

DEVILANT DATABASE

A Compendium of
Mutants and Miscreants
Discovered in
THE SAVAGE AFTERWORLD

By Tim "Sniderman" Snider
With Illustrations by Jeremy Pea,
Colin Chapman, and "Atomic Ray"



DEVIANT DATABASE

A Compendium of
Mutants and Miscreants
Discovered in
THE SAVAGE AFTERWORLD

By Tim "Sniderman" Snider
With Illustrations by Jeremy Pea,
Colin Chapman, and "Atomic Ray"

Mutant Future™ is copyright 2008, Daniel Proctor and Ryan Denison. Mutant Future™ and Mutants & Mazes™ are trademarks of Daniel Proctor. These trademarks are used under the Mutant Future™ Trademark License 1.1 available at www.goblinoidgames.com. Deviant Database is copyright 2012, Tim Snider, The Savage AfterWorld, www.savageafterworld.com. All artwork within is copyrighted by its respective artist who retains all rights to his respective work. All artwork is used with permission of the original artist. Cover artwork © 2012, Rick Hershey. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage and retrieval system without written permission from the author, except for the inclusion of brief quotations in a review. TSAW 01

DEDICATION

This book is dedicated to my three favorite mutants: Chris (my wife), Trixi, and Lily. It may not be my "Great American Novel," but it's a start.

INTRODUCTION

Some may think that this book started life as a series of posts at my post-apocalyptic RPG blog, The Savage AfterWorld (www.savageafterworld.com). Wrong. Way back in 1983, High School Sniderman cobbled together a notebook filled with RPG monsters of his own design, complete with unbalanced stat boxes, overpowered abilities, and poorly drawn sketches. That notebook, titled "Weird Works," sits next to me as I hammer out this Introduction.

You see, my favorite part of any role-playing game is pouring over the various monsters, creatures, and mutants within its pages. The first RPG book I ever bought was the original AD&D "Monster Manual," and I recall skipping school to pick up the "Monster Manual II" on release day. What can I say? I'm a sucker for every manual, folio, catalog, and compendium released for my favorite RPGs.

I started The Savage AfterWorld with the purpose of creating supplemental material for Goblinoid Games' "Mutant Future" RPG with a focus on the twisted creatures that roamed the blasted earth. I never thought I'd accumulate enough to fill a "monster manual" of my own. When it seemed I had enough for "Weird Works II," I set about compiling them all, reworking them as needed, and asking some of the members of the Goblinoid Games' forums to help out with the artwork. You now hold the end result in your hands. (Or you're looking at it on-screen, depending on your preference.)

I decided to name this inaugural effort "Deviant Database" in keeping with the alliterative titles of other such collective works as "Monster Manual," "Fiend Folio," "Creature Catalogue," and "Mutant Manual." Plus, I liked the imagery of a computerized database compiled by a long-forgotten biologist that was somehow discovered and accidentally accessed by your rag-tag team of future mutants.

All of the apocalyptic aberrations within are of my own design, although some have been inspired by folklore, legend, Internet memes, and, yes, a certain '80s cartoon barbarian. In fact, two or three of these creatures crawled out of that earlier 1980s notebook, demanding to see the light of day once more. Be sure to sic 'em on your PCs for me. They'd appreciate the carnage after 30 years of inaction.

Your Friendly Neighborhood Sniderman

ARMORED DILLO
ATOMICOW
BEARSHARKTOPUS
BLOOD HOUND
BOULDEROID
BRAIN LORD
BRAINDEER
BUZZERD
CARNIVOROUS CAVE
DEER
CAW-CAW
CHATTERER
CHEETAHPEDE
CHRONOPHAGE
CORTELLA
CRABHEMOTH
CROCOTINAE
CRUMBLE MOLD
CYCLOPEAN
DAGGERHARE
DODO-LEECH
DRAGONFIRE
DROPBEAR
EATER BUNNY
FAKER
FEAR FEEDER
(BOOGEYMAN)
FELOID
FLAMEWHALE
FLESHMELT
FLYNOCEROUS

FUR SERPENT
GALLOWS
GAMMA HARE
GATOROID
GLASS PLASM
GLUEWORM
GLUVBLUME
GREAT WHITE GULL
GRINDHOG
GRIZZLY BOA
GUARDBARK
HEADSORB
HUMMINGOAT
HYDROID
ICE WOLF
JACKET
JAGUIRREL
LASER BEAR
LAZARMS
LEATHERWING
LECTRIC BUG
LEPERKAHN
LIZZORSE
MAIRCAN IGGLE
MARSH HULK
MECHANIBAL
MEDUSAWEED
MOLTEN FIEND
NANOMITE SWARM
NECROBEAST
OCEANBROOD

OCTOSHARK
PARASCREECH
PFRTZ
POLONIUM IVY
POZZUM
PROMETHEOID
PSYETI
PUMPKING
QOYL
RATTLING
SALVO
SCHLEPROCK
SCURRIER
SEABEAST
SHRIKE
SKUNKAPE
SKWIRM
SKY DRAGON
SLIMENOID
SOULRIDER
SPIDERLING
SYNCHECHO
TASER THISTLE
TICKULA
TIGRANHA
URSINE GOBBLER
VITOSSEIN
WOLF-APE
WORM BURNER
WUUDCHAK
ZEBRANT

ARMORED DILLO

No. Enc.: 1d4

Alignment: Neutral

Movement: 120' (40')

Rolling: 240' (80')

Armor Class: 2

Hit Dice: 9

Attacks: 2 or 1

(claw/claw or crushing roll)

Damage: 1d12/1d12 or 2d12

Save: L5

Morale: 10

Hoard Class: VII

The Armored Dillo is a large (7' tall) bipedal mutant with thick natural armor plating and long iron-like claws. Because of its size, strength, and armor, it's sometimes referred to as a "rolling tank."

The Dillo's *natural armor* mutation bestows upon it a fairly high armor class rating, making it very difficult to injure. Its claws (*natural weaponry*) are mostly used for digging the burrows in which it lives, as well as digging up the grubs and roots it eats as its main source of food. However, these claws can be used by the Dillo in combat, doing 1d12 hit points of damage for each that hits.

The Dillo moves as fast as any other biped, but it has another mode of travel. The Dillo can tuck itself into a ball and roll along the ground at twice its normal rate of speed, as if it had the *quickness* mutation. While in this form, the Dillo can travel

uphill at its increased rate of speed without slowing down. It can also determine the best path to take, as it is not "blinded" when travelling in this manner. (It's as if it has some kind of "radar sense" when in ball form which allows it to effectively "see" the terrain and obstacles.) When in its ball form, the Dillo can also use this as a form of attack. It can ram into a PC with a crushing roll attack, doing 2d12 hit points of damage with the collision.

Dillos are found in desert and arid terrain. They are slightly above most other animals in intelligence, able to problem-solve and use tools (along the same levels as chimps and dolphins). Dillos will normally avoid any kind of confrontation, but will wade into combat without hesitation if threatened or angered.

Mutations: natural armor, natural weaponry, quickness (special form)

ATOMICOW

No. Enc.: 4d10

Alignment: Neutral

Movement: 90' (30')

Armor Class: 7

Hit Dice: 2

Attacks: Special

Damage: Special

Save: L1

Morale: 4

Hoard Class: None

The Atomicow looks like any other standard bovine beast of burden, except that it has softly glowing eyes and a slight green glow about it. They are incredibly docile and gentle creatures, but ironically they are also one of the most dangerous creatures to roam the wastelands. Due to its molecular instability from generations of exposure to radiation and toxins, there is a good chance that an Atomicow will explode with the force of a fragmentation grenade if frightened, startled, or injured.

The Atomicow is never found in the wild by itself; rather it is a herd animal found in large roving groups of 4d10 Atomicattle. These herds will be found wandering the plains, quietly grazing, mooing softly. Smart PCs may notice that the herd is surprisingly undisturbed and unhunted by natural predators.

An Atomicow is very skittish and tense, and stress or a high heart rate could trigger the Cow's *explosive reaction* mutation. If an Atomicow is startled, it has a 20% chance of exploding, atomizing the Cow and harming those who are too close to ground zero. This explosion will do 6d6 hit points of damage to all within 60 feet of the explosion. If an Atomicow is injured, it has a percentage chance of exploding equal to the amount of damage done, or 20%, whichever is higher (i.e., if it takes 30 hit points of damage from a laser shot, it

has a 30% chance of exploding; if it takes 4 hit points from a dagger, the chance of it exploding is 20% rather than the 4% from the dagger).



An exploding Atomicow is bad enough. Where the true danger lies is if nearby Cows are harmed when one explodes. When these nearby Cows are startled or injured, a potential chain reaction could be triggered. Example: The initial Cow is injured, and it explodes for 24 hit points of damage. Those Cows within 60 feet will, in turn, have a 24% chance of exploding. Any of THOSE that explode may trigger other nearby Cows. It is said that Western horizons occasionally light up from the sheer magnitude of a herd of exploding Atomicattle.

Interestingly, the meat of an Atomicow is very much sought-after as a delicacy and will fetch a hefty price from any food vendor or barterer. Of

course, the trick is how to "harvest" the meat without causing a catastrophic explosive chain reaction amongst the herd.

Mutations: explosive reaction

BEARSHARKTOPUS

No. Enc.: 1 (1d3)

Alignment: Chaotic

Movement: 120' (40')

Armor Class: 4

Hit Dice: 7 (x2, see following)

Attacks: 3 (two tentacles, bite)

Damage: 1d6/1d6/2d10

Save: L4

Morale: 10

Hoard Class: VI

The Bearsharktopus is a mutant conglomerate of three aggressive Ancient creatures: the body of a grizzly bear, the head of a great white shark, and the tentacles of a giant octopus. It is unknown whether it's a genetic experiment run amok or a result of a typical *Mutant Future* mutation. The Bearsharktopus is typically found near large fresh-water rivers and lakes where it feeds on fish and waterfowl. But the Bearsharktopus is a ravenous carnivore, so it will also feed on any living thing that ventures into its territory.

The Bearsharktopus first attacks with two tentacles for 1d6 hit points damage each. Upon a successful hit, a tentacle will grasp and crush a victim

for 1d6 hit points of additional damage on each successive round. For each tentacle that has grasped a victim, the PC suffers a cumulative attack penalty of -1. (See the Giant Octopus entry in the MF rulebook, pg. 87, for more information on tentacle attacks.) The gaping maw of a Bearsharktopus is to be feared and avoided because a successful bite attack will deal 2d10 hit points of damage to the unfortunate victim.



Because of its *increased constitution* mutation, the Bearsharktopus never tires or weakens. The Mutant Lord should also multiply the creature's hit dice roll by 2 when determining hit point totals. (For example, a hit dice roll of 35 would be doubled for a final hit point total of 70.) However, the Bearsharktopus developed without ears or a sense of hearing, so the creature suffers from the *sensory deficiency* (deafness) drawback.

Therefore, it's fairly easy to sneak up on one or avoid it. But if it spies a PC, it'll never give up until it catches and devours him.

Mutations: increased constitution, sensory deficiency (deafness)

BLOOD HOUND

No. Enc.: 2d4 (2db)

Alignment: Neutral

Movement: 120' (40')

Armor Class: 6

Hit Dice: 6

Attacks: 1 (bite, special)

Damage: 2db

Save: L4

Morale: 9

Hoard Class: None

At a distance, Blood Hounds look very similar to Rot Dogs (MF rulebook, pg. 92). However, they are much larger in size and do not seem to have the rotting stench of their smaller "cousins."

Blood Hounds have a bite that causes the victim to acquire the mutation *hemophilia* if a saving throw vs. poison fails. This mutation is similar to the mutation bestowed by the bite of a Hemofowl (MF rulebook, pg. 75) and is permanent. Blood Hounds also have *increased smell*, enabling them to pick up scents at 180 feet as well as track a victim unerringly.

Blood Hounds aren't particularly violent, but they will attack a PC if threatened, scared, or trained to do so. Blood Hounds are often kept as pets by traders and wasteland travellers due to their loyalty and fearlessness when set upon a bandit or marauder.

Mutations: toxic weapon, increased smell

BOULDEROID

No. Enc.: 1db (3db)

Alignment: Neutral

Movement: 60' (20')

Armor Class: 4

Hit Dice: 9

Attacks: 1 (fist)

Damage: 2db + 3db (strength)

Save: L5

Morale: 9

Horde Class: XIII

Boulderoids are 7-foot-tall humanoids with a stone-like outer shell. This rocky coating acts as a *natural armor*, bestowing an armor class of 4 to the creatures. However, this granite skin inhibits a Boulderoid's movements (treat as per the *slow* mutation), causing them to move only 60' per turn. They are voiceless, soundless, and seemingly without any means of communication. It is thought these creatures are driven only by instinct, though there may be a rudimentary telepathy amongst the members of a

Boulderoid "family," but this is unconfirmed.

Due to their decreased speed, Boulderoids only attack once every other round. But although slow, Boulderoids deal a lot of damage due to their *increased strength*. Their hardened fists deal 2db hit points of damage, plus an additional 3db hit points due to their strength. In other words, a Boulderoid may not hit very often, but it will deal a lot of damage when it does.



Boulderoids live deep underground in massive caves and caverns. They will always be found living near a mineral-

rich underground pool. Upon hatching from a boulder-like egg, a baby Boulderoid is carried to this pool and dipped into it. The pool's minerals instantly bond to the child's flesh, hardening it to the rocky shell unique to the Boulderoid race.

However, although it is safe for Boulderoids to come into contact with this liquid, the mineral-rich pool is incredibly dangerous for others. Anyone who so much as touches this pool (or falls into it) will be instantly encased in the same rocky, unbreakable, unmoving shell, trapped forever in the stony cocoon. Boulderoids will often set these "living statues" at the entrance of their cave complex as a warning to outsiders to stay away.

Mutations: slow mutant, natural armor, increased strength

BRAIN LORD

No. Enc.: 1

Alignment: Chaotic

Movement: 120' (40')

Armor Class: 6

Hit Dice: 13

Attacks: 1

Damage: Special

Save: L9

Morale: 9

Hoard Class: III, IV, IX, XXI

Deep in the cavernous recesses of every Brain Lasher lair (MF rulebook, page 63) is rumored to lurk their

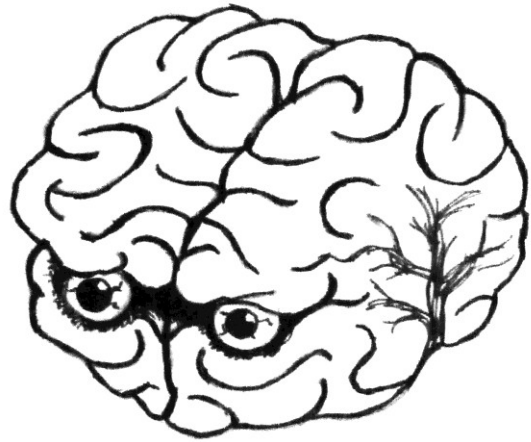
mysterious evil leader: the Brain Lord. If the Brain Lashers are the despised, feared, monstrous despots of the *Mutant Future*, then the Brain Lord is their intellectual ruler. However, there is currently no one who has ever admitted to encountering one; rather their existence is the stuff of legends and nightmares.

A Brain Lord appears to be a large (6 feet long), floating, disembodied brain with a set of glowing yellow eyes leering from the front lobe. A Brain Lord never speaks nor does it communicate with any save its Brain Lasher minions. It is usually found at the deepest, most isolated chamber of a Brain Lasher stronghold, manipulating its underlings to further the Brain Lasher agenda.

A Brain Lord has all of the same abilities as its Brain Lasher underlings, with the addition of three other abilities. The Brain Lord has developed *psionic flight*, allowing it to float about as it wishes. This ability is considered always active and requires no concentration on the behalf of the Brain Lord.

The Brain Lord is also able to use its *metaconcert* ability to mentally "link" to all Brain Lashers nearby. It uses this ability to issue commands to all at once, as well as to alert everyone to immediate dangers and threats. When triggered, all Brain Lashers within 1,000 feet will be linked to one

another, seeing and knowing what any one of them experiences. Finally, the Brain Lord can trigger a *killing sphere* once a day. All within 25 feet will immediately drop to 1 hit point. Victims must also save vs. stun attacks or be rendered unconscious for 1d10 rounds. The Brain Lord uses this ability only as a last resort if death is imminent or if escape otherwise is impossible.



Although the usual Brain Lasher lair holds 1d3 of them, a Brain Lord will only be found in larger Brain Lasher communities containing 1d12 of the creatures all beholden to the Brain Lord. It is said there is a Brain Master back on the Brain Lasher homeworld that all Brain Lords answer to, but this is the stuff of nightmare speculation.

Mutations: ancestral form, mind thrust, plane shift, possession, precognition, thermal vision, psionic flight, metaconcert, killing sphere

BRAINDEER

No. Enc.: 1dB (3dB)

Alignment: Neutral

Movement: 180' (60')

Armor Class: 7

Hit Dice: 3

Attacks: 1 (electrical shock)

Damage: 3dB

Save: L2

Morale: 5

Horde Class: None

Braindeer are large mutant deer capable of delivering deadly electric shocks. All Braindeer, both male and female, have a large set of antlers as well as eyes that grow with an eerie blue tint. The antlers constantly fire out random arcs of bluish-white electrical current, much like a Tesla coil apparatus. This is due to the Braindeer's *energy-retaining cell structure*. These arcs of electricity can be directionally "fired" by the Braindeer, doing 3dB hit points of electrical damage upon a successful hit.

Braindeer also have the mutation of *body adjustment*. Once per day, they can heal all points of damage they have taken. Also, in a life-or-death situation, the Braindeer can double its movement rate to 360' (120') for 3d10 rounds, making for a speedy escape.

Although they may seem to be fairly courageous due to their offensive and defensive abilities, Braindeer are

very skittish when around primitive firearms. They have a *phobia* of "hoplophobia," a fear of firearms, perhaps left over from the Ancient years when they were hunted for sport and food.



If a Braindeer hears a primitive gunshot or sees a primitive pistol or rifle being brandished, they will use their *body adjustment* mutation and, with their movement doubled, will take off in a panic. Oddly, they will not react this way to handheld weapons (clubs, spears, etc.) nor to futuristic weaponry.

Mutations: energy-retaining cell structure, body adjustment, phobia (primitive guns and gunfire)

BUZZERD

No. Enc.: 2d4 (2db)

Alignment: Chaotic

Movement: 120' (40')

Armor Class: 6

Hit Dice: 7

Attacks: 1 (weapon)

Damage: As per weapon

Save: L4

Morale: 8

Hoard Class: VII

Buzzerds are wingless, long-necked, bird-like bipeds who are fairly strong and fearless. However, Buzzerds have no real motivation or drive of their own, preferring to follow the orders of a strong charismatic leader. Because of this blind loyalty, Buzzerds are often found working as lackies for a local baron or overlord.

Buzzerds do not have wings or any other ability to fly, although they have the face, beak, and feathers of an Ancient avian carrion eater. They are never found without their backpack where they keep all of their valuables. (It is thought that the backpack also helps hide whatever vestigial stumps remain of what were once their wings.)

Buzzerds have the mutation of *shriek*, preferring to let loose with a bloodcurdling scream when they enter battle. Buzzerds can be found using any kind of weapon, although, when trying to accumulate slaves for its master, they prefer to use a man-catcher. This large fork-like polearm

ends in a large claw-like apparatus and is used to snare, entrap, and otherwise capture a victim.



On a successful hit, the man-catcher has ensnared a victim. If three or more Buzzerds ensnare the same target, that victim is immobilized.

Buzzerds feed only on dead and decaying carrion. Those employed by an overlord may very well work for the "scraps" left behind after the baron's minions are finished with an opposing village or defiant opponent.

Mutations: shriek

CARNIVOROUS CAVE DEER

No. Enc.: 1d4 (1db)

Alignment: Neutral

Movement: 180' (60')

Armor Class: 7

Hit Dice: 4

Attacks: 2 (butt, bite)

Damage: 1db/1d4

Save: L2

Morale: 8

Hoard Class: None

Certainly one of the more frightening underground dwellers for a future mutant to encounter, the Carnivorous Cave Deer lurks deep in the recesses of the earth, watching and waiting for victims to enter its lair.

Cave Deer attack with a head butt for 1db hit points of damage, followed by a toothy bite for 1d4 hit points. Attackers need to be wary when making contact with a Cave Deer because they are hairless and coated with a thick *dermal poison slime*. This poison is Class 4, doing 4db hit points of damage if a save vs. poison fails (half-damage if the save is successful). A Cave Deer lair is doubly dangerous, as the walls and floors are also coated with this poisonous slime, making it a very dangerous chamber to enter.

Cave Deer have adapted well to the dark recesses of the caverns. They are able to see very well using their *thermal vision* and *night vision* mutations. They prefer to lurk in the

shadows and recesses, attacking a victim from behind. Cave Deer also have the *empathy* mutation, preferring to instill blind terror in their victims. While the victim is racing around in a panic (or, better yet, cowering in a corner), the Cave Deer will strike.

