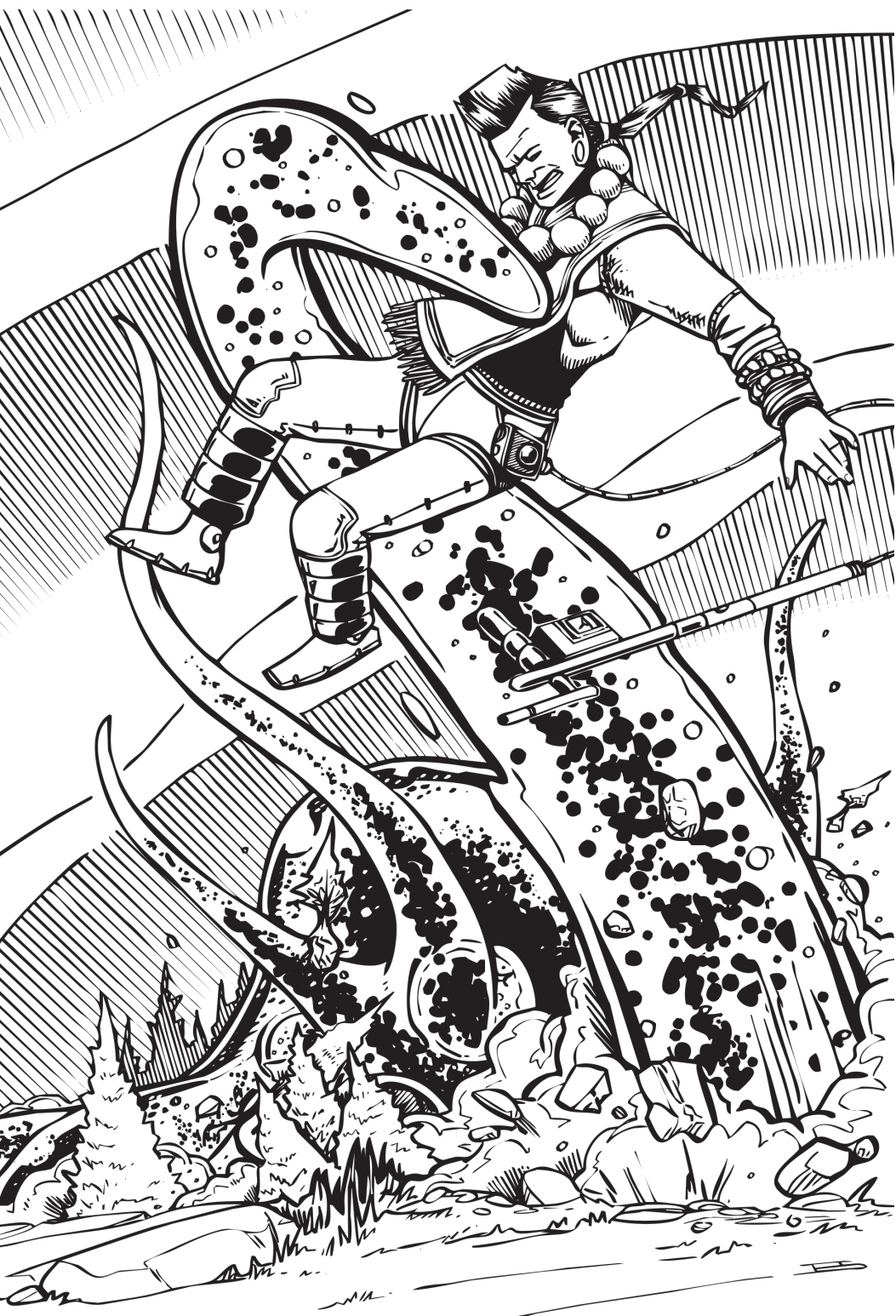
Though encounters with a formicarium are generally best avoided, should an especially aggressive force ever dig a complete colony-node out and kill it, they would find a treasure-trove of undigestible-but-soggy artifacts floating among the pooling puddles of cytoplasm.

Formicarium Neural Programs

Through a wordless but eons-old agreement, all existing formicarium have a pact of non-aggression with the technomancers (see Technomancers on page 72). As a by-product of this understanding, each formicarium has a technomancer cyber-link located within its nucleus, and through this device the creature can access and run any of the known neural programs possessed by the technomancers.

Formicarium: Init +20; Atk envelope +10 melee (1d20 digestion per round, DC 16 Strength check to break free); AC 16; HD 90d10; 500 hit points; MV 25'; Act 5d20; SP use of technomancer neural programs; SP Immune to mental control, SV Fort +15, Ref +10, Will +20







FOXGLOVE

Initiative: +8 (unbonded), +10 (bonded)

Attacks: bite +8 melee (1d4) or claws +8 melee (1d3), or by host type

AC: 12 or by host type

HD: 2d10 (or by host type +2d10)

HP: 11 (or by host type +11)

Move: 20', 30' gliding, or by host type +20'

Actions: 1d20+8

Save: Fort +2, Ref +8, Will +8

The foxglove symbiote appears as though it were the leaping or gliding pelt of a vulpine creature (fox, bush dog, or bat-eared fox), as if it was only made up of the fur, skin, head, and superficial muscle ligature of that vulpine creature. Though fully capable of surviving and in an unbonded state, the foxglove prefers to live symbiotically bonded to a powerful host as part of its survival and breeding strategy.

When encountered on their own, an unbonded-foxglove symbiote possesses only a rudimentary sentience of 3-4 Intelligence, but it still has an instinctive preference for bonding with highly intelligent or especially powerful hosts. In the wild, a foxglove without a host organism will either attempt to envelope a new host slowly by wrapping itself around its sleeping prey like a blanket, or suddenly by springing and wrapping itself around a host by ambush.

After a successful bonding attack has taken place, the resultant combined creature will possess the same basic body layout and mutations of the host organism while being completely under the control of the foxglove. Once in full possession of such a host, the foxglove is able to telepathically assume all the memories and cognitive abilities of the host organism. When possessing such an individual, the foxglove can also become quite clever, and it is common for the new combined creature to continue to claim to be the original host, albeit the original host after having suffered some new, furrier mutations.

If encountered in a bonded state, a foxglove symbiote will appear to be a vulpine of either the sentient or non-sentient mutant animal type (depending upon the host organism). Over time, small furred pouches will begin to grow on the sides of the foxglove's torso or chest, and these pouches will eventually give birth to small hand-sized foxglove kits, who then glide off into the wilderness to mature and find future hosts.

Foxglove Symbiote: Init +8; Atk bite +8 melee (1d4) or claws +8 melee (1d3); AC 12; HD 2d10, 11 hit points; MV 20', 30' gliding; Act 1d20+8; SP +8 bonding attack; SV Fort +2, Ref +8, Will +8

Foxglove with Host: Init +10; Atk bite +8 melee (1d4) or claws +8 melee (1d3) or by host weapons and mutations; AC 12 or by host type; HD 2d10 + host HD, 11 hit points + host hit points; MV host MV+20'; Act host action die +8; SV Fort by host +2, Ref by host +8, Will +8

GEMENON

GEMENON WARRIOR

Initiative: +2

Attacks: club +4 melee (1d10), sling +4 ranged (1d6)

AC: 12 or by armor type

HD: 5d10

HP: 27

Move: 50'

Actions: 2d20

Save: Fort +4, Ref +5, Will +4

GEMENON CHIEFTAN

Initiative: +4

Attacks: horn sword +6 melee (1d12), sling +6 ranged (1d12)

AC: 14 or by armor type

HD: 7d10

HP: 38

Move: 50'

Actions: 2d20

Save: Fort +6, Ref +7, Will +6

GEMENON SHAMAN

Initiative: +6

Attacks: staff +2 melee (1d8)

AC: 12

HD: 4d10

HP: 22

Move: 50'

Actions: 2d20

Special: Mind Bomb mutation +4

Save: Fort +2, Ref +4, Will +8

Gemenons are among those rare mutant human races who possess DNA that has begun to harden back into a stable, reproducible genetic state. Thus, they tend to breed basically true to form. A mighty race of warriors, one in ten gemenons born will have one or two random mental mutations, always including the Mind Bomb mutation (see below). These individuals generally become gemenon shamans.

These otherwise human-appearing giants are 12' tall, have blue-tinted hair and skin, two heads with slightly enlarged craniums, and four manipulative arms along with two bipedal legs. Although each head possesses a separate brain and a unique personality, the two minds operate together with a preternatural amount of coordination and a generally singular purpose. When referring to themselves, it is common for a gemenon to have a single name comprised of two separate but phonetically similar names, such as Jim-Jam or Lyra-Zyra.

Preferring the company of their own kind, gemenons are highly territorial and do not freely associate with other pure strain human or mutant human tribes. Though not an innately hostile or aggressive race, they can quickly become so if they feel



that their tribal territories are being intruded upon. Masters of negotiation and trade, gemenon tribes will sometimes engage in trade with outside tribes for necessities or to trade valuable technology or scrap, but only in such circumstances where they are convinced that they have the better end of any bargain.

It is also worth noting that gemenon tribal society has remarkably little regard for gender politics among leadership roles, with each sex being treated as equal to the other in governance and leadership.

Gemenon: Init +2; Atk club +4 melee (1d10), sling +4 ranged (1d6) or by weapon type; AC 12 or by armor type; HD 5d10; 27 hit points; MV 50'; Act 2d20; SV Fort +4, Ref +5, Will +4

Gemenon Chieftan: Init +4; Atk horn sword +6 melee (1d12), sling +6 ranged or by weapon type; AC 14 or by armor type; HD 7d10; 38 hit points; MV 50'; Act 2d20; SV Fort +6, Ref +7, Will +6

Gemenon Shaman: Init +6; Atk staff +2 melee (1d8) or by weapon type; AC 12; HD 4d10; 22 hit points; MV 50'; Act 2d20; SP Mind Bomb; SV Fort +2, Ref +4, Will +8

MIND BOMB

Type: Active	Range: 100'	Duration: instant
	Activation time: 1 action	Save: Will vs mutation check

General	The gemenon shaman is able to telepathically project multiple scrambling frequencies into the mind of another living creature, saturating the victims brain with a flood of mental noise and false motor signals, rendering them helpless and triggering seizures.
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Manifestation	The victim's head is suddenly obscured by a pulsating pattern of rainbow-striped energy ribbons, blocking out 90% of the targets field of vision and causing other debilitating effects.
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1	Failure, mutation may not be used again for 24 hours, gain one random defect.
2-11	Failure, mutation may not be used again for 24 hours.
12-13	The telepathic mind bomb blinds the target for 1d3 rounds with a dizzying spray of polychromatic colors.
14-17	The telepathic mind bomb momentarily blinds a single living creature for 1d6 rounds and stuns them for 1d3 rounds.
18-19	The telepathic mind bomb temporarily blinds a single living creature for 1d8 rounds and stuns them for 1d6 rounds.
20-23	The telepathic mind bomb causes a single living creature to collapse from a telepathic seizure, being unable to think or act for 1d10 rounds and taking 1d6 system shock damage.
24-27	The telepathic mind bomb causes a single living creature to collapse from a telepathic seizure, being unable to think or act for 1d3 turns and taking 1d10 system shock damage.
28-29	The telepathic mind bomb causes up to 3 living creatures to take 2d10 system shock damage and to fall into a coma for 1d3 days.
30-31	The telepathic mind bomb causes a single living creature's entire nervous system to short circuit, killing them outright, or (with a successful Willpower save vs the program check) to merely suffer 4d10 system shock damage and remain in a coma for 1d6 days.
32+	The telepathic mind bomb causes up to 6 living creatures to switch minds with each other many times in such a quickly repeating cycle that all risk neural collapse and instant death. If any individual targeted by the telepathic mind bomb makes a successful Willpower save versus the program check, they will emerge unharmed, but with a randomly determined personality from the total number of individuals attacked by this mutation.





GLOWMENTAL (DEMON)

Initiative: +8

Attacks: envelope +8 melee (6d6 radiation burn), cloudburst +8 ranged (3d6 radiation burn, 60' area)

AC: 16

HD: 36d10

HP: 200

Move: 45' flying

Actions: 2d20

Save: Fort +10, Ref +10, Will +18

Glowmentals are sentient radioactive clouds that travel the glow deserts and barren landscapes of Omega-Terra. Tribal oral traditions often refer to them simply as “demons”, and all manner of malicious and malignant intent are ascribed to them. Some stories even give them a mythic origin in being one of the final creations of the Ancient Makers, upon whom they immediately turned and destroyed.

What is known is that these roaming clouds of particulate fallout and potent radioactive fields have an uncanny ability to generate intense levels of fear and hysteria in all biological creatures and sentients. They seem to either feed upon the fear that they generate or somehow gain sustenance from the act of burning an organism down to the bones or husk. Impervious to all physical harm, glowmentals can sometimes seemingly be injured or driven off by energy-based mutational attacks, particle beam weapons, or high-level neural programs, but are never killed outright by these attacks.

Glowmentals are in fact effectively immortal, and each one has lived for many millennia, having originated by means unknown during the events of the Great Disaster. If a glowmental somehow takes enough damage to be “killed” it is simply dispersed until background radiation from the environment slowly regenerates the entity. Many particular glowmentals have proper names, whether apocryphal or later ascribed, none can say. The most infamous of these include the demons Tox Uthat, Ragnarok, Myrmeke, The Moment, and Orcus.

Among learned rover-priests and shamans it is said each demon’s lifeforce is actually contained in a small physical artifact of unknown type, and that possession of such an object — along with the threat to destroy it and thus permanently kill the demon — can be used as a means to control and enslave one of these radiant clouds of sentient evil. The challenges and implicit danger in such a plan are obvious, but those possessed with the madness for world-conquering power are seldom daunted by such circumstances.

GM Notes: Each instance of a glowmental was created when a single quantum wave projector device created by the Ancient Makers was employed to try and mitigate the damage being caused to the world by the cosmic radiation storms that began the Great Disaster. While the QWP device was successful in dampening the ravages being inflicted on the planet, it had an unexpected side-effect. In the chaos of the Great Disaster, many nation-states were panicked into deploying an array of doomsday devices in their respective military arsenals. The quantum wave caught

each device as it was activated and seemingly destroyed it, but in many cases the vast energies and atomic forces at play could not be fully nullified, and were instead transformed into less harmful clouds of radiation. Eventually some of these radioactive clouds coalesced and over time gained sentience.

Each glowmental has in the millennia past learned to store its core consciousness in a variety of unremarkable technological artifacts, from data crystals to simple mundane household devices such as fusion-powered shavers or dilithium gem jewelry.

Glowmental: Init +8; Atk envelope +8 melee (6d6 radiation burn) cloudburst +8 ranged (3d6 radiation burn, 60' area); AC 16; HD 36d10; 200 hit points; MV 45' flying; Act 2d20; SP immune to physical attacks and mind control; SV Fort +10, Ref +10, Will +18

GLOWORM

Initiative: +6

Attacks: bite/swallow +6 melee (2d20 + possible 1d20 per round)

AC: 15

HD: 27d10

HP: 150

Move: 35', 70' tunneling

Actions: 1d20+6

Special: Irradiation glow (1d10 per round, 30' radius), fission defense

Save: Fort +8, Ref +4, Will +0

A gigantic radioactive annelida, what was once a simple earthworm thousands of years ago has now become a 100' long segmented behemoth with no discernable face, save for a telescoping maw encircled by a series of razor-sharp teeth set at angles so that they iris together as the moth opens and closes. By daylight, the gloworm seems to have a blue-tinged albino hide, but in darkness it can be seen to be glowing brightly with a phosphorescent blue-green light.

The gloworm is technically an omnivore capable of digesting any substance (even ultra-metals), but it prefers live, carbon-based prey. When creatures, plants, rocks, or earth are swept up into its 15' wide mouth, the foodstuffs are sent down the gloworm's gullet into a series of organic fusion-plant organs which fuse the molecular structure of the food in exchange for liberating enormous amounts of energy. The excess energies beyond those needed for its mighty subsistence needs are channeled through its skin to power the gloworm's defense radiation field.

Both of the gloworm's mutations are defensive in nature. If attacked or enraged, its simple nerve-bundle brain will reflexively cause the gloworm to increase its radioactive aura to lethal levels, burning and irradiating everything around it.

