



ANDROIDS, ALIENS, AND ABERRATIONS

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**And a
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**BY: KIRT "LOKI"
DANKMYER**



Labyrinth Lord
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Androids, Aliens, and Aberrations

Eleven New Races for use with Mutant Future™

Eight New Racial Classes for Labyrinth Lord™ and similar old-school roleplaying games

One bonus monster for Mutant Future™, Labyrinth Lord™ and similar old-school roleplaying games

by Kirt “Loki” Dankmyer

Layout by Abigail Hanley

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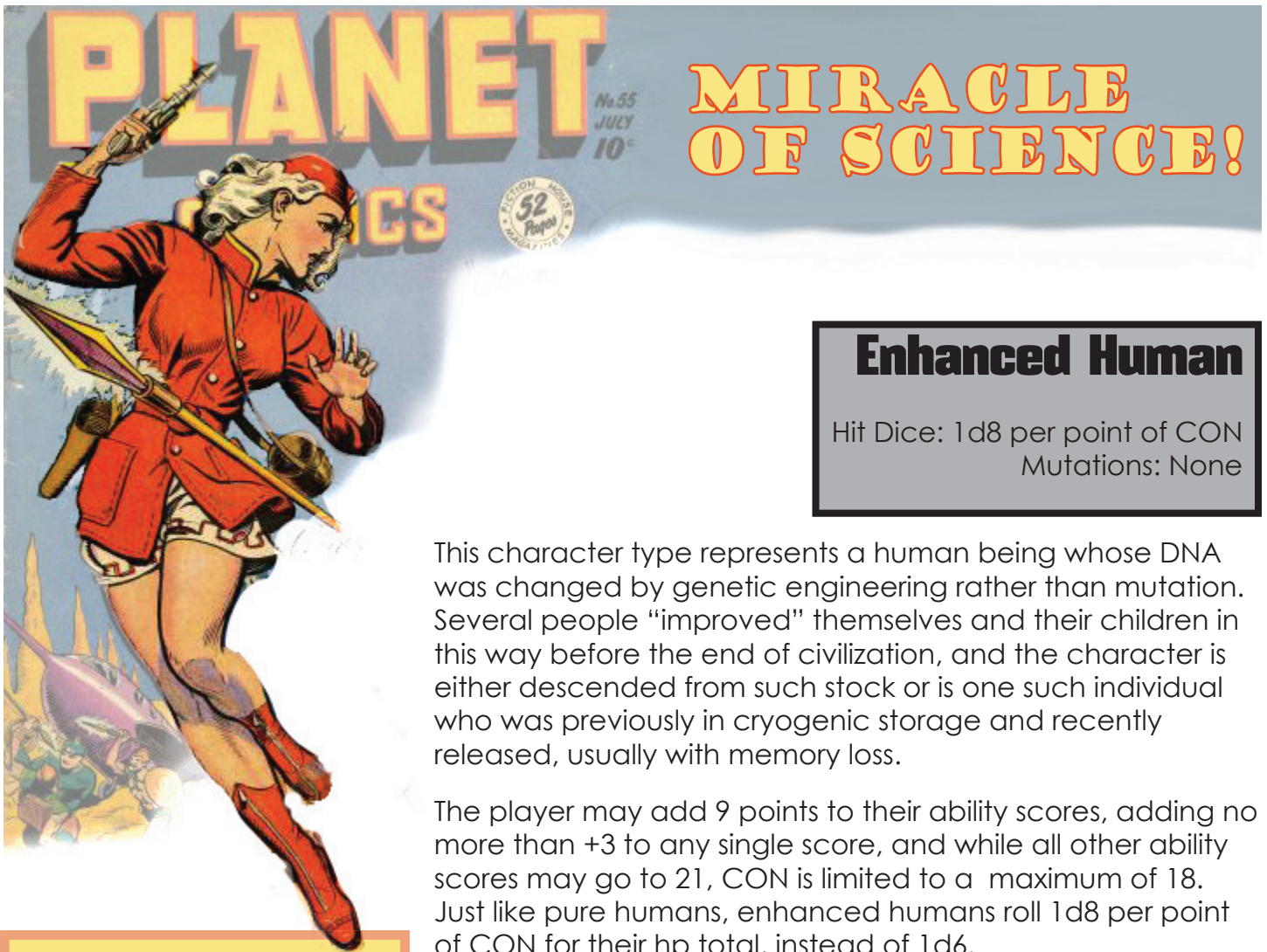
From the perspective of this supplement, the cover shows a “rotter” wearing poorly-repaired power armor.

Original Terminator art by Noble0 (<http://bit.ly/1wzUbWP>), used for the Ender under a Creative Commons Attribution-ShareAlike 3.0 Unported License (<http://creativecommons.org/licenses/by-sa/3.0/>) and remixed by Abigail Hanley

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Enhanced Human

Hit Dice: 1d8 per point of CON
Mutations: None

This character type represents a human being whose DNA was changed by genetic engineering rather than mutation. Several people "improved" themselves and their children in this way before the end of civilization, and the character is either descended from such stock or is one such individual who was previously in cryogenic storage and recently released, usually with memory loss.