Mutations: thermal vision, night vision, dermal poison slime, empathy

CAW-CAW

No. Enc.: 1 flock (consisting of 1d100 Caw-Caws)

Alignment: Neutral

Movement: Fly: 140' (60')

Armor Class: 7

Hit Dice: Hit points equal to No. Enc.; HD = HP/5, rounded up

Attacks: 1 (multiple pecks)

Damage: 1d12

Save: L2

Morale: 7

Horde Class: None

The Caw-caw is a miniature version of the common crow or raven. It is a small black bird, 4 inches in wingspan, about the size of a large butterfly. The Caw-caw gets its name from the "caw-caw" call it makes. A single Caw-caw by itself is hardly a threat. However, the Caw-caw always travels in an insect-like swarm. The birds stay in constant contact with each other through its *metaconcert* mutation. For all practical purposes, the Mutant Lord should treat a Caw-caw flock as

one large entity consisting of 1d100 individual Caw-caws.

When attacking, a Caw-caw flock will engulf a victim in a swirling mass. The numerous pecks of the many Caw-caws will do 1d12 hit points of damage. Because each Caw-caw has only 1 hit point, the entire flock's hit point total is equal to the number encountered.

Because they travel in a tight mass, a successful hit will "kill" as many Caw-caws as the amount of damage rolled. (For example: A flock of 30 Caw-caws is hit for 6 hit points of damage. Six are killed, and there will be 24 Caw-caws remaining in the flock.) When rolling for their attack, take the Caw-caws' current hit point total and divide by 5, rounding up, for their HD "total." Therefore, a flock of 40 Caw-caws will attack as an 8 HD creature. If a party kills 15 of them during a round of combat, the flock will be down to 25 hit points and will attack as a 5 HD creature during the next round of combat.

Because of the strong mental unity of these birds, the flock has the ability to "bounce" mental attacks back upon an attacker through a form of *mind reflection*. It is not a wise idea to try to drive them off with mental abilities because this could be disastrous for the PC. Caw-caws live as one unit in large trees or in multiple ground nests. If a PC sees a

large mass of small black birds approaching, it's best to hide and wait for them to pass. There's a reason a flock of Caw-caws is referred to as a "murder."

Mutations: *mind* *reflection,*
metaconcert

CHATTERER

No. Enc.: 1d4

Alignment: Neutral

Movement: 120' (40')

Armor Class: 4

Hit Dice: 9

Attacks: 3 (bite, two claws)

Damage: 1d8/1d10/1d10

Save: L5

Morale: 9

Hoard Class: VII

Getting its name from the clicking and clacking it makes with its claws and mandibles, the Chatterer is a giant mutant beetle with an incredibly heavy exoskeleton. They are normally found in caves and other underground caverns, preferring to leap out of the darkness to surprise a victim.

The Chatterer attacks with its two giant pincer claws, grabbing and crushing a victim for 1d10 hit points of damage. They may also lift a victim to its mouth, biting them for an additional 1d8 hit points. It is very difficult to successfully attack a Chatterer as their *natural armor* is nearly impenetrable. However, they are

very adverse to fire and will take an extra 1d6 hit points of damage whenever they come into contact with it or are attacked with fire. Chatterers have only an insectoid intelligence and cannot be trained or otherwise tamed. They attack by instinct only. Some bandits have been known to trap a Chatterer, letting it get nice and hungry before releasing it onto a foe. Chatterers have also wandered into villages, attacking and consuming the weak and the small before being driven out by the villagers. A rampaging Chatterer is a dangerous creature to contend with.

Mutations: natural armor, epidermal susceptibility (fire)

CHEETAHPEDE

No. Enc.: 1 (1d3)

Alignment: Neutral

Movement: 350' (150')

Armor Class: 4

Hit Dice: 4

Attacks: 1d4 (bite, up to 3 claws)

Damage: 1d8/1d6/1d6/1d6

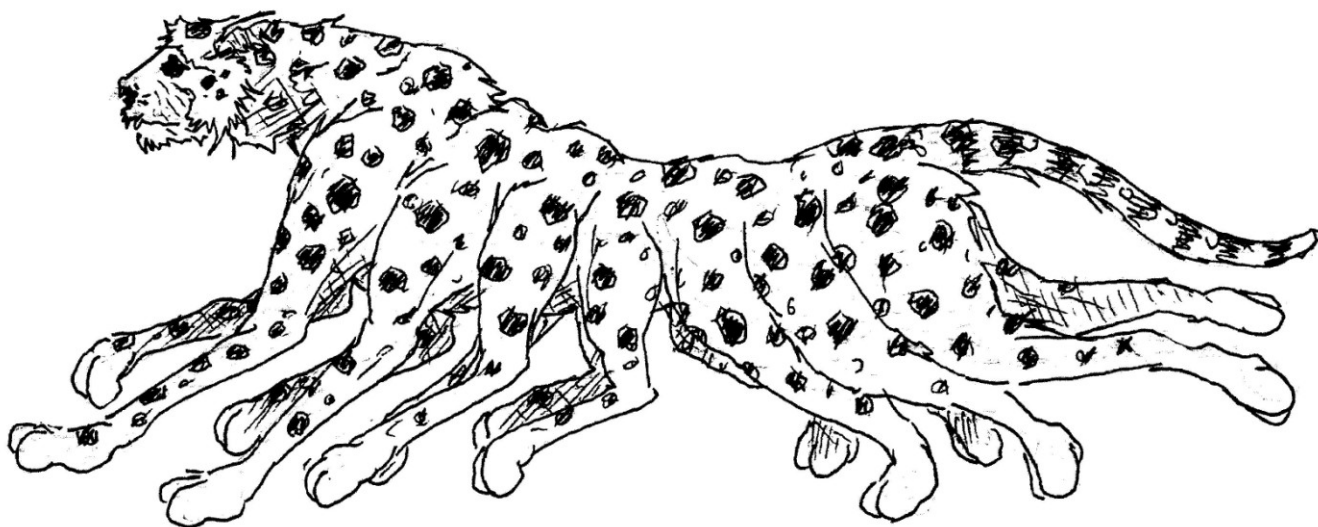
Save: L2

Morale: 8

Hoard Class: VI

The Cheetahpede (pronounced CHEE-tah-peed) belongs to the family of Large Cats (MF Rulebook, pg. 65) albeit with one very obvious mutation. The Cheetahpede has 7 pairs of legs, making it one of the fastest land animals in the *Mutant Future*. In an open, flat area, Cheetahpedes can move at speeds slightly over 100 MPH. Outrunning a Cheetahpede on foot is impossible. A character's odds are only slightly better if in a vehicle. A Cheetahpede will always give chase if an opponent runs away, so it's best to not engage one.

If a Cheetahpede attacks, it should be noted they have a large number of claws potentially available. The



Mutant Lord should roll 1d4 at the beginning of each combat turn for the Cheetahpede. If a 1 is rolled, the Cheetahpede will only bite for 1d8 hit points of damage if successful. If a 2 to 4 is rolled, the first attack will be a bite, and the remaining 1 to 3 attacks will be claw attacks for 1d6 hit points of damage each.

Cheetahpedes are normally found in large, open, grassy areas such as plains or savannahs. They do not hunt in packs, preferring to hunt individually. However, a den of Cheetahpedes could hold up to three of the creatures.

Mutations: aberrant form (extra limbs)

CHRONOPHAGE

No. Enc.: 1d4 (2d4)

Alignment: Neutral

Movement: 90' (30')

Fly: 150' (50')

Armor Class: 5

Hit Dice: 3

Attacks: 1 (bite)

Damage: 1d10 plus special

Save: L3

Morale: B

Hoard Class: None

A Chronophage ("Time Eater") is a large (1-foot-long) locust-like insectoid with large glassy red eyes, sharp teeth, and a hard green shell-like exoskeleton. They are able to fly fairly well due to their *complete wing*

development and their *natural armor* makes them harder to injure. However, unlike a locust that eats plantlife and crops, the Chronophage devours time.

A Chronophage consumes temporal energies, causing objects and creatures to wither and age as its "future potentiality" is absorbed by the creature. A Chronophage activates its *temporal absorption* ability in one of two ways. A Chronophage can absorb temporal energy by making constant contact with an object or creature. This "passive" absorption is very slow as the Chronophage may not move while feeding. For every 48 hours a Chronophage feeds in this manner, it will absorb 10d10 years of the object's temporal energy, aging the object in a similar manner. It usually does this with inanimate objects or unconscious creatures. Because of this, the area around a Chronophage lair will seem more aged and decrepit as all of the trees and plantlife will be dead and brittle, stone will be crumbling to rubble, ruins will be particularly hazardous, and dusty skeletons of animal life will be found. A few months of exposure will age the area by centuries.

A Chronophage can also feed more directly by latching onto an object with its toothed mouth during combat. Upon a successful bite attack, a PC will need to make a save vs. death. Failure means that the Chronophage has

absorbed 2d10 years of the victim's temporal energy, aging him by that amount. A lone PC who stumbles into a Chronophage nest may find himself dying of old age within minutes.

If a PC has been aged by a Chronophage, it is suggested that the PC be penalized for extreme aging. If a PC is aged by 30 years, he should roll another save vs. death. Failure means that he suffers a catastrophic shock to the system and dies of age-related causes (stroke, heart attack, etc.) This save vs. death should then be rolled for every additional 10 years of "aging damage" thereafter. (The Mutant Lord should determine if a PC dies of old age in extreme cases, say, if a Chronophage ages a victim by 60 years or more.) Also, for every 25 years aged, a PC should suffer a permanent -1 penalty to his STR and DEX scores.

Mutations: temporal absorption, complete wing development, natural armor

CORTELLA

No. Enc.: 1 (1d4)
Alignment: Chaotic
Movement: None
Armor Class: 8
Hit Dice: 6
Attacks: Special
Damage: Special
Save: L3
Morale: 12
Hoard Class: VII

The Cortella is a large, immobile, gooey, brain-shaped creature. It is about 5 feet from end to end and 4 feet tall at its highest peak. The Cortella (or "Brainblabla" as it's sometimes called) is often found in sterile Ancient environments, often research laboratories or medical facilities. It is immobile, usually found lying in a massive lump on the floor, although some have been found clinging to walls and ceilings. It is unknown if these mutants are the results of failed medical experiments or if the Cortella seeks out these environments for the silence and cleanliness.

The Cortella feeds primarily on the mental energies of sentient creatures, although it also can absorb and feed upon their physical forms as well. When a Cortella first "senses" a sentient being in the area, it uses its *mental phantasm* mutation to hide its presence. Thus disguised, it then uses the mutation to make the area more appealing and attractive to the victim; they may see Ancient artifacts scattered about or food and water if they are hungry. Whatever appeals to the victim at that moment is seen in their "mind's eye."

Once they are lulled into a false sense of security, the Cortella will then use its *possession* mutation to take control of the nearest victim. Unless stopped, the victim will approach the Cortella and plunge their

head directly into the fleshy mass. The Cortella will begin absorbing the victim, both mind and body, for 3d10 hit points of damage per round until completely consumed.

Other PCs can try to pull the victim from the Cortella, but if interrupted or attacked, the creature will turn its *possession* mutation onto another creature, using them to attack the would-be rescuers. (For all of the Cortella's mental attacks, assume the creature has an average WIL of 14.) If the illusions are detected or if the Cortella's mental link is broken, it is fairly powerless as it cannot move or communicate. PCs may find some miscellaneous coins and trinkets scattered about the Cortella, the remnants of the Cortella's earlier victims.

Mutations: mental phantasm, possession

CRABHEMOTH

No. Enc.: 1d2 (1d4)

Alignment: Neutral

Movement: 120' (40')

Swim: 120' (40')

Armor Class: 2

Hit Dice: 9

Attacks: 3 (two claws, tendrils)

Damage: 3db+3/3db+3/hold

Save: L3

Morale: 7

Hoard Class: None

A Crabhemoth (pronounced crab-HEE-muth) is a monstrously large crustacean descended from the Ancient species of horseshoe crab. A Crabhemoth is 20' to 40' long and protected by a hard outer shell. They are always found near large bodies of salt water, be it seas or oceans. It is as quick in the water as it is on the ground, able to swim at its normal land movement rate.

The Crabhemoth has a set of large claws it uses to attack and rend its prey. Each claw does 3db+3 hit points of damage when they hit. The Crabhemoth also has a set of writhing tendrils near its mouth that it uses to draw prey in. On a successful hit, a tendril will lash around a victim, effectively holding them, although the character can still attack if one arm is free. If another tendril successfully hits, the character is completely immobilized and will be dragged toward the Crabhemoth's claws. Only other party members will be able to free the bound PC.

Although they apparently have a low HD total considering their size, it is very difficult to harm a Crabhemoth. First of all, the Crabhemoth's shell is coated with a thin layer of a *dermal slime poison*. If contact is made, the poison will do 1db hit points of damage if a save vs. poison is failed. Even if successful, the poison will do half-damage. The creature is also capable of projecting

a *force screen* once per day. This *force screen* will take 5db hit points of damage before collapsing. Contact with the Crabhemoth is impossible until this screen is breached. Combined with an AC of 2, the Crabhemoth is a poisonous, armored, force field-protected tank.

Crabhemoths are fiercely territorial, attacking anyone who enters their area. When attacking, they will often attack who (or what) did the most damage to it, using its instinct to take care of the biggest threats first.

Mutations: gigantism, dermal poison slime, force screen

CROCOTINAE

No. Enc.: 1d4

(2d4, nest; 2d10, migratory flock)

Alignment: Neutral

Movement: 70' (30')

Fly: 140' (60')

Armor Class: 7

Hit Dice: 2

Attacks: 1

Damage: 1d8

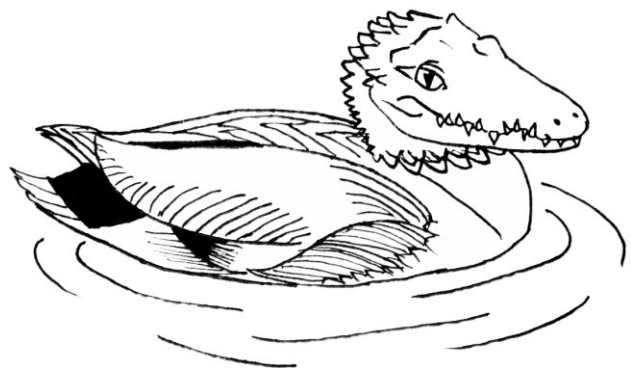
Save: L2

Morale: 7

Horde Class: None

The Crocotinae (krow-KOT-in-ay) is a small duck-like creature with the head of an alligator or crocodile. Crocotinae (also called "snapping waddlers") make their nests in swampy or marshy areas, though they have been

occasionally encountered in fresh water ponds and lakes. Brutally vicious and territorial, the Crocotinae will attack anything it views as a threat to its nest or territory. It is also carnivorous, so a hungry Crocotinae is a dangerous one. Crocotinae have developed a mental link amongst the flock. Whatever one snapping waddler sees, the entire flock sees and will react accordingly.



One particular danger: As winter approaches, Crocotinae will abandon their current nests and begin a southerly migration. These V-shaped migratory flocks contain 2d10 Crocotinae. During migration, the birds eat whatever prey they can find on route. Herd animals and wandering travelers spied by an overhead flock of Crocotinae are often later discovered stripped to the bone. If a party spies a flock overhead, they had best find cover and hide while the Crocotinae pass over.

There is a 40% chance the party will be seen by the flock if they're out in the open or caught by surprise. And if they've been seen by one Crocotinae, they've been seen by the entire flock.

and all of them will immediately swoop down to feed.

Mutations: metaconcert

CRUMBLE MOLD

No. Enc.: 1
Alignment: None
Movement: 0
Armor Class: 9
Hit Dice: 1
Attacks: None
Damage: None
Save: L1
Morale: None
Hoard Class: None

Crumble Mold appears as a featureless brown mold in a patch about a foot across. The mold is often found growing in caves and caverns or on statues, stone walls, and other stonework. It is rarely, if ever, found in an outdoor setting. Crumble Mold feels surprisingly dry and dusty to the touch.

However, Crumble Mold grows very aggressively on wood. If Crumble Mold or its spores comes into contact with a wooden surface, it will rapidly spread, encompassing 1 square foot of surface area per round (reaching a maximum area of 2d6 square feet). Once the object is engulfed or the mold reaches maximum size, the mold will begin burrowing into the wood's porous surface, leeching out most of the moisture, tissue, and cellulose.

Within a matter of 1d6 turns, the wood has been converted to a grey, brittle, fragile, balsa wood-like material. The mold dies off shortly thereafter. An Ancient house infested with Crumble Mold is a dangerous place to investigate as the unwary could drop through several floors, or even have the entire house collapse upon them.

Crumble Mold does not affect living plants and trees (or mutant plants, for that matter), and the mold and its spores cannot survive long in direct sunlight. Crumble Mold has been nicknamed "Nature's Door Opener" and will often be carried in an airtight, black jar by savvy survivalists for just such a purpose.

Mutations: none

CYCLOPEAN

No. Enc.: 1d2 (1d4)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 4
Hit Dice: 12
Attacks: 1 (hand or weapon)
Damage: 2d8 or weapon
Save: L9
Morale: 9
Hoard Class: VII

The Cyclopean is a classic giant cyclops standing nearly 30 feet tall due to its *gigantism* mutation. It is covered with matted brown fur, has a set of sharp teeth and, of course, one

large eye in the center of its forehead. Due to the lack of depth perception, a Cyclopean has a -1 to hit penalty. However, due to its size and strength, a Cyclopean gets a +2 damage bonus if it hits in combat. Cyclopeans prefer to use a club in combat. However, this club will be the size of a large log, dealing 2d10 hit points of crushing damage if it hits.

When dealing with a Cyclopean, the party will have one other advantage other than the creature's inability to see well. Cyclopeans are notoriously slow-witted with a very basic animal-like intelligence. It will become easily confused during combat, and a clever fighter will be able to use this slowness to his advantage.

One thing to avoid is being caught and lifted by a Cyclopean. If they are able to grab an opponent, 50% of the time they will immediately hurl them into the distance. Upon doing so, they will turn their attention to those who are left to fight.

Mutations: gigantism

DAGGERHARE

No. Enc.: 1d6 (2d6)

Alignment: Neutral

Movement: 150' (50')

Fly: 240' (80')

Armor Class: 6

Hit Dice: 2

Attacks: 1 (bite or stab)

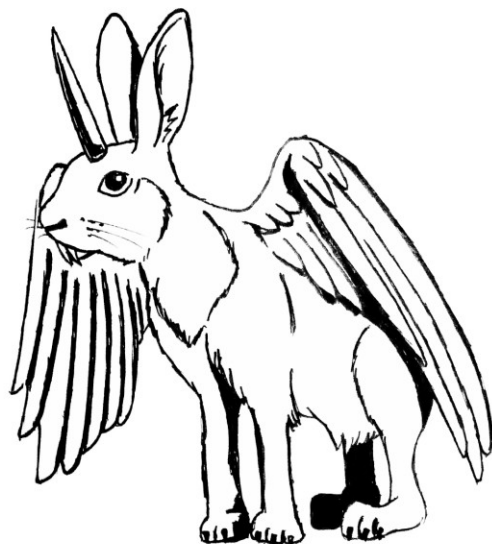
Damage: 1d4 or 1d8

Save: L2

Morale: 8

Hoard Class: None

Daggerhares are rumored to be decedents of the legendary jackalope, appearing as winged, flying rabbits with a single sharp horn growing out of the center of its forehead. They are not timid, docile creatures like their ancestors, but rather vicious, ravenous brutes.



Daggerhares are fairly agile on the ground like most rabbits. When on the ground, they will bite at its prey for 1d4 hit points of damage. But when airborne, Daggerhares are truly fast and truly dangerous.

When in flight, a Daggerhare will attempt to use its horn for a slashing attack for 1d8 hit points of damage. On a natural 20, the Daggerhare has impaled its horn into its victim where it will remain lodged until removed. A

Daggerhare cannot use its horn as a weapon when grounded.

Mutations: complete wing development, aberrant form (natural weapon, horn)

DODO-LEECH

No. Enc.: 1 (1d4)

Alignment: Neutral

Movement: 60' (20')

Fly: 90' (30')

Armor Class: 6

Hit Dice: 4

Attacks: 2 (drain blood, claw)

Damage: 1d6 per round, 1d6

Save: L2

Morale: 5

Hoard Class: None

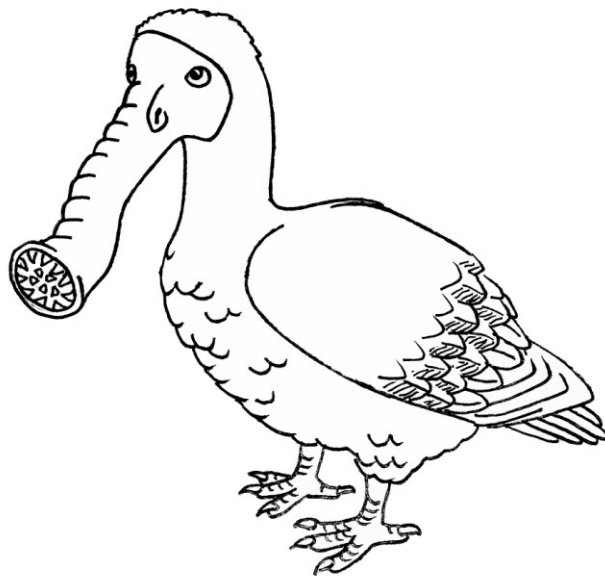
Sometimes creatures once thought extinct make a return in the world of *Mutant Future*. The Dodo-leech is an example of one such creature. The Dodo-leech is a large stout bird weighing about 50 pounds and covered with gray-white feathers. Although the Dodo-leech's ancestors were flightless, the Dodo-leech has the mutation of *complete wing development*, making it capable of flight (although it is still fairly slow in the air when compared with other large birds).