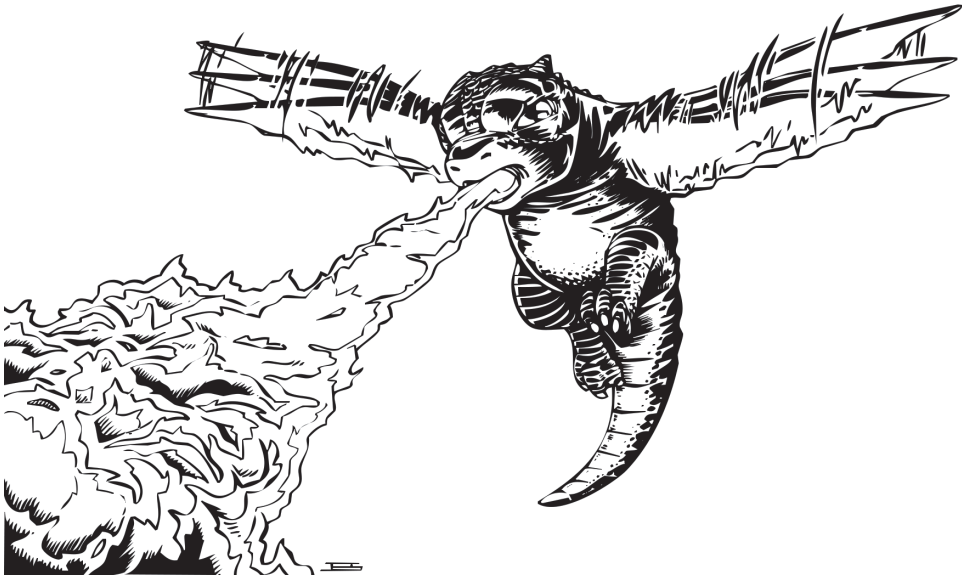
The gloworm also has a mutation ability that allows it to almost instantly fission into two half-sized duplicates of itself. This is an instinctive reflex that occurs whenever the gloworm takes a single damaging attack of over 15 hit points. When this fissioning happens, the gloworm reacts by instantly dividing into two du-



plicate glowworms that are one-half the size of the original creature with the same AC and abilities, albeit with only one-half of the original's current hit points. The resulting half-sized glowworms also have this ability, so that a series of heavy hits upon the creatures can quickly cascade into a multitude of smaller glowworms irradiating the surrounding terrain.

When making a biting attack, any successful hit that scores more than 2 points over those needed indicates that the prey has been swallowed and will continue to take 1d20 damage from chewing until killed or rescued. In the event of the glowworm's destruction, there will always be a few wormling fragments that flee and escape to eventually regrow into full-sized worms. This fissioning process is how the species reproduces.

Glowworm: Init +6; Atk bite/swallow +6 melee (2d20 + possible 1d20 per round); AC 15; HD 27d10; 150 hit points MV 35', 70' tunneling; Act 1d20+6; SP irradiation glow 1d10 per round (30' radius), fission defense; SV Fort +8, Ref +4, Will +0



HUMMING-DRAGON

Initiative: +6

Attacks: bite +6 melee (1d3) or charged particle breath +6 ranged (1d20)

AC: 17

HD: 3d10

HP: 18

Move: 60' flying

Actions: 1d20+6

Save: Fort +2, Ref +8, Will +2

At about the size of a sparrow, but with the body of a small, leather-winged reptile, the humming-dragon is an inoffensive appearing but deadly predator in its hot-house jungle hunting grounds. Taken singly, the humming-dragon's charged particle breath weapon is typically capable of killing only smaller prey. Unfortunately, humming dragons commonly hunt in large dread-flocks comprised of 15-30 individuals. In this manner, the dread-flock can actively hunt nearly any size quarry.

Nocturnal hunters, humming-dragons attempt to surprise unwary prey, descending upon them from the cover of trees as a group and roasting them in a single swooping attack. More alert prey will either see them coming, as their tiny fission-powered breath generation organs can be seen glowing inside their bellies, or hear them coming in pursuit as the blurred beating of dozens of tiny wings create an humming chorus of impending doom.

Humming-dragon females do not lay their eggs, and instead gestate broods of up to 20 eggs at a time inside a womb in their bellies, gurgitating the offspring when they are ready to be born. Rarely, audacious and knowledgeable tribal shamans or rover-priests will acquire a recently expired female humming-dragon who died on the cusp of giving birth, and attempt to extract a viable egg or tiny hatchling

from them. Hand-raising a single humming-dragon hatchling from birth, though difficult and full of trials, can result in a potent pet or familiar for the bravest of these adventuring seers.

Humming-Dragon: Init +6; Atk bite +6 melee (1d3) or charged particle breath +6 ranged (1d20); AC 17; HD 3d10; 18 hit points; MV 60' flying; Act 1d20+6; SV Fort +2, Ref +8, Will +2

INCANDESCENCE-ANT

Initiative: +2

Attacks: bite +2 melee (1d6 +1d3 fire damage)
or metal club +2 melee (1d8)

AC: 12

HD: 2d20

HP: 11

Move: 20'

Actions: 1d20+2

Special: Fire sheath (see below)

Save: Fort +8, Ref +6, Will +1

An invasive species that was able to successfully migrate southward past the Great Radiation Barrier that divides most of the continent from the mega-fauna insectoid territories of the Devil's Domain in the far north, incandesce-ants are a semi-sentient descendant of fire ant stock.



Using only crudely-crafted clubs and spears made from found metal objects, the incandesce-ants' primary offensive and defensive mutation is their ability to ignite themselves in a sheath of burning oxygenated plasma. Being heat and radiation-proof themselves, these crimson-colored creatures are not harmed by their own fiery aura. Their merest touch or tactile contact, however, will cause any combustible substance to ignite into flames.

While their plasma shields make for a mighty defensive nature, any water or cold-based attacks upon them will do twice the normal damage expected.

Only possessing an extremely primitive tribal culture, incandesce-ants live in underground hives capped by a plateau-like mound built entirely from stone boulders, rock, and gravel — all of it scorched and blackened in color. In rare cases, incandesce-ants will inhabit semi-active volcanoes in the crater countries making them their mound-colonies. Tales are told around tribal campfires of at least one tribe of these incandescent insect men living in a volcano protected by the glowmental Myrmeke.

Incandesce-Ant: Init +2; Atk bite +2 melee (1d6 +1d3 fire damage) or metal club +2 melee (1d8); AC 12; HD 2d10; 11 hit points; MV 30'; Act 1d20+3; SP fire sheath (upon physical contact opponent takes 1d6 damage per round until fire is extinguished); SV Fort +8, Ref +6, Will +1

MACROCOCCUS

Initiative: +12

Attacks: touch +8 melee (DC 20 Fort save vs. wither and die)

AC: 18

HD: 20d10

HP: 120

Move: 35' ooze

Actions: 1d20+8

Special: Infectious touch, immune to mental powers

Save: Fort +6, Ref +2, Will +20

In the final years of the Ancient Makers, many and myriad were their machinations. As their super science society began to fray and break down, the protean progenitors turned their prowess and skills inward. All in the names of peace and protection, they ironically began focusing on better methods with which to kill each other, including forbidden biological warfare.

From hence came the macrococcus. Created with the use of gene-looms by the Ancient Makers in their biological weapons laboratories, macrococcus is a genetically engineered plague bacteria writ on a macroscopic scale. At over 15' in length, this writhing mass of heliotrope membranes, viscous pink cytoplasm, violaceous organelles, and wavering crowns of hairy flagellum is as daunting as it is deadly. Its barest touch is fatal to all forms of organic life, be they plant or animal-based. Any organic creature that comes into direct physical contact with a macrococcus will instantly wither, die, and leave only an empty grey husk behind.

As this weaponized macro-disease organism was once carefully stored in maximum security underground bunkers by the Ancient Makers, they will typically only be discovered there — still viable but imprisoned in large tubular permalgass stasis containers. Should a single example of this gigantic bacteria be somehow freed, the consequences to those in the immediate area will be dire indeed. The fate of an entire planet, however, could also rest on the outcome. Should a single macrococcus escape into the wild, it will only be a matter of time before it reproduces by fission into two macrococci, and then into 4, and then into 8, and so on until the entirety of Omega-Terra becomes one, planetary orb of seething bacterial biomass. A healthy macrococcus will fission into two half-sized macrococci once every 24 hours, which is the same amount of time a newly-created macrococcus takes to attain full adult size.

While far from unstoppable, only fire, radiation, or electromagnetic-based sterilization will permanently kill a macrococcus. Absent these methods, even the smallest fragment of a macrococcus will regenerate into a whole creature again within 24 hours time.

Macrooccus: Init +12; Atk touch +8 melee (DC 20 Fort save vs. wither and die); AC 18; HD 20d10; 120 hit points; MV 35' ooze; Act 1d20+8; SP infectious touch, immune to mental powers; SV Fort +6, Ref +2, Will +20



БKM-2020



MANTA-RAM

Initiative: +6

Attacks: ram +8 melee (1d12 + 15' knockback),
snatch +8 melee (STR 14 grapple), bite +6 melee (1d6)

AC: 17

HD: 7d10

HP: 38

Move: 100' flying

Actions: 1d20+8

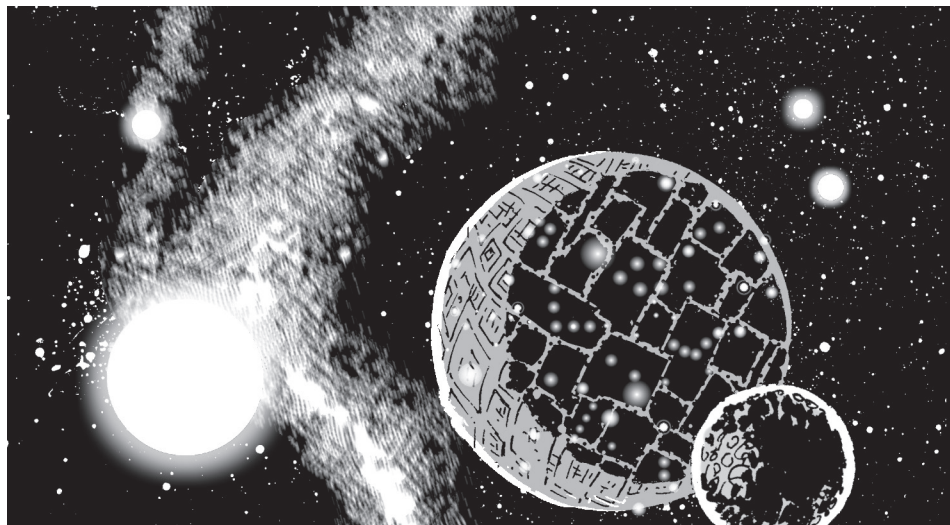
Save: Fort +8, Ref +6, Will +4

Among the many species resurrected by the explosive radial evolution of the Great Disaster extinction event is the species *Anomalocaris* — albeit in a gigantic, air-breathing and flying form. Gliding through the skies of Omega-Terra like a cross between a manta ray and a nightmarish Cambrian shrimp, the manta-ram sends even the most fearsome of land predators scurrying for cover.

The manta-ram has a segmented body and wing-plates that ripple through the air with speed and precision. Its two curled prehensile mandibles are both capable of unwinding to snatch unwary prey from the ground, or alternatively curling up tightly for use as a ramming attack to stun its prey. These curled mandibles also guide seized prey to the manta-ram's primitive and spike-toothed maw for consumption.

Legends and lore whisper of one unnamed tribe that was able to master these savage beasts and ride them as flying mounts — but given their highly aggressive natures this seem most unlikely. It is known that none in living memory have been foolhardy enough to try.

Manta-Ram: Init +6; Atk ram +8 melee (1d12 + 15' knockback), snatch +8 melee (STR 14 grapple) or bite +6 melee (1d6); AC 17; HD 7d10; 38 hit points; MV 100' flying; Act 1d20+8; SV Fort +8, Ref +6, Will +4



MEAT-CPU

Initiative: +4

Attacks: +4

AC: +0

HD: +0

HP: +6

Move: +10'

Actions: +4

Special: +1d8 Intelligence
(maximum 24)

Save: Fort +0, Ref +4, Will +8



While the super-science of the Ancient Makers was without pinnacle, they did not always agree among themselves how best to achieve certain goals. Some thought that the more common approaches to augmented intelligence via cybernetic implants or persona-mapping into an advanced AI or hologrammatic form were akin to robbing people of their essential humanity. Thus, at least one cabal of scientists created a method for enhancing cognitive function organically — a bio-engineered intelligence augmentation virus called Retro-Viral ReRAM, also nicknamed the meat-CPU.

Injected directly into the cerebellum, the viral RNA-based agent will immediately begin to invade and co-op a small section of the subjects frontal lobes, transforming them into a discreet organic co-processor of incredible power, memory, and throughput. Within 24 hours, the subject will notice that they have a knot growing on their forehead, as though they had sustained a blunt force trauma there. Within a week, the subject's brain will learn to reroute higher functions to and through the meat-CPU, greatly increasing overall intelligence levels and cognition.

The intelligence increase provided by the meat-CPU does come with some biological costs and caveats. For each point of increased intelligence, the affected being loses an equal amount of charisma (or personality), as they become both less emotional in personality and less comely owing to the large knot of tissue and bone growing out of their foreheads. Beings with a meat-CPU should also be cautious of being treated by the advanced medical artifacts of the Ancient Makers, as many of them will mistake a meat-CPU for a tumor that requires removal. Conversely, the meat-CPU can also malfunction or even fail outright if the bearer receives a severe head trauma or medically dies and is brought back to life by any means.

The Retro-Viral ReRam virus comes in a hypospray device containing a single dose. The device is clearly labeled with holy symbols of the Ancient Makers indicating it should be injected in the center of a person's forehead.

Meat-CPU: (subject gains) Init +4; Atk none; +6 hit points; MV +10'; Act +4; SP +1d8 Intelligence; SV Fort +0, Ref +4, Will +8

MENTOR

Initiative: +∞

Attacks: none

AC: ∞

HD: ∞

HP: ∞

Move: ∞'

Actions: ∞d20+∞

Save: Fort +∞, Ref +∞, Will +∞

As mysterious as they are rarely encountered, many sentients of Omega-Terra have encountered a member of this unknowable race at least once without having realized it. That is due in no small part to their typically mundane appearance as simple pure strain humans of humble bearing and placid demeanor, often passing for gentle traders or other tribal folk when visiting a village or discovered traveling on foot out in the wild.

In reality, mentors are a new form of life created just before the Great Disaster by ancient scientists conducting research into the future of mankind via radiation-based methods of accelerated genetic evolution. In a surprising outcome, the resultant end-product of human evolution turned out to be intelligences composed entirely of rotating quantum fields which quickly discarded any appearance of physicality. Because of an initial appearance at birth as a glowing human fetus, these new beings were first referred to as “star children” and later named Mentors.

While many of these energy-beings left for the stars to explore reality itself, a small cadre remained behind to watch over and observe their home planet after the events of the Great Disaster. These remaining Mentors are universally peaceful in nature and abhor all acts of violence, disdaining to even interfere in the traffic of lesser sentients unless such actions are advisory in nature and helpful in the simplest of means possible. To that end, they have perfected the art of condensing their energy forms back into human-appearing bodies.

Though none know the precise location, some stories tell of an entire Mentor enclave far up in the Starless Mountains to the west. It is said to be a simple and primitive village with low stone walls — a place so simple and so peaceful that it should not be able to exist among the vicious mutant creatures that inhabit the surrounding remote and dangerous terrain.



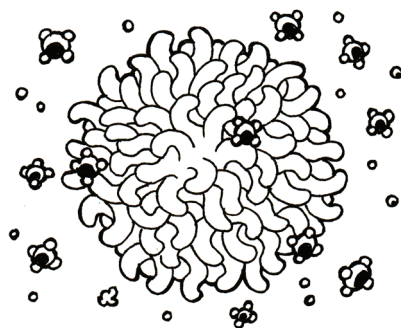
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GM NOTES: Obviously there is lot to work with here for the astute GM. An entire adventure can be set in the mentor enclave, with warring outside factions unable to understand why the peaceful simple villagers refuse to act or take sides. A Mentor can be randomly encountered and become a temporary NPC member of the party, perhaps preventing a TPK resulting from unfortunate player choices or unfair turns of the table dice. While GM restraint is advisable in revealing the true nature of a Mentor, a proper eventual payoff is recommended so as to prevent players from concluding that all that transpired was merely GM ex machina.

Mentor: Init +∞; Atk bite none; AC 9 (human form) 30 (energy form); HD ∞; ∞ hit points; MV ∞; Act auto success; SP: +38 Alter Timeline ability as per neural program (see page 24); SV Fort +∞, Ref +∞, Will +∞

NEUROPHAGE

An artificial RNA virus originally created by the Ancient Makers, the neurophage is neither technically alive nor technological in nature. Once bio-engineered as a cognitive-boosting treatment for neurodegenerative diseases, the artificial virus lives on in ever-mutating form on Omega-Terra.



Neurophage can be encountered in two primary ways: either by random infection of the mutated variety via an infected animal bite, or by discovering an original strain stored in ancient stasis capsules. Exposure to the two strains causes slightly different symptoms and effects.

Neurophage (original strain) — Injection, contact upon exposed skin, or ingestion will cause an animal or plant organism to become deathly ill, passing into a coma and running a mild fever for 24 hours. The artificial virus is treatment-resistant, and attempts to cure the infection using medical technology are ineffective and will only cause the fever to rise. At the end of the 24 hour period, the victim will have suffered 1d6 hit points of damage and must make a DC 14 Willpower save in order to avoid taking a further 2d6 points of damage. They then permanently gain 1d4 of Intelligence (limited to a possible maximum of 24).

Neurophage (mutated strain) — Receiving a bite from an infected carrier animal or being exposed to the blood of such an animal will cause an animal or plant organism to become mortally ill, passing into a coma and running a raging fever for 24 hours. The artificial virus is treatment-resistant, and attempts to cure the infection using medical technology are ineffective and will only cause the fever to rise, causing an additional 1d3 of damage per treatment attempt. At the end of the 24 hour period, the victim will have suffered 1d8 hit points of damage and must make a DC 16 Willpower save in order to avoid taking a further 2d8 points of damage. They then permanently gain 1d6 of Intelligence (limited to a possible maximum of 24).

