

MUTANT FUTURE



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Science Fantasy
Role-Playing Game of
Mutants, Ruins, and Radiation

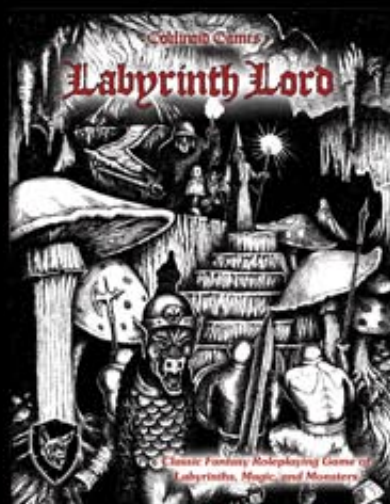
EVOLVE OR DIE!



The sinister and sadistic bleating of spidergoats echoes in the night, a complementary chorus to the rustling of an unfortunate victim caught in their webs. In deep, dank caves to the north, corrupted humans take communion with an unspeakably evil abomination they worship as a god. Shrill cries from the fields can only mean the vomit flies are back, molesting your livestock.

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Enter a post-apocalyptic nuclear wasteland filled with mutants, ruins, and radiation! You can take the role of an android, mutant human, mutant animal, pure human, and even a mutant plant! Seek wealth and ancient technological artifacts. Enter vast underground complexes, and avoid killer robots!



Relive or freshly discover your gaming roots.

Mutant Future is fully compatible with Labyrinth Lord!

Labyrinth Lord gives you the play experience of the old editions of the world's most popular fantasy roleplaying game! Whether you pine for the old basic game or the more advanced rules, our edition-based character option books are cross-compatible, so each player can pick the class from the era most preferred. Or live dangerously! Mix *Mutant Future* with *Labyrinth Lord*, so that powerful mutant sorcerers can match wits with ancient dragons in dank underworlds of adventure!

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MUTANT FUTURE

***Science Fantasy Role-Playing Game of
Mutants, Ruins, and Radiation***



By Daniel Proctor and Ryan Denison



Goblinoid Games

ACKNOWLEDGEMENTS

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This work is dedicated to the memory of E. Gary Gygax.

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FOREWORD

As I write this the *Mutant Future* manuscript is in the final stages of layout. This project could not have been completed without the previous work presented in *Labyrinth Lord*, and therefore a great debt is owed to the works and people from which I draw so much inspiration. Much as I stated in the foreword to *Labyrinth Lord*, *Mutant Future* is not an innovative or “new” game; it represents a reimagining of past and present games. We’ve taken game rules from old-school games and combined them with open game content from a number of sources, so that in the end we present a game with old-school sensibilities built upon a solid foundation of past work.

I’ve heard from many people who are reluctant to give older play styles a chance, because their proponents are sometimes perceived as being too dogmatic, that is, too inflexible in adhering to “tenets” of out of print games. I want to communicate that *Mutant Future* and *Labyrinth Lord* have not been created as examples of how games “should be,” or even as a commentary on the way modern games have diverged from their roots. There is some debate about what degree modern games have gotten away from not just the rules of earlier editions, but also the “feel” or spirit of those games. This discussion is far too long to get involved in here, but it is my opinion that so long as you are having fun, it doesn’t matter which edition you are playing. However, while it is true that there is nothing “wrong” with the modern games, it is also true that there is nothing “wrong” with the older games. Some of us just prefer older editions of games. Sadly, a new edition of a game is sometimes released not because it needs to be “fixed,” but because a new edition is the only way to bring in new revenue for a game publisher. From a business perspective this is understandable, but nonetheless, *Mutant Future* and *Labyrinth Lord* are reactions to this latter philosophy. The rules of *Mutant Future* and *Labyrinth Lord* will remain available indefinitely in an unadulterated form.