The player may add 9 points to their ability scores, adding no more than +3 to any single score, and while all other ability scores may go to 21, CON is limited to a maximum of 18. Just like pure humans, enhanced humans roll 1d8 per point of CON for their hp total, instead of 1d6.

A Note From the Author

Just like the mutant plant in the main Mutant Future rulebook, all of these races are extremely optional. Even if your Mutant Lord is using this supplement, always make sure that a particular race is allowed.

For the Mutant Lord, I've tried to make these races as balanced as possible against those in the Mutant Future rulebook, as well as capable of standing on their own without the others. For example, it should be possible to use the serpent noble without allowing full-blooded aliens as player characters or even using reptoids at all. There's a lot of extra flavor in these races to give the Mutant Lord additional plot hooks, but it can be disregarded or re-skinned as necessary.

Even with a DNA scan, technology from before the fall of civilization will view an enhanced human as a pure human, and an enhanced human uses the same reaction table entry as a pure human. In fact, an individual may not realize he differs from a pure human at all, and these modified genes often crop up as recessive traits in pure human communities.

However, science-modified DNA has a certain fragility not to be found in the genes of "ordinary" pure humans. Enhanced humans are susceptible to radiation, but they do not mutate in the same way as other animals, nor are they resistant to radiation in the same way as a pure human. If an enhanced human is exposed to radiation sufficient to induce a mutation, the mutation will take the form of a wasting disease that will kill the character in 2d6 weeks. Subtract 1d6 from each ability per week; if any ability reaches 0, the character dies. There is no known cure for this disease, except at the Mutant Lord's option, possibly requiring an advanced genetic research lab and one who knows how to use it.

Ender

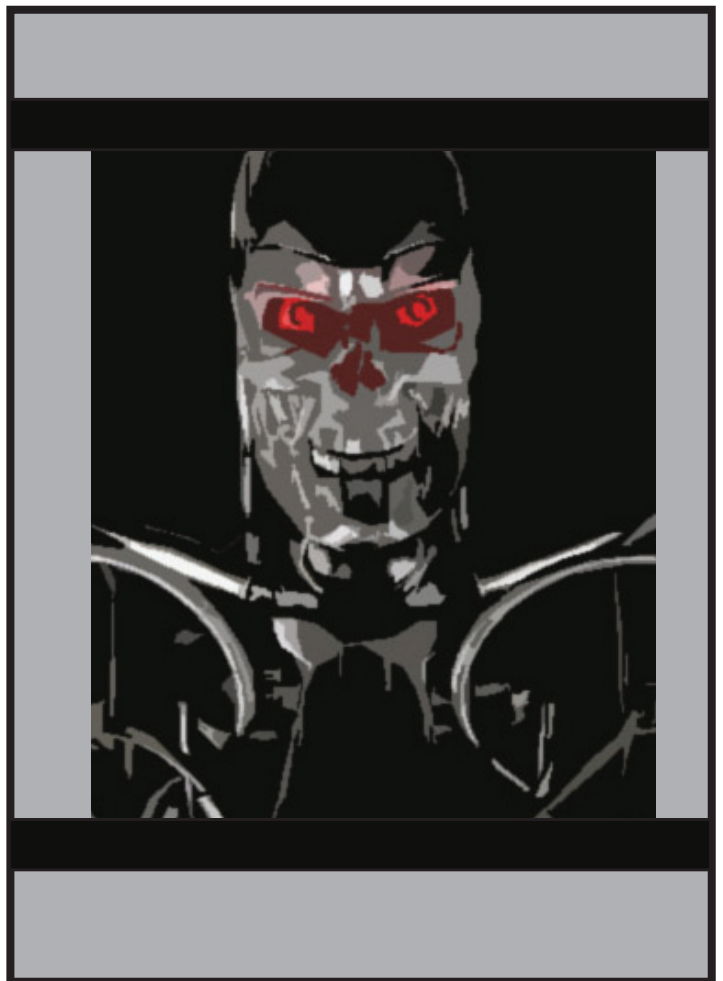
Hit dice: 50 hp
Mutations: none

The Ender is a particular type of basic android, usually programmed for war, though a player's character likely has damaged programming, like most PC androids. An Ender's appearance is fearsome indeed, taking the form of an animated human skeleton made of chrome and circuitry, with glowing red eyes. All Enders get +3 STR and +3 DEX, making them excellent soldiers, and people react to them as they do to any android. At the Mutant Lord's option, the Ender's fearsome appearance incur a one-point penalty to all reaction rolls due to their intimidating nature

Enders are affected by radiation as if it is 3 class levels lower than its rating (minimum of class 1), and they never receive mutations as the result of exposure to radiation. They are resistant to the effects of cold and heat, and gain a +1 to all saving throws for cold or heat based attacks. Enders are immune to the effects of poisons, including paralytic poisons. They are immune to any stun or blinding effects that occur as the result of attacking the senses, such as *optic emissions* (*bright eyes*) and *shriek*. Enders do not eat, and are powered by an internal *radioactive battery* that can sustain power functions for many hundreds of years; barring damage, an Ender absolutely *will not stop*.