GM Notes: Once a victim has survived the neurophage virus, they will gain a permanent immunity to it and cannot be infected a second time, nor are they a carrier of the virus.



OCTOPEED

Initiative: +4

Attacks: bite +4 melee (1d10) or wrap around +4 melee (18 STR grapple)

AC: 16

HD: 6d10

HP: 32

Move: 60'

Actions: 1d20+4

Save: Fort +6, Ref +4, Will +2

An air-breathing descendant of ocean-dwelling mollusks, the octopeed has a 20' long sinewy body covered in segmented carapaces. Its head is likewise encased in a flared shell segment, with retractable octopus eyes extended on short stalks. The agile and sturdy mobility of the creature is ensured by four rows of two stout tentacles each that allow the creature to run and stick to vertical surfaces in a manner superficially similar to giant centipedes.

A semi-intelligent omnivore, octopeeds are not aggressive unless threatened or hungry, snaking up and retreating into the upper reaches of mile-high trees when surprised. They will then begin to stalk any attacker by traveling the jungle canopy above, looking for opportunities to drop down upon prey. In such attacks, the octopeed will curl around its victim, restraining it with its suckered tentacles while chewing away with its beaked jaws.

Although most travel by mounts is impractical in the hothouse rainforests of Omega-Terra, there are rare exceptions, with the octopeed being one such. A few tribes have tamed and domesticated a variety of octopeed to use as steeds. Domesticated octopeed can be spotted by informed viewers by noting their smaller head carapace and slightly less aggressive demeanor.

Octopeed: Init +4; Atk bite +4 melee (1d10) or wrap around +4 melee (18 STR grapple); AC 16; HD 6d10; 32 hit points; MV 60'; Act 1d20+4; SV Fort +6, Ref +4, Will +2



OVERSEER

Initiative: +6

Attacks: +6 bite (no damage)

AC: 12

HD: 2d10

HP: 11

Move: 5', 40' swimming

Actions: 1d20+6

Special: Mind dominance with bite

Save: Fort +2, Ref +4, Will +15

Overseers are a form of highly intelligent flatworm that mutated from being microscopic endoparasites into macroscopic exoparasites. Roughly 1' long, free-roaming overseers inhabit small streams and freshwater lakes, where they go to reproduce and await ambush opportunities for host organisms, favoring sentient bipedal species above all others.

Any pure strain human, mutated human, or mutant animal that enters infested waters or sleeps nearby is at risk to be become bonded with an overseer, which will attempt to attach itself to such a being from the base of the neck downwards along its spine, swimming and wriggling underneath garments or crude armor if necessary. Because the overseer's hook-like teeth excrete a painkilling neurotoxin there is a good chance that an attachment can take place without the awareness of the new host (DC 16 or higher Perception check to detect).

A host taken in this fashion will almost certainly have their mind possessed by the overseer (DC 20 or higher Willpower save to reject the attempt), acting fully under its control thereafter. Overseers are highly intelligent (INT 16-20) and well-organized among themselves, with the group goal of bettering their own specie's station in life. It is not uncommon to find an entire tribe of sentients happily tending to a pond or lake as their "fish farm" when in fact it is a pack of overseer-controlled beings that are protecting an overseer hatchery.

Overseer-controlled sentients can be difficult to spot, as an attached overseer has full access to the controlled being's memories and mutational powers (if any) and can simulate their natural behaviors and mannerisms precisely. Careful observers might note that in all cases the overseer-dominated sentients wear cloaks or other heavy garments in such a way as to cover their backs, even in the typical hothouse climate of Omega Terra. Also, it could be noted that an overseer-dominated host with mental mutations suddenly seems to become more powerful (owing to the enhanced intellect of the parasite).

Should an overseer be forcibly removed from a dominated host, both the host and parasite take 1d6 physical damage and must succeed in making a DC 16 or higher Fortitude check or else lapse into a 1d6 day coma.

GM NOTES: Should a player character become dominated by an overseer, the situation could create a golden opportunity for emergent role playing. A GM may allow the willing player to continue playing the overseer-dominated PC, with the new goal of slowly facilitating the overseer takeover of the remaining party members. Especially ambitious GMs and groups could even explore an entire campaign based around a group of overseer PCs.

Overseer: Init +6; Atk bite +6 melee (no damage); AC 12; HD 2d10; 11 hit points; MV 5', 40' swimming; Act 1d20+6; SP mind dominance with bite (DC 20 Willpower save or permanently dominated); SV Fort +2, Ref +4, Will +15

PHYSIOPHAGE

An artificial RNA virus originally created by the Ancient Makers as a treatment for degenerative muscle diseases and genetic disorders, the physiophage was originally a muscle strength-enhancing cure for those medical conditions. This artificially engineered virus lives on in mutated form in Omega-Terra, and in some cases, can be found in its original form in stasis capsules among ancient ruins.

In both forms, infection occurs if a living creature (plant or animal) is exposed to the virus by any skin-to-fluid contact with an infected carrier creature or a sample of the virus itself. The effects vary by virus type.

Physiophage (original strain) — Injection, contact upon exposed skin, or ingestion will cause an animal or plant organism to immediately pass out for 24 hours, occasionally moaning and twitching during that time. The affected creature takes 1d6 physical damage as various bone joints and muscle groups disconnect, grow, and re-knit. The virus is treatment-resistant and attempts to heal the individual with medical technology will only exacerbate the process, causing an additional 1d3 in damage per attempt. At the end of the 24 hour period, the victim must make a DC 14 Fortitude save in order to avoid taking a further 2d6 points of damage, after which they awaken to discover that they have permanently gained an additional 1d6 points of Strength (limited to a possible maximum of 24).

Physiophage (mutated strain) — Receiving a bite from an infected carrier animal or being exposed to the blood of such an animal will cause an animal or plant organism to pass out for 24 hours, writhing in pain much of the time. The affected creature takes 1d8 physical damage as various bone joints and muscle groups disconnect, grow, and re-knit. Even the mutated form of the artificial virus is treatment-resistant, and attempts to cure the infection using medical technology are ineffective and will only worsen the ordeal, causing an additional 1d3 of damage per treatment attempt. At the end of the 24 hour period, the victim must make a DC 16 Fortitude save in order to avoid taking a further 2d8 points of damage, after which they will awaken to discover that they have permanently gained an additional 1d8 points of Strength (limited to a possible maximum of 24).

GM Notes: Once a sentient victim has survived the physiophage virus, they gain a permanent immunity to it and cannot be infected a second time, nor are they a carrier of the virus.

PIG-MEE

PIG-MEE

Initiative: +2

Attacks: bite +2 melee (1d3), bone club +2 melee (1d6),
blowgun +2 ranged (1d4)

AC: 11

HD: 1d10

HP: 6

Move: 25'

Actions: 1d20+2

Save: Fort +4, Ref +6, Will +0

PIG-MEE CHIEFTAIN

Initiative: +4

Attacks: bite +4 melee (1d3), metal club +4 melee (1d8),
slug thrower +4 ranged (1d6)

AC: 12

HD: 3d10

HP: 16

Move: 30'

Actions: 1d20+4

Save: Fort +6, Ref +8, Will +2

PIG-MEE SHAMAN

Initiative: +6

Attacks: bite +2 melee (1d3), stone knife +2 melee (1d4),
gourd stinkbomb grenade +6 ranged (10' radius,
DC 14 Fortitude save vs. gag reflex and no other actions for 3 rounds)

AC: 10

HD: 2d10

HP: 11

Move: 25'

Actions: 1d20+6

Special: Glare Stare

Save: Fort +2, Ref +4, Will +6

Pig-meets are a race of semi-sentient porcines that stand a mere 2'-3' tall. Possessing a rudimentary tribal culture, they are none-the-less prolific breeders and will eventually occupy any niche environment that can be found in the jungles, mountains, and desert oases of Omega Terra.

Well known as inveterate scavengers and junk collectors, they lack the intelligence (average INT of 3-6) required to make use of most of what they collect. Their general lack of higher intelligence does not prevent them from being extremely territorial and protective of the random scraps of technology that they do acquire. Though extremely cautious and easily spooked, pig-meets can become aggressive when they feel that the numbers are on their side. With care and practice, they can occasionally be bartered with, though clear communication with them can be a



problem. Pig-meets do not use NuSpeak, as do most sentients, and although they seem to be able to clearly communicate with and understand each other, to most sentients' ears their language sounds like the word "me" repeated endlessly in short and long strings of babbling queries and invectives.

Pig-Mee: Init +2; Atk bite +2 melee (1d3), bone club +2 melee (1d6), blowgun +2 ranged (1d4); AC 11; HD 1d10; 6 hit points; MV 25'; Act 1d20+2; SV Fort +4, Ref +6, Will +0

Pig-Mee Chieftain: Init +4; Atk bite +4 melee (1d3), metal club +4 melee (1d8), slug thrower +4 ranged (1d6); AC 12; HD 3d10; 16 hit points; MV 30'; Act 1d20+4; SV Fort +6, Ref +8, Will +2

Pig-Mee Shaman: Init +6; Atk bite +2 melee (1d3), stone knife +2 melee (1d4), gourd stinkbomb grenade +6 ranged (10' radius, DC 14 Fortitude save vs. gag reflex and no other actions for 3 rounds); AC 10; HD 2d10; 11 hit points; MV 25'; Act 1d20+6; SP Glare Stare; SV Fort +2, Ref +4, Will +6



GLARE STARE

Type: Active	Range: 80'	Duration: instant
	Activation time: 1 action	Save: Will vs mutation check for 1/2 effect

General	The pig-mee shaman is able to lock eyes with an opponent and cause their enemy to become momentarily suspended in a hypnotic do-loop between their flight or flight responses.
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Manifestation	The pig-mee shaman's eyes suddenly blaze brightly as if lit from within by an eerie mutational force.
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| 1 | Failure, mutation may not be used again for 24 hours, gain one random defect. |
| 2-11 | Failure, mutation may not be used again for 24 hours. |
| 12-13 | The hypnotic glare causes the victim to freeze in their tracks, unable to act, for 1d3 rounds. |
| 14-17 | The hypnotic glare causes the victim to cease all activity and be unable to act, for 1d6 rounds. |
| 18-19 | The hypnotic glare causes the victim to stop all activities, including breathing, for 1d10 rounds. A victim of this attack may hold their breath without dying for 1 round per point of Stamina. |
| 20+ | The hypnotic glare causes up to 3 victims to go into an involuntary state of suspended animation for 1d6 turns, after which they will revive unharmed. |

SCARABMONGUS

SCARABMONGUS (SLAVE CASTE)

Initiative: +2

Attacks: bite +2 melee (1d3),
stone shiv +2 melee (1d4),
sling +2 ranged (1d4)

AC: 14

HD: 3d10

HP: 16

Move: 30'

Actions: 2d20+2

Save: Fort +2, Ref +2, Will +2

SCARABMONGUS (WARRIOR CASTE)

Initiative: +4

Attacks: bite +4 melee (1d3), khopesh
sword +4 melee (1d8),
long spear +4 ranged (1d12)

AC: 16

HD: 6d10

HP: 32

Move: 35'

Actions: 2d20+4

Save: Fort +4, Ref +4, Will +2

SCARABMONGUS (PRIEST CASTE)

Initiative: +6

Attacks: bite +2 melee (1d3),
scarab staff +2 melee (1d10), scarab knife +2 ranged (1d6)

AC: 12

HD: 4d10

HP: 22

Move: 30'

Actions: 2d20+6

Special: Illusion Generation, Mind Control, Mental Blast

Save: Fort +2, Ref +4, Will +6

SCARABMONGUS PHARAOH

Initiative: +10

Attacks: sacred scarab sceptre +8 melee (1d20)

AC: 18

HD: 8d10

HP: 45

Move: 35'

Actions: 2d20+10

Special: Death Field Generation, Illusion Generation, Mind Control, Mental Blast

Save: Fort +4, Ref +4, Will +8



The scarabmongus are a tribal species of glow-desert-dwelling sentient beetles of vast intellect and malevolent mental power. They are bipedal, standing at 8' tall on two legs, with four arms. The scarbmongous rank-and-file are savage warriors, typically armed with 12' long spears and two curved khopesh sickle-swords. With a natural carapace armor that ends in a vaulted crest around their shoulders and heads, these sentient insect-men are mighty wasteland warriors.

Living in a strictly ordered caste system culture, the warrior caste is ruled by a priest caste, with a slave caste living at the bottom of the cultural pyramid. A handful of other, conquered species or tribes are also included in the slave caste, but always as a special sub-caste known as "The Unclean." Memberships in the various castes is generally hereditary, though exceptions are made when the birth of larvae occurs that exhibits high levels of mental mutations. When discovered or otherwise documented, such larvae are taken from their biological parents and recruited to the ranks of the priesthood.

While the common warrior caste of scarabmongus have the ability to stun enemies with simple mental blasts, the priest caste are born with advanced mind control and illusion-creating mutations that allow them to distribute the seeds of chaos and confusion among their enemies like grains of sand into the hot desert winds.

Each tribe of scarabmongus is ruled over by a pharaoh-king or queen, each attaining that position by virtue of possessing the most powerful mental mutations of all. A reigning pharaoh will monitor and evaluate all births within a tribe, so as to actively recruit potential priests for the priest caste, but also to have any potential rivals for rulership of the tribe put to death before their mental mutations fully manifest.

Scarabmongus (Slave caste): Init +2; Atk bite +2 melee (1d3), stone shiv +2 melee (1d4), sling +2 ranged (1d4); AC 14; HD 3d10; 16 hit points; MV 30'; Act 2d20+2; SV Fort +2, Ref +2, Will +2

Scarabmongus (Warrior caste): Init +4; Atk bite +4 melee (1d3), khopesh sword +4 melee (1d8), long spear +4 ranged (1d12); AC 16; HD 6d10; 32 hit points; MV 35'; Act 2d20+4; SV Fort +4, Ref +4, Will +2

Scarabmongus (Priest Class): Init +6; Atk bite +2 melee (1d3), scarab staff +2 melee (1d10), scarab knife +2 ranged (1d6); AC 12; HD 4d10; 22 hit points; MV 30'; Act 1d20+6; SP Illusion Generation, Mind Control, Mental Blast*; SV Fort +2, Ref +4, Will +6

Scarabmongus Pharaoh: Init +10; Atk sacred scarab sceptre +8 melee (1d20); AC 18; HD 8d10; 45 hit points; MV 35'; Act 2d20+10; SP Death Field Generation, Illusion Generation, Mind Control, Mental Blast*; SV Fort +4, Ref +4, Will +8

**Or nearest equivalent mental mutations by system.*

TAILGATOR

TAILGATOR

Initiative: +3

Attacks: bite +4 melee (1d8), bone club +4 melee (1d6), wooden spear +4 ranged (1d8)

AC: 15

HD: 3d10

HP: 17

Move: 30'

Actions: 1d20+3

Special: Regeneration (1HP/round)

Save: Fort +5, Ref +3, Will +2

TAILGATOR TAIL (DETACHED)

Initiative: +3

Attacks: tail slap +4 ranged (1d12+4)

AC: 15

HD: 1d10

HP: 6

Move: 40' flying

Actions: 1d20+3

Save: Fort +2, Ref +3, Will +0



Tailgators are a species of sentient crocodilians that inhabit the swamplands frequently found in the hothouse jungles of Omega-Terra. As swamp-dwellers, they aggressively compete for living space and resources with intelligent tribes of mutated plants, who prefer to erect their villages in low-lying, wet terrain.

Typically armed with the primitive neolithic weapons and armor, tailgators also possess mutational adaptations suited for offensive and defensive encounters. Chief among these is a flight-or-flight response that is triggered whenever a tailgator feels it is mortally threatened. On those occasions, its tail has evolved to easily detach and propel itself through the air via gas bladders, rocketing into attackers for a massive blunt force blow. A small hind brain contained in the tail of these creatures is able to cause the sinewy tail to twist and bend in mid-flight, giving it quite good aim and the ability to loop and arc in flight.

Tailgators share a crude telepathic link with their detached tails, which can continue to live and act independently for up to an hour after being severed. Tailgators also possess a regenerative mutation that can heal damage and regrow any severed limb, including the tail, within 24 hours.

Tailgator: Init +3; Atk bite +4 melee (1d8), bone club +4 melee (1d6), wooden spear +4 ranged (1d8); AC 15; HD 3d10; 17 hit points; MV 30'; Act 1d20+3; SP regeneration 1 hp per round, limb restored in 24 hours; SV Fort +5, Ref +3, Will +2

Tailgator Tail (detached): Init +3; Atk tail slap +4 ranged (1d12+4); AC 15; HD 1d10; 6 hit points; MV 40' flying; Act 1d20+3; SV Fort +2, Ref +3, Will +0



VOLTAIC FROG

Initiative: +6

Attacks: bite +6 melee (1d6),
voltaic charge +6 ranged (60' water/5' tongue,
stunned for 1d3 rounds, 6d6 electrical damage)

AC: 12

HD: 2d10

HP: 12

Move: 60' hopping, 45' swimming

Actions: d20+6

Save: Fort +4, Ref +6, Will +3

A mutated variety of jungle tree frog, the voltaic frog's 5' long body can pack quite a jolt. This amperage-generating amphibian has twin organs in its body with up to 5,000 stacked electroplaques that generate and store huge voltages of electricity. The voltaic frog uses these organs in two ways. At low amperages the frog will generate an electric charge that it uses for electrolocation to find and mark its prey. Then the electric frog stalks its prey and hits it with a high voltage attack that can stun or kill even larger-than-human sized prey. In water or with other conductive surfaces present, this is a ranged attack that can travel up to 60'. In air or on dry land, the voltage attack requires the voltaic frog to make physical contact, which it will typically accomplish via its elongated tongue.