Times change, and so do people and their tastes. That’s just a simple reality. But within this change there is a danger that people will forget where it started, and that our roots will be lost in the heap of new editions. This danger is only amplified since it is in the business interests of some to engage in revisionist history or rhetoric to sell newer editions. These comments are only observations, and are not meant to be accusatory or combative. The reality is that out of print copies of games may not be available forever, and their electronic versions may not be offered forever. Part of the point of writing *Mutant Future* and *Labyrinth Lord* is to preserve old games in an open format that allows anyone to tinker with them. This you can do under the Open Game License by Wizards of the Coast, Inc., and the free trademark licenses we offer for our games. If you are coming to this game as a player of newer games, please keep playing those games if you enjoy them! All I ask is that you give old-school gaming a chance. Maybe it can find a place at your table. If you are coming to this game as a player of older games, pull up a chair and pick up some dice. You’ll find a lot is familiar.

Our goal in writing *Mutant Future* specifically was to create a simple old-school post apocalyptic science fantasy game that will be compatible with basic edition (or even advanced) games from the 1980s, while maintaining the same flavor of classic science fantasy games from this era. So, *Mutant Future* is not a retro-clone in the way that *Labyrinth Lord* is. However, even though it is not designed to maximize compatibility with genre-similar older games, it can certainly be used with these out of print games with little conversion.

The biggest joy for me in writing this game has been to finally have the chance to work on a project (that we actually finish...I can think of a certain board game we can’t seem to pin down) with my good friend, Ryan Denison. Of course what this really means is that it has given us one way to maintain close contact even though we live far apart now. Ryan is a much more talented writer than I am, so I tried to take advantage of him as much as possible by having him write many of the new sections for this book. He is responsible for the majority of sick and twisted monsters (although I can claim a few), and if the playtesters’ comments reflect general opinion, I think Ryan’s spidergoats will prove to become infamous. This book simply would not have taken form without Ryan’s dark and fertile, yet light-hearted, imagination.

It was with great sadness that I learned during the writing of this game that E. Gary Gygax had died. When I was writing *Labyrinth Lord*, Tom Moldvay died. It seems that as we try to bring old-school games back into the forefront we keep tragically losing the people who got it all started. I had only met Gary for the first time a few short weeks before his passing, but I found that everything positive people said about him was true. Despite having created the best known RPG, and the RPG hobby as a whole, and despite having such a huge impact on our culture, Gary was a humble and approachable man. I was delighted by his sophisticated sense of humor. When I played in the last session he would ever run of the original fantasy game he created, I won’t forget how narrowly my character escaped death from a giant spider and the mischievous look Gary had in his eyes when he declared someone needed to roll a saving throw versus poison. I have no more words other than to say that Gary will be missed not just by his family and close friends but also by the entire community of gamers he helped bring together. *Mutant Future* is made in an effort to avoid forgetting our past, and therefore this game is dedicated to the memory of E. Gary Gygax.

Dan Proctor
May 2008

“Do you remember when you talked about working on an old-school post apocalyptic game?”

Not long after he uttered those words, Dan Proctor and I began work on what would eventually turn into this book. *Mutant Future* has been a fun project, but it has also been a lot more than that. Working on *Mutant Future* has allowed me to spend time with a friend doing what we do best: being nerds.

I met Dan when he was running a game that one of our mutual friends was playing in. I played in a few sessions and I was hooked. I played in a lot of Dan’s games after that, and we became good friends. We’ve been friends now for about 15 years. I’d say that represents a pretty big life growing out of a hobby.

Without Dan’s influence, I never would have got up the nerve to run my first game (GURPS Supers, if you must know), and there’s a good chance that all of the great games I’ve been involved in since then may never have happened. Every time a group sits down at my gaming table (which has been much too rare as of late), I think about Dan and I wish that he could be here.

Even though we haven’t been able to game together (we now live about 1,500 miles apart), we’ve spent some time over the last few years engaging in an activity we’ve dubbed “armchair role playing,” which is what happens when two gamer nerds drink boxed wine from Muppets glasses and begin long and involved conversations about how awesome it would be to live in the world of George Romero’s *Night of the Living Dead*, or argue over who would win in a fight to the death between a beaver-man and a robot, or whether or not the inclusion of cat-girls ruins a supposedly hard sci-fi gaming line. We only get to have these nerdly outbursts sporadically, but I savor every last one of them. They remind me that tabletop gaming is basically friendship with a zesty dose of zombies, beaver-men, and robots.