If, at the ML's option, there is a working factory for this sort of android nearby, or if the Ender had been recently activated, it may be covered with a specially-designed sheath of vat-grown human muscle and skin, making it appear to be a pure human. Even the most cursory mechanized scanning will detect the ruse, but to ordinary visual

inspection, the disguise is perfect. The disguise grants 10 temporary hit points in addition to the 50 hp the Ender normally has. However, these temporary hp are the first to go when damage is taken, and the Ender cannot self-repair those extra 10 hp, requiring a trip to a working factory to freshen up its macabre camouflage. When those 10 hp are gone, some bits of its artificial flesh may remain, perhaps even most of it, but enough had been blown off or hacked away that the Ender's artificial nature peeks through, in the form of its true, skeletal form, shiny and metallic.



E9000

Hit dice: 50 hp

Mutations: *natural weapon*, made of liquid metal, possibly *stealth package* (see below)

E9000s androids were bleeding-edge technology right before the world fell into savagery. They were meant to replace the Ender line of androids (see above), though they were based on an entirely different style of technology. An E9000 is made of programmable matter that, in its natural state, resembles liquid mercury, allowing the the central AI to re-configure itself in a nearly endless variety of shapes. The liquid metal can emulate radically different densities within the same form, meaning that an E9000 can feel like flesh on the outside, but be as solid as stone on the inside. Being able to assume different forms does not allow the android to duplicate appearances or abilities, given that it cannot change its color. For example, if it assumes the shape of a human, the android would appear to be a human made of metal. Furthermore, except as noted below, an E9000 is mostly limited to the capacities of a humanoid creature, regardless what its shape is; while, say, it might grow a helicopter-like rotor, it cannot actually fly, and it can only use two hands at a given time, no matter how many it grows.

Using its shape-shifting abilities, an E9000 can turn its arms into swords or some other hand weapons, the equivalent of a *natural weapon*, doing 1d10 points of damage on a strike. Being strangely delicate on the nanoscopic scale, this type of android takes damage from radiation as normal, though of course it does not mutate. In addition, E9000s suffer +50% damage from heat-based and cold-based attacks. Like most androids, they are immune to the effects of poisons, including paralytic poisons. They are immune to any stun or blinding effects that occur

as the result of attacking the senses, such as *optic emissions* (*bright eyes*) and *shriek*. E9000s do not eat, and are powered by an internal low-temperature fusion process that can sustain functionality for many hundreds of years.

These androids were supposed to be capable of stealth missions, and therefore, at the Mutant Lord's option, if an E9000 character has access to one of the original factories (and the factory still works), it may be fitted with a *stealth package*, which is identical to the *chameleon epidermis* mutation except it can also be used to disguise its nature, such as its flesh, hair, and so on taking on the right colors when it is in the shape of a man, so as to appear human. Note while this allows the android to emulate appearances, it still cannot emulate abilities. The nano-droid coating that provides the *stealth package* is particularly unstable, and stops working after a month, or sooner as circumstances warrant, at the Mutant Lord's discretion. At that point, the E9000 must return to a working, well-supplied factory to regain the ability.

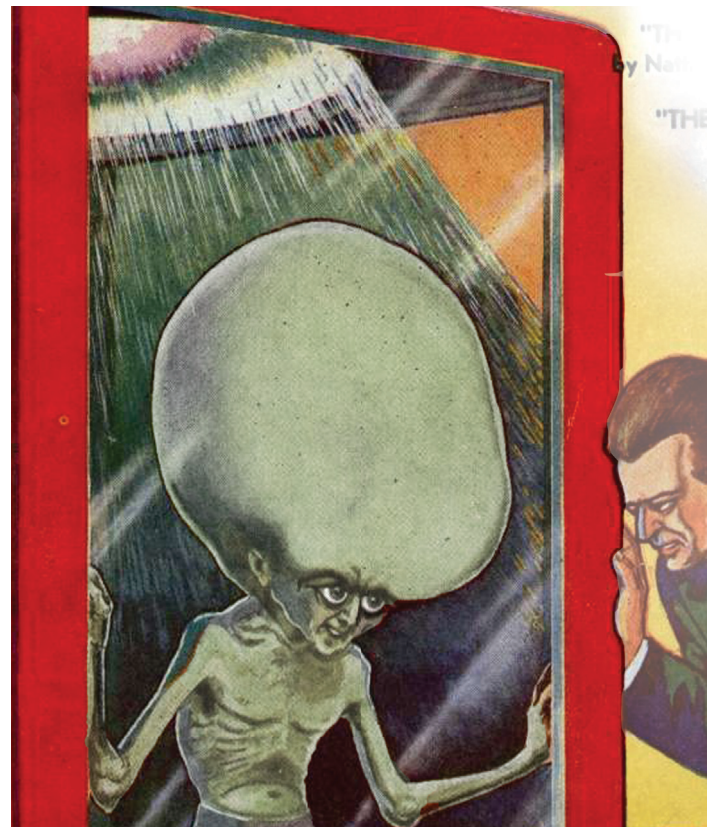


Evolved Human

Hit Dice: 1d6 per point of CON

Mutations: 1d4 mental mutations, *bizarre appearance* plus perhaps *empathy* and/or *neural telepathy* (see below)

Evolved humans look like hairless humans with unusually large heads in proportion to their bodies, and rather large eyes (*bizarre appearance*). Their skin is more sickly-looking than a pure human, often with tints of green or gray. They claim to have come into existence right before the world became what it is now, and that they the next step in human evolution, what all humans would have become in time if civilization had not fallen. The term "evolved human" comes from them. The greys (see below) claim that these beings are actually the product of human/grey crossbreeding programs performed by their ancestors. Which claim is true, or whether they have some other origin entirely, is up to the Mutant Lord.