Voltaic Frog: Init +6; Atk bite +6 melee (1d6), voltaic charge +6 ranged (60' water/5' tongue, stunned for 1d3 rounds, 6d6 electrical damage); AC 12; HD 2d10; 12 hit points; MV 60' hopping, 45' swimming; Act d20+6; SV Fort +4, Ref +6, Will +3

WARTHOGADON

Initiative: +8

Attacks: bite +8 melee (1d20), tusks +8 melee (2d20), methane flame breath +8 ranged 100' range 40' cone (18d6 fire damage, plus 1d6/round until extinguished, usable every other round)

AC: 18

HD: 90d10

HP: 500

Move: 60'

Actions: d20+8

Special: Immune to radiation. corpse detonates in 1d10 rounds after death

Save: Fort +12, Ref +8, Will +18

The warthogadon is a creature of Brobdingnagian proportions. Standing 35' tall with a total length of 125', the warthogadon weighs in at a massive 150 tons of mammoth multi-tusked malevolence. Primarily a herbivore, the warthogadon uses its gigantic snout and bristling tree-sized tusks to unearth and scoop up plant matter by the metric ton, consuming it whole with whatever small animals happen to inhabit each mouthful.

Because of its size, the warthogadon is an aggressive grazer, tearing up huge swaths of rainforest and leaving only the mile-high trees behind in its path — all expertly cropped of any foliage within its reach. While few living things are able to actually threaten this behemoth, it can be quite territorial when challenged by other large creatures, competitors, or large numbers of smaller creatures. It is on those occasions that its victims discover the warthogadon's legendary bad temper, dogged aggression, and the single-mindedness of its genetic ancestry.

Aside from the warthogadon's immense size, deadly tusks, and thick layers of damage-and-radiation-resistant fat and fur, the creature possesses a combustible gas attack that can lay waste to a wide area of plant and animal life. Composed primarily of methane and other gases associated with its plant-focused digestive system, these gases are ignited when exhaled by a quick snap of its flint-like teeth, creating a wide cone of blue-green flames.

Even a dead warthogadon is a cataclysmic threat. On those occasions when a warthogadon is somehow felled by a more-powerful force or foe, the immense fallen corpse immediately begins to bloat and distend as its metabolic processes slowly break down. Within 2-3 minutes, great gouts of blue-green flame begin to puncture its flesh and shoot forth, signaling a necrotic countdown to a massive methane-fueled explosion. Within 5-10 minutes of dying, a warthogadon corpse detonates and decimates everything within a 150' radius and setting anything that is left afire.

Thus, these solitary creatures are usually avoided at all costs by the sentient tribes of Omega-Terra. On those rare occasions when a warthogadon's feeding path intersects with a village or enclave, the wisest of tribal elders lead their tribe in a swift and immediate evacuation.

Once the enamel coating of the tusks and teeth of a warthogadon are removed, they have a metallic core. This unknown ferrous alloy is harder than steel and can be fashioned into crude-but-superior weapons of various neolithic types and manufacture. Tribal groups refer to this metal as “hog rock”, or more rarely, warthogamite. Those extraordinary individuals gifted with the super-scientific knowledge and tools of the Ancient Makers may divine that this unique and unsmeltable metal is a naturally-occurring precursor alloy needed to manufacture duralloy.

Warthogadon: Init +8; Atk bite +8 melee (1d20), tusks +8 melee (2d20), methane flame breath +8 ranged 100' range 40' cone (18d6 fire damage, plus 1d6/round until extinguished, usable every other round); AC 18; HD 90d10; 500 hit points; MV 60'; Act d20+8; SP immune to radiation, corpse detonates in 1d10 rounds after death (24d6 fire damage 150' radius, plus 1d6/round until extinguished); SV Fort +12, Ref +8, Will +18



APPENDIX A: THE TECHNOMICRON

A NEW ANCIENT ALLIANCE

The Technomicron was founded thousands of years ago by ancient scientists returning to Omega Terra from the stars. While much knowledge was lost in the events of the Great Disaster, with still more lost in the intervening millennia, the Technomicron order's prime directive is to restore what was lost while remaining uninvolved in the natural social evolution of the human race and the other sentients that have since appeared on the planet. Their holy mission is to gather, catalog, and revitalize sacred scientific knowledge and to guard it with their lives against the day that mankind evolves into a society advanced enough to responsibly wield such terrible power once again.

While it is counter to their code to rule over or to blatantly interfere with the other societies of Omega Terra, the Technomicron do seek to influence those societies in subtle ways. Their primary tool is an education of the masses, including the concepts of peaceful coexistence and cooperation, free trade, and how to master logic and critical thinking skills. This is a centuries-long program for the Technomicron, for their sacred data files show that societies evolve slowly and generationally. Their historical texts have shown them that sudden revolutions seldom stick, nor do radical approaches have cultural staying power.

TECHNOMICRON INNER MYSTERIES

Beginning at 6th level, a technomancer (Heiroteacon) is initiated into the Technomicron Inner Mysteries, which include many ancient histories and concepts deemed too dangerous to be generally known, even among the acolytes of their own order. These inner mysteries include all of the best theories and evidence as to the manifold causes of the Great Disaster, as well as the Technomicron's darkest secret.

Unknown to all but the highest-ranking members, the various Cyber-Liches that periodically plague Omega Terra are undead AI-enhanced remnants of a small group of the original scientists who once returned from the stars to an all-but-destroyed world. These ancient scientists fundamentally disagreed with the order and their generational approach to restoring human kind, seeking quicker, more powerful methods. Ironically, in seeking to more quickly restore humanity to its former glory, the Cyber-Liches lost their own, and became agents of evil instead.

Requirements: Membership is open to any pure strain human with Intelligence, Personality, and Willpower scores over 11 who are willing to commit to a lifetime of service to the cause.

Perks: Members gain access to a cyberlink and the sanction to employ it, training in the ways of the Technomancer, and receive the protection and support of the Technomicron order.

Countersign: Two fingers of the right hand pointed above, with the left hand placed over the center of the chest.



APPENDIX B: THE TECHNOMANCER

A NEW CHARACTER CLASS

Others may learn how to use ancient technology or how to channel an AI god's hyper-equations, but you are your own source of power. By virtue of possessing a mind naturally able to simulate the functions of a computer, and aided by a cybernetic implant, you are able to channel and cast neural programs of great efficacy and power, without the need for having them downloaded into your mind from an AI, godling, or patron.

HOW TECHNOMANCERS ARE MADE

Pure strain humans with both Intelligence, Personality, and Willpower scores above 11 may elect to become a technomancer. These minimum requirements must be met in order for it to be possible for the individual to be trained in the ways of mentally simulating computer processing speeds and methods when making mental calculations and accessing stored memory.

In practice, this training process will begin with the prospective acolyte locating a master technomancer (level 5 or higher) under which to apprentice. Upon due consideration and acceptance, the master technomancer will likely send their newly-minted apprentice to the location of a known ancient ruin to find and return with a specific type of small cybernetic implant known as a cyberlink. It is the successful implantation of a cyberlink device in the frontal lobes of a technomancer's brain that makes possible the retention and casting of their neural programs.

Even in cases where the master technomancer is in possession of an unused additional cyberlink, centuries of tradition dictate that an apprentice must go out into the ruined wilderness to find one of their very own, thus proving their worthiness to join the sacred society of technomancers. The master technomancer may well provide a prospective apprentice with some information on possible locations to search, along with general advisory warnings about the location, but always in a cryptic manner. The candidate apprentice must demonstrate a willingness to explore and improvise, as well as an ability to tame treacherous technologies and overcome difficult circumstances, as such is required of all who walk the path of the technomancer.

After a prospective apprentice returns with an intact cyberlink, master and postulate will participate in an implantation ceremony with the master officiating and performing the surgical implantation of the device. The ceremony is performed in a remote and private location with no other sentients allowed to attend or view the ceremony.

Afterwards, the recovered and newly-minted technomancer apprentice will attempt to bond with their cyberlink implant, receiving a fixed number of neural programs according to the relative success of the bonding attempt (see Appendix C: Technomancer Neural Programs).

Hit Points: Technomancers gain 1d5 hit points at each level.

Artifact Checks: Technomancers begin with an aptitude for understanding ancient artifacts which only increases over time with gained experience.

Lucky Survivor: Technomancers also have a knack for surviving dangerous situations that are fatal to most sentients. Thus, Technomancers have the ability to regenerate Luck at the rate of 1 point per 24 hour period.

AI Recognition: As technologically savvy pure strain humans, technomancers possess an innate +3 to AI recognition checks.

Ancient Alliance: Technomancers comprise their own ancient alliance, the secretive organization known as The Technomicon. While membership in The Technomicon is technically open to any qualified pure strain human willing to serve the technomancers, a technomancer may belong to no other ancient alliance.

Level Advancement: A technomancer may advance freely through the ranks of The Technomicon order up to 5th level. For experience levels of 6th level and beyond, advancement is limited by the order to a specific number of title and rank holders. Further level advancement for an individual technomancer is then no longer a simple process of accumulating experience, wisdom, and power.

Advancement to level 6 and beyond can only be accomplished in one of two ways. Most commonly, when a current member of the next higher level dies, a worthy



replacement is appointed by mutual consent of the remaining members of that group. Prior loyalty and service to the order mark those considered for advancement, but superior leadership abilities and a considered, level-headed demeanor are also highly desired.

The second, less common path to level advancement to levels 6 and higher occurs when an unsolicited candidate opts to challenge a current member of that level to personal combat. Though this happens rarely, a personal challenge cannot be refused and is always allowed within the order, where it is seen as a safeguard both against internal stagnation and as a check against the forming of politically ambitious coalitions of members. Personal combat for this purpose need not be to the death, but such outcomes are accepted and allowed for within the order.

TECHNOMANCER ABILITIES BY LEVEL

Level	Attack/Init	Crit Die/Table	Action Dice	REF	FORT	WILL	Artifact Check	Spells/Progs
1	+0	1d6/I	d20	+1	+0	+1	+4	Max Level 1
2	+1	1d6/I	d20	+1	+0	+2	+5	Max Level 1
3	+1	1d8/I	d20	+1	+1	+2	+6	Max Level 2
4	+1	1d8/I	d20	+2	+1	+3	+7	Max Level 2
5	+2	1d10/I	d20+d12	+2	+1	+4	+8	Max Level 3
6	+2	1d10/I	d20 (x2)	+2	+2	+4	+9	Max Level 3
7	+3	1d12/I	d20 (x2)	+3	+2	+5	+10	Max Level 4
8	+3	1d12/I	d20 (x2)	+3	+2	+6	+11	Max Level 4
9	+4	1d20/I	d20 (x2)	+3	+3	+7	+12	Max Level 5
10	+4	1d20/I	d20 (x2)	+4	+3	+8	+13	Max Level 5

TECHNOMANCER TITLES AND RANKS

Level	Title	Max Number Allowed	Status
0	Postulate	any	none
1	Novice	any	Apprentice
2	Oblate	any	Adventurer
3	Monk	any	Adventurer
4	Prior	any	Adventurer
5	Heiromonk	any	Master
6	Heirodeacon	24	Diplomat
7	Hegumen	12	Senate of State
8	Archimandrite	7	Council of Seven
9	Bishop	3	Holy Trinity
10	Heirophant	1	Head of Order

APPENDIX C: TECHNOMANCER NEURAL PROGRAMS

The neural programs of technomancers are unique in that they are all stored in the memory data crystal of each and every cyberlink device. Access to each neural program is thus not granted and transmitted to the technomancer by an AI Deity, but rather by the individual technomancer's innate abilities as measured by the level of success achieved in casting the Cyberlink Bond program.

When a technomancer master surgically implants the cyberlink device into an apprentice's brain, certain security protocols are used that forever identify that device as being operated by an authorized user. While it is theoretically possible for a non-technomancer (or non-human for that matter) to have a cyberlink implanted and thus gain access to their neural programs, such a user would be immediately identified as an unauthorized user by any technomancer encountered. Even more rarely, a disgraced technomancer may attempt to leave the order, taking their cyberlink with them. In either case, such unauthorized cyberlink users are known as "rogueancers" and are hunted until caught and the cyberlink forcibly retrieved.

TECHNOMANCER NEURAL PROGRAMS

Level 0: *Cyberlink Bond*

Level 1: *Cloaking Field*

Level 1: *Telekinetic Platform*

Level 1: *Telekinetic Grasp*

Level 2: *Plasma-Beam*

Level 2: *Quantum Probability*

Level 2: *Telekinetic Strike*

Level 3: *Summon Hologram*

Level 3: *Third Eye*

Level 3: *Telekinetic Crush*

Level 4: *Download Dead*

Level 4: *Quantum State*

Level 4: *Summon Holo-Demon*

Level 5: *Dimensional Portal*

Level 5: *Quantum Entanglement*

NEURAL PROGRAM MISCALCULATIONS

The neural programs of the technomancers are not transmitted to the caster like those that come from AI Deities. They are, rather, highly complex mathematical equations and formulae that must be held in conscious memory and executed to varying levels of efficacy. When a critical miscalculation occurs, the neural program has been run so incorrectly by the caster that a host of unknowable effects occur.

Use the miscalculation table below to determine the random outcome of any incidents of neural program miscast.

NEURAL PROGRAM MISCALCULATION

d20	Miscalculation Effect
1	The caster has miscalculated so badly as to create a rip in the fabric of space/time, which manifests as a swirling vortex of polychromatic light strobing inwards. The caster and all of their possessions are inexorably drawn into the vortex and sent to a parallel dimension, perhaps killing them outright depending upon local conditions at that destination. The space/time vortex lingers for but 30 seconds afterwards, should any allies wish to join their comrade in his or her unknown fate.
2-11	The neural program executes so poorly it creates a feedback do-loop that fills the caster's mind with endless hyper-math equations that never complete, rendering the caster unable to take any further action for 1d6 turns (10-60 minutes) or until combat ends.
12-13	The neural program runtime temporarily stalls and the caster is unable to take any other action for 1d6 combat rounds, at which time the program run resumes and executes.
14-17	The caster's mind mistakenly skips to a different memory sector in their brain and casts a different random neural program or spell, using the 20-23 result for the new program/spell.
28-19	The neural program crashes and the caster's brain is shut down and rebooted by the crash. The caster falls prone and reawakens on the following combat round.
20+	The caster accidentally overclocks their own mind while running the neural program, and it executes as though cast at the 30-31 result. Because of the unexpected power surge, the program now targets the maximum number of random targets within range, whether friendly or not.