So the next time you sit down to do some gaming, or if you find yourself lurking at the edge of a gaming table unsure of gaming with people you don’t know, just remember that we’re all friends here. Or at least we will be soon.

Ryan Denison
May 2008

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SECTION 1: Introduction

The flashing red light at the top of the door, and the persistent whine of a siren, creates a dizzying effect that Olin can't seem to shake. The strange metallic being nearby twitches and sparks; apparently such an alien device isn't equipped to take too many blows from a battle axe!

You are about to enter an entirely new world. Unlike board or card games that have highly structured play options and little flexibility, most of the action in **Mutant Future** takes place in your imagination. There are no limits!

Mutant Future is a role playing game. When you play a role playing game it is like acting in a play. You take on the role of an alter ego, and progress through an interactive story. But in a role playing game, there is no script or predetermined ending. You get to determine your fate, while seeking fame, wealth, and power by conquering foes, gathering treasure and technological artifacts, and accumulating levels of experience!

You've taken the first step on your adventure, but you are still 0 level. Don't despair, because you become 1st level when you create your first character, and progress from there. Gaining a level is a special occasion, because it incrementally marks your success as your alter ego. Each

time a character gains a level, he becomes more powerful and capable of taking on the dangers of greater and more exciting challenges.

...a rodent-like beast with dripping fangs approaches, walking bipedally as it stares Olin down with eyes that flicker red. Olin has one last trick, if he can only focus his concentration...

Olin directs the powers of his mind against the beast's, and feels its weak will crumble before him. In moments, what was a slobbering vicious creature shrinks and changes form, becoming whatever small ancestral rodent spawned it. With a stomp and a crunch, Olin takes care of the small furry thing, and retreats deeper into the underground structure of the Ancients.

What is **Mutant Future**?

Mutant Future takes place in a distant post apocalyptic future. It could be hundreds or even thousands of years from now, or even on an alien world, depending on the kind of setting that game play will take place in. Although there is a much more in depth discussion of this game's assumptions in Section 8, a few notes are necessary here to help set the tone.



The primary assumption in *Mutant Future* is that society has collapsed after a major nuclear war or disaster in the game world. The society that existed just prior to the fall was technologically advanced. Nuclear fallout is common, and most creatures have mutated to have different appearances or special powers. The genre is *science fantasy*, so mutations and technology do not necessarily make sense in “real” scientific terms. Another assumption of *Mutant Future* is that the current society has fallen into a technological dark age of a level similar to medieval Europe. The most common weapons, equipment, and vehicles will be similar to this time period, with technological artifacts being mysterious, even “magical.” Technology has become what “treasure” or “magic items” are in typical fantasy games, such as *Labyrinth Lord*.

How to Play

Although all of the people who sit down to play *Mutant Future* are “players” in the traditional sense, they are not all referred to as “players” in this game’s terminology. One game participant is referred to as the “**Mutant Lord.**” This person is the moderator of the game, and is the person who should understand the rules better than any other participant. The other participants are called “players,” and they take on the role of a **character** (or, rarely, more than one character). Characters played by players are referred to as **player characters (PCs)**. The players act in the role of their characters in the setting or world designed and presented by the Mutant Lord. Characters each have a **race**, which describes the kind of ancestral stock they come from, and to some extent will dictate what sorts of capabilities characters have.

The Mutant Lord is the final arbitrator of rules and rules decisions. He guides the progress of the game, and plays the roles of monsters and **non-player characters (NPCs)**. Non-player characters share many similarities with the characters played by the players, but the Mutant Lord decides on their actions, personalities, and motivations.

No one in this game “wins.” Characters do sometimes die; this is a fact of the game, but it does not indicate failure or “losing” in the sense that someone loses at, say, a card game. One can measure “success” in this game in many ways, such as acquiring treasure, gaining levels of experience, or finding powerful technological items. However, the one common measure of success that everyone should strive for is to have fun. Everyone can win at this game, because everyone can have fun playing it. So while a character may die, or riches may be lost, it is the game play itself that matters. Winning is in being able to suspend disbelief long enough to be immersed in a fantasy world.

Adventuring

Many adventures the characters undertake will take place in mutant-filled ruins, in the wastelands, or in a town.