Whatever the case, evolved humans start play with 1d4 mental mutations, and in addition roll 1d8 for a potential additional mutation: [1-4] character also has *empathy*, [5-6] character also has *neural telepathy*, [7] character has both *empathy* and *neural telepathy*, [8] no additional mutation

Evolved humans have a +1 to radiation saving throws, and like pure humans, never mutate as the result of radiation. An evolved human who has been exposed to hard radiation *may* have mutant children, which results in an evolved human with different mental mutations than either of its parents.

Goliath

Hit Dice: 1d10 per point of CON

Mutations: *gigantism*, *bizarre appearance* (see also below)

While human-like in shape, one would never mistake a goliath for a pure human. Goliaths are ugly, hulking brutes, towering piles of muscle with gray, red, yellow or green skin. They are also not very smart, and damned difficult to kill. Goliaths have the equivalent of *gigantism* (roll height as per that mutation) and *bizarre appearance* (odd-colored skin), as well as 1d10 hit points per point of CON, a +3 bonus to STR, and a -3 penalty to INT, WIL and CHA (minimum 3).

Goliaths are universally loathed and feared and hate other beings in return; there is a penalty of 4 on the reaction table when anyone encounters a goliath or a group of goliaths encounter anyone else, including an unfamiliar group of goliaths.

Goliaths are completely immune to radiation. They do not mutate from it, and they do not take any damage from it, either. They don't need to save against radiation. They are also immune to disease.



Goliaths are usually found in large groups inside highly-irradiated or plague-bombed ruins, where they tend to attack others on sight; they eat what they kill. A well-earned bad reputation stems from this; the very few civilized goliaths that have wandered away from such groups (such as a PC) will surely suffer persecution. Lucky for the goliaths, most civilized peoples are unaware that

they are particularly susceptible to poison; a goliath has a -4 penalty to any saving throw involving a poison, a toxin, or any other such thing.

No one, including most goliaths the question have been put to, knows if these creatures are a true-bred form of mutant, the result of a biological weapon, descendants of stranded aliens, or something else.

Grey

Hit Dice: 1d6 per point of CON

Mutations: *dwarfism*, *empathy*, and *neural telepathy*

Greys are dark, hairless gray-skinned diminutive humanoid beings with large opaque black eyes with no discernible iris or pupil and unusually large heads in proportion to their bodies. They have no noticeable outer ears or noses, only small openings or orifices for ears and nostrils, as well as a very small mouth. Their bodies are elongated, having a small chest, and lacking in muscular definition and visible skeletal structure. Their limbs are proportionally different from that of a human; their humerus and thighs are the same lengths as their forearms and shins, respectively. Their legs are shorter and jointed differently from what one would expect in a human, giving them a skittering, spider-like gait. A naked grey has no visible genitalia or any secondary sexual characteristics familiar to most humans or mutants, though the greys can tell the difference.

All greys have the equivalent of the mutations *dwarfism*, *empathy*, and *neural telepathy*, though these are actually natural to their species. Because of their *dwarfism*, greys vary from one to four feet tall, and taller individuals are usually found in leadership positions. In addition, all greys receive +2 to their INT and WIL, and a -2 to their CHA; they use the same reaction table

as mutant plants even though they are not vegetable in nature, as there is an inherent creepiness about the greys that is off-putting to most. Apropos of the vague feeling of unease that greys inspire, greys get a +2 to their mental attack rolls when using their *empathy* power to inspire fear. Though greys mutate in the presence of radiation like most animals, they rarely do; they have a +2 bonus to their radiation saves. However, if a grey does mutate, the mutated grey always become sterile, which is the other reason mutant greys are rare.

Most greys claim to be descendants of extraterrestrials that crash-landed on Earth. Whether this is true or not is up to the Mutant Lord. If it is true, there may be grey technology that only recognizes non-mutated greys much like there is human technology that works only for pure humans. Many of their artifacts may require *neural telepathy* to even activate. If their extra-terrestrial or perhaps extra-planar origin is not a yarn and the ML is willing to share this fact, the ML may allow a character that is from a recently-crashed vehicle or a recently-closed portal, stranded on Earth. Note that familiarity with grey technology grants no bonus to understanding human technology.