LEVEL 1 NEURAL PROGRAMS

CYBERLINK BOND

Level: 0	Range: self Activation time: 24 hours	Duration: permanent Save: none
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General	By mentally activating and attempting to bond with an implanted cyberlink unit, the technomancer postulate is committing to a life-time of loyal membership and duty in The Technomicron order. A successfully-activated cyberlink unit will permanently bond itself mentally and physically to the brain of the candidate, connecting them to the shunted quantum networks of the technomancers and using its onboard memory storage to maintain an array of neural programs that the technomancer may access.
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1	Failure, and miscalculation!
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2-11	Cyberlink bonding rejection: The postulate's mind and thoughts were insufficiently ordered for the cyberlink to successfully bond to their brain. A minimum of 1 week of focused meditation and thought control exercises are required before a renewed bonding attempt can be made by the postulate.
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12-13	The cyberlink permanently bonds to the postulate's brain and full integration of device and sentient is minimally completed. The postulate is now considered a novice in the ranks of The Technomicron. The neural program Cloaking Field is available to the newly-minted technomancer, and may be cast once per week. Other Level-1 programs are unlocked at experience level 2.
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14-17	The cyberlink permanently bonds to the postulate's brain and full integration of the device and sentient is achieved. The postulate is now considered a full member in the ranks of The Technomicron. All Level-1 neural programs are available to the newly-fledged technomancer, and each program may be cast once per day. Level-2 programs become unlocked at experience level 3.
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18-19	The cyberlink permanently bonds to the postulate's brain and full integration of the device and sentient is achieved. The postulate is now considered a full member in the ranks of The Technomicron. All Level-1 neural programs are available to the newly-fledged technomancer, and each program may be cast twice per day. Level-2 programs become unlocked at experience level 3, and Level-3 programs become unlocked at experience level 5.
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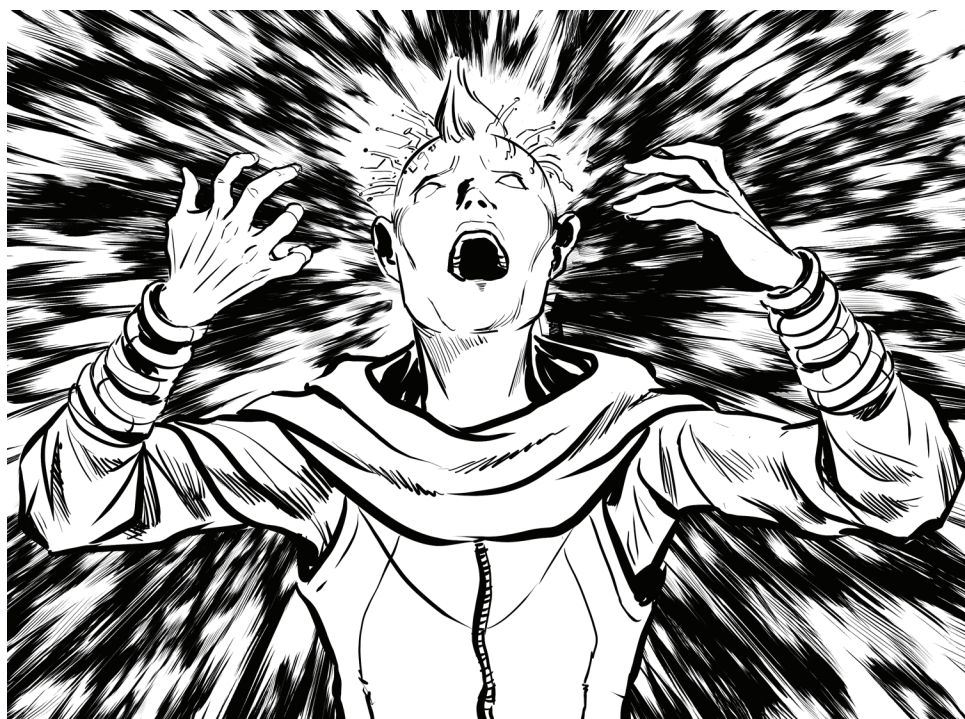
- 20-23 The cyberlink permanently bonds to the postulate's brain and full integration of the device and sentient is achieved. The postulate is now considered a full member in the ranks of The Technomicron. All Level-1 neural programs are available to the newly-fledged technomancer, and each program may be cast three times per day. Level-2 programs become unlocked at experience level 3, Level-3 programs become unlocked at experience level 5, and Level-4 programs become available at experience level 7.
- 24-27 The cyberlink permanently bonds to the postulate's brain and full integration of the device and sentient is achieved. The postulate is now considered a full member in the ranks of The Technomicron. All Level-1 neural programs are available to the newly-fledged technomancer, and each program may be cast repeatedly unless lost for the day. Level-2 programs become unlocked at experience level 3, Level-3 programs become unlocked at experience level 5, and Level-4 programs become available at experience level 7.
- 28-29 The cyberlink permanently bonds to the postulate's brain and full integration of the device and sentient is achieved. The postulate is now considered a full member in the ranks of The Technomicron. All Level-1 neural programs are available to the newly-fledged technomancer, and each program may be cast repeatedly unless lost for the day. Level-2 programs become unlocked at experience level 3, Level-3 programs become unlocked at experience level 5, Level-4 programs become available at experience level 7, and Level-5 programs becomes unlocked at experience level 9.

30-31

The cyberlink permanently bonds to the postulate's brain and an exceptional level of integration of the device and sentient is achieved. The postulate is now considered a full member in the ranks of The Technomicron. All Level-1 neural programs are available to the newly-fledged technomancer, and each program may be cast repeatedly unless lost for the day. Level-2 programs become unlocked at experience level 3, Level-3 programs become unlocked at experience level 5, Level-4 programs become available at experience level 7, and Level-5 programs becomes unlocked at experience level 9. Because of increased bonding bandwidth with the cyberlink, all neural programs are cast with an additional +1 bonus to program check.

32+

The cyberlink permanently bonds to the postulate's brain and an extraordinary level of integration of the device and sentient is achieved. The postulate is now considered a full member in the ranks of The Technomicron. All Level-1 neural programs are available to the newly-fledged technomancer, and each program may be cast repeatedly unless lost for the day. Level-2 programs become unlocked at experience level 3, Level-3 programs become unlocked at experience level 5, Level-4 programs become available at experience level 7, and Level-5 programs becomes unlocked at experience level 9. Because of increased bonding bandwidth with the cyberlink, all neural programs are cast with an additional +2 bonus to program check.



CLOAKING FIELD

Level: 1	Range: line of sight Activation time: 1 action	Duration: 1 turn/CL Save: Will vs program check to detect presence
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General	The technomancer's body or target of choice is shielded and encased by a thin plasma field that bends and refracts specific portions of the electromagnetic spectrum around their form, essentially rendering them transparent and undetectable by those wavelengths.
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Manifestation	Roll 1 d3: (1) The caster's presence is marked only by the slightest wavering of objects that can be seen behind them, as though these objects were being viewed through ripples of water; (2) The caster's form is almost-but-not-quite detectable by the merest of rainbow-tinged distortions at the edge of their silhouette; (3) The caster's form is completely cloaked and undetectable except when seen as an absent void inside dense smoke or clouds of particulate matter.
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1	Lost, failure, and miscalculation!
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2-11	Lost. Failure.
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12-13	A single target, whether the caster or other living human-sized creature or object, becomes transparent to 90% of the visible light spectrum. If detected, any creatures or AIs limited to sensing only the visible light spectrum must attack the target's ghostly form at a -3 penalty. If the cloaked target makes any melee or ranged attacks, opponents' attack penalty drops to -1.
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14-17	A single target, whether the caster or other living human-sized creature or object, becomes transparent to the visible light spectrum. If detected, any creature or AI limited to sensing only the visible light spectrum suffers a -4 attack penalty when attempting to attack the cloaked target. If the cloaked target makes any melee or ranged attacks, opponents' attack penalty drops to -2.
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18-19	A single target, whether the caster or other living human-sized creature or object, becomes transparent to the visible light and infrared spectrums, leaving absolutely no heat signature whatsoever. If detected, any creature or AI limited to sensing only the visible light or infrared spectrums suffers a -4 attack penalty when attempting to attack the cloaked target. Target is also undetectable by LIDAR. If the cloaked target makes any melee or ranged attacks, opponents' attack penalty drops to -2. Use of any energy-based mutation or weapon will cause the cloaking field to be disrupted, ending its effects.
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20-23

A single target, whether the caster or other living human-sized creature or object, becomes transparent to the visible light, infrared, and ultraviolet spectrums, leaving absolutely no heat signature or UV silhouette whatsoever. If detected, any creature or AI limited to sensing only in these EM wavelengths suffers a -4 attack penalty when attempting to attack the cloaked target. Target is also undetectable by LIDAR and RADAR. If the cloaked target makes any melee or ranged attacks, opponents' attack penalty drops to -2. Use of any energy-based mutation or weapon will cause the cloaking field to be disrupted, ending its effects.

- 24-27 Up to 3 targets, whether the caster or other living human-sized creatures or objects, becomes transparent to the visible light, infrared, ultraviolet, and x-ray spectrums, leaving absolutely no heat signature, UV silhouette, or security scan traces whatsoever. If detected, any creature or AI limited to sensing only these EM wavelengths suffers a -5 attack penalty when attempting to attack the cloaked targets. Target is also undetectable by LIDAR, RADAR, and security scans. If the cloaked target makes any melee or ranged attacks, opponents' attack penalty drops to -3. Use of any energy-based mutation or weapon will cause the cloaking field to be disrupted, ending its effects.
- 28-29 The caster is able to cloak any vehicle or structure up to 20' in any or all dimensions, and that object and all within it become transparent to the visible light, infrared, ultraviolet, x-ray, and microwave spectrums, leaving absolutely no heat signature, UV silhouette, or security scan traces whatsoever. If detected, any creature or AI limited to sensing only these EM wavelengths will suffer a -5 attack penalty when attempting to attack the cloaked target. Target is also undetectable by LIDAR, RADAR, and security scans. If the cloaked target originates any melee or ranged attacks, opponents' attack penalty drops to -3. Use of any energy-based mutation or weapon by the cloaked target will cause the cloaking field to be disrupted, ending its effects.
- 30-31 Up to 6 targets, whether the caster or other living human-sized creatures or objects, become transparent to all EM wavelengths, audial vibrations, sensors, and telepathic senses, leaving no traces whatsoever. If somehow detected, any creature or AI limited to sensing only via these methods suffers a -10 attack penalty when attempting to attack the cloaked targets. Target is also undetectable by LIDAR, RADAR, sensor scans, and mental mutations. If the cloaked targets make any melee or ranged attacks, opponents' attack penalty drops to -6. Use of any energy-based mutation or weapon by the cloaked targets will cause the cloaking field to be disrupted, ending its effects.
- 32+ The caster is able to cloak any vehicle or structure up to 100' in any dimension, and the target becomes transparent to all EM wavelengths, audial vibrations, sensors, and telepathic senses, leaving no traces whatsoever. If detected, any creature or AI limited to sensing only via these methods suffers a -10 attack penalty when attempting to attack the cloaked target. Target is also undetectable by LIDAR, RADAR, sensor scans, and mental mutations. If the cloaked target makes any melee or ranged attacks, opponents' attack penalty drops to -6. Use of any energy-based mutation or weapon by the cloaked target will cause the cloaking field to be disrupted, ending its effects.

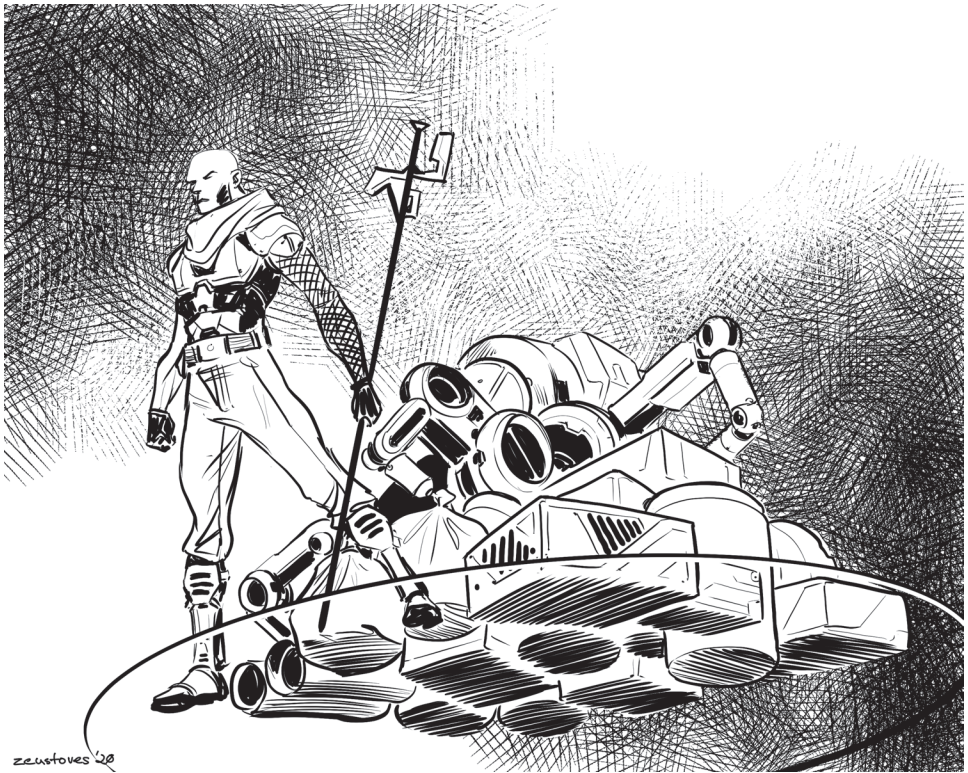
TELEKINETIC PLATFORM

Level: 1	Range: variable	Duration: 1 turn/CL
	Activation time: 1 action	Save: none

General	The technomancer is telekinetically able to create a floating platform of barely-visible gravimetric force. The caster can control the movement of the platform, including commanding it to simply follow at a distance. The telekinetic platform is bound to the caster, however, and it will dissipate and fail if the caster and the platform are separated by more distance than program's range or if the caster is rendered unconscious. Whether hovering, flying, or simply following, the maximum movement speed of the telekinetic platform is limited to that of the caster.
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Manifestation	Roll 1 d3: (1) The caster's conjured platform is only perceivable by noting an intermittent broken line of blue-white nimbus that defines its silhouette; (2) The caster's telekinetic construct is notable only by the wavering summer-like haze of light passing through it; (3) The caster's canny creation can only be discerned by the zero-gravity suspension of air-borne dust and particulates that float between it and the ground.
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1	Lost, failure, and miscalculation!
2-11	Lost. Failure.
12-13	The caster creates a small telekinetic platform 1' in diameter that hovers anywhere at their direction within 10'. The platform will support up to 100 lbs before collapsing.
14-17	The caster creates a modest telekinetic platform up to 3' in diameter that hovers anywhere at the caster's direction within 30'. The platform will support up to 300 lbs before collapsing.
18-19	The caster creates a substantial telekinetic platform up to 6' in diameter that hovers anywhere at the caster's direction within 60'. The platform will support up to 600 lbs before collapsing, and the caster can stand upon and move with the platform assuming that it is never moved more than 60' from solid ground.
20-23	The caster creates a robust telekinetic platform up to 10' in diameter that hovers anywhere at the caster's direction within 100'. The platform will support up to 1,000 lbs before collapsing, and the caster can stand upon and move with the platform assuming that it is never moved more than 100' from solid ground.



- 24-27 The caster creates a powerful telekinetic platform up to 20' in diameter that hovers anywhere at the caster's direction within 150'. The platform will support up to 2,000 lbs before collapsing, and the caster can stand upon and move with the platform assuming that it is never moved more than 150' from solid ground.
- 28-29 The caster creates a mighty telekinetic platform up to 40' in diameter that hovers anywhere at the caster's direction within 200'. The platform will support up to 2 tons before collapsing, and the caster can stand upon and move with the platform assuming that it is never moved more than 200' from solid ground.
- 30-31 The caster creates a herculean telekinetic platform up to 60' in diameter that hovers anywhere at the caster's direction within 300'. The platform will support up to 4 tons before collapsing, and the caster can stand upon and move with the platform assuming that it is never moved more than 300' from solid ground.
- 32+ The caster creates a promethean telekinetic platform up to 100' in diameter that hovers anywhere at the caster's direction within 1,000'. The platform will support up to 10 tons before collapsing, and the caster can stand upon and move with the platform assuming that it is never moved more than 1,000' from solid ground.

TELEKINETIC GRASP

Level: 1	Range: variable	Duration: 2 rounds/CL
	Activation time: 1 action	Save: special

General	The technomancer telekinetically conjures a grasping force that is capable of manipulating objects at a distance, much like a tractor field. Any target held within a telekinetic grasp that is capable may resist the grasp by making an opposed strength check versus the total program check roll, or as noted in the results below.
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Manifestation	Roll 1 d3: (1) The caster creates a telekinetic force that appears as a disembodied translucent-blue hand of enormous size; (2) The caster's telekinetic force manifests as a fiery, heatless bird claw; (3) The caster's body is overlaid and surrounded by a yellow-orange energy shell that mimics a human form, with an enlarged and oversized forearm and hand extending from the caster's own arm.
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1	Lost, failure, and miscalculation!
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2-11	Lost. Failure.
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12-13	The caster creates a minor telekinetic force that is able to grasp and move any small object under 5 lbs in weight. The telekinetically grasped object may be simply shoved or even made to fly through the air at speeds up to 40 mph, automatically causing up to 1d4 of damage from such a telekinetically hurled blow.
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14-17	The caster creates a modest telekinetic force that is able to grasp and move any small object under 10 lbs in weight. The telekinetically grasped object may be moved or made to fly through the air at speeds up to 60 mph, automatically causing up to 1d6+3 of damage from such a blow. If the caster attempts to wield a melee weapon telekinetically in this manner, all melee attacks require an additional melee attack roll by the caster and do damage as per weapon type with a +3 damage bonus.
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18-19	The caster creates a nimble telekinetic force that is able to automatically interpose itself between the caster and any one opponent, acting as a shield from all incoming physical or energy-based damage originating from that single source. The interposing telekinetic force will block and absorb all incoming attacks from that opponent until it is shattered (the interposing force has the same number of hit points as the caster).
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20-23	The caster creates a strong telekinetic force that is able to grasp and move any object under 50 lbs in weight. The telekinetically grasped object may be moved or made to fly through the air at speeds up to 90 mph, automatically causing up to 1d12+6 of
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zeustoves '20

damage from such a blow. If the caster attempts to wield a melee weapon telekinetically in this manner, all melee attacks require an additional melee attack roll by the caster and do damage as per weapon type with a +6 damage bonus.