Unlike its fruit-eating ancestor, the Dodo-leech must feed on the blood of living creatures. It has developed a trunk-like appendage in place of its beak. This trunk's opening is lined with hundreds of razor-sharp needle

teeth that it uses to latch onto and drain its prey. If a PC is hit, the Dodo-leech will attach itself to the victim, draining 1d6 hit points of blood per round. Once attached, the Dodo-leech will only release its grip if it is killed or its prey has died.

Because the Dodo-leech isn't a speedy bird, it has evolved the ability to create a *mental phantasm* to confuse its enemies and trap its prey. It will use this ability to draw a weaker victim away from a party, hoping to attack the prey on a one-on-one basis.

Mutations: aberrant form (xenomorphism), complete wing development, mental phantasm



DRAGONFIRE

No. Enc.: 2d4 (3d4)

Alignment: Neutral

Movement: Fly: 150' (50')

Armor Class: 2

Hit Dice: 4
Attacks: See description
Damage: See description
Save: L2
Morale: 8
Hoard Class: None

The Dragonfire is a large (2 foot wingspan) mutated dragonfly found in actively volcanic areas as well as geothermic zones such as hot springs and geysers. A Dragonfire has red wingtips and glowing red eyes. The most striking feature is that the Dragonfire has a constant *fiery aura*, giving it the appearance of being completely engulfed in flames. Due to this blazing outer skin, the Dragonfire is difficult to get close to, giving it a form of *natural armor* as few attackers wish to get close enough to enter combat with one. Also, the aura gives the Dragonfire a natural immunity to all fire and fire-based attacks.

A Dragonfire does not physically attack a victim by biting or clawing. Rather, the Dragonfire's aura alone is enough to do damage to any who come within 5 feet of one. If a Dragonfire passes close enough to a PC, the character will take 1d10 hit points of damage unless he makes a save vs. energy weapons. Dragonfires are fairly docile, but a curious Dragonfire can inadvertently be a deadly one. And heaven help the PC who has a swarm of Dragonfires descend around him. His clothes could burst into flames. And

those grenades in his backpack should be kept cool...

Mutations: fiery aura, natural armor, reflective epidermis (fire)

DROPBEAR

No. Enc.: 1d4
Alignment: Neutral
Movement: 90' (30')
Armor Class: 7
Hit Dice: 2
Attacks: 2 (bite, claw)
Damage: 1db/1db
Save: L2
Morale: 8
Horde Class: None

The Dropbear is a vicious creature indigenous to the Ancient continent formerly known as Australia. However these large mutated koalas are now found in temperate zones throughout the *Mutant Future*. A Dropbear is a large carnivorous marsupial with savagely sharp fangs and claws. When initially encountered, a Dropbear may be mistakenly thought of as cute and cuddly, almost like a children's toy. However, when it attacks, its true savage nature is exposed.

Dropbears attack by simply dropping out of trees and onto a victim. If they hit, they will latch onto their prey with their claws and begin biting the head, neck, and shoulders of a victim. This attack method can be unsettling to the unwary. Some

travellers may think they can avoid Dropbear attacks by simply avoiding trees or by watching the branches overhead. Not necessarily so. Dropbears have developed two distinct mutations that enable them to attack in this manner almost anywhere. First, a Dropbear will use its *telescopic vision* mutation to spy on a victim. The Dropbear can see nearly 1 mile away using this ability. Once it has located its prey from a distance, the Dropbear will *teleport* to a point 6 feet above the victim's head, dropping out of nowhere and launching its attack. It has been reported that Dropbear attacks have occurred in the middle of open fields and plains.

It is rumored that simply holding a sharpened knife or stick over one's head will impale and kill an attacking Dropbear. Thus far, however, no one has lived to confirm if this deterrent works.

Mutations: telescopic vision, teleport

EATER BUNNY

No. Enc.: 1db (2db)

Alignment: Chaotic

Movement: 240' (80')

Armor Class: 7

Hit Dice: 3

Attacks: 3 (two claws, bite)

Damage: 1db/1db/1db

Save: L3

Morale: B

Hoard Class: None

An offshoot of the fairly harmless Rabboxen (MF rulebook, page 91), Eater Bunnies are just as big, but far more vicious. They first appear to be large, lumbering rabbits (about 5 feet tall at the shoulder) with a thick mane of fur covering their back haunches. Eater Bunnies are ravenously carnivorous though and will attack any other creature upon sight.

Eater Bunnies attack with their front claws for 1db hit points of damage each, and they will bite for 1db hit points of damage. Eater Bunnies have two sets of three eyes on either side of its head giving it a *360-degree field of vision*. An Eater Bunny can only be surprised on a roll of 1 on a db. Eater Bunnies travel quickly due to their powerful back legs, and they can *leap* to a height of 100 feet or a distance of 200 feet. Due to their single-minded drive to eat, Eater Bunnies have a *weak will*, giving them an effective 3 WIL in mental-based attacks/defense.

Mutations: leaping, 360-degree field of vision, weak will

FAKER

No. Enc.: 1 (1d2)

Alignment: Neutral

Movement: 30' (10')

Armor Class: 5

Hit Dice: 4

Attacks: 1 (pseudopod club)

Damage: 2db

Save: L2

Morale: 8

Hoard Class: VII

One of the more dangerous hunters that could be encountered in the *Mutant Future* is the Faker. What makes it so dangerous is that a victim usually doesn't recognize it for what it is until it's too late and the Faker attacks.

A Faker can take on the form and appearance of nearly any inanimate object using a combination of its *limited metamorph* and *chameleon epidermis* mutations. This object could be approximately 64 cubic feet in size (4 feet long x 4 feet wide x 4 feet high) though smaller Fakers have been reported. Fakers usually take the form of furniture (beds and chairs are a favorite) as well as doorways, rugs, small vehicles, etc. Once they've established their form, they'll lie in wait for an unsuspecting victim to come within striking distance or, better yet, come into contact with them.

A Faker attacks with a pseudopod "club" (actually just a blob-like extension) for 2d8 hit points of damage. However, a Faker is coated with an *adhesive secretion*, so any contact with one and the victim will find itself "glued" to the Faker. If a victim falls prey to this, the Faker will automatically hit with its club on subsequent combat rounds. The Faker can also wrap around

a glued-up victim, crushing them for 1d20 damage each round until the Faker is killed. Alcohol will dissolve this secretion.

There are two ways to distinguish a Faker from a distance. A victim may see a set of cat-like eyes blinking somewhere on the object (usually closed while it lays in wait). The other characteristic is that the object may appear to have a glossy sheen due to its *adhesive secretion* coating.

Mutations: *metamorph* (*limited*),
 chameleon *epidermis*, *adhesive*
 secretion

FEAR FEEDER

(BOOGEYMAN)

No. Enc.: 1d2

Alignment: Chaotic

Movement: 120' (40')

Armor Class: 3

Hit Dice: 6

Attacks: 2 (claws plus special)

Damage: 1d8/1d8/WIL drain

Save: L6

Morale: 11

Hoard Class: None

A Fear Feeder is a formless, shapeless mutant who feeds on fear and terror. Because of this requirement, they delight in terrorizing and tormenting children, hence the fear most children have of "The Boogeyman."

Feed Feeders are rumored to have come from another plane of existence, perhaps a miscalculated *plane shift* opened a portal to their home. Regardless, they have no real "form" on this plane. They, however, have a unique *mental phantasm* ability. They are able to reach into a viewer's mind and take on the form of what scares them the most. Ex: If a character is deathly afraid of spiders, it shall appear to be a giant spider. (This illusion manifests only as a creature/individual. If a character is afraid of heights, a Fear Feeder cannot take the form of a bottomless pit, for example.) Note that each PC will see the Fear Feeder in a different horrifying form because the illusion is mental rather than physical.

Any character seeing a Fear Feeder in this illusionary form must save vs. stun attack or be terrorized by the image. If a save is failed, the Fear Feeder will immediately use its *emotional vampirism* ability, "draining" off 2d4 hit points from the terrorized individual, who will also be frozen in fear for 3 rounds. Any who make the save will see that is an illusion, but the "real" form of the Fear Feeder will remain undefined, shadowy, and nebulous at best.

Fear Feeders attack with a claw/claw attack (even if their illusionary form does not have claws or appears with a weapon). These claws hit for 1d8 hit

points of damage. However, on a successful hit, a character must save vs. stun attack or lose a point of WIL. This WIL loss can be gained after one week's uninterrupted rest. Fear Feeders are nearly fearless themselves, hence the high morale score.

Fear Feeders have been known to kidnap children from their beds and spirit them away to some distant location where it can torment the child, feeding on his/her fear until the child is so drained and numb to the terrorizing illusions that they no longer feel anything. At that point, the Fear Feeder releases the child, emotionless, cold, and distant, with dead unseeing eyes.

Mutations: mental phantasm (unique), emotional vampirism (fear)

FELOID

No. Enc.: 1d10 (3d10)

Alignment: Lawful

Movement: 150' (50')

Armor Class: 6

Hit Dice: 8

Attacks: 3 or 1 (two claws and bite, or weapon)

Damage: 1d6/1d6/1d8 or weapon type

Save: L7

Morale: 8

Hoard Class: V

Feloids are mutant feline humanoids often mistaken for Tigrisoids (MF rulebook, pg. 87). However, whereas

Tigrisoids are mutant descendants of Ancient tigers. Feloids have descended from domesticated felines, i.e., housecats. Because of this, Feloids are slightly smaller and less courageous than their larger cousins. Because they are descended from domesticated stock, Feloids are often found working and living with humans. Feloids have also evolved without any mutations.

Feloids usually attack with whatever weapon they have on-hand, often stun batons or laser pistols. However, in close combat, they will lash out with their claws for 1dB hit points damage each and a fanged bite for 1d8 hit points damage. Feloids are fairly dexterous and cunning, though they will often retreat once combat has turned against them.

Mutations: none

FLAMEWHALE

No. Enc.: 0 (1d4)

Alignment: Chaotic

Movement: Swim: 180' (60')

Armor Class: 6

Hit Dice: 8

Attacks: 1 (bite or *flamejet*)

Damage: 1d20/2d12

Save: L3

Morale: 10

Hoard Class: None

The Flamewhale is a large aquatic creature renowned for its ferocity and

ill temper. Flamewhales are often used as guardians of underwater domains, islands, and atolls by other intelligent sea-based beings. The primary method of attack of the Flamewhale is by biting using its massive mouth of stalagmite-sized teeth. The bite of a Flamewhale deals 1d20 damage to the unfortunate victim. Also, if a natural 20 is rolled for a Flamewhale bite attack, the victim is instead swallowed whole by the whale. The victim will suffer 1dB hit points of drowning damage per round until they are either freed or they have died in the whale's stomach. Over the course of time and evolution, the Flamewhale has developed a *flamejet* where a whale's blowhole would normally be. A Flamewhale can use this *flamejet* as a secondary attack, spewing a fiery stream of magma over 50'. Anyone struck by the magma will suffer 2d12 hit points of damage from the initial burn. The magma will cling and burn for 1dB additional hit points of damage for 1d4 rounds. Water will not wash off the magma.

Flamewhales are known to attack in packs and have been known to ram watercraft, overturning any boats that happen to venture into their territory.

Mutations: unique (flamejet)

FLESHMELT

No. Enc.: 1 (1d3)

Alignment: Neutral

Movement: 150' (50')

Armor Class: 6

Hit Dice: 11

Attacks: 1 (bite)

Damage: 2d8

Save: L9

Morale: 8

Hoard Class: None

The Fleshmelt is a huge lizard-like creature found in deep underground caves and caverns. Due to its appearance, it is believed the Fleshmelt is a descendant of the Ancient Komodo dragon. It lumbers about on four legs, however, due to its size, it has a faster-than-expected movement rate. Fleshmelts are a deeply subterranean race of creatures. Due to the many generations of living in pitch blackness, Fleshmelts are completely blind, relying only on sound and smell to guide it to its prey. They have not evolved any enhanced senses, but they are fairly accurate with their other senses.

The Fleshmelt primarily attacks with a sharp-tooth-lined mouth, which it uses to bite for 2d8 hit points of damage. But the true danger of a Fleshmelt is from its *dermal poison slime*. The Fleshmelt's skin secretes the same digestive juices normally found in the stomach. (The Fleshmelt's own skin is obviously immune.) This acidic substance dissolves organic materials such as wood, plant life, and flesh. Any contact with a Fleshmelt results

in 2d8 hit points of burning acidic damage. Unless a save vs. poison is then made, this hit point loss will become permanent and should be subtracted from the PC's maximum hit point total. The PC will undoubtedly be stunned as he watches the skin and muscle wither and drip from the point of injury. It is said that the shrieks of agony coming from a dissolving victim also helps the creature locate its prey.

Mutations: sensory deficiency, dermal poison slime (special)

FLYNOCEROUS

No. Enc.: 0 (1d8)

Alignment: Neutral

Movement: Fly: 210' (70')

Armor Class: 4

Hit Dice: 7

Attacks: 1 (butt)

Damage: 3d6

Save: L4

Morale: 8

Hoard Class: None

The Flynoceros is a legless winged mutation of the common rhinoceros (MF rulebook, page 92). Just like its notorious cousin, a Flynoceros also has an ill temper and a willingness to charge and gore intruders. A Flynoceros attacks by swooping in at its full movement rate. If a PC is butted while a Flynoceros is at full speed, he will take double damage from the attack (6d6 hit points). All other

butting attacks are only 3db hit points of damage.

Because it has no legs, a Flynoceros spends all of its time in flight, never landing. It feeds, drinks, sleeps, and even mates while in flight. It is assumed that the Flynoceros has an *increased stamina* mutation allowing it to remain in flight indefinitely. If one is "grounded" during combat or by accident, it will have difficulty righting itself to take flight again, succeeding on a 1 on a 1d4 roll. If a party stumbles across a grounded Flynoceros, there will probably be others in the air protecting their fallen herdmate.

Mutations: complete wing development, increased stamina

FUR SERPENT

No. Enc.: 1d4 (1db)

Alignment: Chaotic

Movement: 60' (20')

Armor Class: 6

Hit Dice: 5

Attacks: 2 (bite, constrict)

Damage: 1d4/2db

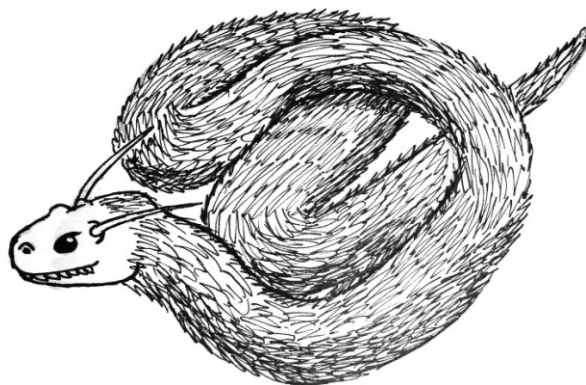
Save: L2

Morale: 6

Hoard Class: VI

The Fur Serpent is a 10-foot-long python-like snake usually found in muddy/swampy areas. The Fur Serpent is covered in a soft matted fur, and it also has a set of insectoid-like

antenna on its head. The antenna gives the Fur Serpent the mutation of *echolocation*, giving it a +2 to hit bonus in combat.



Unlike other snakes, Fur Serpents are very aggressive and will actively enter combat. Its primary form of attack is through a bite. Upon a successful hit, the Fur Serpent will deal 1d4 hit points of damage. A bitten character must then make a save vs. poison. Failure means they will die in 1d10 turns (Class 12 poisonous venom with delay). Fur Serpents also use their incredible size to wrap around and constrict a victim. If successful, it will crush a victim for 2db hit points of damage. The constriction continues on subsequent rounds.

Mutations: gigantism, echolocation

GALLOWS

No. Enc.: 1 (1db)

Alignment: Neutral

Movement: None

Armor Class: 6

Hit Dice: 6
Attacks: 4 (tentacles, strangle)
Damage: 1db/1db/1db/1db/1d12
Save: L3
Morale: None
Hoard Class: VII

A Gallows is an air-breathing, tree-dwelling cephalopod. An adult Gallows is a rather large creature, with a body mass roughly 15 feet in diameter, having between 7 and 12 tentacles (1db+6) when fully grown. Upon birth, a Gallows will drop out of the tree holding its parent and slither slowly along the ground to another nearby tree. It will then climb up into the top-most branches of its new home, entangling itself in the boughs, where it will spend the rest of its life.

Although seemingly passive, a Gallows is an aggressive hunter, using its many tentacles to "fish" for prey. A Gallows drapes and dangles its tentacles across the tree's lower branches, where they look like common vines. When a mutant gets too close or walks under the tree's branches, the Gallows will attack with 1d4 "vines," lashing out to ensnare its victim. Each tentacle does 1db hit points of damage when struck.

If a victim is successfully hit on two consecutive attacks, the second tentacle has wrapped around one of the victim's limbs, immobilizing it. The Gallows then receives a +2 bonus to hit its snared prey on future attacks.

However, a Gallows' preferred tactic is to snare its prey around the neck, pulling them off the ground until they strangle to death. On a third consecutive successful attack, the Gallows has wrapped a tentacle around the victim's throat, automatically strangling them for 1d12 hit points per round until dead. Once a victim is dead, the Gallows lifts the corpse into the tree where it begins to feed. There may be coins and small items scattered around the trunk of the tree from the Gallows' previous victims.

A small grove of vine-draped trees may be the lair of a pod of Gallows and should be avoided at all costs.

Mutations: none

GAMMA HARE

No. Enc.: 1db (1d8)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 4
Hit Dice: 9
Attacks: 2 or 1 (claws or *gamma eyes*)
Damage: 2d8/2d8 or 6db
Save: L5
Morale: 7
Horde Class: None

Gamma Hares are large mutated rabbits about the size of a fully grown adult bear. They are covered in a thick green fur and have a long lizard-like tail. Gamma Hares have thick bony plates running down their spines which

gives them extra armor protection from attacks.

Gamma Hares attack with their sharp claws for 2d8 hit points of damage for each claw that lands. However, instead of a claw attack, a Gamma Hare can opt to use its *gamma eyes* mutation, firing out a scorching ray of radiation for 6d6 hit points of damage. Gamma Hares usually walk upright, but they have developed incredibly strong haunches, giving them the ability to *leap* away from trouble. With this ability, a Gamma Hare can launch itself 100 feet straight up or 200 feet in any direction. If combat starts to turn against a Gamma Hare, it will suddenly shoot into the air and out of range of its attacker.

Mutations: gamma eyes, leaping

GATOROID

No. Enc.: 1d6 (2d6)

Alignment: Chaotic

Movement: 90' (30')

Armor Class: 4

Hit Dice: 8

Attacks: 1 (claw, bite, or weapon)

Damage: 1d8/1d10 or as weapon type

Save: L4

Morale: 9

Hoard Class: None

Gatoroids are reptilian bipeds that have evolved (or mutated) from crocodiles and/or alligators. They are covered with a thick scaly hide that

acts as a *natural armor*. They have a long reptile's tail, jet-black eyes, sharp claws, and a strong wide jaw filled with razor-sharp teeth.

Gatoroids are incredibly strong, able to lift five times their own weight with ease. Even though they look like they come from a watery and/or swampy area, Gatoroids cannot breathe underwater and do not swim very well. Gatoroids are quick to anger and are very vicious fighters, preferring to slash and bite an opponent, even if they have a weapon in hand.

Gatoroids are a slaver race, capturing mutants and humans to work in their fields and/or to be sold off as slaves for profit. It is rumored that Gatoroids will eat a slave who no longer pulls his weight, so being captured by a Gatoroid is considered to be a fate worse than death.

Mutations: increased strength, natural armor

GLASS PLASM

No. Enc.: 1 (1)

Alignment: Neutral

Movement: 45' (15')

Armor Class: 6

Hit Dice: 4 to 7, depending on size

Attacks: 1

Damage: See description

Save: L3

Morale: 11

Hoard Class: None

As dangerous as it is unusual, the Glass Plasm is a crystal-clear protoplasmic blob. A Glass Plasm moves and attacks much like a Grey Ooze (MF rulebook, pg. 74), lashing out like a snake with a long tendril. If a successful hit is made, the Glass Plasm will ensnare its victim, attempting to drag him into its mass by sending out another 1 or 2 more tendrils for this purpose.

If a victim is dragged into a Glass Plasm and engulfed, it will begin feeding much like a Green Slime (MF rulebook, pg. 74), doing 1d4 hit points of damage for 8 rounds. If the victim is not freed by then, they should be considered lost and unrecoverable. The Glass Plasm digests all organic tissue and adds it to its mass within 1d10 rounds of the victim's death. Because a Glass Plasm cannot digest metal or stone, it expels any indigestible materials rather than letting it "float" within.

Smaller Glass Plasms are around 4 to 5 feet across and about 6 inches deep. Larger Glass Plasms can be up to 15 feet across and several feet deep. All Glass Plasms are especially vulnerable to fire and electrical attacks and take half-damage from edged weapons.