Loonar

Hit Dice: 1d8 per point of CON

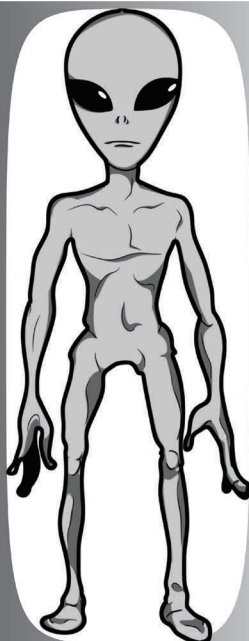
Mutations: *bizarre appearance*, *chameleon epidermis*, *gigantism* and 1d3 mental drawbacks (see also below)

The term “loonar” is both a pun on the word “lunar,” because these creatures prefer to be out at night, and a play on “loon” or “lunatic,” because most of these humanoids are insane. Loonars are ugly, hulking brutes (*bizarre appearance*), not unlike goliaths (see above). They differ from goliaths in part in that they are blue-skinned in their natural state, though their *chameleon epidermis* mutation means they're often not visible at all. They also “only” get a d8 per point of CON for hit points, unlike goliaths. Loonars prefer to kill by stealth, which is why, in addition to making their *chameleon epidermis* easier to use, they prefer to be nocturnal. All of them have the aforementioned *chameleon epidermis* mutation as well as the *gigantism* mutation,

in addition to a +3 to STR. They tend to have mental issues, which is why every single one has 1d3 mental drawbacks (deleterious mental mutations). The ML is encouraged to give them unique “issues,” such as delusions, in addition to or instead of the standard mental mutations.

Like goliaths, loonars are completely immune to radiation. They do not mutate from it, and they do not take any damage from it, either. They don't need to save against radiation. They are also immune to disease. For this reason, seemingly, they are usually found in small groups inside highly-irradiated or plague-bombed ruins, where they tend to attack others on sight. Due to this behavior, even though loonars are somewhat rare, the very few civilized loonars that have wandered away from such groups (like a PC) will surely suffer persecution. Their fearsome reputation combined with an intense dislike of other creatures means there is a penalty of 4 on the reaction table when anyone encounters a loonar or a group of loonars encounter anyone else, including an unfamiliar group of loonars. Lucky for these nocturnal predators, most civilized peoples are unaware that loonars are particularly susceptible to poison; a loonar has a -4 penalty to any saving throw involving a poison, a toxin, or any other such thing.

No one, including most loonars the question have been put to, knows if these creatures are a true-bred form of mutant, the result of a biological weapon, descendants of stranded aliens, or something else. Some believe they are a variant of the goliath, since loonars are similar and there are less of them, making the goliaths the original strain; if the Mutant Lord decides this is true, perhaps goliaths and loonars don't necessarily attack each other on sight, and may even exist in the same lair. Perhaps a loonar PC and a goliath PC consider themselves “siblings!”



Grey Alien



Psion

Hit Dice: 1d6 per point of CON

Mutations: 2d4 mental

Right before the end of civilization, a special form of enhanced human (see above) was developed that concentrated on mental powers that had been latent in humanity rather than simply cherry-picking the "best" genes nature had to offer. Because of this, a psion always looks like a pure human; none of their mutations manifest in a way that is visible from the outside.

However, because this was bleeding edge technology right before civilization was destroyed, sometimes the attempt at enhancement went poorly, which is why a psion may have drawbacks like any normal mutant. Similarly, like a mutant, psions roll 1d6 per point of CON for their hp total.

A psion is either descended from pre-collapse psions or is a psion who was previously in cryogenic storage, and like an enhanced human, these genes are recessive and psions are sometimes born to pure human communities, though rarely. *Unlike* an enhanced human, a psion uses the reaction table for a mutant human, as the distinction between a psion and a mutant is often lost even on the psion himself, and it is up to the Mutant Lord if technology (such as an android) from before the fall of humanity recognizes the character as a pure human or not, on a case-by-case basis per technology and per individual.

Most importantly, the psion shares a certain fragility with the more common form of genetically modified human. Psions do not mutate, instead potentially wasting away due to radiation sickness in the exact same way as an enhanced human (see above).

Reptoid

Hit Dice: 1d6 per point of CON

Mutations: *mental phantasm*, *plane shift*, and *vampiric field*

Reptoids are humanoid in shape, covered in lizard-like scales and with heads like that of a giant snake. They are carnivorous, and if necessary, can live on just the blood of a warm-blooded creature for an extended period of time. All reptoids have the equivalent of the mutations *mental phantasm*, *plane shift*, and *vampiric field*, but these powers are actually natural to the species. Reptoids receive +2 to their STR, INT and WIL, but because they are actually cold-blooded, they receive a -2 penalty to all saving throws for cold or heat based attacks. There is some sort of natural antipathy between reptoids and brain lashers, such that reptoids gain a +2 bonus to any attack, mental or physical, against a brain lasher. Reptoids use the same reaction table as mutant animals, so long as their true form is visible; some use their *mental phantasm* to appear human. Most importantly, reptoids do not mutate, instead potentially wasting away due to radiation sickness like an enhanced human (see above).

Some reptoids and non-reptoids claim that the reptoids were once the secret masters of the Earth, visitors from another dimension that quietly turned humanity into its slaves long before the fall of civilization, now reduced to the same primitive state as everyone else. The same folk also say that the reptoids forgot how to return to their home world centuries ago, even using their native *plane shift* power, stranding them on the planet they ruled. It is up to the Mutant Lord to decide if these claims true or not. Maybe the end of humanity's technological ascendance was the result of a rebellion against the reptoids.