- 24-27 The caster creates a strangling telekinetic force capable of choking any creature up to 250 lbs in total body weight, while lifting them slightly off the ground. The telekinetically grasped individual will be able to take no other action other than to fight the telekinetic grasp, which requires a successful opposed strength check versus the program check to escape. Otherwise they take 1d12 of strangulation damage per round until dead or released.
- 28-29 The caster creates a slamming telekinetic force capable of grasping any single creature or target and forcing it to be pinned helplessly against the ground or any other supportive structure. Anyone telekinetically pinned in this manner is considered prone and immobilized until released, the program duration expires, or they make a successful opposed strength check versus the program check.
- 30-31 The caster creates a prodigious telekinetic force able to grasp any creature or target up to 1,000 lbs in weight and fling it up to 1,200' distance (nearly a quarter-mile). A target telekinetically flung in this manner will take falling damage equivalent to 1d6 per 10' of vertical drop downwards, for a maximum (straight up and then straight back down) of 120d6 of damage upon landing. If the telekinetically grasped target is simply flung into another object or creature, then both targets will take 1d6 damage per 10' flung (with a DC 30 reflex saving throw for half damage allowed to each).
- 32+ The caster creates a promethean telekinetic force able to grasp and lift small buildings off the ground, uproot trees, or fling huge boulders through the air — anything up to 20,000 lbs in weight. Objects grasped by this force can be flung at speeds up to 25,000 miles per hour, which is theoretically enough to place the object into a shallow orbit of the planet. Damage caused by being hit by an object being telekinetically-propelled at this power level is explosive, causing such colossal heat and friction that the resulting explosion does 25d20 heat damage to everything within a 500' radius of the target. Afterwards, the caster passes into a coma as their brain shuts down and they may not be revived by any means for 1d6 days.

LEVEL 2 NEURAL PROGRAMS

PLASMA BEAM

Level: 2	Range: line-of-sight/variable Activation time: 1 action	Duration: instant/variable Save: Reflex vs program check
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General	The technomancer is able to create a beam-shaped electromagnetic field of such strength that it is capable of stripping away the electrons from the atoms of any intervening matter, causing the target to heat up, ionize, and convert itself instantly into the fourth state of matter – a vaporous plasma.
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Manifestation	Roll 1 d3: (1) A discreet electromagnetic bolt of brightly-lit red-orange plasma fires from the caster's forefinger with a distinct "chavorp" sound; (2) A steady, brilliant blue-white beam of narrow phase-shifted energy fires from the caster's pointing hand with a cascading high-pitched whine; (3.) An electroshock plasma channel opens up between the caster's eyes and the target, creating a humming heated beam of shocked plasma.
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1	Lost, failure, and miscalculation!
2-11	Lost. Failure.
12-13	Failure, but the neural program is not lost for the day.
14-15	The caster fires a brief bolt of phase-shifted plasma attuned to the electromagnetic frequencies of the nervous system of a living creature, stunning the target for 1d3 turns.
16-19	The caster fires a short bolt of heated plasma that inflicts 2d6 fire damage to the target. Targets that make a successful saving throw take only half damage, however if a target fails their saving throw and is composed of flammable substances, they catch fire and continue to take 1d3 damage per round until the fire is extinguished.
20-23	The caster emits a continuously humming beam of phase-shifted plasma that causes 1d6 of stacking heat damage for each combat round it continues (1d6 on round 1, 2d6 on round 2, and so on). If the caster takes no other actions while concentrating on running the program and their concentration is otherwise uninterrupted, they can maintain the plasma beam for up to 6 rounds.
24-27	The caster is able to rapid fire 6 phase-shifted plasma bolts each doing a d10 heat damage apiece. These phased plasma bolts may be directed at a single target or up to three adjacent targets.

- 28-31 The caster fires an explosive charge of phase-shifted plasma that superheats a target when contact is made, causing all volatile matter within the target to vaporize and detonate outwards for 10d6 heat damage to the target and 3d6 concussive damage to anyone or anything within a 30' radius of the target.
- 32-33 The caster is able to project a pencil-thin beam of phase-shifted plasma that impacts a single target up to 1,000 lbs in weight and severs the valences of the target's entire atomic structure, disintegrating them into a fading silhouette of light.
- 34+ The caster is able to discharge a wide-arcing cone-shaped plasma beam that extends 120' in distance and covers a field of fire 120' wide, disintegrating everything that the beam touches up to a maximum depth of 60'. In practice, this beam would disintegrate the first 60' of a solid rock surface, the first 6 ranks of a charging army, or any whole object that falls within the parameters described above, including the ground beneath a target's feet.



QUANTUM PROBABILITY

Level: 2	Range: self or touch	Duration: 2 rounds/CL
	Activation time: 1 action	Save: none

General	The technomancer is able to run a highly-complex predictive algorithm that gives them real-time awareness of events taking place in nearby parallel dimensions, allowing the caster to anticipate and avoid undesired outcomes in their own plane of existence. This gift may be bestowed upon another, but always at a cost.
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Manifestation	Roll 1 d3: (1) The caster's head blurs, as multiple overlapping images of their face appear, each looking off in a different direction or angle; (2) A large glowing eye appears in the middle of the caster's chest, always glancing this way and that; (3) The caster's head is engulfed and obscured by a billowing cloud of green flickering flames, which if examined closely are seen to be merely the twisting, turning images of thousands of parallel worlds being projected in rotating order in front of their eyes.
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1	Lost, failure, and miscalculation!
2-11	Lost. Failure.
12-13	Failure, but the neural program is not lost for the day.
14-15	The caster catches a glance of disaster befalling a doppelgänger in a parallel dimension and has but an instant to shift their own actions. Once this program is run, the caster is entitled to reroll any one future die roll for combat attacks, program casting, saving throws, or ability checks. If this program is targeted on anyone but a technomancer, once the effect is invoked the targeted individual becomes confused and must take the lesser of two die rolls on their next action.
16-19	The caster is able to see scant seconds into the future, but just enough to be better able to avoid incoming blows and attacks, adding 1d3 AC and gaining 1d4 HP until the program duration expires. If the recipient of the effect is not a technomancer, when the program ends they lose 1 point of Intelligence for 24 hours.
20-23	The caster is able to see the blurred outlines of immediate probabilities and is therefore better able to avoid attacks, gaining 1d4 AC and 1d12 HP until the program duration expires. If the recipient of this effect is not a technomancer, when the program ends they lose 1d4 points of Intelligence for 36 hours.
24-27	The caster can see the entire causality web of multiple parallel dimensions at once and select the ideal spot to be in for maximum strategic benefit, gaining a temporary AC of 20, +25 HP, and +5

to all actions including attack rolls, saving throws, and program casting. If the recipient of these effects is not a technomancer, when the program ends they lose 1d8 of Intelligence for the next 48 hours. Anyone reduced to 0 intelligence in this manner will fall into a coma until the 48 hours have passed.

28-31

By comparing overlapping visions and probability equations from dozens of parallel realities, the caster is instinctively able to see the most favorable probability path and choose that pathway freely. While the program effect is running, whenever the caster takes an action they roll two dice instead of one, and select the best or most favorable roll to use. If the recipient of this effect is not a technomancer, when the program run ends their cognition becomes muddled and they must do the opposite for an equal amount of time, i.e. make two die rolls and only use the lesser or least favorable roll.

32-33

The caster is able to share the thoughts of up to 100 of their parallel selves in alternate dimensions and form a brief hive intelligence in order to calculate the best possible outcomes for all decisions and actions as a group. The caster and all alternate selves gain a temporary AC of 25, +50 HP, and +10 to all actions including attack rolls, saving throws, and program casting. If the recipient of these effects is not a technomancer, when the program ends they lose 1d12 of Intelligence for the next week, including 1 point of intelligence being permanently lost. Anyone reduced to 0 intelligence in this manner will fall into a coma until the week has passed.

34+

In a single time-dilated stroke, the caster is able to see the outcome of millions of possible outcomes to current events, and is able to select the single version in which the outcome is most-favorable to their cause. This allows the caster to make a different set of choices 30 minutes into the past, effectively rewinding and retconning the last 30 minutes of past events from the perspective of all other parties involved. This foreknowledge does not prevent the caster or anyone else involved from repeating the same mistakes again, and all quantum probabilities are reset after the program has been run, so a more favorable outcome is not guaranteed. After running the program, the caster loses 1 point of Intelligence permanently. This level of program effect cannot be cast on any but a technomancer lest they instantly die from a sudden brain hemorrhage.



TELEKINETIC STRIKE

Level: 2	Range: 20' / CL	Duration: instant
	Activation time: 1 action	Save: Reflex save vs. program check for 1/2 damage

General By causing quantum excitation of a target and directly channeling the resultant shower of Higgs boson particles, the technomancer is able to summon a mighty telekinetic force that slams into its target with a blunt force strike.

Manifestation Roll 1 d3: (1) The caster creates a telekinetic force that appears as a diaphanous and misty red fist of gigantic proportions; (2) The caster conjures a ghost-like boulder of enormous size that rises from the ground and then flings itself directly at its target; (3) A gigantic translucent-red war hammer appears and strikes the target with great fury.

1	Lost, failure, and miscalculation!
2-11	Lost. Failure.
12-13	Failure, but the neural program is not lost for the day.
14-15	Glancing blow! The telekinetic strike nearly misses the intended target, merely grazing them for 1d6 damage.
16-19	Solid hit! The telekinetic strike slams into its target, disorienting them for a moment. The target suffers 1d10 damage and loses their next action.
20-23	That's gonna leave a mark! The telekinetic strike delivers a crushing blow that drops the target prostrate. The target is knocked prone, takes 3d10 damage, and suffers a permanent scar from the attack (GM's discretion as to type and placement of scar).
24-27	Boom goes the dynamite! The telekinetic strike delivers an explosive punch for 6d10 damage that flings the target for 1d6x10 feet in the direction of the caster's choice. The target suffers an additional 1d3 of damage for every 10' thrown, and perhaps more depending upon intervening terrain and other special circumstances.
28-31	Their mommas felt that one! The telekinetic strike bashes the target directly into another creature or object, effectively damaging them both. Both the direct and indirect targets take 6d10 damage and are knocked unconscious for 1d6 rounds.
32-33	Run, duck, and cover! The telekinetic strike impacts the ground anywhere within range that the caster desires, as rippling shockwaves ripple outwards for 100'. All opponents of the caster with-



in that radius of effect are knocked off their feet, blown backwards from the epicenter 1d20 feet, and suffer 1d6x10 points of concussive damage. Allies and non-combatants caught within the shockwaved area are merely knocked prone and suffer no damage from the program.

34+

Elvis has left the building! A telekinetic strike lands with the force of a small meteor impact, leveling everything within a 100' range. Any being, object, or structure caught within the blast radius suffers 1d20x10 points of concussive damage, and if not killed outright, is knocked unconscious for 1d6 hours. Man-sized creatures and objects are flung away from the epicenter for 1d100 feet, and take an additional 1d6 of damage per 10' thrown. The sheer kinetic energy generated by the strike also causes a small EMP wave that will deactivate any technology within its radius of effect, shutting down all artifacts, devices, and AIs (excepting AI deities) for 1d6 turns.

LEVEL 3 NEURAL PROGRAMS

SUMMON HOLOGRAM

Level: 3 **Range:** line of sight **Duration:** 1 turn/CL or variable
Activation time: 1 action **Save:** none or variable

General The technomancer creates varied and useful holograms from combinations of light, force screens, and transmat fields. These summoned holograms range from realistic but insubstantial illusions to hard-light artificial life forms and simulacrum. The complexity and behaviors of the generated holograms are always limited to the knowledge and experience of the individual caster.

Manifestation Roll 1 d3: (1) The caster invokes aloud an all-powerful AI deity named "ARCH"; (2) The caster tosses a small beetle-sized device into the air where it hovers and projects the summoned hologram around itself; (3) A ring of four blue-green holographic duplicates of the caster's head appear and rotate around his own head during casting, each one moaning in a low tone, "There-Is-No-Sanctuary."

- 1 Lost, failure, and miscalculation!
- 2-11 Lost. Failure.
- 12-15 Failure, but the neural program is not lost for the day.
- 16-17 The caster creates a soft-light hologram of any up to man-sized object or creature. Although the hologram is insubstantial, it appears solid and utterly realistic, and is able to generate accompanying sounds and mimic non-sentient behaviors of INT 2 or below.
- 18-21 The caster is able to generate a holo-whip, a soft-light weapon that affects both holograms, living creatures, and any AI with optic sensors. This flail-like melee weapon appears as a small metal baton that projects a writhing multitude of glowing pink ribbons of force that strike foes and momentarily stun them with pure light energy. **Holo-Whip:** +6 melee; stun for 1d8 rounds; Fort save vs. program check for 1/2 stun time
- 22-25 The caster creates a soft-light hologram of any up to man-sized object or creature. Although the hologram is insubstantial, it appears solid and utterly realistic, and is able to generate accompanying sounds and desired sentient behaviors under the focused direction of the caster.



26-29

The caster generates from 1-20 soft-light holographic duplicates of themselves, which appear anywhere within 100' of the caster. Although the holographic duplicates generally follow and mimic the actions of the caster, each one does so with slight differences in timing and behavior so that the actual caster immediately becomes anonymous among the holographic group. If an individual holographic duplicate is attacked, its illusory nature is revealed as the hologram flickers and strobes.

30-33

The caster creates a hard-light hologram of any up to man-sized object or creature. The hologram is not only solid and utterly realistic, it is virtually indestructible and can only be harmed by heat-based damage or by incapacitating the caster. The hologram is able to generate accompanying sounds, physical interactions and attacks, and desired sentient behaviors under the focused direction of the caster. The hard-light hologram has an inherent 18 STR, but does not otherwise possess any other abilities or powers of the person or object being simulated.

34-35

The caster is able to generate a realistic and interactive holographic environment of their choosing, and to any being or creature who fails their saving throw against the program check it will be indistinguishable from reality. When casting this program, the caster must choose whether to do so with safety protocols locked on or off. In the latter case, beings and creatures within the holographic simulation can be harmed or even killed by the simulation, including the caster. The complexity of the artificially generated holographic environment requires the caster to enter a focused meditative state during which they can take no other actions except continue acting as an organic proxy for a sophisticated holosuite computer — not unlike a co-game master.

The caster is able to craft an exact and persistent hard-light hologram that essentially replicates an object or being in every way except for its artificially generated nature. Creating this persistent hologram requires re-programming a holographic mobile emitter or light-bug, so the caster must have one on hand to cast at this level. The persistence of the created hard-light hologram then depends entirely upon the power source of the reprogrammed device (C-Cell: 24 hours; F-Cell: 1 week; Q-Cell: indefinite power). Although the caster cannot imbue a hologram with consciousness, if they have access to an information storage device containing an uploaded consciousness, such as a personality disc or use of the Download Dead neural program, they can effectively recreate and resurrect a dead sentient being as a hard-light hologram. A holographic creature or being created without this method can only do as the caster commands and requires constant mental focus to exhibit simulated behaviors and actions, being capable of following only the most rudimentary of commands otherwise.

NOTE: A hard-light hologramatic recreation of a device that itself requires a power source to operate will either require the use of additional power cells or the holographic device will consume power from the generating device itself and greatly shorten its run time.

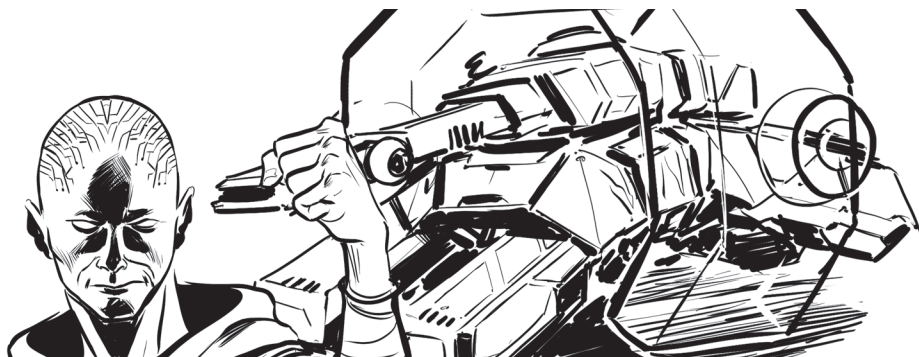
TELEKINETIC CRUSH

Level: 3	Range: 20' / CL Activation time: 1 action	Duration: 1 round / CL Save: Fortitude save vs. program check for 1/2 damage
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General	The technomancer is able to disturb the curvature of local space-time in order to summon a crushing telekinetic force that gradually escalates in power as it is resisted. The target creature or object is pinned and trapped until the spell duration ends and can make no physical actions or movements.
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Manifestation	Roll 1 d3: (1) The caster creates a telekinetic force that appears as two gigantic misty purple hands; (2) The caster conjures a glowing green vise of enormous size; (3) the caster creates two parallel planes of ruby red force that gradually close together.
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1	Lost, failure, and miscalculation!
2-11	Lost. Failure.
12-15	Failure, but the neural program is not lost for the day.
16-17	The telekinetic force crushes its target beginning with 1d4 of physical damage. For each subsequent round the force continues



to increase by an additional 1d4 of damage until the program duration expires or the caster ends the program, so on the second round it does another 2d4 of damage, on the third round 3d4, etc.