Because a Glass Plasm is virtually clear and colorless, it appears as ordinary water when it remains motionless. One tactic a Glass Plasm will use is to flow into a small

depression or culvert, appearing at first glance to be nothing more than a small puddle or pond. If an animal passes nearby (or attempts to wade through it or take a drink), the Glass Plasm will attack.

A wise adventurer should be wary of any water source that appears oddly clear throughout, as there will not be any sediment floating within as well as no surface debris floating on top. It will also be devoid of fish, frogs, or nearby wildlife. Rather than a refreshing drink, death lies under the surface.

Mutations: chameleon epidermis (special), toxic weapon

GLUEWORM

No. Enc.: 1 or 2 (1dB in a nest)

Alignment: Neutral

Movement: 10' (3')

Armor Class: 9

Hit Dice: 1-3 hp

Attacks: 0

Damage: 0

Save: 11

Morale: Not Applicable

Hoard Class: None

A slug-like creature measuring only 1 or 2 inches in length with a sickly yellow tint, the Glueworm is hardly a threat to the usual cautious mutant, having no real attack/damage ability and a minimal hit point total. However, where the Glueworm is a danger is that

it secretes one of the most aggressive adhesives found naturally.

If a mutant steps onto a Glueworm "snail trail" and/or crushes or otherwise injures a Glueworm, they will find their weapon (or worse, themselves) permanently bonded to the underlying surface unless they make a save vs. stun attacks. This adhesive will bond anything to anything permanently, with one exception: the adhesive does not adhere to glass or crystal. Even picking up a Glueworm will leave enough residue on the mutant's hand to be a hazard. Small bottles of Glueworm secretion (called "snailhesive" by traders) will fetch a good price for its many uses.

The adhesive can be dissolved with the use of a strong acid, although anything thus bonded will take the usual damage. The Glueworm secretion can also be burned off with fire, though the glue itself is not flammable.

Mutations: none

GLUVBLUME

No. Enc.: 0 (1d8)

Alignment: Neutral

Movement: None

Armor Class: 5

Hit Dice: 5

Attacks: 1d4 (bite)

Damage: 1d6 per mouth

Save: L3

Morale: 12

Horde Class: None

The Gluvblume is a human-looking multi-fingered hand and arm covered with human sensory organs (eyes, ears, mouths). Although it is a mutant animal, a Gluvblume acts more like a mutant plant: immobile, rooted in place, and lying in wait for a victim. They stay buried just below the surface, waiting for prey.

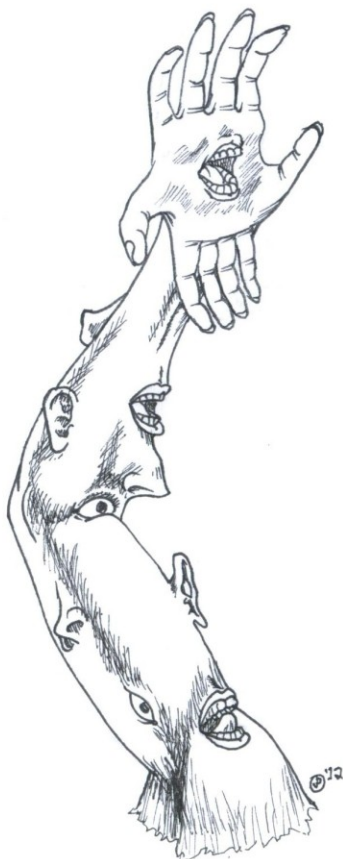
When a PC walks over a Gluvblume "garden," 1d8 Gluvblumes will explode out of the ground around them, grasping and grabbing at their legs, pulling them down to the ground. A PC should roll a save vs. DEX for each attacking Gluvblume to keep from tripping and falling into their reach. Once a victim is immobilized and/or at ground level, a Gluvblume will begin to feed using one of its mouths. Each Gluvblume has 1d4 mouths, each of which will bite for 1d6 hit points of damage.

Because of the Gluvblume's immobility, they have developed the mutation of *possession* to help them draw prey into their grasp. A Gluvblume garden will draw their mental forces together to wrest away mental control of a victim once they approach within 40 feet of the garden. Once under their control, the Gluvblumes will use the victim as "bait" to lure others of the party to where the Gluvblumes lurk. ("I think I

see something over there. Let's go investigate.")

Once the victim and any members of the party are in range, they will drop the *possession* and spring forth to attack.

Mutations: possession



GREAT WHITE GULL

No. Enc.: 1d2 (1d4)

Alignment: Neutral

Movement: Fly: 240' (80')

Armor Class: 6

Hit Dice: 3

Attacks: 1

Damage: 2d8

Save: L2

Morale: B or 11

Hoard Class: None

Great White Gulls are large white-and-gray-feathered birds with the unmistakable head and jaws of a shark. They are quite large with a 4-foot wingspan. Although their feet are fairly useless for grasping, it is not unusual to see a Great White Gull (or "gullshark") flying away with small prey grasped in its teeth.

From a distance, a flock of Great White Gulls could be mistaken for a flock of *Crocotinae* ("snapping waddlers"). But whereas the *Crocotinae* is found in swamp/fresh-water areas, the Great White Gull is found near large bodies of salt water (seas, oceans, etc.). (But both carnivorous birds are incredibly dangerous to an adventuring party.) Great White Gulls are tenacious hunters, having developed both the abilities of *echolocation* and *know direction*. The *echolocation* mutation gives it the ability to locate and track even invisible and hidden prey with ease (it also grants a +2 to hit in combat). Its *know direction* mutation means that it can never be shaken or lost by a fleeing victim.

Great White Gulls can be driven into a blood-induced feeding frenzy. Once its prey has been injured (more than 5 hit points of damage taken with one

attack), a Great White Gull's morale is effectively raised to an 11. It will rarely break off its attack at this stage.

Mutations: echolocation, know direction

GRINDHOG

No. Enc.: 1d2 (1d4)

Alignment: Chaotic

Movement: 90' (30')

Hyperburrowing: 150' (50')

Armor Class: 6

Hit Dice: 5

Attacks: 3 (two claws, bite)

Damage: 1d8/1d8/1d12

Save: L3

Morale: 9

Hoard Class: None

The Grindhog is a vicious enlarged descendant of the Ancient species of groundhog. Grindhogs are destructive, carnivorous, animalistic, burrowing machines.

The Grindhog moves through the earth using its *hyperburrowing* mutation. This allows it to travel through loose dirt and sand faster than it would move above ground on foot. When *hyperburrowing*, treat the Grindhog as moving through the soil as a fish would travel through water. The Grindhog uses this ability to explode up out of the ground from underneath to attack its prey. A Grindhog gains a +1 surprise bonus when attacking in

this manner. While underground, the Grindhog can use its *seismic tremor* mutation to cause a small localized earthquake within 50 feet of its location. This tremor's strength is such that victims will be thrown to the ground for 1d4 hit points of damage unless a successful DEX save is made. The Grindhog uses this moment to attack. Also, the *seismic tremor* can cause the collapse of unsafe or crumbling ruins. The Grindhog may cause such a collapse to flush its prey out from indoors and out into the open where it can better attack.

Grindhogs cannot dig through stone, so survivors residing in a Grindhog-infested area may relocate to a cave or concrete-reinforced underground shelter for protection. Once the food source dries up, the Grindhogs will move on. Grindhogs often hunt in pairs, so if one is spotted, another will be lurking nearby. When travelling, if a party finds the nearby ground littered with many holes 3 feet in diameter, they may want to pick up the pace as they may have stumbled through a Grindhog warren.

Mutations: hyperburrowing, seismic tremor

GRIZZLY BOA

No. Enc.: 1d4 (1d6)

Alignment: Chaotic

Movement: 90' (30')

Armor Class: 6

Hit Dice: 7
Attacks: 2 (bite, constrict)
Damage: 1d6/2d10
Save: L3
Morale: 9
Hoard Class: VI

The Grizzly Boa is a 20-foot-long snake-like creature that lives in desert and arid areas. The Grizzly Boa isn't a true reptile, however. It is a mutated legless bear that has evolved a lengthened snake-like body covered in a matted brown fur with a large bear's head at one end.

The Grizzly Boa is as aggressive as any angered bear. They do not live in caves though, preferring to use its *hyperburrowing* mutation to hollow out a large underground pit in which it lives. A Grizzly Boa has evolved a very acute *vibration sense* that gives it the ability to feel vibrations in the earth from up to 200 yards away. The Grizzly Boa can use this sense like radar, "feeling" the approximate position of a nearby victim through vibrations from them walking or riding above. The Grizzly Boa will then burrow to a position under the victim, exploding out from under them and surprising them, gaining initiative in the attack.

A Grizzly Boa attacks by wrapping around and strangling a victim. If successful, it will crush a victim for 2d10 hit points of damage. The constriction continues on subsequent

rounds. They can also bite for 1d6 hit points of damage, although the bite is not poisonous.

Mutations: hyperburrowing, vibration sense

GUARDBARK

No. Enc.: 1d4
Alignment: Neutral
Movement: 180' (60')
Armor Class: 6
Hit Dice: 5
Attacks: 2 (bite, *sonic bark*)
Damage: 1d8/2d6
Save: L3
Morale: 10
Hoard Class: None

The Guardbark is a mutated, hairless, multi-limbed canine which stands about 3 feet tall. Usually green-skinned, a Guardbark can also be pale tan, beige, dark brown, or albino (treat as having the *albinism* mutation). Guardbarks hardly look like their Ancient dog cousins though, as their mouths take up nearly half their body size, and their eyes are bulbous spheres found sitting in the middle of their backs. Guardbarks usually have 6 to 8 legs, giving them a higher movement rate than other creatures their size. (It's fairly tough to outrun a pursuing Guardbark.)

If a Guardbark attacks, it will usually do so with its incredibly large mouth, which bites for 1d8 hit

point of damage. If a Guardbark barks however, its highly developed mutant vocal cords will blast out a deafening *sonic bark*. All within 20 feet need to save vs. stun attacks or take 2d6 hit points of ear-splitting damage. Mutants with sensitive hearing or mutations such as *echolocation* could take double damage (at the discretion of the Mutant Lord). This bark can be heard by creatures up to 2 miles away.

Some bandits and wasteland marauders catch and train Guardbark pups to act as guardians for their lairs and other locations, which is how the Guardbark got its moniker. If the ne'er-do-well hears the signal bark, he knows he will probably encounter a deafened and disoriented intruder when he arrives. Some clever bandits will have both Guardbarks and Eye Dogs (MF rulebook, pg. 70) working in tandem as protectors of their territory.

Mutations: aberrant form, sonic bark

HEADSORB

No. Enc.: 1

Alignment: Chaotic

Movement: 90' (30')

Fly: 120' (40')

Armor Class: 3

Hit Dice: 12

Attacks: 3 (two claws, bite)

Damage: 2d6/2d6/4d6

Save: L6

Morale: 10

Hoard Class: None

A Headsorb is a large lizard-like monster with a set of leathery membranous wings (*complete wing development*) and glowing pupilless yellow eyes. Two sets of two-toed claws are found on its "arms" and "legs" and a serpentine tail rounds out the beast's appearance. The Headsorb is covered in a thick slime coating, but this is harmless and not poisonous in the least. A Headsorb can attack with its claws for 2d6 hit points of damage for each claw that hits, and it can also bite for 4d6 hit points of damage. The Headsorb's eyes can also fire out a dazzling *bright light* which blinds all opponents within 30 feet for 1d4 rounds. This blindness causes a -4 penalty on attack rolls and increases the victim's armor class by 4 while they stagger around blinded.



The true danger of a Headsorb is in its *mutation sink* ability. The creature "absorbs" unusual mental

activity, effectively shutting down all mental mutations within 50 feet. (Physical mutations are unaffected.)

A Headsorb will often slowly approach its prey, stopping the victim from using its mental attacks. Unless the mutant is good with weapons or has any formidable physical mutations, the Headsorb will make the fight a short one.

Mutations: mutation sink, complete wing development, optic emissions (bright eyes)

HUMMINGOAT

No. Enc.: 2d10

Alignment: Neutral

Movement: Fly: 240' (80')

Armor Class: 8

Hit Dice: 1

Attacks: 1 (butt)

Damage: 1d6

Save: L1

Morale: 8

Hoard Class: None

If a mutant suddenly feels as if he's being pelted with large rocks, there's a good chance he's being accosted by a Hummingoat swarm. A Hummingoat is a small (2-inch-long), quick bird that has developed the head of a ram. The Hummingoat's head is topped by two curved stone-like horns, which it uses to attack. When a Hummingoat feels threatened or intruded upon, it will buzz around the head of the

interloper, building up speed until it has reached its maximum movement rate. (To the mutant, it will seem as if a large insect is buzzing about his head.) When its top speed is reached, the Hummingoat will ram itself into the mutant, inflicting 1d6 points of damage upon impact. It takes one round for the Hummingoat to recover after ramming its enemy.

Although this attack may seem easily shrugged off, a Hummingoat is seldom encountered alone. There are usually 2d10 Hummingoats encountered in a swarm. If a party encounters the body of a mutant who appears to have been bludgeoned to death, it's best to be cautious of a potential Hummingoat swarm in the area.

Mutations: none

HYDROID

No. Enc.: 1 (0)

Alignment: Chaotic

Movement: 210' (70')

Armor Class: 5

Hit Dice: 12

Attacks: 3 (two claws, bite)

Damage: 1d6/1d6/3d8

Save: L6

Morale: 9

Hoard Class: None

Hydroids appear to be grotesquely large snakes (between 30 and 40 feet long) with the head and front claws of an alligator. They have pupilless red

eyes and a bony fin protruding from its head.

A Hydroid attacks with its two claws for 1db hit points of damage each and with its toothy maw for 3db hit points of biting damage. A Hydroid's true nature is revealed when it uses its special *regenerative capability*. When a Hydroid is taken down to one-half of its original hit point total, the creature splits into two halves. These halves then immediately regenerate into a whole Hydroid, each with the remaining hit point total. (For example, a 100-hit point Hydroid is taken down to 50 hit points. It splits, and the two new Hydroids each have 50 hit points.) The new Hydroids will not divide further.

Mutations: regenerative capability (one-time duplication)

ICE WOLF

No. Enc.: 1d4 (2d4)

Alignment: Neutral

Movement: 150' (50')

Armor Class: 6

Hit Dice: 5

Attacks: 1 (bite or *frost breath*)

Damage: 2db or 4db cold damage

Save: L2

Morale: 8

Hoard Class: None

The Ice Wolf is primarily found in arctic and frozen wastelands. It is the size of a very large dog, covered

in white fur. The Ice Wolf is a nocturnal animal, preferring to hunt at night. This is because it suffers from *albinism* and is very sensitive to sunlight, so it has a -2 penalty to hit when the sun is up. However, its *thermal vision* mutation allows it to see perfectly well at night.

The Ice Wolf can bite its prey for 2db hit points of damage. Also it can breathe a cone of *frost breath* once every 4 rounds to a distance of 50 feet. This subzero attack deals 4db hit points of cold damage to anyone hit. Ice Wolves live in caves and underground ice tunnels, preferring the darkness and the cold these shelters provide.

Mutations: albinism, thermal vision, frost breath

JACKET

No. Enc.: 1db (3d10)

Alignment: Chaotic

Movement: 90' (30')

Fly: 180' (60')

Armor Class: 5

Hit Dice: 6

Attacks: 3 (two claws, bite or sting)

Damage: 1db/1db/1db or 1db/special

Save: L3

Morale: 7

Hoard Class: XVII

Jackets are 4-foot-tall intelligent humanoid wasps. They may initially be mistaken for a giant bee or hornet,

but rather than a set of multifaceted insectoid eyes, they have a pair of large, leering, mammalian eyes. Jackets have four "legs" which hang beneath them in flight. When standing, the limbs are used as clawed arms and legs, respectively. In combat, they can claw for 1dB hit points of damage, and their mandibles can bite for 1dB hit points. Jackets also have a poisonous stinger that they can use as well. If stung, a PC takes 1dB hit points of damage, then must save vs. poison or take an additional 2dB points of poison damage (half-damage with a successful save).

Jackets live in large beehive-like nests they construct out of any materials they can lay their "hands" on. These cobbled-together abodes are huge, often 50 to 100 feet tall, housing 3d10 Jackets within. Jacket colonies work on a hierarchy system, with all Jackets answering to one primary king or queen who makes the decisions for the entire colony.

There are currently four known species of Jackets found in the *Mutant Future*, each "tribe" acting independently of each other. They can be distinguished by their coloring and personality, as well as the specific additional mutation they have:

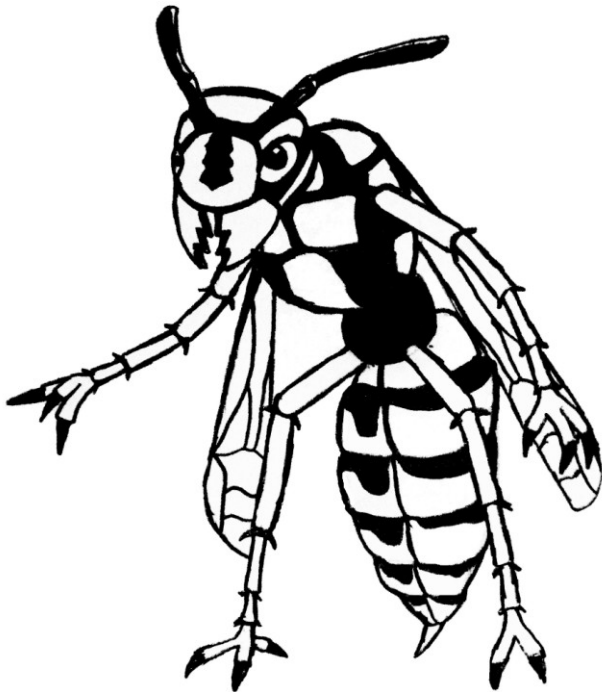
Yellow Jacket: The most aggressive of Jackets, Yellow Jackets will attack any interlopers they encounter near their nesting grounds. They are tinted

a dull ochre-yellow and they may be found wearing clothing and trinkets scavenged from those they have killed. Yellow Jackets can fire an electrical *energy ray* from their eyes once every three rounds. This ray will do 3dB hit points of electrical damage if struck. Yellow Jackets are usually found in Ancient ruins and other formerly inhabited regions.

Blue Jacket: Blue Jackets are the only Jackets found to use weapons in combat as well as their own naturally occurring claws and stingers. Any Blue Jackets encountered may be equipped with a club or spear that they will use in combat. (There is a 20% chance that one may have a pistol or rifle at the Mutant Lord's discretion.) Blue Jackets have a light robin's-egg blue coloring, and they can fire an ice *energy ray* from their eyes once every three rounds. This ray will do 3dB hit points of cold damage if struck. Blue Jackets are usually found in icy Arctic tundra areas.

Red Jacket: Red Jackets are the most intelligent of the Jacket races, speaking fluently and living in a more civilized manner. However, they are more cunning and devious in their dealing with strangers. Red Jackets have been known to befriend the foe of a common enemy before turning around and betraying their new "ally" once their usefulness has ended. Red Jackets have a scarlet coloring, and they can fire a heat *energy ray* every

three rounds. This ray will do 3db hit points of heat damage if struck. Red Jackets are usually found in arid desert areas and near geothermal pockets.



Black Jacket: The most secretive and little-seen of the Jacket races, Black Jackets are also the most feared. It is whispered that spying a Black Jacket is an omen of death itself, as the creatures so value their solitude that they will wipe out entire villages to protect their hidden nests. Few have seen a Black Jacket and lived. They are rumored to be an ashen-grey in color, and they use their *killing sphere* mutation to permanently silence those who stumble upon them. Black Jackets are said to live in rocky, mountainous, inaccessible regions.

The various Jacket colonies do not interact with each other, as each one

views its specific color as the "primary" one. All other Jackets are viewed as offshoots or "poor copies of the original." Due to these prejudices, Jacket colonies are often at war with each other. Heaven help the village that finds itself between two warring factions.

Mutations: complete wing development, toxic weapon, energy ray (special), killing sphere (special)

JAGUIRREL

No. Enc.: 1d10 (3d10)

Alignment: Neutral

Movement: 120' (40')

Armor Class: 8

Hit Dice: 1

Attacks: 1 (bite)

Damage: 1d8 (possible 2d10 additional)

Save: L1

Morale: 8

Hoard Class: None

A Jaguarrel (pronounced JAG-whirl) is a small, vicious, tree-dwelling, feline carnivore. Jaguarrels have the head, markings, and temperament of larger felines such as tigers and leopards, but they have the size, speed, and agility of smaller rodents such as squirrels and chipmunks.

Jaguirrels make their homes in trees and in small underground burrows. They are very territorial and will attack anyone unfortunate enough to wander near their nest. Because they hunt in

packs, a PC will encounter 1d10 Jaguirrels in the wild. A Jaguirrel nest will hold 3d10 of the creatures, making for a very violent encounter if one pokes his hand into one.



Jaguirrels normally attack with a bite attack for 1d8 hit points of damage if successful. If a Jaguirrel wishes, it can then commit to a carry-over attack with its *disintegration* mutation. After biting, if a Jaguirrel makes a *second* successful attack roll, it will unleash a beam of molecular disruption from the back of its throat, disintegrating whatever body part it had clenched in its teeth. This beam will do 2d10 hit points of damage (half-damage if a successful save vs.

energy attacks is made). A successful *disintegration* attack, however, will drain the animal to 1 hit point, and it will be unable to use the ability again for 24 hours. If you encounter a mutant missing a hand, leg, ear, and a few other parts, odds are he may have stumbled onto a Jaguirrel nest.