If the reptoids once secretly (or openly) ruled the world that fell, any technology, such as certain androids, that only work for or work well on pure humans will treat reptoids in the same way as pure humans. The Mutant Lord might even want to give a +2 bonus to any attempt by a reptoid to appear human using *mental phantasm*.

Rotter

Hit Dice: 1d6 per point of CON

Mutations: *bizarre appearance* (looks like a corpse), *pain insensitivity*, and additional problems and abilities (see below)

When a pure human is exposed to a lethal dose of radiation, sometimes, on very rare occasions (less than 3% of the time), instead of dying, they are turned into a rotter. Their hair falls out, their skin falls off and their flesh becomes slightly necrotized, though only on the surface for the most part. In other words, they look like walking corpses, when in fact they are living beings just like any other and can be killed the same way as any human. They need to eat, sleep, and breathe like any normal human.

There are many disadvantages to being a rotter. Looking like a walking corpse is the equivalent of *bizarre appearance*, and all rotters suffer from *pain insensitivity*. All rotters are sterile; this is not a mutation that breeds true, or, really, can be bred at all. Rotters are more frail than pure humans; when a pure human becomes a rotter, they lose all related ability bonuses, and must re-roll their maximum hit points at 1d6 per point of CON. The frailty also means rotters are slow, using the speed of the next lower category on the encumbrance table (minimum turn movement of 10'), or, if not using the encumbrance rules, possessing a 90' turn movement. Rotters have a -3 penalty to CHA (minimum 3) and a penalty of 4 to reaction

rolls, except when encountering other rotters and mutant plants; the latter treat them as mutant humans. Rotters react to non-rotters like pure humans would.

There are some advantages, however. First, they are immune to disease, and gain +4 to saving throws against poison and other toxins. They are ageless, in that if not killed, they will not die of old age, though most rotters that became what they are during the great calamity don't remember much from that time (unless the ML says otherwise). Most importantly, they heal in the presence of radiation. When forced to make a radiation saving throw, if they succeed in making the save, they take no damage. If they fail the save, however, they **heal** the amount of damage they would have normally taken, up to their maximum hit points. If a rotter stays in a highly radioactive area for a very long time, the ML may choose to grant them the equivalent of the *regenerative capability* mutation for as long as they are there.



Serpent Noble

Hit Dice: 1d8 per point of CON

Mutations: *evil eye* (see below)

Serpent nobles look identical to pure humans, and might even think that they are pure or mutant humans. All serpent nobles are granted +3 to CHA, which allows for the possibility of a 21 CHA. Though they can and do eat normal food, if necessary, a serpent noble can live on just the blood of a warm-blooded creature for an extended period of time. Serpent nobles take damage from radiation like any other character, but they never mutate as a result of radiation exposure; like pure humans, serpent lords have evolved immunity against this effect. Even with a DNA scan, technology from before the fall of civilization will view a serpent noble as a pure human, and pure humans always react to them as if they were pure humans, even if they have reason to know better. Others react to them as a pure human, or else as a mutant human if their *evil eye* ability is known.

The reason serpent nobles are treated so well is there is something hypnotic about them, particularly their eyes, which is reflected in their unique mutation / natural power *evil eye*. By using the *evil eye*, once per day serpent nobles can transform their eyes into a snake-like form with hypnotic properties. At no further away than 15 feet, up to to 8 HD of creatures that can see the noble's eyes, or any single creature with less than 13 HD (or 13 CON) who likewise can see those serpent-like eyes, are forced to save versus stun attacks or fall into a hypnotic trance for 2d4 rounds. Victims may be ordered to commit any act that is not suicidal, up to and including attacking friends.

The term "serpent noble" comes from the *evil eye* ability, and from those who

believe reptoids (see above) once ruled the earth before the fall of man. The claim of such people is that serpent nobles are humans crossbred with reptoids, cultivated in noble bloodlines to rule at the pleasure of their reptoid masters. As with the reptoids themselves, it is up to the Mutant Lord whether this is true in any way. In fact, the ML may choose to use this race without using the reptoids at all! Perhaps the reptoids are a myth of the serpent nobles, or perhaps no one tells those stories in a ML's particular Mutant Future...



APPENDIX: More Mutants and Mazes

Want to convert these races to the standard *Labyrinth Lord* ruleset? This is easy enough, but first it's important to review the basics of the "Mutants & Mazes" section of the *Mutant Future* rulebook.

Mutants & Mazes turns mutants and replicants into *Labyrinth Lord*-style racial classes. Because androids don't "grow" like organic beings do, this takes androids (aside from replicants) off the table in a Mutants & Mazes game. Regarding the races in this supplement, this means the Ender and the E9000 are off the table as well.

Instead of getting a bunch of attribute bonuses, pure humans pick a class, as per *Labyrinth Lord*. The fighter and thief classes fit the wastelands pretty well with little adaptation. In this situation, however, there is no real difference between a pure human and an enhanced human, so that's off the table as well. Optionally, if someone wants to play an enhanced human and radiation is still a concern, the Labyrinth Lord might allow a player to pick a class as normal, with a +3 to any one attribute in return for being susceptible to the deadly form of radiation sickness outlined for enhanced humans above.