- 18-21 The telekinetic force crushes its target beginning with 1d6 of physical damage. For each subsequent round the force continues to increase by an additional 1d6 of damage until the program duration expires or the caster ends the program, so on the second round it does another 2d6 of damage, on the third round 3d6, etc.
- 22-25 The telekinetic force crushes its target beginning with 1d8 of physical damage. For each subsequent round the force continues to increase by an additional 1d8 of damage until the program duration expires or the caster ends the program, so on the second round it does another 2d8 of damage, on the third round 3d8, and etc.
- 26-29 The telekinetic force crushes its target beginning with 1d10 of physical damage. For each subsequent round the force continues to increase by an additional 1d10 of damage until the program duration expires or the caster ends the program, so on the second round it does another 2d10 of damage, on the third round 3d10, etc.
- 30-33 The telekinetic force crushes its target beginning with 1d12 of physical damage. For each subsequent round the force continues to increase by an additional 1d12 of damage until the program duration expires or the caster ends the program, so on the second round it does another 2d12 of damage, on the third round 3d12, etc.
- 34-25 The telekinetic force crushes its target beginning with 1d20 of physical damage. For each subsequent round the force continues to increase by an additional 1d20 of damage until the program duration expires or the caster ends the program, so on the second round it does another 2d20 of damage, on the third round 3d20, etc..
- 36+ The telekinetic force crushes its target beginning with 1d100 of physical damage. For each subsequent round the force continues to increase by an additional 1d100 of damage until the program duration expires or the caster ends the program, so on the second round it does another 2d100 of damage, on the third round 3d100, etc.

THIRD EYE

Level: 3 **Range:** line of sight **Duration:** 1 round/CL or variable
Activation time: 1 action **Save:** none or variable

General By focusing inward on the collective quantum consciousness of the multiverse, the technomancer gains a third eye which can see and detect the energies and underlying structures of reality that are usually hidden from ordinary beings.

Manifestation Roll 1 d3: (1) A large holographic third eye appears on the caster's forehead; (2) A slim, tooth-combed holographic visor appears over the caster's eyes; (3) A holographic amulet appears around the caster's neck with a glowing green eye that appears as the amulet's surface irises open.

- | | |
|-------|--|
| 1 | Lost, failure, and miscalculation! |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but the neural program is not lost for the day. |
| 16-17 | The caster's third eye enables them to see in the infrared and ultraviolet spectrums, granting them enhanced infravision and nightvision. The caster will be able to see in utter darkness, track living creatures by body heat trails, and act as a lie detector by noticing slight variances in body heat and metabolism. |
| 18-21 | The caster's third eye enables them to see in the infrared and ultraviolet spectrums, granting them superior infravision and nightvision. In addition to the effects noted above, the caster is able to roughly see from 1-30 minutes into the immediate past by examining slight micro-changes in air and surface temperatures of the environment. |
| 22-25 | The caster's third eye is able to see morphic fields and the webbed networks between them that connect all living things together. The caster may select one of these connections and choose to sever it, causing a single living creature to pass into a prolonged coma (1-6 days) or to simply die. The affected creature or being is entitled to a Fortitude save versus the program effect, with a success indicating that they are merely rendered unconscious for 1-6 hours. |
| 26-29 | The caster's third eye is able to see the data streams and shunted quantum networks used by all AIs to think, communicate, and exchange data. The caster may select a suite of these connections and block them in a single robot, android, hologram, cyborg, or non-deity AI, shutting the AI down and restoring it to its original factory settings. The shut-down AI will not reboot again unless |

the caster or knowledgeable persons present choose to reboot it, or the AI makes a successful Willpower saving throw vs. the program check.



30-33

The caster's third eye is able to see the Higgs-Boson field of any single creature or object up to 10 square meters in size and remove that field from their atomic structure. This causes the material existence of the affected creature or object to quickly unravel and disintegrate in a glowing blue disassembly of internal organs or components.

34-25

The caster's third eye grants a dizzying glance of multiple planes of reality simultaneously, and with it a moment of universal wisdom. The caster's next action, if taken within the duration of the program run, will occur with +20 bonus.

36+

At the risk of permanent madness, the caster is able to gaze directly into the underlying matrix code of the universe, momentarily comprehending the entirety of time, space, energy, and matter. While the caster's mind will automatically shut out virtually 100% of this universal knowledge in order not to spontaneously combust, some fleeting knowledge may be grasped and remembered. The player may write out any one question that they can put into a single sentence, and the GM must then answer that question truthfully and to the best of their ability. Overlong questions with multiple dependent clauses will result in correspondingly muddled answers at the GM's discretion. The caster must then make a successful Willpower save versus a DC number that is determined by counting the number of words in their question, with any failure resulting in the permanent insanity of that character.

LEVEL 4 NEURAL PROGRAMS

DOWNLOAD DEAD

Level: 4	Range: touch Activation time: 1 action	Duration: instant Save: none
General	<p>With the proper equipment, the technomancer is able to capture and digitize the morphic field, personality, and memories of a recently deceased sentient being and store that data for later use. The process requires the possession of data storage device of sufficient size to store a minimum of 2.5 petabytes of data, such as a quantum computer data crystal, isolinear chip array, or an AI capable of accessing a shunted quantum storage dimension. A consciousness stored in this manner may be later uploaded into of any other suitably large storage device, such as the hard drive of a holographic projection device, the positronic brain of an advanced robot or android, or the shunted quantum memory storage of a computer.</p> <p>The programs requires that the technomancer have possession of the relatively intact body of the deceased being in order to download their consciousness. If the technomancer has only the head or brain, the program check happens at a -5 penalty.</p> <p>A lone technomancer may be able to cobble together an improvised data storage device of sufficient size to meet the needs of this program, but these constructed devices will be correspondingly larger and more bulky (up to backpack size), and require the technomancer to have sufficient components and parts (GM's discretion) and to succeed at a DC 24 intelligence check.</p>	
Manifestation	<p>Roll 1 d3: (1) Numerous sparkling orange energy tendrils arise from the body of the deceased and snake their way into the storage device; (2) A shower of emerald-colored universal code symbols arise from the dead body and then rain back down into the storage device; (3) The corpse suddenly spasms and arches its back as a torrent of electric-blue light shoots from its head and enters the storage device.</p>	
1	Lost, failure, and miscalculation!	
2-11	Lost. Failure.	
12-17	Failure, but the neural program is not lost for the day.	



SMIF

18-19	The caster is able to download and store the consciousness and memories of any sentient being with Intelligence and Personality scores 9 or lower who have expired within the last 5 minutes.
20-23	The caster is able to download and store the consciousness and memories of any sentient being with Intelligence and Personality scores 12 or lower who have expired in the last hour.
24-25	The caster is able to download and store the consciousness and memories of any sentient being with Intelligence and Personality scores 15 or lower who have expired in the last 24 hours.
26-28	The caster is able to download and store the consciousness and memories of any sentient being with Intelligence and Personality scores 18 or lower who have expired in the last week.
29-33	The caster is able to download and store the consciousness and memories of any sentient being with Intelligence and Personality scores 21 or lower who have expired in the last month.
34-35	The caster is able to download and store the consciousness and memories of any sentient being with Intelligence and Personality scores 24 or lower who have expired in the last year. If later resurrected, the stored consciousness must make a successful DC 16 Willpower save to retain sanity.
36-37	The caster is able to download and store the consciousness and memories of any sentient being with Intelligence and Personality scores 24 or lower who have expired in the last 100 years. If later resurrected, the stored consciousness must make a successful DC 18 Willpower save to retain sanity and full knowledge and memories of their past life.
38+	If the caster is in possession of so much as a finger bone or blood-stained cloth, they are able to reach out into the universe and reconstitute the consciousness and memories of any sentient being who has died in the last 10,000 years (the period just after the Great Disaster). If successful, the consciousness and memories of the deceased are recompiled but always with some errors, missing data, and a chance of insanity. Roll d100 and add the caster's level and any other bonuses to casting to establish the percentage of successful restoration of the reconstituted personality, with any result of 50 or below indicating some form of outright madness.

QUANTUM STATE

Level: 4

Range: self

Duration: 1 round/CL

Activation time: 1 action

Save: none

General

The technomancer is able to move their physical form into a quantum superpositional state in which they are neither alive nor dead, taking actions or not taking actions, and are both present and un-present in the universe at the same time.

Manifestation

Roll 1 d3: (1) The caster's form becomes unclear, blurred, and distorted, as though they are only partially present; (2) The caster appears to be in two places at once within 10' of each other, with each figure momentarily appearing to be the "real one" until the other form is viewed, at which time it appears to be the actual caster; (3) The caster's body appears to be spinning rapidly in place, alternating every fraction of a second from clockwise to counter-clockwise motions running alternately along vertical and horizontal axis.

- | | |
|-------|---|
| 1 | Lost, failure, and miscalculation! |
| 2-11 | Lost. Failure. |
| 12-17 | Failure, but the neural program is not lost for the day. |
| 18-19 | If the caster is successfully targeted by an attack, there is a 50% chance that the attack hit their quantum superpositioned double and not them. |
| 20-23 | The caster gains a +6 to AC unless the quantum state is interrupted by a successful attack against them, or the caster takes any subsequent action, at which time the quantum state (and AC bonus) are temporarily lost until the end of that combat round. The quantum superposition state will begin again at the start of the next combat round until the program duration expires. |
| 24-25 | The caster gains a +8 to AC unless the quantum state is interrupted by a successful attack against them, or the caster takes any subsequent action, at which time the quantum state (and AC bonus) are temporarily lost until the end of that combat round. The quantum superposition state will begin again at the start of the next combat round until the program duration expires. |
| 26-28 | The caster gains a +10 to AC unless the quantum state is interrupted by a successful attack against them, or the caster takes any subsequent action, at which time the quantum state (and AC bonus) are temporarily lost until the end of that combat round. The quantum superposition state will begin again at the start of the next combat round until the program duration expires. |

- 29-33 The caster gains a +12 to AC unless the quantum state is interrupted by a successful attack against them, or the caster takes any subsequent action, at which time the quantum state (and AC bonus) are temporarily lost until the end of that combat round. The quantum superposition state will begin again at the start of the next combat round until the program duration expires.
- 34-35 The caster gains a +14 to AC unless the quantum state is interrupted by a successful attack against them, or the caster takes any subsequent action, at which time the quantum state (and AC bonus) are temporarily lost until the end of that combat round. The quantum superposition state will begin again at the start of the next combat round until the program duration expires.
- 36-37 The caster cannot be attacked or killed while in the quantum superpositional state, but neither can they take any actions that affect the world, including movement within that world. Any attacks made against them will appear to succeed, but only by having an effect on a ghost-like quantum doppelgänger that falls back and fades away with each attack, while another doppelgänger immediately replaces it.
- 38+ The caster becomes quantum-superpositioned at every single physical point possible within 100' of their initial location, and are given a maddening view of all angles and hidden locations at once. From this impossible perspective, the caster may attempt to parse out as much visual information as possible before voluntarily ending the program duration before being driven mad by the information overload. The GM should allow one specific and relatively simple question about the visual circumstances and surrounding area (hidden or unhidden) which the caster then discovers. Additional questions may be asked at the caster's option, but for each subsequent question the risk of permanent madness increases. With each subsequent question after the first, the caster risks permanent insanity from data overload. In order to remain sane, the caster must make a successful DC 10 Willpower save for the second question, and the DC increases by 5 for each subsequent question after that.



SUMMON HOLO-DEMON

Level: 4	Range: 10' / CL	Duration: 1 round / CL
	Activation time: 1 action	Save: none

General The technomancer is able to access ancient data files to summon an array of military-grade hard-light holographic demon simulations to attack and besiege their opponents. These holo-demons are projected from an chain of ancient and still-extant military orbital weapons platforms networked to the technomancer's cyberlink, and thus they do not require other localized holographic projection devices. Holo-demons can only be harmed by heat-based attacks.

Manifestation Roll 1 d3: (1) A brilliant white shaft of light descends from the heavens and the holo-demon fades into existence where it strikes; (2) The holo-demon erupts from the ground in a great gout of heatless holographic flames; (3) An emerald portal composed of flowing energy ribbons and dark energy globules opens up and a holo-demon steps through right through it.

1 Lost, failure, and miscalculation!

2-11 Lost. Failure.

12-17 Failure, but the neural program is not lost for the day.

18-19 The caster summons a minor holo-demon who obeys their commands. The minor demon appears as a violet-colored humanoid vulture approximately 6' tall, with razor sharp talons and a feathered cat's tail.

Minor Holo-Demon: Init +2; Atk bite +4 melee (1d8) or talons +6 melee (1d10); AC 13; HD 3d12; MV 30', 60' flying; Act 1d20; SP immune to mental attacks; SV Fort +4, Ref +2, Will +0

20-23 The caster summons an adjunct holo-demon that obeys their commands. The adjunct demon appears as a 7' tall faceless humanoid with writhing, worm-like tendrils for body hair. The palm of each hand possesses a toothy star-shaped maw, with a sharp, piercing tongue.

Adjunct Holo-Demon: Init +4; Atk bite +6 melee (1d10) or piercing tongue +8 melee (2d20); AC 18; HD 6

24-25 The caster summons a holo-demon knave that obeys their commands. The holo-demon knave appears as a 4-armed sentient crab with a pit bull dog's face, and when standing reared up on its hind-most legs is over 10' tall. Four of its limbs end in cruel, spiked pincers that it employs to impale and capture prey before decapitating or disemboweling them with its teeth.



Holo-Demon Knave: Init +6; Atk bite +8 melee (1d12) or pincer +10 melee (3d20); AC 20; HD 9d12; MV 60'; Act 2d20; SP immune to mental attacks; SV Fort +8, Ref +10, Will +0

26-28

The caster summons a holo-demon knight that obeys their commands. The holo-demon knight appears as a 12' tall overmuscular red-skinned humanoid with goat-like legs, long curved horns, and gigantic stone fist on its right arm inscribed with the arcane runes of the Ancient Makers. The holo-demon knight is armed with a flaming great sword.

Holo-Demon Knight: Init +8; Atk stone fist +10 melee (2d12) or flaming great sword +12 melee (4d20); AC 22; HD 10d12; MV 40'; Act 2d20; SP immune to mental attacks; SV Fort +10, Ref +12, Will +0

29-33

The caster summons a holo-demon viscount who obeys their commands. The holo-demon viscount appears as a flying, 14' tall skeletal human fetus with cat-eyes, boney bat wings, and a segmented scorpion tail springing from its back. In place of skin, musculature, and internal organs, it only has the translucent and ghostly suggestions of these body parts. Carrying a gigantic barbed spear, the holo-demon viscount uses its barbed spear and its tail to impale and strike its enemies until they die screaming.

Holo-Demon Viscount: Init +10; Atk giant barbed spear +10 melee (4d12), scorpion tail sting +14 melee (3d20, DC 16 fort save vs 2d20 poison); AC 26; HD 25d12, 160 hit points; MV 20', 90' flying; Act 2d20; SP immune to mental attacks; SV Fort +12, Ref +14, Will +0

34-35

The caster summons a holo-demon baron who obeys their commands. The holo-demon baron may appear in one of several mutable forms: a 7' tall insect-winged humanoid with the head of a giant fly who is dressed in fine robes and draped in golden spiked chains, a gigantic flying insect-beast with six taloned legs, or a tiny and harmless-looking horse fly. The holo-demon baron's ability to change form makes it particularly difficult to track in prolonged battles, as it periodically hides, changes form, and attempts to attack its enemies by surprise.

For each form, the holo-demon baron employs a different strategy. In humanoid form, the holo-demon baron will seek to instill fear into its enemies with loquacious laments of its victim's coming doom and using verbal discourse to manipulate them into any strategic disadvantage possible. In beast form, the holo-demon seeks to use its great size and multiple attacks to deliver upon those same unveiled threats, creating battlefield chaos by quickly dispatching multiple foes. It will then amplify this chaos by changing to nearly-unnoticeable fly form and seek to possess the mind of an adversary by flying up their nose and tunneling into their pre-frontal cortex, manipulating the decision-making centers of their brain by viciously tugging on and tearing at nerve bundles.

Holo-Demon Baron (humanoid form): Init +10; Atk giant barbed spear +12 melee (4d12), scorpion tail sting +16 melee (3d20, DC 16 fort save vs 2d20 poison); AC 26; HD 30d12, 200 hit points; MV 20', 90' flying; Act 2d20; SP immune to mental attacks; SV Fort +14, Ref +16, Will +0'

Holo-Demon Baron (beast form): Init +10; Atk bite +12 melee (1d12), talons +14 melee (3d20); AC 26; HD 30d12, 200 hit points; MV 60', 120' flying; Act 6d20; SP immune to mental attacks; SV Fort +14, Ref +16, Will +0

Holo-Demon Baron (fly form): Init +12; Atk mind control (DC 20 Willpower save to resist); AC 30; HD 10d12, 65 hit points; MV 5', 120' flying; Act 2d20; SP immune to mental attacks; SV Fort +14, Ref +16, Will +18

36-37

The caster summons a holo-demon duke obedient to the caster, who appears as a gigantic writhing mass of scarred flesh and open wounds, through which innumerable organelle stalks project, each ending in a bulbous eye, gaping toothy mouth, or spine-covered claw. Anyone gazing at this throbbing, cancerous mass is immediately sickened (-2 to all attacks) and must make a successful DC 16 Willpower save in order to remain in its presence, and are otherwise forced to retreat at their maximum possible movement. Owing to its amorphous nature, the holo-demon duke cannot be backstabbed or surprised, and it is capable of numerous simultaneous attacks.