Mutations: disintegration (special)

LASER BEAR

No. Enc.: 1 (1d4)

Alignment: Neutral

Movement: 120' (40')

Armor Class: 6

Hit Dice: 4

Attacks: 3 (two claws, bite)

Damage: 1d3/1d3/1d6

Save: L3

Morale: 7

Hoard Class: VI

From a distance, Laser Bears look like an Ancient grizzly bear. They have either red or brown fur and average about 9 feet tall when standing on their rear legs. They rarely eat nuts and berries, preferring a carnivorous diet of fish and meat. It has developed two mutations over time that allows it to attack its prey from a distance rather than the aggressive "up close and personal" attacks of its Ancient ancestors.

Laser Bears have *laser eyes*, enabling it to fire a searing beam of light at a foe once every 5 rounds. If hit, the

beam will do 6d6 hit points of damage. Laser Bears also have developed a *vampiric field* that draws 2d4 hit points per round from all within 30 feet. This absorbed point total goes into a reserve. All damage taken by the Laser Bear is removed from this total first before the creature's primary hit points are affected. Once the prey is defeated from a distance, the Laser Bear will approach to feed.

A Laser Bear's mutations are useful for long-distance combat effects, so it rarely needs to enter close quarters combat with its prey. If attacked up close, the Laser Bear will retreat in order to attack with its ranged abilities again.

Mutations: energy ray (laser eyes), vampiric field

LAZARMS

No. Enc.: 0 (1d3)

Alignment: Neutral

Movement: Swim: 90' (30')

Armor Class: 7

Hit Dice: 9

Attacks: 8 (tentacles) or 1 (*energy ray*)

Damage: 1d4 per tentacle or 4d6 per *energy ray*

Save: L4

Morale: 7

Horde Class: None

A Lazarms is an eight-armed, squid-like, underwater creature that may be

mistaken for a Giant Octopus (MF rulebook, pg. 87) when first encountered. It is usually colored a sickly reddish-purple, and a thin webbed skin runs between each of its tentacles, giving it a saucer shape. Its most disturbing feature is its eerie set of triple-pupiled eyes found leering from its central body mass.



A Lazarms can grab and crush a foe with any one of its eight tentacles for 1d4 hit points of damage. These tentacles will also wrap around a victim upon a successful hit, crushing them for 1d3 additional hit points of damage per round. However, the Lazarms prefers to attack with its *energy ray* mutation. A Lazarms can fire a blue laser beam from the tips of two of its tentacles for 4d6 hit points of damage.

If a fight is going against a Lazarms, it will spray a 40 foot cloud of black ink, obscuring the vision for all in the area. It will then try to make its escape while its combatant is blinded.

Mutations: energy ray

LEATHERWING

No. Enc.: 1db (1d8)

Alignment: Neutral

Movement: 60' (20')

Fly: 240' (80')

Armor Class: 5

Hit Dice: 7

Attacks: 1 (bite)

Damage: 4db

Save: L4

Morale: 8

Hoard Class: None

Leatherwings are giant mutant bats that can be used as flying mounted steeds. They are nearly 10 feet in length with a 25 foot wingspan. They have brown fur, red eyes, and a long rat-like tail. Unlike common bats, Leatherwings have fairly decent eyesight so they do not rely on (or possess) a radar sense or any mutations like *echolocation*.

Leatherwings aren't much good in a fight, as they are only able to bite with their large fanged mouth. However, if they successfully bite, they'll do 4db hit points of damage due to their size and strength. Also, just like the Giant Bat (MF rulebook, pg. 61),

Leatherwings have a paralysis poison in their saliva, causing paralysis in a bitten enemy for 1d10 rounds unless a save vs. poison is successful.

Leatherwings aren't naturally violent unless provoked. Once "broken," they are as tame as any horse or beast of burden. They are able to carry up to 300 pounds and fly at their full movement rate. They can carry between 301 and 600 pounds and still become airborne, however they move at half their airborne movement rate. They are unable to take flight once they are carrying more than 600 pounds.

Mutations: gigantism, toxic weapon

ELECTRIC BUG

No. Enc.: 1db (1d12)

Alignment: Neutral

Movement: Fly: 120' (40')

Armor Class: 5

Hit Dice: 1

Attacks: 1

Damage: 4db

Save: L1

Morale: 10

Hoard Class: None

The Electric Bug is a mutated form of the common lightning bug/firefly. It is about 2 inches in length and, other than the increase in size, the insect looks pretty much the same as it did in the distant past with one exception: the softly glowing lower abdomen found in today's lightning bug

has been mutated into an electricity-generating organ. Its glass-clear abdomen flickers and arcs with stored power, plainly visible in the darkness.

Lectric Bugs are peaceful herbivores and are not normally aggressive. They will not normally seek out and attack a victim. Where the bug is dangerous, however, is that they emit a shattering Tesla-coil-like arc of power once every 30 seconds or so. This pulse of electrical energy, used to signal a mate, will inflict 4db hit points of damage to anyone within 50 feet of the Lectric Bug. Contact with a Lectric Bug will also cause an electrical pulse. Metal weapons, armor, and the like will conduct this spark of energy, so swatting one with a metallic object is a poor idea. In fact, if a party sees a swarm of Lectric Bugs in the distance, it's best to just steer clear of them.

Lectric Bugs can be caught and stored in an insulated container (glass works well). Some experts can safely harness the energy emitted by a Lectric Bug to run various devices and machines. However, more than one "expert" has been electrocuted in the attempt.

Mutations: energy ray (electricity)

LEPERKAHN

No. Enc.: 1 (1d4)

Alignment: Chaotic

Movement: 120' (40')

Armor Class: 5

Hit Dice: 4

Attacks: 1 (weapon or *disease touch*)

Damage: As per weapon

Save: L2

Morale: 7

Hoard Class: X

A Leperkahn (pronounced LEP-purr-kahn) is an evil, shriveled, disease-carrying, human mutant who lives only to make more of his kind. Leperkahns often dress in green (to better camouflage themselves in the forests in which they dwell). Leperkahns are often found alone, although a Leperkahn lair will have 1d4 of the mutants living there.

They have a maximum height of 2 feet due to their *dwarfism* mutation. Due to this decreased height, they receive a +1 bonus to hit human-sized targets or bigger with a handheld weapon, although they also get a -1 penalty to damage. Their height also gives them a bit of a bonus on their AC.

Where Leperkahns are dangerous is with their *disease touch* mutation. They are disease carriers who actually delight in spreading their illness to other Pure Strain Humans, which is how they propagate their species. If a Human is touched by a Leperkahn, they will be infected by a wasting disease that will do 1d10 hit points of rotting damage a day. The Human's body will misshape and warp. His mind will become corrupt and twisted. If the

progress of the disease is not stopped, within a week the Human will have transformed into an evil Leperkahn as well. They will be lost to the party and will become an NPC creature. However, if the disease is stopped, the damage taken by the rotting disease is permanent. Fortunately, only Pure Strain Humans are susceptible and all others are immune to this rotting disease.

Leperkahns have an eerie, maniacal, high-pitched laugh. If you hear it, it's best to leave the area before they attack.

Mutations: dwarfism, toxic weapon (disease touch)

LIZZORSE

No. Enc.: See description

Alignment: Neutral

Movement: 90' (30')

Armor Class: 7

Hit Dice: 3

Attacks: 2 (claws)

Damage: 1d6/1d6

Save: L2

Morale: 9

Horde Class: None

Primarily used as a means of transport, the Lizzorse is a large reptilian-like creature with a beak-like mouth and slit eyes. Lizzorses are hairless, covered instead with a thick pale-brown hide.

Lizzorses are incredibly strong creatures, often used as pack animals and cart-pullers. They can carry up to 450 pounds and move at full speed, and up to 900 pounds and have their movement halved. When threatened, a Lizzorse will rear up and slash with their front claws for 1d6 hit points of damage. Lizzorses are not agile creatures when at a full gallop, often crashing through smaller barriers rather than leaping over them the way a horse will. They are also somewhat slower than a Riding Horse (MF rulebook, pg. 76) with a max speed of 90 feet per turn.

Lizzorses are as loyal as horses and are incredibly protective of their master. They will never be found in the wild, however, because they are specifically bred, raised, and trained by Lizzorse handlers. A PC who wishes one as a mount will have to find someone willing to sell theirs.

Mutations: none

MAIRCAN IGGLE

No. Enc.: 1 (1d4)

Alignment: Neutral

Movement: 450' (150')

Armor Class: 6

Hit Dice: 4

Attacks: 2 or 1 (claw, bite or slash)

Damage: 1d6/1d8 or 1d12

Save: L2

Morale: 9

Hoard Class: None

The Maircan Iggle (MAIR-cuhn IGG-gull) is a large predatory bird (4 feet long with a 12 foot wing span) descended from the national symbolic avian of an Ancient culture. They can be identified by the white feathers on its head, along with a crest along the top.

The Iggle has developed a set of extremely sharp teeth which it uses to rend its victims. When attacking, the Iggle swoops down and claws and bites its victim for 1d6/1d8 hit points of damage. An Iggle also has developed feathers which have a razor-sharp edge to them. They may swoop down and pass next to a victim, slashing them with their wings as they fly by. This slash attack does 1d12 hit points of damage.

An Iggle can carry up to 300 pounds and will sometimes grab a victim and take them aloft (to either drop them from a dizzying height or just to take back to the nest to feed). Smaller animals (and PCs) should be cautious when an Iggle is seen circling overhead. Complicating things is that some denizens of the *Mutant Future* view the Iggle as a creature to be protected and respected. Some even feel that the Iggle is the key that will one day lead them back into a Land of Prosperity. These zealots will defend the creature to the death as it represents What Once Was.

Mutations: gigantism, aberrant form (natural weapon)

MARSH HULK

No. Enc.: 1 (1d2)

Alignment: Neutral

Movement: 90' (30')

Underwater: 90' (30')

Armor Class: 2

Hit Dice: 11

Attacks: 1 (claw, bite, or weapon)

Damage: 1d8/1d8 or as weapon

(3db damage bonus with claw/weapon)

Save: 1b

Morale: B

Hoard Class: XX

A Marsh Hulk is a huge (7 to 8 feet tall) fur-covered humanoid mutant that lives in swamps and marshy environments. They have glowing yellow eyes, a mouth full of dagger-like teeth, and sharp four-fingered claws. Because of their preferred habitat, a Marsh Hulk is often found dripping wet, reeking of damp rot, with seaweed and other brambles clinging to their matted fur. They are incredibly strong and virtually impervious to harm. Entering into combat with a Marsh Hulk is incredibly foolhardy, and even the bravest of adventurers should avoid angering one.

A Marsh Hulk is unusual in that it's one of the few mammals capable of *water breathing*. Using this mutation, a Marsh Hulk will make its lair in an underwater cave or cavern, coming out only when an intruder invades its turf. A Marsh Hulk doesn't "swim" but it can walk underwater along the bottom of

the swamp at the same rate as it can on land.

It is very difficult to harm a Marsh Hulk due to its *natural armor*. Its matted fur is hardened to a stone-like surface, making it impenetrable. Also, its fur is permanently dampened, effectively making the Marsh Hulk immune to all fire attacks.

A Marsh Hulk's basic fighting skill is "grab an object and beat my opponent with it." Due to its *increased strength*, a Marsh Hulk gets a 3db hit point damage bonus when it hits with its claw or a club. And heaven help you if it grabs hold of you and starts yanking in opposite directions!

In spite of its frightening appearance and formidable strength, Marsh Hulks are actually fairly timid, choosing to avoid combat if possible. But if they enter combat, they will tear the combatant apart to ensure they are never bothered by them again.

Mutations: water breathing, natural armor (extreme), reflective epidermis (fire), increased strength

MECHANIBAL

No. Enc.: 1

Alignment: Neutral

Movement: Varies; usually 120' (40')

Armor Class: 6 or better

Hit Dice: 50 + 1d20 hit points

Attacks: Varies

Damage: Varies

Save: L6

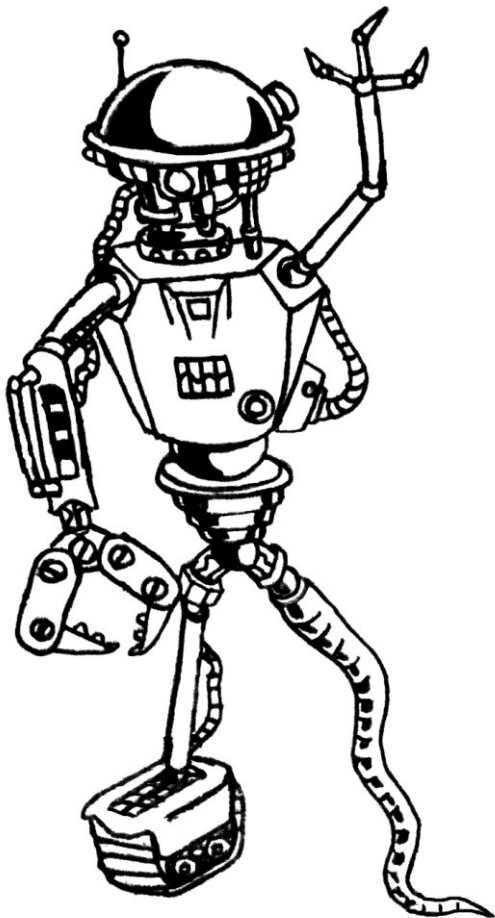
Morale: 5

Hoard Class: VIII

A Mechanibal (muh-KAN-uh-buhl) is any kind of artificial intelligence that has overridden its programming and made survival and self-preservation its only priority. To do this, a Mechanibal salvages materials, parts, and other items of use from other AI machines and grafts them into its own hardware. A Mechanibal will attack and destroy other forms of robotic life in order to supply itself with the parts it feels it needs to carry on. Because of the cannibalistic nature of these 'bots, only one will ever be encountered at a time because two or more will attack each other for the valuable parts they contain.

A Mechanibal (nicknamed "cannibal robot" or "crankenstein" by some) can be identified by its hodge-podge assembly. They may have multiple limbs and weapons, varying modes of mobility, and an odd assortment of sensors. Mechanibals are as close to "insane" as an AI construct can get due to the copious amounts of conflicting hardware and software programming it may have implemented into its systems. Because a Mechanibal can have any number of random limbs and systems, it is suggested that the stats discussed here be used only as a guideline for their construction. The Mutant Lord is encouraged to randomly roll and/or

choose parts for the Mechanibal as each is wildly different from another. For more information on the variations of robots and androids, refer to the *Mutant Future* rulebook, pgs. 126-132.



Because a Mechanibal may have welded extra armor plating and protection to itself, its armor class should start at a base AC of 7 + 1d4 extra levels of armor protection. (A roll of 3 equals a final AC of 4.) Along the same lines, a Mechanibal starts with a base of 50 hit points plus 1d20 extra hit points due to "self-improvement."

Mechanibals usually have bipedal locomotion (120'/40' movement rate)

though there have been rare instances of wheeled or flying 'bots. (Mutant Lord's discretion.) They have 2 primary manipulator limbs with 1d4 extra limbs attached. At least one of these ends with an arc welder or riveter to allow for the attachment of new salvage. The other limbs can end with any other robotic manipulator or weapon imaginable. (Again, Mutant Lord's discretion.) Because of the overwhelming sense of survival these robots have, they have a comparatively low morale and will retreat the moment they feel threatened. Mechanibals are also cowardly and will often attack in a guerrilla style or with ranged weapons. They also have a "lair" of sorts where they stockpile supplies, tools, scrap, and other items they may need for future upgrades and repairs.

Mechanibals will always attack any AI construct it encounters. Its secondary target will be any Ancient technology it can take and graft onto itself. All adventuring parties will have something a Mechanibal will covet and kill to possess.

Mutations: none

MEDUSAWEED

No. Enc.: 1d4

Alignment: None

Movement: None

Armor Class: 7

Hit Dice: 4

Attacks: Special

Damage: Stun, Special

Save: L2

Morale: None

Hoard Class: None

Medusaweed is an insidious naturally occurring plant found in deep overgrown forests in the *Mutant Future*. They appear to be the same as any other overgrown vines, snaking up tree trunks, hanging from branches, or laying across the forest floor. A strange sign that a Medusaweed patch is present is the appearance of 1d4 lifelike vine-covered "statues" scattered throughout the area. These are actually the fossilized victims of the 'Weed.



If a character comes into contact with Medusaweed for more than 2 rounds, he should roll a save vs. poison attacks. If the save fails, he will be paralyzed by the vine's slowly

absorbed *dermal poison sap*. The slow-acting poison ensures that a victim is unaware of the danger until they are well within the Medusaweed patch. Once paralyzed, the vine will slowly start wrapping itself around the character, which then triggers the Medusaweed's *fossilization* mutation. The 'Weed will begin "feeding" on the character for 2d4 hit points of damage each round. As it absorbs the character's life force, the character's flesh will begin to fossilize, turning into a calcified stone-like substance. When the character's hit points are completely absorbed, all that remains is a rock-like "husk" of the dead character. If a character makes the initial save vs. poison, he is able to pull himself away from the Medusaweed, but he takes 2d4 hit points of damage from the plant's initial attempt to calcify the character.

Medusaweed moves incredibly slowly, so there is no danger to the cautious character. But one who stumbles into a Medusaweed patch alone may find himself transformed into yet another "statue" in the wilderness.

Mutations: dermal poison sap, fossilization

MOLTEN FIEND

No. Enc.: 1 (1)

Alignment: Neutral

Movement: 60' (20')

Armor Class: 4
Hit Dice: 14
Attacks: 2 (two claws)
Damage: 3d4/3d4
Save: L7
Morale: 9
Hoard Class: none

A Molten Fiend is a monstrosously huge (18+ feet tall) humanoid mutant that lives in actively volcanic environments. They have eerie white eyes, pointed ears, a pug nose, and are covered in a sickly, rubbery, ashen-grey skin. Because of their preferred habitat, it will be rare to encounter a Molten Fiend as no one is foolish enough to approach an active lava field or volcanic crater where they reside. If, however, someone does get close enough, they will attempt to grab the victim and drag them into the lava where they will then feed on what's left of the charred remains.

The Molten Fiend's rubbery skin bestows on it a form of incredible *fire resistance*. They are immune from any and all fire and flame-based attacks. In fact, the skin of the Molten Fiend is actually quite cool to the touch, so there is no danger of being burned by its grip. (But that's little comfort when it's dragging you to a fiery doom.)

Due to the size of the Molten Fiend, it has *increased strength*. However, it is a slow creature, so it receives no damage bonuses in combat, though it

will still do 3d4 hit points of damage if it successfully clubs you with its fist. On a successful hit, a PC should roll a save vs. STR. If the save fails, the Fiend has successfully grabbed the victim and will begin pulling them into the lava. Unless the PC is very clever or the party comes to his aid, he will be dragged screaming into the liquid rock.

Mutations: increased strength, fire resistance

NANOMITE SWARM

No. Enc.: 1 swarm
Alignment: Neutral
Movement: Fly: 75' (25')
Armor Class: 7
Hit Dice: 6
Attacks: 1
Damage: Special (depends on type; see description)
Save: L3
Morale: 11
Hoard Class: None

During the final wars of the Ancients, military scientists were experimenting with Nanomites, microscopic robots with limited artificial intelligence. The plan was to program these microscopic automatons to attack the enemy and heal the wounded during a combat situation. The Nanomites worked as planned. However, in The Savage AfterWorld, these still-activated rogue machines pose a substantial threat.

A Nanomite Swarm literally contains millions of cellular-sized 'bots. Individually too small to be seen, a Nanomite Swarm appears as a fine black mist or a swirling vortex of smoke. Once engaged, this "mist" will sweep in and engulf the party. (See the Insect Swarm entry in the MF rulebook, pg. 77, for more information on how a swarm may react to the PCs.)

There are two classes of Nanomite Swarm that may be encountered in the *Mutant Future*:

Combat Nanomite Swarm: Combat Nanomites were designed to attack an enemy from the inside out. Upon a successful hit, have the PC save vs. poison. If the roll fails, some of the Nanomites have burrowed into the PC's flesh. They will attack the character on a cellular level, flaring up and burning out, delivering 3db hit points of damage as they destroy themselves to damage the victim. The only way to stop the attack is to escape or destroy the swarm.

Medical Nanomite Swarm: Medical Nanomites were designed for quick healing and repair on the combat front. Now that the wars have ended, they still seek out the injured to assist. But DNA has changed a LOT over the years. Any pure human successfully "attacked" by Medical Nanomites will instead find that they have been healed for 3db hit points. However, because the Nanomites were not

designed for mutant DNA, any mutant PCs successfully attacked should roll 1d4. On 1 or 2, the Nanomites are able to puzzle out enough of the DNA's quirks to heal the mutant PC for 2db hit points. On a roll of 3, the Nanomites instead alter the DNA in some way, bestowing 1 random mutation to the PC. However, on a roll of 4, the Medical Nanomite does more harm than good. The PC will need to save vs. poison or take 3db hit points of damage. Because the Nanomites were never programmed for artificial life, all androids and robotic PCs are unaffected by Medical Nanomites.