This leaves several racial classes based on the remaining races in this supplement, however. As per *Mutant Future*, all of these races use the experience table on p. 146 of *Mutant Future*, gain level bonuses as per p. 14 of *Mutant Future*, and advance in saves as fighters do.

Keep in mind that some mutations only become usable once one reaches a certain level.

Physical descriptions for all these races are in the previous section, and not repeated here.

If a given Mutants and Mazes game has radiation, see also the previous sections for how radiation affects these races.

Evolved Human

Requirements: None

Prime Requisite: WIS (aka WIL)

Hit Dice: 1d8

Maximum Level: 9

Evolved humans roll or choose (Labyrinth Lord's discretion) one class 2 beneficial mutation, one class 3 beneficial mutation, and one class 3 mutation drawback. All mutations, beneficial or drawback, are mental; evolved humans do not start with any physical mutations at all.

Optionally, in addition to the mutations already mentioned, the Labyrinth Lord may allow the player to roll 1d6 for a potential additional mutation:

[1-2] character also has *empathy*

[3-4] character also has *neural telepathy*

[5-6] no additional mutation

Psion

Requirements: None

Prime Requisite: WIS (aka WIL)

Hit Dice: 1d6

Maximum Level: 9

Psions select or roll for (Labyrinth Lord's discretion) one class 3 beneficial mutation, three class 2 beneficial mutations, and one class 3 mutation drawback. All mutations, beneficial or drawback, are mental; psions do not start with any physical mutations at all.



Goliath

Requirements: STR 12, CON 9
Prime Requisite: STR
Hit Dice: 1d10
Maximum Level: 9

All goliaths have the *gigantism* mutation, and are immune to disease. When using *Labyrinth Lord*, goliaths have no particular immunity or susceptibility to poison.

Grey

Requirements: WIS 9 (aka WIL 9)
Prime Requisite: WIS (aka WIL)
Hit Dice: 1d6
Maximum Level: 2

All greys have the *dwarfism*, *empathy*, and *neural telepathy* mutations. Greys get a +2 to their mental attack rolls when using their *empathy* power to inspire fear.

Loonar

Requirements: STR 12, CON 9
Prime Requisite: STR
Hit Dice: 1d10
Maximum Level: 9

All loonars have the *chameleon epidermis* and *gigantism* mutations, as well as a single class 3 mental drawback. When using *Labyrinth Lord*, loonars have no particular immunity or susceptibility to poison.



Reptoid

Requirements: WIS 9 (aka WIL 9)
Prime Requisite: WIS (aka WIL)
Hit Dice: 1d4
Maximum Level: 12

Reptoids have a -2 penalty to all saving throws for cold or heat based attacks. Reptoids gain a +2 bonus to any attack, mental or physical, against a brain lasher. All reptoids have the *mental phantasm*, *plane shift*, and *vampiric field* mutations and, starting at first level, can live on just the blood of a warm-blooded creature for an extended period of time in addition to or instead of regular food.



Rotter

Requirements: None

Prime Requisite: STR

Hit Dice: 1d6

Maximum Level: 12

Looking like a walking corpse is the equivalent of the *bizarre appearance* mutation, and all rotters suffer from the *pain insensitivity* mutation. Rotters are slow, using the speed of the next lower category on the encumbrance table (minimum turn movement of 10'), or, if not using the encumbrance rules, possessing a 90' turn movement. Rotters are immune to disease, and gain +4 to saving throws against poison and other toxins. They are ageless, in that if not killed, they will not die of old age.

Since healing in the presence of radiation is the main advantage of playing a rotter, rotters are only appropriate in games where radiation exists, or a similar hazard (wild magic storms, perhaps) can be substituted. In a game with radiation, when forced to make a radiation saving throw, if they succeed in making the save, they take no damage. If they fail the save, however, they heal the amount of damage they would have normally taken, up to their max HP.

Serpent Noble

Requirements: None

Prime Requisite: WIS (aka WIL)

Hit Dice: 1d8

Maximum Level: 12

A serpent noble can live on just the blood of a warm-blooded creature for an extended period of time, instead of or in addition to regular food. Once per day serpent nobles can transform their eyes into a snake-like form with hypnotic properties. At no further away than 15 feet, up to to 8 HD of creatures that can see the noble's eyes, or any single creature with less than 13 HD (or 13 CON)

who likewise can see those serpent-like eyes, are forced to save versus Petrify or Paralyze (aka Stun Attacks) or fall into a hypnotic trance for 2d4 rounds. Victims may be ordered to commit any act that is not suicidal, up to and including attacking friends. Both abilities are available at first level.



ADORABLE APPENDIX

Barring extreme circumstances, all Ivanhoe Unbound products for *Mutant Future* will contain statistics for at least one adorable, but dangerous, creature.

