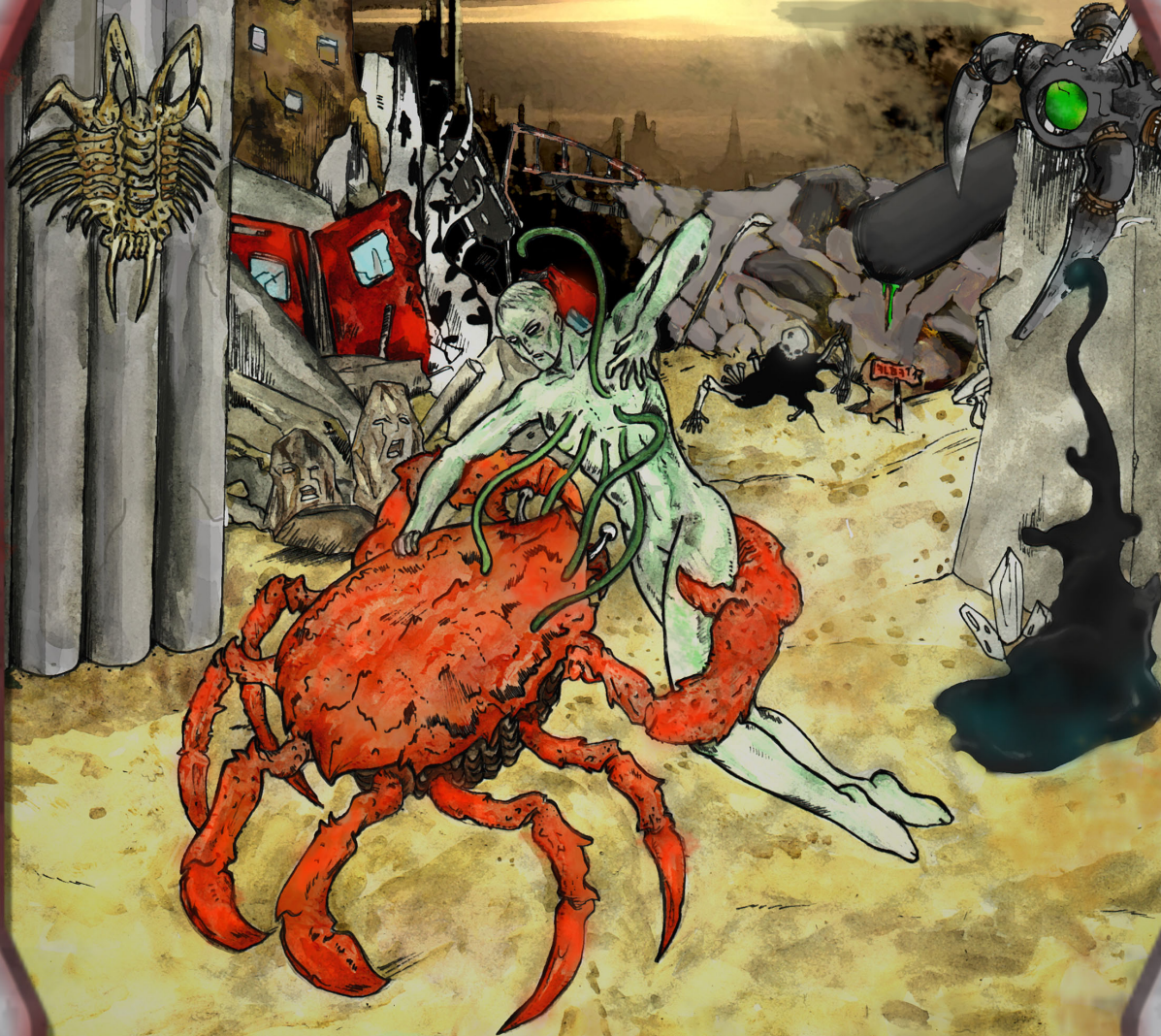


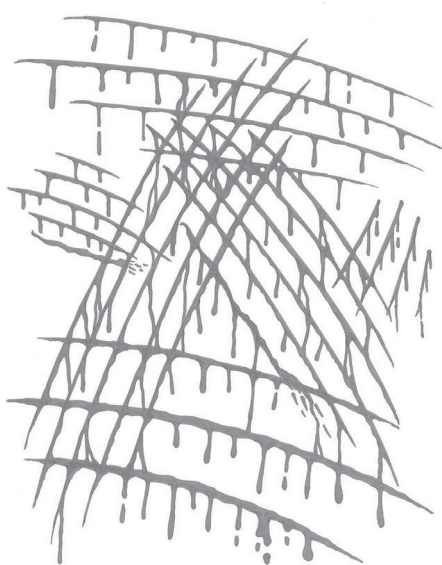
CREATURES OF THE WASTELANDS! RANDOM ENCOUNTERS