Just like an insect swarm, a Nanomite Swarm sustains no damage from weapons. (It'd be like trying to stab, club, or shoot a fog bank.) Attacks from fire, cold, or other energy-based attacks will deliver full damage to the Nanomite Swarm. Any electrical-based attacks such as from an energy baton, shock gloves, EMP rifle, etc., will deliver double damage upon a successful hit. Nanomite Swarms are typically encountered on Ancient battlegrounds, though a swarm may have "drifted" over the years to nearby areas as well.

Mutations: none

NECROBEAST

No. Enc.: 1

Alignment: Neutral

Movement: 120' (40')

Armor Class: 5
Hit Dice: 7
Attacks: 3 (two clubs, peck)
Damage: 1d4/1d4/1d4
Save: L3
Morale: 9
Hoard Class: VII

The Necrobeast is a large, bear-sized, bipedal, flightless vulture. Just like its Ancient counterpart, the Necrobeast feeds primarily on dead and decaying tissue, preferring it over recently killed prey. It has evolved a special *toxic weapon* to achieve this.

In combat, a Necrobeast attacks with two vestigial wing-like "clubs" it uses to bludgeon a victim. On a successful attack, these club-like arms do 1d4 hit points of damage. The Necrobeast can also peck at its prey with its beak for a similar 1d4 hit points of damage. However, the Necrobeast's true abilities are in its mutations.

The Necrobeast has evolved the *killing sphere* mutation. When triggered, all creatures within 25 feet of the Necrobeast will have their hit points dropped to 1 hit point, then a save vs. stun attacks must be made or the victim will drop unconscious for 1d10 rounds. Once incapacitated, the Necrobeast will peck at the victim, injecting a rotting disease into its prey. This rotting disease (similar to a Rot Dog's; see MF rulebook, pg. 92) will immediately inflict 1d10 hit

points of damage, probably killing the victim. However, the Necrobeast will let the disease continue to decay the corpse, and it will return in 1d4 weeks to feed upon the rotting remains.

Mutations: killing sphere, toxic weapon

OCEANBROOD

No. Enc.: 1 (1d2)
Alignment: Neutral
Movement: 120' (40')
Swim: 120' (40')
Armor Class: 5
Hit Dice: 10
Attacks: 3 (two claws, bite)
Damage: 3d10/3d10/3d6
Save: L5
Morale: 12
Hoard Class: None

The Oceanbrood are an offshoot of the Lobstrosity species (MF rulebook, pg. 81), although they are ten-times larger, more aggressive, and infinitely more dangerous. An Oceanbrood is 20 to 40 feet long and protected by a flexible outer shell. They are often found in or near large bodies of water. They are as quick in the water as they are on the ground, able to swim at its normal land movement rate.

An Oceanbrood's claws are diamond-hard and razor-sharp, as its claws have been known to cut through steel. These claws do 3d10 hit points of damage to

an unlucky victim. If a single claw attack of an Oceanbrood does more than 20 points of damage at one time, the PC should roll vs. death or they will have a limb severed by the knife-edged claw. A second save vs. death should then be rolled, otherwise the claw severed the PC's head or cut them in half, killing them instantly. The Oceanbrood will also bite an opponent with its mouth of pointed teeth, doing 3dB hit points of damage.

Although it has very limited intelligence, an Oceanbrood can be trained to obey very simple commands if it is caught when young and trained as it grows, although they cannot be trained to do anything more substantial than coming when called and attacking a specific target.

Mutations: none

OCTOSHARK

No. Enc.: 1 (1)

Alignment: Neutral

Movement: Swim: 240' (80')

Armor Class: 4

Hit Dice: 15

Attacks: 7 (bite, six tentacles)

Damage: 4dB/2dB/2dB/2dB/2dB/2dB/2dB

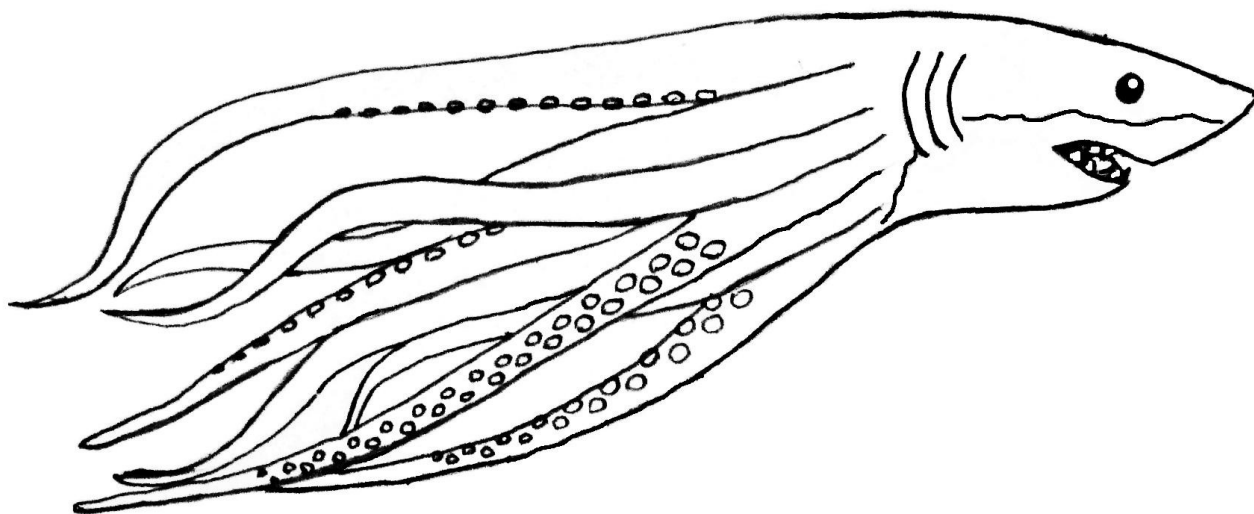
Save: L9

Morale: 10

Hoard Class: None

An Octoshark is a viciously violent giant sea creature with the head of a shark and the body of an octopus. It is often confused with the sharktopus, which is thought to only exist in Ancient "B-movies." But whereas the sharktopus is nothing more than the imaginings of a fevered movie director, the Octoshark is quite real in the *Mutant Future*.

Octosharks are incredibly large, able to use their monstrous tentacles to



pull up and out of the water to attack large ships and coastal villages. They are water-breathers, so they cannot stay out of the water for very long before needing to submerge again to breathe. However, it has a voracious appetite and will consume nearly any animal life it encounters. When a favored fishing spot becomes empty, anglers sometimes worry that an Octoshark has nested nearby.

An Octoshark attacks first by trying to grasp an opponent with one of its six tentacles. Because it has so many of them, it is not unusual for an Octoshark to grab and hold multiple victims during combat. Once held, a victim will suffer 2d8 hit points of crushing damage each combat round. It can also bite for 4d8 hit points of damage, preferring to bite a captured victim. On a natural 20 on a "bite" attack, an Octoshark will swallow a victim whole. The victim will then suffer 4d8 hit points of drowning/acid damage per round from the creature's stomach acids until he either dies or is able to somehow escape. It is fortunate that an Octoshark has no mutations as the creature is more than a challenge to an unwary party.

Mutations: none

PARASCREECH

No. Enc.: 1

Alignment: Neutral

Movement: Fly: 120' (40')

Armor Class: 9

Hit Dice: 1 hp

Attacks: None

Damage: None

Save: L1

Morale: 7

Hoard Class: None

The Parascreech is a small yellow harmless bird. A descendant of the Ancient housepet, Parascreeches are usually tamed and kept as *Mutant Future* pets as well. However, the Parascreech has evolved a very powerful set of vocal cords giving it the *shriek* mutation.

If a Parascreech is disturbed or agitated, it will let loose with a deafening scream affecting all within 10 foot radius. Those who fail a save vs. stun attacks will take 1d4 hit points of sonic damage and be deafened for 1d6+4 rounds. Those who successfully save are unaffected.

Parascreeches are obviously useful as nonaggressive guardians. An NPC may set one in a cage near some valuables he hopes to protect. Or the PCs may find a Parascreech in a cage hanging outside of the entrance to a bandit hideout. When the Parascreech lets loose, you can bet its owner will come running to see what the commotion's all about.

Some Parascreeches have been trained to remain silent when a password is said to them. The password is usually

something innocent like "Pretty bird!" or "Kiss kiss kiss!" If someone approaches without saying the password though, the trained Parascreech will begin screaming.

Mutations: shriek

PFRTZ

No. Enc.: 1d4
Alignment: Neutral
Movement: 60' (20')
Armor Class: 7
Hit Dice: 4
Attacks: 1
Damage: Special
Save: L2
Morale: None
Hoard Class: None

The bane of androids and robots is the energy-draining entity known as a Pfritz (pronounced FRITZ). A Pfritz looks like a basketball-sized floating orb, bluish-black in color, crackling with energy over its surface. It could be mistaken for ball lightning at a distance. The Pfritz was developed in Ancient Days as a way to safely absorb and discharge massive amounts of dangerous energy, for example, from a malfunctioning reactor or rogue combat AI. In the *Mutant Future*, these energy absorbers float aimlessly across the wastelands, homing in on the strongest energy signatures it can detect.

When it encounters something with a strong energy signature (vehicles,

generators, and 'bots are a favored target), the Pfritz will approach the target, attempting to make contact with it. If a Pfritz successfully makes contact, it will instantly drain a device of all of its power. A vehicle's power cell will be emptied, or a power generator will cease to function. If an android or similar artificial lifeform makes contact with a Pfritz, it should make a save vs. energy attacks. If unsuccessful, the android will take 3db hit points of damage (as its power is drained away). A successful save results in half-damage. A Pfritz will ignore all organic lifeforms, as the energy produced by a biological lifeform is too little to be recognized.



Attacking a Pfritz is also difficult, as it takes no damage from energy-based weapon attacks, simply absorbing the energy. The only way a Pfritz can be injured is by unpowered and/or hand-held melee weapons. However, because of the nature of a Pfritz, it

discharges 3db hit points of electrical damage from its *energy-retaining cell structure* when struck. Non-conductive weapons made of wood or plastic, or ranged "slug-throwing" weapons such as pistols and rifles are the only ways to avoid this discharge.

A Pfrtz will consider its mission as "complete" once it has absorbed 50 points of energy. Because it is single-minded of purpose once it has homed onto a target, the best way to deal with it is to somehow "feed" it via energy weapon discharges or by tossing charged power cells and batteries at it until it has taken in its fill of power.

Mutations: energy absorption (electric), energy-retaining cell structure

POLONIUM IVY

No. Enc.: 0 (1db)

Alignment: None

Movement: None

Armor Class: 9

Hit Dice: 2

Attacks: 1

Damage: Special

Save: L1

Morale: None

Hoard Class: None

Polonium Ivy appears as a thin, reddish-brown vine covered with the triple-leaved clusters. These leaves are a brilliant orange in color

mottled with small black spots. Polonium Ivy, a mutated off-shoot of an Ancient strain of poison ivy, can be found growing in a variety of places: snaking up a tree trunk, in leafy bushes in fields and forests, or even as a single solitary plant that has infested a village garden.



Polonium Ivy is coated with a highly irritating oil that causes a blistering rash to spread wildly over any area that comes into contact with it. If someone comes into contact with Polonium Ivy, they should make a save vs. poison. If they fail, they have been exposed to the Ivy's oils and the rash immediately breaks out on the affected area. This rash itches and burns with a white-hot intensity that is impossible for the victim to ignore. The mutant will wildly scratch at the irritation, suffering a -2 penalty on all saves vs. DEX, INT, and WIL, as the victim remains completely preoccupied by the irritation. They will also suffer a -2 penalty on all rolls to hit in combat, whether hand-

to-hand or ranged, until the rash clears up. This rash will last for 20 days minus the victim's CON score. (A mutant with a CON of 15 will suffer from the rash for 5 days; a CON score of 11 equals a 9-day rash; etc.) The rash is not contagious and cannot be spread via contact with another mutant.

The other hazard to watch out for in relation to Polonium Ivy is that it is mildly radioactive. Polonium Ivy's radiation class falls between 1 and 4 (roll 1d4 when first encountered). Fortunately, the radiation emitted is at a low level, even though it may be of a high intensity. Anyone exposed to Polonium Ivy radiation only needs to make a save vs. radiation once a day rather than per round. If there is a village with many new mutations erupting throughout the populace (as well as an unexplained intense rash suffered by everyone), PCs should be on the lookout for a patch of Polonium Ivy.

Mutations: toxic weapon, energy emission (radiation)

POZZUM

No. Enc.: 1d3 (1dB)

Alignment: Neutral

Movement: 90' (30')

Armor Class: 6

Hit Dice: 2

Attacks: 1 (claw, tail, or bite)

Damage: 1d4/1dB/1dB

Save: L2

Morale: 9

Hoard Class: II

The Pozzum (pronounced PAH-zum) is a nocturnal tree-dwelling marsupial that evolved from the North American opossum. It is covered in grey or brown fur and is about the size of a large housecat. The Pozzum is usually identified by its glowing red eyes, a lingering effect of its *thermal vision* mutation, and its incredibly long *prehensile tail*, about 3 feet in length. The tail is primarily used to hang from tree branches while sleeping. However, the Pozzum can also use it as a weapon as described here.

The Pozzums of the *Mutant Future* are carnivores that hunt and attack prey at night. Using its *thermal vision*, the Pozzum tries to find a victim who is sleeping. It will then sneak up on its prey and wrap its prehensile tail around its throat, hoping to strangle the victim as they sleep. Once a victim is strangled, it will let loose a shriek that will call other Pozzums in its clan to feed.

If a Pozzum is forced to fight, it will attempt to claw for 1d4 hit points of damage. In combat, it can also use its tail as a whip for 1dB hit points of damage. However, it's best to try not to be bitten by a Pozzum because they have evolved a venomous bite. If a PC is bitten, they will take 1dB hit points of damage

then should roll a save vs. poison. If the save fails, the victim will drop into unconsciousness for 2d4 rounds. (In *Mutant Future* slang, if someone is sleeping, they are said to have been "playing with a Pozzum" or just "playing Pozzum.")

Pozzums are attracted to bright, shiny objects and will collect them when they find any, so a Pozzum's lair may have a few coins tucked away inside.

Mutations: prehensile tail, thermal vision, toxic weapon

PROMETHEOID

No. Enc.: 1

Alignment: Neutral

Movement: 90' (30')

Armor Class: 5

Hit Dice: 9

Attacks: 1 (hand or weapon)

Damage: 3db or as weapon

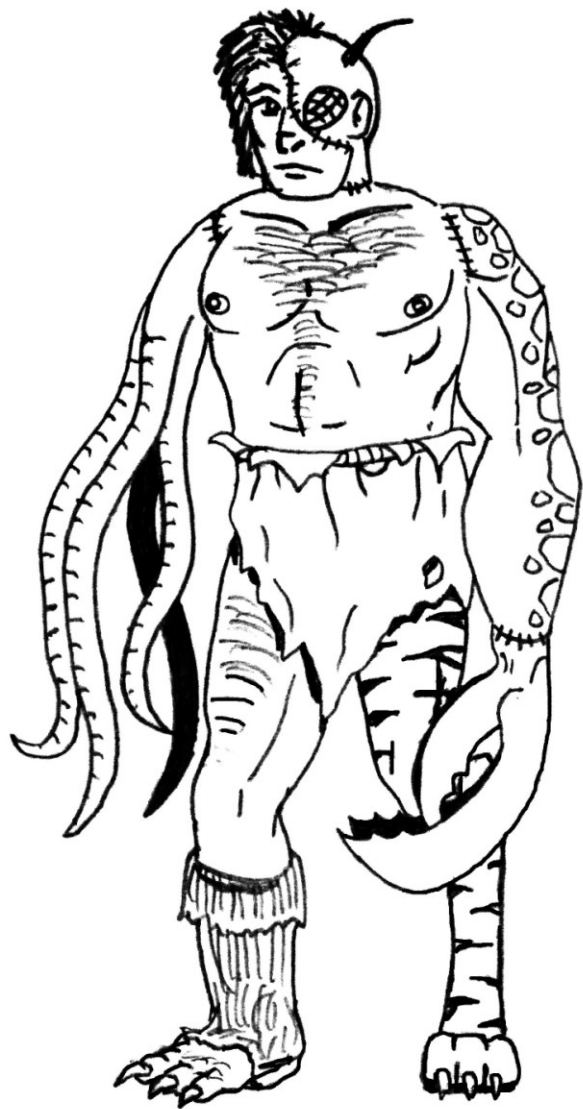
Save: L5

Morale: 10

Hoard Class: VII

Prometheoids are the end results of twisted medical experiments trying to learn the secrets of immortality and cheating death. A Prometheoid is a stitched-together collection of human (and mutant) body parts which is then somehow brought back to life through science or mutation (or magic if your campaign has it). Prometheoids are also known as "Conglomerate Men."

"Reanimated Dead," or the more colloquial nickname "Frankenstein."



Prometheoids are huge, often standing more than 8 feet tall. (It is said that their creators make them bigger so it's easier to work on them.) Due to their size, Prometheoids have a form of the *increased strength* and *increased constitution* mutations. They can deal 3db hit points of damage in unarmed combat, and if they use a weapon, it's 3db hit points plus whatever damage the weapon deals.

Prometheoids are immune to damaging effects from poisons or radiation. They also do not age (explaining why a Prometheoid created in the past could still be wandering the wastelands).

If a Prometheoid is the result of an experiment performed prior to the Final Wars, the creature will not have any other mutations or abilities. If, however, the creature was created in the *Mutant Future*, the Mutant Lord should bestow 1d4 additional physical mutations upon the creature. (It is assumed the creator used mutated body parts in the Prometheoid's creation.)

Mentally, a Prometheoid can be one of two minds: It can be a mindless grunting killing machine, rampaging against life itself. Or it can be an intelligent, yet twisted, tragic figure who feels that its existence is damned. It is left to the Mutant Lord to determine the story behind its creation and its motivation.

Mutations: increased strength, increased constitution, special (see description)

PSYETI

No. Enc.: 1dB (2d4)

Alignment: Neutral

Movement: 120' (40')

Armor Class: 6

Hit Dice: 5

Attacks: 3 (two claws, bite)

Damage: 1dB/1dB/1dB

Save: L3

Morale: 7

Hoard Class: None

The Psyeti (pronounced SI-yet-tee) is a 12-foot-tall, fur-covered biped found in arctic or snow-covered wastelands. They are snow-white with beady pink eyes caused by their *albinism* mutation. They are often found in underground caves and caverns as they are blinded by bright sunlight (-2 combat penalty when outdoors).

Psyetis attack with two formidable claws and a sharp-toothed bite for 1dB/1dB/1dB points of damage, respectively. Psyetis are difficult to harm in mental combat due to their *mental barrier* mutation, giving attackers a -4 penalty when attacking mentally. They can also sense others with a mental mutation and will try to avoid them in combat. Psyetis can also use their *control weather* mutation to whip up a blinding snowstorm or blistering freezing temperatures. If a Psyeti is forced out of its lair and into the outdoors, it will immediately throw up a blizzard in hopes of blinding its opponents, equaling the odds.

Psyetis are not prone to attacking strangers in their domain, although they will defend their lairs to the death if invaded. It is often difficult to know if a region has a Psyeti lair, however, due to the private nature of these beasts. But if

a PC spies a shadowy figure on a mountainous hillside from a distance, odds are good that a Psyeti lair is near.

Mutations: albinism, mental barrier, control weather

PUMPKING

No. Enc.: 1

Alignment: Chaotic

Movement: 180' (60')

Armor Class: 3

Hit Dice: 13

Attacks: 3 (two claws, bite)

Damage: 2d6/2d6/2d8

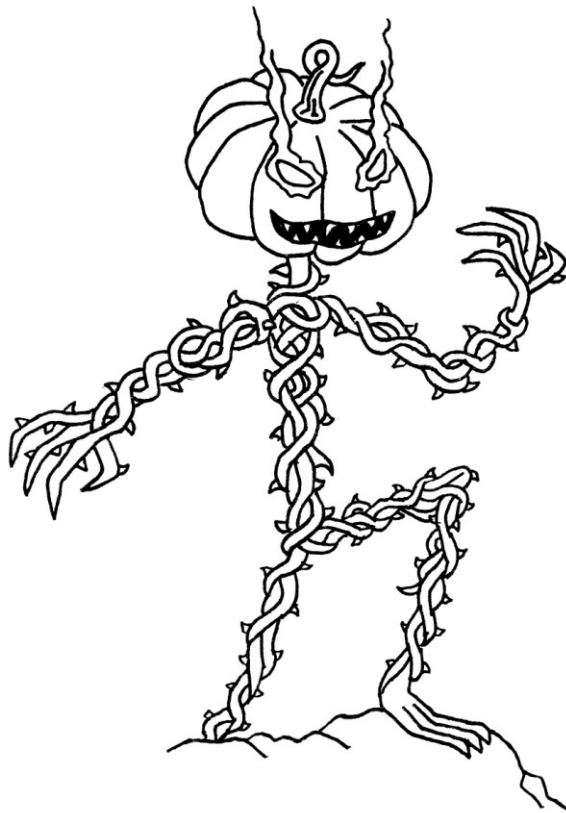
Save: L7

Morale: 10

Hoard Class: XXII

A Pumpking is a giant plant mutant worshipped by Pumpkin Men (MF rulebook, pg. 90). It is unknown if a Pumpking is a godlike deity, a supernatural entity, or just a unique gargantuan creature. Regardless of its background, a Pumpking is a monstrous entity that is as evil as it is large.