Holo-Demon Duke: Init +14; Atk tentacle claw strike +14 melee (1d20), gaping maw bite +14 melee (1d30); AC 28; HD 50d12, 300 hit points; MV 40', 100' teleport; Act 6d20; SP immune to mental attacks; SV Fort +16, Ref +18, Will +0

38+

The caster summons a holo-demon prince obedient to the caster. The holo-demon prince has a sophisticated AI, and thus operates as an autonomous holographic architect capable of creating and summoning additional holo-demons. The holo-demon prince appears as a handsome male pure strain human with immaculately coifed snow white hair and wearing a grey tweed suit, white shirt, bow tie, and fashionable glasses. The holo-demon prince never attacks directly, preferring to simply snap his fingers and point to where he would like a new holo-demon to appear — which he can do once per combat round until destroyed. Holo-demons summoned by the holo-demon prince will be a random mixture of minor, adjunct, and knave holo-demons. Roll 1d6: (1-2) minor holo-demon; (3-4) adjunct holo-demon; (5-6) holo-demon knave. Any holo-demons summoned by the holo-demon prince only persist for as long as he does (i.e. the program duration).

Holo-Demon Prince: Init +16; Atk none; AC 30; HD 60d12, 400 hit points; MV 30', 200' teleport; Act 1d20; SP immune to mental attacks; SV Fort +20, Ref +22, Will +0

LEVEL 5 NEURAL PROGRAMS

DIMENSIONAL PORTAL

Level: 5

Range: infinite

Duration: 1 round/CL

Activation time: 1 action

Save: none

General

The technomancer is able to summon a matter threshold that physically connects their own location with that of another distant locality, creating an electron road by which persons and objects can swiftly travel in just a few steps. While the destination locale must be one previously visited by the caster and thus one with which they are thoroughly familiar, that is the sole limitation — the dimensional portal may otherwise connect any two locations from far-flung star systems to distant dimensions or other planes of existence.

To run this neural program, the technomancer must employ the assistance of a self-built device known as a progenitor unit. The progenitor unit is a small, handheld “living computer” that is permanently linked to its creator, and this device is employed as a computational aid in concert with the technomancer’s cyberlink in order to execute the incredibly complex hyper-equations of this powerful neural program.

In order to construct a working progenitor unit, a technomancer must be at least 9th level and have access to a cache of scrap artifact parts (10,000 cred value or barter equivalent minimum), including the following components:

Multitool

Fusion torch

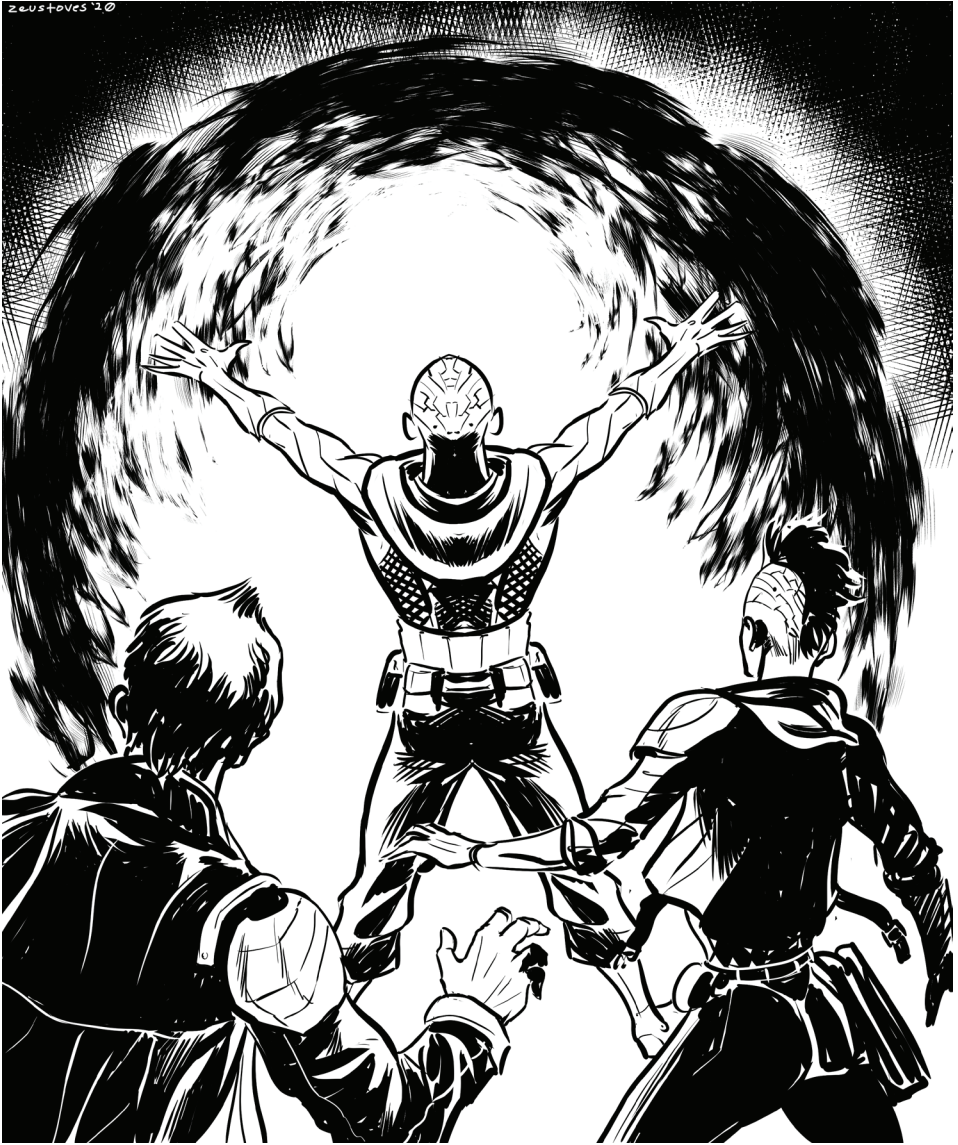
F-cell

Unpolarized liquid duralloy (1 lb.)

Quantum storage data crystal from an advanced AI

Singularity initiator from a quantum shunt device

Creating a Progenitor Unit: While the assembly instructions for a progenitor unit are provided by the technomancer’s cyberlink implant, a correctly-constructed progenitor unit must also be soul-bonded to the technomancer in order to “come to life” and function. To succeed in constructing a progenitor unit, the technomancer must make a successful DC 14 Intelligence check. To soul-bond with a progenitor unit and activate it, a technomancer must make a successful DC 16 Willpower check. A failure in either check results in a permanently inoperable unit and the process must begin again completely from scratch.



Manifestation Roll 1 d4: (1) A crackling metallic tube 15' in diameter appears with a thunderous crack like a lightning strike; (2) A torrent of rushing polychromatic light falls from the sky and obscures the caster and everything within 15' radius of them, leaving strange holy symbols of the Ancient Makers imprinted on the ground where they once stood; (3) A shimmering vertical pool of liquid energy 60' in circumference appears in front of the caster and beckons with rippling ebbs and flows; (4) A tall, dark monolith appears that seems solid until approached, at which point it appears to be full of stars doppler-shifting away into infinity.

- 1 Lost, failure, and miscalculation!
- 2-11 Lost. Failure.
- 12-17 Failure, but the neural program is not lost for the day.
- 18-19 The caster creates a hasty dimensional portal that exits at a random location within 1-100 miles of the caster's present locale. The originating end of the portal closes after the caster enters it.
- 20-23 The caster creates a dimensional portal that exits at any known location within 100 miles of the caster's present locale. Known locations must have been physically visited by the caster at least once beforehand. The originating end of the portal closes after the caster enters it.
- 24-25 The caster creates a dimensional portal that exits at any known or viewed location within 100 miles of the caster's present locale. While a known locations must have been physically visited by the caster at least once beforehand, the caster may also target a location only seen by viewscreen or other visual communications device. The originating end of the portal closes after the caster enters it.
- 26-28 The caster creates a dimensional portal that exits at any known location on the planet or within the local star system, including orbital installations, space stations, nearby moons or planets within the same system, but not moving spaceships or other vehicular transportation. Known locations must have been physically visited by the caster at least once beforehand. The originating end of the portal closes after the caster enters it.
- 29-33 The caster creates a dimensional portal that exits at any known or viewed location on the planet or within the local star system, including orbital installations, space stations, nearby moons or planets within the same system, and moving spaceships or other vehicular transportation. While a known locations must have been physically visited by the caster at least once beforehand, the caster may also target a location only seen by viewscreen or other visual communications device. The originating end of the portal closes after the caster enters it.
- 34-35 The caster creates a dimensional portal to anywhere in the known physical universe. In order to create a portal to a distant star system or galaxy, the caster must possess or obtain some concrete information about its existence and relative distance and direction, without which the created portal could literally lead anywhere on the same material plane of existence (GM's discretion). The originating end of the portal closes after the caster enters it.

36-37

The caster creates a dimensional portal to any known alternate dimension (or game system). In order to create a portal to another dimensional plane of existence, the caster must possess or obtain some concrete information about the name, nature, and nomenclature of the desired dimension, without which the created portal could literally lead anywhere in the multiverse (GM's discretion). Caution should also be exercised in that other dimensions and alternate planes of existence do not possess the same laws of physics as the caster's own, possibly including the physical laws that support the casting of this neural program — meaning that any journey taken there may well be a one-way trip. The originating end of the portal closes after the caster enters it.

38+

The caster creates a dimensional portal to a known or unknown destination of no-return, such as the event horizon of a black hole, the Abyss, the Source, the Quantum Realm, the Dimension of Nightmare, or other dimensions of entrapment, imprisonment, or permanent exile. The caster has a choice of having an already well-researched destination in mind as a location target for the portal, or they may simply roll the multiversal dice on a random location against the unlikely return of any entrapped individual unwise enough to enter the portal. The originating end of the portal remains open until the program duration expires or the caster wishes it to close.



QUANTUM ENTANGLEMENT

Level: 5

Range: 100'

Duration: 1 round/CL

Activation time: 1 action

Save: Willpower vs. program check (if applicable)

General

The technomancer is able to incite quantum entanglement on a macroscopic scale, entangling complex atomic structures, objects, and beings. Quantum entangled targets of this neural program begin to mirror the energy states of each other in perfect unison until such time as the quantum entanglement effect ends. In combat, this may result in participants acting out of initiative order, but the program does not grant extra actions to any entangled participant.

Manifestation

All beings, creatures, or objects affected by this program begin to trail cyan, magenta, and yellow afterimages in sequence behind themselves as they move.

- | | |
|-------|--|
| 1 | Lost, failure, and miscalculation! |
| 2-11 | Lost. Failure. |
| 12-17 | Failure, but the neural program is not lost for the day. |
| 18-19 | The caster is able to quantum entangle two marble-sized or smaller objects, causing them to act as one — whatever one object does, the other one will also do in precise unison, if possible. The quantum entanglement effect does not grant extra effects, powers, abilities, or power cell charges. |
| 20-23 | The caster is able to quantum entangle two handheld-sized or smaller objects, causing them to act as one — whatever one object does, the other one will also do in precise unison, if possible. The quantum entanglement effect does not grant extra effects, powers, abilities, or power cell charges. |
| 24-25 | The caster is able to quantum entangle two human-sized or smaller non-sentient creatures, causing them to act as one — whatever one creature does, the other one will also do in precise unison, if possible. The quantum entanglement effect does not grant extra effects, powers, abilities, or power cell charges. |
| 26-28 | The caster is able to quantum entangle two human-sized or smaller intelligent beings, causing them to act as one — whatever one creature does, the other one will also do in precise unison, if possible. If the caster is one of the two entangled beings, then the other being mimics their actions and behaviors. The quantum entanglement effect does not grant extra effects, powers, abilities, or power cell charges. |



- 29-33 The caster is able to quantum entangle any two objects up to a medium-sized vehicle or smaller, causing them to act as one — whatever one object does or experiences, happens to the other one. The quantum entanglement effect does not grant extra effects, powers, abilities, or power cell charges.
- 34-35 The caster is able to quantum entangle any two intelligent beings, including organic life forms, artificial life forms, or AIs, causing them to act as one — whatever one being does, the other one will also do in precise unison, if possible. If the caster is one of the two entangled beings, then the other being mimics their actions and behaviors. The quantum entanglement effect does not grant extra effects, powers, abilities, or power cell charges.
- 36-37 The caster is able to quantum entangle up to 10 individuals, organic or artificial, sentient or non-sentient, all of whom suddenly act and behave as one. If the entangled group includes the caster or any allies, then the entire group precisely mimics the behavior of the caster; otherwise the entangled group will mimic the behavior and actions of whichever entangled being or creature has the highest Intelligence.
- 38+ The caster is able to quantum entangle up to 100 individuals, organic or artificial, sentient or non-sentient, into a single entangled hive mind that mimics the caster's every subsequent action. There is a heavy risk to casting this effect, however. If the caster performs any action that is impossible for over 50 percent of their entangled throngs to mimic, the Uncertainty Principle begins to build and disrupt the entanglement, causing 1-10 entangled individuals per round to randomly cease to exist — including possibly the caster.



DESIGNER'S NOTEBOOK

Of all the many genres tabletop role playing games tap into, why does the post-apocalyptic setting persist and prosper? Everyone knows that medieval fantasy is the giant in the playground. It's not as though Peter Jackson is running around making overlong movie trilogies based on great works of English literature in a post-apocalyptic setting. Or did he?

The mythological underpinnings of the end times and what comes afterward are as old as human civilization. There has never been a culture or society that didn't see itself in terms of living after a golden age and just before a dark age. Even Tolkien's most famous work takes place in a "Third Age" that comes after a series of near-world-ending events. And he's not alone. Nearly every famous author in genre fiction, most certainly including Gary Gygax's famed Appendix N list of writers, has taken advantage of the mythic structure of an end times setting, and what comes next. From Edgar Rice Burroughs' *The Lost Continent* to Jack Vance's *The Dying Earth* series to H.G. Wells' *The Shape of Things to Come*, genre writers and mythmakers have been setting exciting adventure tales in a future that comes after the fall since well before the terms fantasy and science-fiction were first coined.

And it is thus surely no accident that Gary Gygax, James M. Ward, and many other early pioneers of our hobby landed on the post-apocalyptic setting as an ideal one for adaptation into tabletop role playing form. In pure terms of game mechanics and structure, the post-apocalyptic setting offers one of the handiest and closest analogs to the game that started it all — Dungeons & Dragons. Post-apocalyptic role playing games tend to focus on a group exploration into unknown territories and ruins, fighting terrible monsters, and using only your wits, special skills, and the occasional “magic” equipment to overcome all obstacles. As opposed to some other, trickier genre adaptations, no one in a classic post-apocalyptic role playing game has to worry about which player character commands the starship bridge, pilots the time-space machine, wields the laser sword, or gets to be the expensively-licensed media protagonist.

The surest sign that post-apocalyptic gaming has an ever-green grass-roots popularity is that it has branched out into its own sub-genres. There are those who like their setting very close to our own time and loaded with meta-references, recognizable 21st century equipment, and a sometimes satirical sense of humor. Some prefer their future dystopia to be very dark, heavy, and nihilistic, with an always overcast sky and cyberpunk overtones. Personally, I prefer a far future setting that dips from Jack Vance, Brian Aldiss, and Jack Kirby in equal parts — a so-called “sunnier post-apocalypse” — even if that same sun is now bloated and red.

Which brings us directly to the book you now have in your hands. The monsters, mutants, and mayhem inside this volume may be colored by my personal tastes in all things post-apocalyptic, but I wouldn’t be doing my job if I didn’t write for as wide an audience as possible, and I have diligently endeavored to do so. I not only invite you to change and adapt this material for your own game setting as you see fit, I applaud such efforts. They are the mark of a superior game master.

That said, I do dearly love a genre-mash element in my own games. If the creatures in this book are not inflicted upon an unexpected party of traditional fantasy dungeon crawlers, or suddenly dropped in on a table of know-it-all players to keep them on their toes, I will be gravely disappointed.



A stylized signature of the author, Jim Wampler.

Jim Wampler

*Author, Mutant Crawl Classics
Role Playing Game*

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fight this mutant

Even at night, the hothouse jungle that is your home never grew this quiet.

Then you saw it. The tiny handspan-tall draconian's entire body coiled and then convulsed. But instead of the expected radioactive flame, she shot forth her newly-born brood, suddenly becoming in that very act her own dread-flock.

You had your own mutational gifts and no small amount of salvaged technology that you could have used in that moment, but instead you ran for it. You ran as fast as your three legs would carry you. You ran so fast that you have little knowledge of what transpired behind you, except that from the sounds echoing behind you it must have involved slower, less lucky prey.

This is not the story you will tell later back in the village.

Fight This Mutant contains over 30 brand-new mutant monsters and races, a whole new Ancient Alliance your player characters can join or fight, a brand-new character class — the Technomancer, and 15 new neural programs from 1st through 5th levels. Usable in any d20-based post-apocalyptic or genre-mashing fantasy role playing game, the creatures, collectives, and classes found in this book will put new mutated meat on the table for the players of any science-fiction or fantasy role playing system.

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