MUTANT FUTURE
COMPATIBLE PRODUCT



*By Derek Holland and the Skirmisher Game Development Group
With Illustrations by Dragan Ciric*

CREATURES OF THE WASTELANDS: RANDOM ENCOUNTERS



*By Derek Holland
and the Skirmisher Game Development Group*

CREATURES OF THE WASTELANDS: RANDOM ENCOUNTERS

*By Derek Holland
and the Skirmisher Game Development Group*

Skirmisher Publishing LLC
499 Mystic Parkway
Spring Branch, TX 78070

Email: d20@skirmisher.com
Website: www.skirmisher.com

Editor-in-Chief/Layout and Design: Michael O. Varhola



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 1.0, available at www.goblinoidgames.com. This book is also published under Open Game License version 1.0a. "Wizards of the Coast" is a registered trademark of Wizards of the Coast Inc. and is used with permission.

Designation of Open Game Content: Open Game Content may only be used in accordance with the terms of Open Game License version 1.0a, which is found on page 12. Anyone having questions or concerns about reproducing Open Game Content contained in this book in their own works should contact Skirmisher at one of the addresses listed above.

Designation of Product Identity: Product Identity is not Open Game Content. The following is hereby designated as Product Identity in accordance with section 1(e) of Open Game License version 1.0a: Skirmisher Publishing and any and all associated logos and identifying marks, including all Skirmisher Publishing products and product line names; any and all artwork, designs, depictions, illustrations, maps, likenesses, symbols, and graphic designs presented in the

context of this book; and any and all dialogue, incidents, plots, stories, storylines, thematic elements, and concepts contained herein.

The image on the cover is copyright 2009 by Dragan Ciric. The image on page 1 is copyright 2009 by Jeremy Pea. All other images in this book are from various stock art collections and are used with permission.

All contents of this book, regardless of other designation, are Copyright 2018 Skirmisher Publishing. All rights reserved. Reproduction of non-Open Game Content contained in this work by any means without written permission from the publisher is expressly forbidden, except for purposes of review.

This book is protected under international treaties and the copyright laws of the United States of America. Mention or reference to any company, product, or other copyrighted or trademarked material in no way constitutes a challenge to the respective copyright or trademark concerned. This book is a work of fiction and any resemblance of its contents to actual people, organizations, places, or events is purely coincidental.

TABLE OF CONTENTS

Introduction.....	4
Arctic/Cold.....	5
Desert.....	5
Forest/Wooded.....	5
Grassland.....	6
Inhabited.....	6
Jungle.....	6
River/Lake.....	7
Sea.....	7
Swamp.....	7
Village/Town.....	8
Ruins (Above Ground).....	8
Ruins (Below Ground).....	8
Crystal Field.....	9
Shattered Land.....	9
Soup Bowl.....	9
Open Game License Version 1.0a.....	10

CREATURES OF THE WASTELANDS

INTRODUCTION

This publication contains 15 random encounter tables designed for use with Goblinoid Games' *Mutant Future* post-apocalyptic role-playing game. These tables incorporate monsters primarily from the Skirmisher Publishing LLC book *Creatures of the Wastelands*, a licensed supplement to *Mutant Future*, along with some from Skirmisher's *Creatures of the Wastelands: Mutational Evolution* and a handful from the *Mutant Future* core rulebook.

Three of the terrain types represented on the following tables – Crystal Fields, Shattered Lands, and Soup Bowls – are fully described in *Creatures of the Wastelands* (along with a couple of others). The latter two of these only have 10 creatures each associated with them, as they cannot support nearly as much life as the other, more hospitable location types.

Two of the terrain types found in *Mutant Future* – Radioactive and Mountains/Hills – are not included, as most of the monsters in *Creatures of the Wastelands* do not dwell in either location.