Ruins may be large or small, and they can be above ground or underground locations that are mapped and have the contents determined and described by the Mutant Lord. While the Mutant Lord may design these areas, published pre-made areas might be used. The Mutant Lord has the hardest job of all, because he must be prepared ahead of time to inform the players of what lies ahead and how the results of their choices unfold.



Dice

Mutant Future primarily uses six different kinds of dice to determine the results of actions and situations, but these same dice might be used to generate numbers of varying ranges. These different dice and the terms employed to use and describe them are detailed below.

Dice and Notation

Dice rolls are described with expressions such as “3d4+3,” which means “roll three four-sided dice, sum them, and add 3” (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the “d” tells you the type of die to use (sometimes this is not a “real” die, see below). Any number after that indicates a quantity that is added, subtracted, or multiplied with the result. *Mutant Future* uses the following die notations:

Notation	Meaning
d2	A result of 1 to 2 is obtained by rolling 1d6. A result of 1-3 = 1, and 4-6 = 2.
d3	A result of 1 to 3 is obtained by rolling 1d6. A result of 1-2 = 1, 3-4 = 2, and 5-6 = 3.
d4	Four sided die
d6	Six sided die
d8	Eight sided die
d10	Ten sided die, a “0” indicates a result of 10
d12	Twelve sided die
d20	Twenty sided die
d% or d00	Percentile dice (a number between 1 and 100 is generated by rolling two different ten-sided dice. One (designated before rolling) is the tens digit. The other is the ones digit. Two 0s represent 100.)

Terms

Some important terms have been described already, and more will be described later, but to avoid confusion a few more clarifications are in order.

One important concept to understand is the different uses of the term **levels**. There are two instances when the term levels might be used. One instance is when we are discussing levels of experience for characters. Characters begin at 1st level. As they accumulate experience points through fighting monsters and finding treasure, they will reach higher levels (2nd level, 3rd level, and so on). With each level comes variable character bonuses (discussed later).

Another way in which the term “level” is used is when discussing the **level of a monster**. This corresponds directly with how many hit dice monsters have. For instance, a 2 hit die (2 HD) monster might be thought of as a 2nd level monster. This is a direct measure of how many hit points a monster will have, and in general how challenging an opponent it is. This does not directly correspond to character levels, because PC hit points are not directly related to character level.



One term that is frequently used is **adventure**. An adventure is often used to describe one play session. It may also be used in reference to a full scenario that may take several play sessions to finish. Many published adventures will use the term adventure and **module** interchangeably. When many adventures are strung together, often with the same characters in play, this is referred to as a **campaign**.

Experience points (XP) are used to measure the progress of characters. These points are assigned based on how

powerful monsters that have been defeated are, and on how much treasure is found. As more experience points are gained, characters go up in level.

Characters suffer damage, and damage is tracked through their number of **hit points** (hp). Characters’ hp is directly tied into their Constitution ability score (discussed later). A higher Constitution allows a character to suffer greater damage and survive. Characters most often take damage from monsters while engaged in an **encounter**. An encounter is a situation in which the PCs and monsters or NPCs are interacting.

Time is measured differently during encounters. It is broken into units called **rounds** and **turns**. **Rounds** are ten seconds of game time each, so there are 60 rounds in a turn. One **turn** is the equivalent in game time to 10 minutes.

If you are confused about what some of the terms used so far mean, many terms are explained as they are presented in later sections of this book.

Common Abbreviations

Below are some of the most common abbreviations that will be found in this book or *Mutant Future* supplemental books.