A Pumpking is well over 20 feet tall, made up of ropy, thorny tendrils and vines, topped by a large pumpkin head. It attacks with two claw-like hands for 2d6 hit points each. It can also bite with a thorn-laden mouth for 2d8 hit points of damage. A Pumpking can also fire a devastating blast of radiation from its *gamma eyes* for 9d6 hit points of radiation damage.



A Pumpking is found only in pumpkin patches, usually near the lair of Pumpkin Men. It is said that the rituals and chants known by Pumpkin Men will call forth a Pumpking, but only at midnight during the Festival of Fright. Pumpkin Men offer up sacrifices to the Pumpking to curry favor and protection. If a party encounters a Pumpking, they will also have to deal with the 5d6 Pumpkin Men followers who have called it forth.

Mutations: gigantism, natural vegetal weapons, optic emissions (gamma eyes)

QOYL

No. Enc.: 2d6 (2d6)

Alignment: Neutral

Movement: 60' (20')

Armor Class: 8
Hit Dice: 2
Attacks: 1 (bite or claw)
Damage: 1d2/1d4
Save: L1
Morale: 4
Horde Class: None

A Qoyl (pronounced QOIL) is a mutated, mole-like rodent with short black fur that feels greasy and slick to the touch. Qoyls are considered an offshoot of the Quench (MF rulebook, pg. 90). However, whereas a Quench purifies and retains water, these creatures purify and retain petroleum products, primarily gasoline.

Qoyls feed on any kind of crude petroleum: oil, kerosene, diesel, etc. Qoyl colonies are often found in places where an abundance of petroleum may be found: abandoned gas stations, petroleum refineries, oil derricks, etc. Just like a Quench, a Qoyl stores the consumed oil, converting it to a pure gasoline-like liquid that can be safely run in any internal combustion engine. A bloated Qoyl is all but immobile, holding about 1 gallon of gasoline that can be safely squeezed out of the creature. About 50% of any nest of Qoyls will be completely full of fuel in this way. Qoyls are highly valued in larger villages and towns for their value as a fuel source and "nature's refinery."

One particular danger: If a bloated Qoyl feels threatened, it can spray

the retained fuel at an attacker much like a skunk sprays its musk. If the hit is successful, the fuel gets into the eyes of the attacker, blinding him for 3d10 turns or until the eyes can be flushed out with water. However, if the sprayed character has an open flame (a lit torch, a cigarette, etc.), the sprayed fuel will instead explode for 5d6 hit points of damage to all within 25 feet of the blast. A Qoyl will spray its retained fuel only if it feels its life is in danger.

Mutations: none

RATTLING

No. Enc.: 1d10 (3d10)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 5
Hit Dice: 6
Attacks: 1 (claw, bite or weapon)
Damage: 1d6/1d6 or as weapon type
Save: L4
Morale: 6
Hoard Class: VII

Rattlings are "rat-men" who are devious, cowardly, and untrustworthy. They are covered in fine grey hair, and they have the elongated snout and ears of a rodent. Rattlings attack the weak and shy away from the strong, so they are often found tormenting and robbing weaker mutants they encounter.

Rattlings live underground in massive caverns and cave complexes. Most

Rattling lairs have one leader, who is the strongest and/or most intelligent of the clan. This leader can be identified by the human finery he chooses to outfit himself with.

Rattlings are fairly clever and dexterous. They are able to use most advanced weapons and some have even been seen driving vehicles. It isn't unusual to see Rattlings armed with lasers or other firearms. In combat, they are very quick and nimble, so hitting them can be problematic.

However, Rattlings aren't very physically strong, so they won't stand toe-to-toe with an enemy, preferring to either attack from a distance or run in, attack, and dash away. They are also quite cowardly, choosing to ambush a party from the shadows and then run if the tide turns against them.

Mutations: increased balance, reduced strength

SALVO

No. Enc.: 1d4 (3d4)

Alignment: Neutral

Movement: 120' (40')

Armor Class: 5

Hit Dice: 6

Attacks: 1 (bombardment or bite/rend)

Damage: 4db or 2db/1db

Save: L3

Morale: 9

Hoard Class: IV

The Salvo is large quadruped known for its ability to hurl rocks and gravel at its victims. A Salvo, also known as a "Bomburst" or "Cannon Creature," feeds on stone, preferring granite and marble. It stores the chunks of minerals in a bladder-like appendage at the back of its "throat." When threatened, it spits these deposits out at a high rate of velocity and with deadly accuracy (+2 to hit bonus). Being hit with these projectiles deals 4db hit points of damage. A Salvo has only 1db of these deposits available to fire at any time. However, entire armies have been decimated when entering a valley lined with hidden Salvo lairs. The crossfire is devastating.

A Salvo can only use its bombardment attack against characters further than 20 feet away. Any who come within that range, the Salvo will attack using its toothed maw and clawed legs, biting for 2db hit points and rending for 1db hit points of damage. The hide of a Salvo is rubbery in texture, and it takes only half-damage from any blunt or club-like weapon attack.

When attacking a Salvo with a hand-to-hand weapon, a character must be careful that the creature not grab hold of it. If a PC rolls a natural 1 on such an attack, not only do they miss, the Salvo will swallow their weapon and "fire" it out to a distance of 2db x 10 feet away! A Salvo cannot digest metals or certain minerals, so

cutting a dead one open has a 20% of yielding precious metals or gemstones per Hoard Class IV.

Mutations: none

SCHLEPROCK

No. Enc.: 1d2 (1d4)

Alignment: Neutral

Movement: 90' (30')

Armor Class: 6

Hit Dice: 2

Attacks: 3 (two claws, bite)

Damage: 1d4/1d4/1d4

Save: L3

Morale: 8

Hoard Class: None

Even in the *Mutant Future*, having a black cat cross your path can lead to all kinds of mischief and calamity. One of the most feared creatures stalking the wastelands is the dreaded Schleprock, as this animal can warp the very Laws of Probability, causing untold havoc.

A Schleprock appears as a normal-sized black cat (because, technically, that's what it is). The Schleprock has developed four eyes, giving it *increased sight*. It can also *control light waves*, which it uses to hide its presence. A Schleprock's true menace comes from its *probability manipulation* mutation, which causes bad things to happen to the unwary.

A Schleprock will often begin following an individual it has taken a liking to. It will use its invisibility to hide from its new "owner." As long as the Schleprock is following this person, the "victim" will begin to suffer bad luck and misfortune. Once per day while in the Schleprock's presence, the person will have a 20% chance of something catastrophic occurring. A weapon could jam or malfunction; their gold purse could end up missing; they could coincidentally run into an enemy long thought dead. The Mutant Lord should roll % die each morning to see if anything "interesting" happens that day. The *probability manipulation* also extends to any combat the mutant engages in. Unknown to the combatant, he will suffer from a 1d4 to hit penalty when entering combat (the Mutant Lord should roll randomly at the beginning of combat and apply the penalty in secret).

Schleprocks are very shy and skittish around people, as they are often attacked or driven away once discovered and their true nature surfaces. So they'll follow their new "owner" in secret, surviving off scraps and curling up nearby without making actual contact. But if discovered, it is up to the mutant to decide what to do with the creature. In actuality, Schleprocks can be trained to be loyal pets through a process that can take up to two months. At the end of that time (if

the new pet owner has survived a soul-crushing string of bad luck), the Schleprock's *probability manipulation* will REVERSE for its owner. The new "rightful" owner of the Schleprock will gain a 20% daily chance of one event of good fortune and they will gain a random 1d4 to hit bonus when in combat.

Mutations: increased sight, control light waves (invisibility), probability manipulation

SCURRIER

No. Enc.: 2db (2d10)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 6
Hit Dice: 3
Attacks: 1 (bite or claw)
Damage: 1d8 or 1db
Save: L2
Morale: 6
Hoard Class: XIII

Scurriers are vicious beasts that have evolved from common rats. They are fairly large due to *gigantism*, running from 7 to 14 feet from head to tail. When they stand upon their hind legs, they can tower over most normal-sized mutants. Scurriers are found in very dimly lit locations such as caves, caverns, and sewers. Although they are not blind, they have developed *severe light sensitivity* and will be unable to see if the light is brighter than a torch or flashlight.

Scurriers have a *natural armor*. They are covered in bony horns and plates; the most obvious is the bony fin along its spine, the horns on its head, and the jutting tusks thrust from its mouth. However, the Scurrier does not use these horns and tusks for attacking. Scurriers attack by biting for 1d8 hit points of damage. If they sit up on their haunches, they can lash out with a claw attack for 1db hit points of damage. However, they are fairly slow when attacking this way and get only one claw attack in a round. (Scurriers rear up like this to frighten and intimidate its victim, not because it's a better way of attacking.)

Mutations: gigantism, natural armor, vision impairment (severe light sensitivity)

SEABEAST

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: Swim: 240' (80')
Armor Class: 4
Hit Dice: 20
Attacks: 5 (bite, four tentacles)
Damage: 4d8/2d8/2d8/2d8/2d8
Save: L9
Morale: 10
Hoard Class: None

A Seabeast is an incredibly giant sea creature with the head and body of a giant lizard and tentacles like a squid. Seabeasts are gilled water-

breathers only encountered in oceans or seas. They feed on underwater sealife and have the appetite of a whale crossed with a shark. They have been known to come up from the ocean depths to attack large ships on the surface.

A Seabeast attacks first by biting at its target. Due to its incredible size, a Seabeast will inflict 4d8 hit points of damage with a single bite. If a natural 20 is rolled, the target is either swallowed whole (if human-sized or smaller) or an additional 1d8 hit points of crushing damage is inflicted from its massive jaws. The four tentacles of a Seabeast surround its midsection. It uses these to grasp prey and/or crush ships or obstacles. A tentacle can crush for 2d8 hit points of damage. Due to their size, they have an incredibly high hit dice pool and morale. It is very difficult to hurt or drive away a Seabeast once it begins its attack.

The only saving grace of a Seabeast attack is that it cannot stay above the waterline for very long as it needs to submerge to breathe again. It will also quickly grow bored or frustrated with an attack if it lasts too long, preferring larger prey to eat or prey that doesn't put up much of a fight. So a Seabeast will only attack for 2d12 rounds before it breaks off and goes back underwater.

Mutations: none

SHRIKE

No. Enc.: 1

Alignment: Chaotic

Movement: 90' (30')

Fly: 240' (80')

Armor Class: 3

Hit Dice: 13

Attacks: 3 (two claws, bite)

Damage: 1d10/1d10/1d12

Save: L11

Morale: 11

Hoard Class: None

A Shrike appears to be a genetic cross-up between a hawk, an owl, and a gorilla. It has hawk-like talons for both hands and feet as well as a fully-developed set of wings powerful enough to carry both itself and a victim aloft. A Shrike is incredibly strong. It attacks with its talon "hands" for 1d10 hit points of damage for each claw, and it can bite with its powerful beak for 1d12 hit points of damage. It has a ravenous appetite, and it will feed on any mutant it can get its claws into. Due to its hunger, a Shrike has a very high morale. It will not stop or retreat until it has fed. It will then move on to another victim, trying to quell its hunger.

Mutations: complete wing development

SKUNKAPE

No. Enc.: 1d4 (2d4)

Alignment: Neutral

Movement: 120' (40')

Armor Class: 6

Hit Dice: 7

Attacks: 3 (two claws, bite)

Damage: 1dB/1dB/1dB

Save: L4

Morale: 9

Hoard Class: XX

The Skunkape is a huge (8 foot tall) ape-like, forest-dwelling humanoid. The Skunkape is thought to be an offshoot of the Apeman (MF rulebook, pg. 60), however they have little in common other than appearance.

Skunkapes are nocturnal creatures, preferring to do their hunting and foraging at night. To better facilitate this, Skunkapes have developed keen *night vision*, allowing them to see up to 60 feet away in total darkness. Because Skunkapes are not overly aggressive, they have also developed a formidable defense mechanism. The Skunkape's skin secretes a foul-smelling musk that clings to its hair. Any who come within 20 feet of a Skunkape must save vs. poison or spend 1d4 rounds retching and trying to get away from the stench. It is fairly obvious when you get near a Skunkape lair as the smell will be nearly unbearable.

Mutations: toxic weapon (stench), night vision

SKWIRM

No. Enc.: 1dB (2dB)

Alignment: Chaotic

Movement: 120' (40')

Dig: 90' (30')

Armor Class: 6

Hit Dice: 8

Attacks: 1 (weapon or constriction)

Damage: As per weapon/2dB

Save: L4

Morale: 9

Hoard Class: XIV

Skwirm are worms that have developed a hive-like mind, joining together and working in sync to form a roughly humanoid shape with a human-like intelligence. Due to this *metaconcert*, Skwirm in their humanoid forms can also mentally communicate with each other. Skwirm are incapable of speech and are found in underground locations that are dark, cool, and damp. Skwirm often disguise themselves in robes or loose-fitting clothes and masks, hiding their true nature from outsiders.

Skwirm feel that the world is theirs to exploit as their true worm form far outnumber any other creatures on the planet. And because they feed on rotting, decaying plant and animal life, they feel that they are at the top of the food chain and, thus, are the true masters of the *Mutant Future*.

When a Skwirm assembles itself, it has two worm-bundles within its "chest" which act as a *dual cerebellum*. Mental attacks must succeed twice to be effective against a Skwirm. Also, a Skwirm is coated with a thin *dermal*

poison slime which does 2db hit points of damage to anyone who comes into contact with it.

A Skwirm usually attacks using a weapon of some sort, although it can also form its "arms" into two 10-foot-long rope-like tendrils that can grasp and constrict a victim for 2db hit points of damage per round. Skwirm take half-damage from cutting and slicing weapons, as the blade slips easily between the various wriggling worms that make up its body. However, a Skwirm takes double damage from heat- and cold-based attacks.



If a Skwirm feels threatened or is severely injured, it will collapse into a pile of individual worms which will then burrow into the earth using its *hyperburrowing* ability. Although separate, the worms still remain in contact with each other, and they will reform into its Skwirm form within one

week, adding new worms to its "body" and effectively healing itself.

There are rumors of Skwirm made up entirely of Rot Grubs (MF rulebook, pg. 93), but this has not been confirmed.

Mutations: metaconcert, hyperburrowing, dermal poison slime, dual cerebellum

SKY DRAGON

No. Enc.: 1 (1)

Alignment: Neutral

Movement: Fly: 300' (100')

Armor Class: 8

Hit Dice: 11

Attacks: 1 (bite or ram)

Damage: 2d8 or 3d10

Save: L5

Morale: 8

Hoard Class: None

The Sky Dragon is a monstrosity large mutant dragonfly used as a means of transport. They are incredibly fast due to their powerful wings, light weight, and *quickness* mutation. A Sky Dragon has eight legs, a blue exoskeleton, long thin insectoid wings, and large red multifaceted eyes. Due to their size, they can carry up to three human-sized creatures comfortably. They can carry up to 900 pounds and move at full speed. They can carry between 901 and 1,800 pounds and still get airborne, but they'll move at half-speed. A Sky Dragon cannot take flight if encumbered by more than 1,800 pounds.

Because of their fragility, a Sky Dragon isn't normally used in combat, although they can defend themselves if attacked. They will bite at an enemy with its mandibles doing 2d8 hit points of damage if successful. A Sky Dragon can also dive from the sky at an incredible rate of speed, ramming into an opponent and doing 3d10 hit points when attacking in this manner. They will ram only as a last resort as they will take 1d10 hit points of damage themselves from the collision.

Mutations: quickness

SLIMENOID

No. Enc.: 1
Alignment: Neutral
Movement: 60' (20')
Armor Class: 8
Hit Dice: 3
Attacks: 1
Damage: Special
Save: L2
Morale: 12
Hoard Class: None

Green Slime (MF rulebook, pg. 75) is a slow, mindless, flesh-melting goo that usually fully consumes its victims. But there are times when a powerful mental mutant's consciousness "lives on" upon absorption. It is then that a Slimenoid is born.

A Slimenoid is a humanoid-shaped creature made entirely out of Green Slime. The creature is formed by the sheer mental willpower of a former

victim, giving it its shape and form of locomotion. A Slimenoid no longer has the memories or identity of the former victim, only the mental energies of the victim are present. But due to the powerful mental energies at play, a Slimenoid will sometimes (50%) still retain the use of one of its mental mutations. The Mutant Lord should roll randomly on the Mental Mutations table if this is the case. (However, mental attacks are useless against a Slimenoid as no "brain" is present.)

Like a Green Slime, a Slimenoid only wants to attack and eat. A Slimenoid will shamle forward and attempt to grab and enfold a victim, digesting all clothing and armor in 6 rounds. In 1d4 rounds after that, the slime will coat and dissolve the victim, creating more slime and absorbing it into its own "body." A Slimenoid is impervious to most attacks, although it is susceptible to fire.

Mutations: toxic weapon, special (see description)

SOULRIDER

No. Enc.: 0 (2d10)
Alignment: Chaotic
Movement: 180' (60')
Armor Class: 8
Hit Dice: 2
Attacks: Special
Damage: Special
Save: L2

Morale: 7

Hoard Class: None

The Soulriders are a deviously intelligent, brain-sized, pulsating mass of a creature. A Soulrider has one leering eye and moves about through the use of a set of tentacles on its underside. Soulriders are never encountered singularly; rather they are a nesting society of creatures, which leads directly to the threat they pose.

Because Soulriders are so physically weak, they use their ability of *possession* to overtake a victim's mind, commanding them to act as their virtual slave, providing the Soulrider with food and protection. Soulriders will usually enter a village unseen and, over the course of time, will dominate every individual within. Soulriders will also use their *metacombat* mutation to coordinate their actions amongst themselves. Once the entire village is dominated, the Soulriders will run the village as hidden slavemasters. PCs may pass through a village without even realizing the entire town is being manipulated by a hidden Soulrider society.

Soulriders are incapable of any degree of attack or defense. If discovered, they will command their thralls to attack on their behalf. A PC may find himself attacked by an entire village once a single Soulrider is discovered.

(It's a fair bet that the discovery of one Soulrider means that more are lurking nearby.) Soulriders do have one defensive ability. They have the mutation of *quickness*, which they use to lift themselves up onto the tips of their tendrils and skitter away at an incredible rate of speed once discovered or if combat turns against them.



Soulriders thrive on creating larger and stronger communities, as they see strength in numbers. Once a nest of Soulriders hatches a new generation,

the village may be overly welcoming to new visitors. Unless on alert, these visitors may become the newest possessed residents of the village.

Mutations: possession, metaconcert, quickness

SPIDERLING

No. Enc.: 1
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 4
Hit Dice: 11
Attacks: 5 (four claws, bite)
Damage: 1d8/1d8/1d8/1d8/1d8
Save: L9
Morale: 10
Hoard Class: XVI

A Spiderling is a large insectoid creature with four clawed arms, a large fanged mouth, and glimmering multifaceted eyes on eyestalks. The Spiderling's primary drive is to collect prey to take back to its lair for future feeding. Because a Spiderling prefers to eat live prey, it will try to subdue or overpower a victim rather than killing them outright.

A Spiderling is able to burrow underground at an accelerated rate using its *hyperburrowing* ability. The Spiderling often likes to dig underneath a victim, grab them, and then pull them underground for an attack. The Spiderling can also use

this ability to break through wood flooring or other fragile ground coverings in order to surprise and overtake its victim.

When attacking, the Spiderling has four claws that can each strike for 1d8 hit points of damage as well as biting for 1d8 hit points of damage. The creature's eyes can also emit an *optic emission* that will strike a foe for 1d6 hit points of damage as well as blinding them for 1d4 rounds.

Spiderlings are able to cocoon their prey using *webs* that spray from their claw's tips. Once a victim is defeated or captured, the Spiderling cocoons its victims and returns them to a hidden alcove or cavern for later transport back to its lair. The creature does not use its *webs* in combat or as a trapping material. It is used only to bind an already defeated creature.

Mutations: webs, hyperburrowing, optic emissions

SYNCHECHO

No. Enc.: 1d4 (1d6)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 5
Hit Dice: 3
Attacks: 2 (claw, bite)
Damage: 1d6/1d6
Save: L2
Morale: 6
Hoard Class: None

Synchechos are small (1 to 2 feet long) burrowing mammals covered in brown, tan, or white fur. These burrowing creatures live in the tunnels they create in the earth and will sometimes venture or burrow into ruins. These creatures can see in the dark with a limited 30 foot *thermal vision* and have a very keen sense of smell that they use to track prey. But these abilities pale when compared with the mutation that gives the creature its name; the Synchecho can manipulate time itself.