Entries marked with a * are from *Creatures of the Wastelands*, those marked with ** are from *Creatures of the Wastelands: Mutational Evolution*, and those that are unmarked are from the *Mutant Future* core rulebook.



RANDOM ENCOUNTERS

ARCTIC/COLD

- 1 Ape, Albino
- 2 Arctic Nettle**
- 3 Banshee Ice*
- 4 Black Snowflake*
- 5 Crusty Bunny*
- 6 Ferret, Giant
- 7 Demonic Garden*
- 8 Death Thread*
- 9 Gamma Sloth
- 10 Grainstealer*
- 11 Great Mother*
- 12 Great Mother,
Seedling*
- 13 Gunk Child*
- 14 Herd Animals
- 15 Homo Erectus
- 16 Ice Picker*
- 17 Ice Vine*
- 18 Living Rain*
- 19 Slush*
- 20 Tripod

DESERT

- Antlion, Giant
Bloody Lion*
Brain Plant
Camel
Death Bird
Death Thread*
Dunelord*
Flow Wood*
Groundswell*
Gunk Child*
Kamata
Kite Nettle**

Lizard**
Oasis Shrub*
Pebbles**
Sand Rat*
Skeletal Tar*
Smart Stone, Sand*
Vulture Eater*
Water Sack*

FOREST/WOODED

- Air Screw*
Annual Tree*
Barf*
Bison, Forest*
Blazemoth*
Bronze Beetle*
Bug Friend*
Creeping Road*
Dinosaur, Grey Tide*
Fire Nettle**
Great Mother*
Great Mother,
Seedling*
Green Thinker**
Grey Cattle*
Hivebird**
Killer Moss*
Leaf Swarm*
Pearl Tree*
Sludge*
Vine Spinner*



CREATURES OF THE WASTELANDS

GRASSLAND

- 1 Annual Tree*
- 2 Bubble Bug*
- 3 Buzzer*
- 4 Crusty Bunny*
- 5 Death Thread*
- 6 Demonic Garden*
- 7 Dinosaur, Bellower*
- 8 Dinosaur, Rooter*
- 9 Dinosaur, Spikey*
- 10 Floater*
- 11 Flow Wood*
- 12 Grainstealer*
- 13 Great Mother*
- 14 Giant Nettle**
- 15 Hog, Smoke*
- 16 Hound, Viper*
- 17 Living Rain*
- 18 Rocket Plant*
- 19 Scale, Giant*
- 20 Sunflower*

INHABITED

- Blazemoth*
- Body Parts*
- Bridge Troll*
- Creeping Road*
- Crusty Bunny*
- Dream Eater*
- Floater*
- Grainstealer*
- Great Mother*
- Great Mother, Seedling*
- Gunk Child*
- Hound, Scent*
- Hound, Squid*
- Hyratt*
- Lumbricid*
- Phorid Fly, Giant*
- Rat, Chewer*
- Rat, Wasp*
- Reincarnation Slime*
- Spider, Hippy*

JUNGLE

- Annual Tree*
- Barf*
- Blood Crow*
- Bug Friend*
- Dinosaur, Minirex*
- Dinosaur, Rooter*
- Gory Nettle**
- Great Mother, Seedling*
- Grainstealer*
- Hivedweller**
- Killer Forest*
- Oozelord*
- Oven Tree Parasite**
- Petro Tree*
- Scale, Giant*
- Shadow Lion*
- Spider, Bang (and kin)*
- Tiki*
- Vine Spinner*
- Webspinner, Giant*



RANDOM ENCOUNTERS

RIVER/LAKE

- 1 Bison, Water*
- 2 Bloater Crab*
- 3 Bloodfeeder*
- 4 Burn Leech*
- 5 Crocodile
- 6 Domer
- 7 Fishmen
- 8 Leech, Giant
- 9 Living Rain*
- 10 Lobstrosity
- 11 Mansquito
- 12 Mosquito, Great*
- 13 Mud Eater*
- 14 Pufferoid
- 15 Quill Cat
- 16 Red Raptor*
- 17 Sewer Beast*
- 18 Sky Ray
- 19 Toad, Giant
- 20 Xenoshrimp*

SEA

- Arrow Worm, Giant*
Black Water**
Bloater Crab*
Crinoid, Red*
Crinoid, Yellow*
Fish, Giant Rockfish
Fishmen
Great Trilobite*
Lagoon Nettle**
Living Rain*