Kill-Kitten

No. Enc.: 1 (1d3)

Alignment: Neutral

Movement: 120' (40')

Armor Class: 5

Hit Dice: 7

Attacks: 3 (2 claws, bite)

Damage: 1d3/1d3/1d6

Save: L3

Morale: 6

Hoard Class: VII (shiny, jangly things preferred)

These creatures appear as giant kittens, ranging up to 10 feet long (not counting the tail) and 5 feet



at the shoulder. Despite their size, there is no doubt they are kittens, due to their relative head-body proportions and their behavior, in that they display the typical playful, distractible behavior associated with young domestic cats. However, as they are carnivorous predators, their play can be just as dangerous as any attack in earnest. When the kitten is bigger than a person, it doesn't matter if the bite is "playful."

There are some mitigating factors to the danger these creatures pose. First, kittens are skittish. If the morale check rules are in effect, in addition to the usual morale checks, one of these huge kittens makes a morale check when it falls to half its hit points. Second, so long as a kill-kitten has not failed a morale check or taken more than half its hit points in damage, there is a 10% chance per round

of strenuous activity (non-cumulative) that the kitten will simply fall asleep on the spot, tho if the kitten is not hurting anyone or being harmed, that can be shifted to 10% per *turn* of strenuous activity at the Mutant Lord's option. The kill-kitten remains asleep for 1d4 turns or until woken. Third, every time a shiny thing or a rope-like item is thrown and/or made to move (wiggled) within sight of the bumbling monster, there is a 10% chance the will start attacking *that* rather than whatever it was attacking before, though once any movement stops, there is a 50% chance the kill-kitten will get bored and return to what it was doing before. The other 50% of the time, even after the object's movement has stopped, the kitten will continue to bat the item around and chase it. On a related note, a kill-kitten will *always* chase the red dot created by a laser sight or similar device.

Kill-kittens have one other defense mechanism other than their size. If they fail a morale check or are otherwise frightened, they release soporific dander from their skin. Anyone within 30' of the creature must save versus poison or fall asleep for 2d4 rounds, during which time the kill-kitten will attempt to escape.

These creatures nest in caves and any other place where they can stay somewhat warm and dry, but even in those places, no one has seen the adult form of these creatures. In the rare case where a kill-kitten has been taken captive, it has always refused to eat and died a few weeks afterward. Some theorize they have no adult form at all, and are being produced by some sort of "kitten hive" deep in the wastelands.

Mutations: gigantism, toxic weapon



Author's Endnotes

I like to mention my influences, to give credit where it's due, even if it might seem "obvious" to others. So, in semi-alphabetical order, kinda-sorta in groups...

The Enhanced Human and the Psion come from... Everywhere? The idea of genetically modified humans, and the concept of psionic humans, have been in science fiction since before I was born. In recent memory, off the top of my head, the telepaths in *Babylon 5* are an example of the latter and an example of the former is Dr. Julian Bashir in *Star Trek: Deep Space Nine*. Personally, I think I may even have first encountered the concept of psionics as a fluke, mutation-like power in the advanced first edition of a game that rhymes with "Truncheons and Flagons."

The Ender and the E9000 are inspired by the 1984 film *The Terminator* and its 1991 sequel, *Terminator 2: Judgment Day*. Though very little of those time-travel films happen in their nuclear-blasted future, they're still great *Mutant Future* inspiration. I wouldn't call them masterpieces, but they're great fun.

The idea that humanity is going to evolve into beings with giant brains and giant heads to keep them in goes back to countless pulp science fiction stories and illustrations. I am somewhat ashamed to admit I first encountered the concept as a child watching a cartoon episode entitled "The Brain Machine," which was part of *The All-New Super Friends Hour*.

The Goliaths, Loonars, and Rotters are based loosely on the Super-Mutants, Nightkin, and Ghouls in the classic *Fallout* series of video games. War never changes, but if you're a fan of the post-apocalyptic genre and haven't played at least one of the *Fallout* games, you need to make some changes in yourself. I can't recommend the *Fallout* games enough.

As aliens go, the Greys have been part of modern UFO lore since the 1980s. When most people imagine an extraterrestrial anal probe, they imagine a grey holding the thing. Since rumors of grey-human crossbreeds are pretty common (and featured in some of the DLC for *Fallout 3*) and because the greys have big heads, it seemed natural to roll that concept in with the evolved humans. Two possible plot threads in one race!

Speaking of modern lore, one of the silliest modern conspiracy theories is the one advocated by David Icke, which posits lizard men from another planet and/or another dimension are controlling modern humanity with descendants of human/reptoid crossbreeds. Since *Mutant Future* is home to many silly things, including spidergoats, I figured the Reptoids and what I call Serpent Nobles would be right at home there. By the way, using the terminology I coined here, under Icke's theory, both Barack Obama and George W. Bush are serpent nobles. If you actually look up David Icke's theories, please note I actually had to reduce the power of the reptoids and serpent nobles a bit for reasons of game balance! The reptoids, as well as the greys, show how sometimes you can't make up something stranger than what some people actually believe.

As for the Kill-Kitten, well, I'm getting a kitten soon. I was thinking how their odd behavior, particularly their tendency, when tired, to fall instantly asleep in the middle of an action, is more chaotic than anything out of a 1970s role-playing game. Also, go to Google and try this search string: "bunny mother scenes from a multiverse"



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