Once a day, a Synchecho (pronounced sink-EH-ko) can generate two alternate timelines that run concurrent with the primary timeline. To viewers, it appears that the Synchecho has split into three separate creatures. In actuality, the Synchecho is living out three potential timelines simultaneously. For example, a group of PCs encounter a Synchecho and engage it in combat. When it triggers its mutation, the party will see it split into three Synchechos. One may attack a party member; another attacks another party member; while the third tries to escape. Each of these three Synchechos acts independently, and they will not interact with each other. (Although all three may attack the same target if so desired.) At the end of 12 rounds (roughly 2 minutes), the Synchecho will determine which of the timelines is most beneficial to its survival and that version will continue to exist. The other two will

cease to exist, disappearing from the timeline. In the previous example, the two creatures which attacked the party members may be badly hurt, whereas the escaping one is successful in running away. The two attackers disappear, while the escaped (and unharmed) Synchecho races off. If all three courses of action are equally beneficial (or harmful), the Mutant Lord can roll randomly as to which one sticks around. If one of the Synchechos is killed while "split," the Mutant Lord can randomly determine if it was an alternate timeline Synchecho, which disappears, or if it is the "prime" Synchecho, which dies, while the other two copies disappear from the timeline. Note that any effect the Synchecho "copies" had on the timeline continues to exist even after the copies have ended, i.e., any damage they inflicted. It can make for an interesting encounter when the nest of 4 Synchechos the party stumbled upon suddenly becomes 12 angry attackers! Even more confusing is when 9 of those Synchechos suddenly disappear after 2 minutes of combat!

It is unknown if any other creatures have evolved the *alternate timeline generation* mutation. It is feared what would happen if a powerful creature such as the Brain Lashers were to harness the ability.

Mutations: alternate timeline generation, thermal vision, increased sense (smell)

TASER THISTLE

No. Enc.: 1d10

Alignment: Neutral

Movement: None

Armor Class: 8

Hit Dice: 2

Attacks: 1

Damage: 1d4 + 4db (electrical)

Save: L1

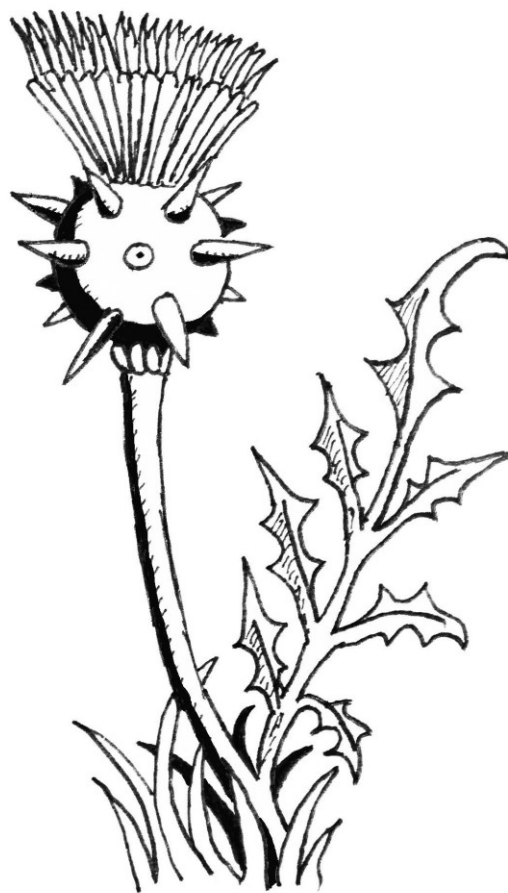
Morale: None

Hoard Class: None

The Taser Thistle is a flowering plant found scattered on hillsides and open fields in the *Mutant Future*. Although it is pretty to look at, it is the essence of "look, but do not touch."

A Taser Thistle appears as a 2-to-3-foot-tall fibrous stalk topped by a brushy purple flower. Just underneath the flower's head is a thorny sphere about the size of a golf ball. Within this sphere, a Taser Thistle can generate a powerful static electricity charge, which it stores like a capacitor. If a creature comes within range, the Thistle will whip itself at the victim, attempting to strike with the thorny growth. If hit, the victim will initially take 1d4 hit points of damage from the *spiny growth*. The victim then takes a carry-over attack as the Thistle discharges its stored electrical current for another 4db hit points of electrical damage. If the victim makes a successful save vs. energy attacks, he takes half-damage from the electrical attack.

Mutations: spiny growth, electric charge generation



TICKULA

No. Enc.: 1d3 (1d3)

Alignment: Neutral

Movement: 90' (30')

Armor Class: 6

Hit Dice: 4

Attacks: 1 (bite, drain)

Damage: 1d8/1db

Save: L2

Morale: 7

Hoard Class: VI

The Tickula belongs in the same class as Giant Spiders (MF rulebook, pg. 97). Tickulas are nearly 10 feet long,

appearing to be a bloated green body set upon eight spindly legs. The Tickula also has two incredibly large fangs that it uses to latch onto prey and drink the victim's blood. Any opponent bitten by a Tickula should roll a saving throw vs. poison. Failure means that the Tickula has sunk its fangs into the victim where it will remain firmly attached. Once attached, the Tickula will stop attacking all others and will focus on feeding on its victim. The Tickula will automatically drain an additional 1db hit points per round until killed or removed. A Tickula will let go of a victim only if it is stunned by taking more than 15 hit points of damage in any one attack. Once it is dislodged, it will begin attacking again.

Through years of mutation, the Tickula has developed an *accumulated resistance* to fire and flame-based attacks. Any fire damage taken will be subtracted from a separate equal hit point pool rather than the creatures "main" hit point total. Only when the additional hit points are depleted due to fire will any flame damage affect the Tickula's primary hit point pool.

Tickulas are normally found in heavily wooded areas, although reports of them found in overgrown fields or wild brambles is not uncommon. It is rumored that some Tickulas still carry a disease left over from Ancient Days, but this rumor is yet unconfirmed.

Mutations: gigantism, accumulated resistance (fire)

TIGRANHA

No. Enc.: 0 (2d4)

Alignment: Neutral

Movement: 150' (50')

Armor Class: 6

Hit Dice: 4

Attacks: 1 (bite)

Damage: 1d8

Save: L3

Morale: 7

Hoard Class: None

Tigranhas are a furry cat-faced breed of carnivorous fresh-water fish. They are fairly large (about 1 or 2 feet long), traveling in schools of 2d4. They will attack anything that enters the water they inhabit and, once they smell blood, they never need to make a morale check again.

Only someone very clumsy or very foolish would step near a pond or lake infested with Tigranhas. To combat this, the creature has developed a *mental phantasm* mutation which it uses to trick a victim. The Tigranha school may create the illusion of a bridge or set of stepping stones across the body of water, or they may just make it appear that the coast is 20 feet further away than it actually is. By the time a victim realizes the mistake, it's too late. The Tigranhas will have already descended.

If the party hears an NPC complaining about all the "cat-fish" in a nearby lake, they had better not think about going fishing. It's the fish who will be the ones angling for dinner.

Mutations: mental phantasm

URSINE GOBBLER

No. Enc.: 2-5 (1d4+1)

Alignment: Neutral

Movement: 120' (40')

Armor Class: 6

Hit Dice: 7

Attacks: 3 (two claws, bite)

Damage: 2db/2db/3db

Save: L4

Morale: 8

Hoard Class: VI

An Ursine Gobbler (nicknamed "Turkeybear") is a 10-foot-tall, 500-pound crossbreed of a large land mammal and a large land bird. An Ursine Gobbler has the body, claws, and head of a bear, and the beak and tail of a turkey. Some adventurers have mistakenly referred to it as an "owlbear," having read about these creatures in an Ancient tome titled "Add Monster Manual."

Ursine Gobblers are usually found residing in cave entrances or large Ancient ruins. They are violently protective of their young and their homes, and will charge anyone who approaches either of these. They

attack with a claw/claw/bite for 2db/2db/3db hit points of damage respectively. Ursine Gobblers have a minor form of *gigantism*, giving them their formidable size. They also receive a damage bonus when attacking (as reflected in the previous stats). However, they also receive a -1 to hit penalty on any target 3 feet tall or smaller. Ursine Gobblers have developed a *mental barrier* against mental attacks, giving attackers a -4 penalty when attacking mentally. They can also sense others with a mental mutation and will try to avoid them in combat. Ursine Gobblers can also cause the air around a target to gradually increase to unbearable limits with their *temperature control* mutation. When triggered, the air will shimmer around a target as the air becomes super-heated. The target will suffer 1db hit points of damage per round until the Ursine Gobbler's concentration is broken or once the target has taken 10db hit points of damage, whichever comes first.



Ursine Gobbler pelts are highly valued by traders as they are very soft and warm, as well as being nearly impossible to secure due to the dangerous nature of the creature. The meat of an Ursine Gobbler is also quite tasty, and a trader will pay a premium for a good supply of it. (Although eating the flesh of an Ursine Gobbler tends to make the eater a bit sleepy.)

Mutations: gigantism, mental barrier, temperature control (heat)

VITOSSEIN

No. Enc.: 1 (1db)

Alignment: Neutral

Movement: 120' (40')

Armor Class: 3

Hit Dice: 8

Attacks: 1

Damage: As per weapon +1db

(see description)

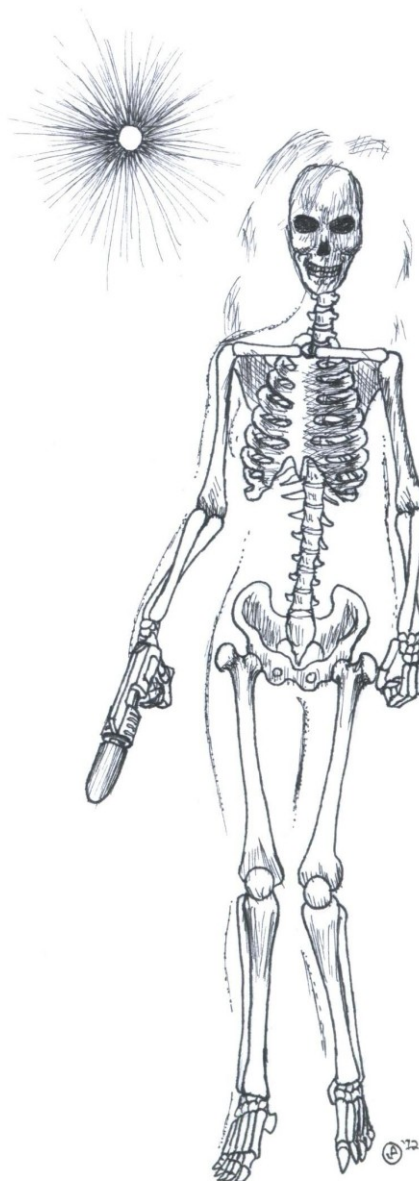
Save: L4

Morale: 5

Hoard Class: X

Vitossein (pronounced vih-TAH-see-in) are mutated humans whose skin, flesh, and organs have gradually turned transparent due to high radiation exposure. However, the bones of a Vitossein have not grown transparent over the years, so their skeletal structure is still very visible. In fact, the name of the creature literally means "living bones." Because of generational exposure, they

have developed a *reflective epidermis* that is resistant to radiation.



Because 90% of a Vitossein is transparent, it is said to have a limited form of *chameleon epidermis* if it remains motionless. In the darkness or in heavy cover, a PC would have a 60% chance of not seeing the unmoving creature. In the daylight or out in the open, the chance of not noticing the creature drops to 20%.

Vitossein (the name is both singular and plural, much like "sheep") are a peaceful race, staying pretty much to themselves and their colonies. (It is rumored that their withdrawal from society may have helped accelerate their translucence.) They do not care to interact with outsiders, but they are not overly aggressive if confronted, preferring to retreat and hide at the first possible chance. Vitossein are not defenseless though as they have a *martial intellectual affinity* giving them a +4 to hit in combat and +1dB damage when successful.

Due to their appearance and aloof ways, Vitossein lairs are often thought of as cursed or haunted. Many are unaware that these creatures even exist, lending to the mysterious rumors. The sighting of one may very well lead to tales of haunted caves, bogs, and swamps without realizing the true nature of what was seen.

Mutations: *chameleon* *epidermis*
 (limited), *reflective* *epidermis*
 (radiation), *intellectual* *affinity*
 (martial)

WOLF-APE

No. Enc.: 1d4 (1dB)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 6
Hit Dice: 7
Attacks: 3 (two claws, bite)
Damage: 1dB/1dB/2dB

Save: LB
Morale: 8
Horde Class: II

Wolf-apes are a mutant hybrid of both the canine and simian species. They are large human-sized bipedal mutants with matted grey-brown fur. They have pointed ears, sharp claws, and eerily glowing pupilless eyes. Wolf-apes are not intelligent, possessing only animal-like instinct and cunning, and they are incapable of speaking. They attack for food and, because they are fairly cruel, for sport.

Wolf-apes are able to travel through the trees much like an ape, swinging silently from branch to branch. They prefer to attack by leaping out of trees and onto their victim. They rend with their sharp claws for 1dB hit points for each claw that lands. They can also snap and bite at a victim for 2dB hit points of damage. Oddly enough, even though a Wolf-ape has no use for or concept of money and valuables, some very basic silver coinage can be found in a Wolf-ape lair. It is thought that they are attracted to the shiny baubles, collecting them for their shine.

Mutations: none

WORM BURNER

No. Enc.: 1d2 (1d4)
Alignment: Neutral
Movement: 60' (20')

Hyperburrowing: 180' (60')

Armor Class: 4

Hit Dice: 12

Attacks: 1 (trample or *lava stream*)

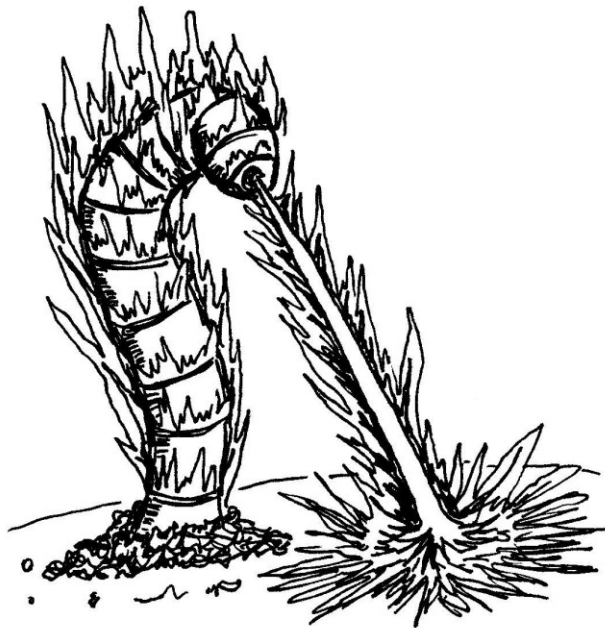
Damage: 2d6/8d6

Save: L6

Morale: 10

Horde Class: None

A Worm Burner is a monstrosously large orange- and red-skinned worm that appears to be completely ablaze. A Worm Burner's AC is fairly high due to its incredibly hot surface temperature. More common weapons will either bounce off of its hide or will melt upon contact. Because of this, Worm Burners are very susceptible to cold attacks (taking double damage). They can also be injured with large amounts of water.



A Worm Burner is slightly smaller than a Purple Worm (MF rulebook, page 90), about 8 feet in diameter and 80 feet long. Due to its monstrous size, a Worm Burner can literally "fall" onto

its victim, crushing them for 2d6 hit points of damage. A Worm Burner can also spew a thick *lava stream* from its mouth, burning the unlucky PC for 8d6 hit points. This lava is also fairly corrosive due to the heat and will melt through surfaces of AC 6 or less. A Worm Burner can move underground at an accelerated rate using its *hyperburrowing* mutation. It prefers to tunnel underneath a victim, and then explode out from the ground in front of them, gaining surprise if undetected.

Worm Burners are usually found in extremely hot and arid areas (i.e. deserts, active volcanoes). Due to their aggressive nature and dangerous surface temperature, a Worm Burner is best avoided.

Mutations: lava stream, hyperburrowing

WUUDCHAK

No. Enc.: 1d4 (2d10)

Alignment: Lawful

Movement: 120' (40')

Armor Class: 7

Hit Dice: 5

Attacks: 1 (bite or weapon)

Damage: 1d4 or per weapon type

Save: L4

Morale: 10

Horde Class: XX

The Wuudchak is a short (2 to 3 feet tall), furry bipedal humanoid descended from the Ancient animal

species of groundhog (AKA whistle-pig and woodchuck, which is the basis for its *Mutant Future* moniker). Wuudchaks are as intelligent and clever as any normal human and are capable of speech, tool usage, etc. However Wuudchaks are also highly agitated and nervous, often acting without thinking their actions through. They do not trust outsiders at all, having been hunted to near-extinction for food during the period after the Ancient Wars. Although of Lawful alignment, Wuudchaks are angry and suspicious creatures by nature, quick to leap to the wrong conclusions.

Wuudchaks live in large underground colonies, usually identified by a large mound of earth surrounding the entrance to the warren. Due to the size of the builders, Wuudchak colonies are inaccessible to all but the smallest of PCs. Due to their mistrust of strangers, Wuudchaks will leap to the defense of the colony and of other Wuudchaks if they feel threatened. (It's not unusual for a PC to stumble across a single Wuudchak who panics, calling 12 others to his side who immediately attack.) It's best to treat all Wuudchaks as potential combatants.

Wuudchaks have developed the ability to *control weather*, bringing down rain, thunder, and lightning when threatened. (They are particularly fond of starting blinding snowstorms, an ability they say they inherited from

their groundhog ancestors.) Wuudchaks are also able to release an ear-piercing *shriek* once per day, inflicting 1d4 hit points of sonic damage as well as deafening the victim for 1dB+4 rounds. A Wuudchak *shriek* will also signal every other Wuudchak within hearing range that there is trouble, and they will come running.

It is possible to gain the trust and respect of a Wuudchak, but the PC would have to perform some act that benefits the entire warren, i.e. saving it from destruction or providing food/water to all within the colony. Even then, the Wuudchak will shy away from any close bonds of friendship. But if a PC does gain that trust, then they will be viewed as a member of the warren, and they can then call upon their Wuudchak "family" for aid and assistance.

Mutations: shriek, control weather

ZEBRANT

No. Enc.: 1 (1d2)

Alignment: Neutral

Movement: 210' (70')

Armor Class: 3

Hit Dice: 5

Attacks: 1 (bite or trample)

Damage: 1dB or 1d20

Save: L3

Morale: B

Hoard Class: None

Contrary to appearances, the Zebrant is not a mutated insect. It is actually a mammalian horse that has mutated extra legs and a multisegmented torso. This large beast (7-foot-tall at the shoulder) is prized as a swift mount capable of fast speeds. It can also comfortably carry two riders. However, Zebrants are very rare to find in the wild, and until caught and tamed, they will bolt from any perceived threat. Although they shy from combat, a Zebrant will bite if given the chance for 1d6 hit points of damage. A Zebrant may also try to trample an opponent, doing 1d20 hit points if it manages to bowl over an attacker.

Besides its speed and carrying capacity, a Zebrant has one other benefit making it a much sought-after mount. A Zebrant has a *greater force screen* mutation that it can enfold around a rider. Once a day, a Zebrant can activate its *force screen*, encompassing both itself and anyone riding on it. The *force screen* is capable of deflecting 5d6 hit points of damage before collapsing. This mutation has given rise to the Zebrant nickname of "Striped Tanks," as a rider on the back of a Zebrant is all but untouchable.

Mutations: gigantism, force screen (greater)



DESIGNATION OF PRODUCT IDENTITY

The name Deviant Database, when used in any context, is product identity. All artwork, logos, author names, and presentation are product identity, with the exception of artwork used under license. The name The Savage AfterWorld is product identity.

DESIGNATION OF OPEN GAME CONTENT

All text, with the exception of material specifically excluded in the declaration of product identity, is open game content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Cave Cricket from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax. Fly, Giant from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadan from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Rot Grub from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Labyrinth Lord™ Copyright 2007-2009, Daniel Proctor. Author Daniel Proctor.

Darwin's World Copyright 2002, RPGObjects; Authors Dominic Covey and Chris Davis.

Mutant Future™ Copyright 2008-2010, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison.

Deviant Database Copyright 2012, Tim Snider. Author Tim Snider.

END OF LICENSE

Deviant Database is Copyright 2012, Tim Snider, The Savage AfterWorld, www.savageafterworld.com. All artwork within is copyrighted by its respective artist who retains all rights to his respective work. All artwork is used with permission of the original artist. Cover artwork is Copyright 2012, Rick Hershey. Standard Stock Art: 2012 by Empty Room Studios Publishing. Mutant Future™ is Copyright 2008, Daniel Proctor and Ryan Denison. Mutant Future™, Mutants & Mazes™, Labyrinth Lord™, Advanced Labyrinth Lord™, and Goblinoid Games™ are trademarks of Daniel Proctor. These trademarks are used under the Mutant Future™ Trademark License 1.1 available at www.goblinoidgames.com. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means without written permission from the author, except for the inclusion of brief quotations in a review. TSAW 01

APCALYGEDDON ABERRATIONS!

From the harmless to the harmful, from the weak to the wicked, this Deviant Database collects over 90 monstrous mutants that have inhabited

THE SAVAGE AFTERWORLD

Challenge your players with flying fiends like the flaming Dragonfire or the rampaging Flynocerosus!

Oceanic adventures await with aquatic adversaries such as the Flamewhale, Oceanbrood, and Crabhemoth!

Mutant menaces like the Pumpking and Brain Lord lurk in the hidden shadows and manipulate their eager minions!

This Deviant Database is fully compatible with Goblinoid Games' Mutant Future RPG as well as other Original Edition Fantasy RPGs.



TSAW 01