Men, Merchant
Men, Pirate
Octopus, Giant
Sea Net*
Shark (any)
Sky Garden*
Snake, Sea
Squid, Giant
Wave Rider**
Xenoshrimp*

SWAMP

- Air Screw*
Barf*
Bison, Water*
Bloater Crab*
Cyst Monster*
Floater*
Flow Wood*
Ghost Bat*
Great Mother*
Great Mother,
Seedling*
Grey Cattle*
Hog, Black*
Huel*
Killer Forest*
Mosquito, Great*
Mud Eater*
Oozelord*
Swamplord*
Vine Spinner*
Zap Nettle**



CREATURES OF THE WASTELANDS

VILLAGE/TOWN

- 1 Bee, Tiger*
- 2 Bridge Troll*
- 3 Ceiling Walker*
- 4 Creeping Road*
- 5 Crusty Bunny*
- 6 Dust Bunny*
- 7 Elder Stone*
- 8 Floater*
- 9 Grainstealer*
- 10 Great Mother*
- 11 Great Mother,
Seedling*
- 12 Green Hill*
- 13 Gunk Child*
- 14 Hound, Scent*
- 15 Hyratt, Urban*
- 16 Men, Merchant
- 17 Men, Brigand
- 18 Metal Grub*
- 19 Nylon Moth*
- 20 Scout**

RUNS (ABOVE GROUND)

- Air Screw*
- Bee, Stone*
- Body Parts*
- Ceiling Walker*
- Crusty Bunny*
- Cyst Monster*
- Elder Stone*
- Firebrat, Giant*
- Glow Pea*
- Great Mother*
- Great Mother
Seedling*
- Green Hill*
- Grey Pudding
- Gunk Child*
- Hyratt, Urban*
- Jun Honeysuckle*
- Magma Worm*
- Ok'se*
- Stone Crusher**
- Tiger Beetle, Giant*

RUNS (BELOW GROUND)

- Body Parts*
- Ceiling Walker*
- Grey Pudding
- Gunk Child*
- Lasher**
- Ok'se*
- Rat, Chewer*
- Rat, Giant
- Rat, Wasp*
- Ripper*
- Ruin Worm*
- Sewer Swarm*
- Silver Sheet*
- Skeletal Tar*
- Slimedweller*
- Slime Wasp**
- Splat*
- Stonecracker**
- Wall Grabber*
- Zombie Fly*



RANDOM ENCOUNTERS

CRYSTAL FIELD

- 1 Bee, Stone*
- 2 Body Parts*
- 3 Creeping Road*
- 4 Crusty Bunny*
- 5 Elder Stone*
- 6 Flash Jelly*
- 7 Floater*
- 8 Ghost Bat*
- 9 Glow Pea*
- 10 Great Mother, Seedling*
- 11 Groundswell*
- 12 Living Rain*
- 13 Mad Hare*
- 14 Magma Worm*
- 15 Silver Phoenix*
- 16 Smart Stone, Diamond*
- 17 Smart Stone, Glass*
- 18 Smart Stone, Marble*
- 19 Smart Stone, Quartz*
- 20 Steel Bite*

SHATTERED LAND

- Dust Bunny*
- Elder Stone*
- Feather Shrub**
- Leaf Swarm*
- Mycel*
- Ripper*
- Rime Hunter**
- Skeletal Tar*
- Sky Garden*
- Smart Stone, Granite*

SOUP BOWL

- Air Screw*
- Body Parts*
- Crusty Bunny*
- Demonic Garden*
- Floater*
- Gray Ooze
- Gunk Child*
- Living Rain*
- Oozelord*
- Slimedweller*



CREATURES OF THE WASTELANDS

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 2000-2003, 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. 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, Daniel Proctor. Author Daniel Proctor. Darwin's World Copyright 2002, RPGObjects; authors Dominic Covey and Chris Davis. Mutant Future™ Copyright 2008, Daniel Proctor and Ryan Denison; authors Daniel Proctor and Ryan Denison. *Creatures of the Wastelands: Random Encounters* Copyright 2018 by Skirmisher Publishing LLC.

Check out other Skirmisher resources for sc-fi, modern, and post-apocalyptic games like *Mutant Future* and *Gamma World*!