Abbreviation	Meaning
<i>Abilities</i>	
STR	Strength
DEX	Dexterity
CON	Constitution
INT	Intelligence
WIL	Willpower
CHA	Charisma
<i>Other</i>	
AV	Attack Value
hp	Hit points
shp	Structural hit points
HD	Hit dice (or hit die)
AC	Armor class
XP	Experience points
PC	Player character
NPC	Non-player character
cp	Copper pieces
sp	Silver pieces
gp	Gold pieces
THC	Treasure Hoard Class
BAN	Basic Android
SYN	Synthetic Android
RPT	Replicant Android
MA	Mutant Animal
MH	Mutant Human
MP	Mutant Plant
PH	Pure Human
ML	Mutant Lord

SECTION 2: Characters

Creating a Character: An Overview

To create a character, start with a fresh character sheet. You can copy the one provided in this book, download and print one from www.mutantfuture.com, or reproduce it by hand on a piece of paper. The next step is to roll 3d6 for each ability, in the same order that they are listed on the character sheet. There are a few other optional methods for this step provided at the Mutant Lord's discretion. One method is to allow the players to arrange their rolls to abilities as desired. Another method is to roll 4d6 for each ability, discarding the lowest roll and adding up the three remaining dice normally.

CHARACTER SHEET OR FORM

Syntha

Character Name

Synthetic

Character Type

Neutral

Alignment

1

Level

0

Experience

42

Hit Points

9

Armor Class

SAVING THROWS

15

ENERGY ATTACKS

12

POISON OR DEATH

14

STUN ATTACKS

12

RADIATION

ABILITIES

6

STRENGTH

Mod. to hit, damage, force doors

12

DEXTERITY

AC Mod. Missile Attack

13

CONSTITUTION

Reaction Save Modifier Radiation Save Modifier

9

INTELLIGENCE

Technology Modifier

14

WILLPOWER

11

CHARISMA

Reaction Adjustment

Mutations and Special Abilities:

thermal vision, acute hyper healing, increased physical attribute (STR)

Armor Class

0

1

2

3

4

5

6

7

8

9

9

8

7

6

5

4

3

2

1

0

Roll 1d20 to hit

Next, choose a race. Then roll for mutations in the Mutations section. Roll hit points based on your final Constitution, once all mutations are considered, and record the value on your character sheet. Fill in and make a note on your sheet of all mutations and abilities.

All characters start with 3d8x10 gold pieces (gp). Consult the weapon and equipment lists, and use your starting money to purchase all armor, weapons and gear. Be sure to record your **Armor Class** (AC) on the character sheet based on the type of armor you choose. Record your **Attack Values** (AV) and **Saving Throws** appropriate to your level.

Finally, do not forget to give your character a name! Also, create a little description of what your character looks like, his or her personality, and maybe even a brief note about the character's background.

Character Abilities

Character Abilities must be determined by rolling randomly. Roll 3d6 for each of the abilities. The Mutant Lord may allow you to roll abilities in any order, or in order as listed here.

Strength (STR) measures a character's muscle and physical power, and helps characters prevail in hand-to-hand combat. High or low STR affects a character's ability to hit and cause damage in combat with hand-wielded weapons (not including guns, grenades, etc.), and the chances of a character forcing open a door.

Strength Table	
Score	Modifier to hit, damage, and forcing doors*
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3
19	+3 (+4 damage)
20	+4
21	+4 (+5 damage)

* All hits will do a minimum of 1 hit point of damage

Dexterity (DEX) measures hand-eye coordination, agility, reflexes, and balance.

Dexterity Table			
Score	Armor Class Modifier	Missile Attack Modifier*	Optional Initiative Modifier**
3	+3	-3	-2
4-5	+2	-2	-1
6-8	+1	-1	-1
9-12	0	0	0
13-15	-1	+1	+1
16-17	-2	+2	+1
18	-3	+3	+2
19	-4	+3	+2
20	-4	+4	+3
21	-5	+4	+3

* These modifiers only apply to hit, not to damage.

** These adjustments are applied if the optional individual initiative rules are used.

Constitution (CON) is a measure of the overall health and fortitude of an individual, and can influence the effects of physical hazards such as radiation or poison. Further, this attribute determines characters' hit points. After all adjustments to constitution have been made from mutations or race, hit points are determined by rolling and adding together a number d6s or d8s (depending on race) equal to the constitution score. Example: a character with a constitution score of 14 rolls 14 six-sided dice (14d6), adds them together, and has this number of hit points.

Constitution Table		
Score	Poison Saving Throw Adjustment	Radiation Saving Throw Adjustment
3	-2	-3
4-5	-1	-2
6-8	0	-1
9-12	0	0
13-15	0	0
16-17	0	0
18	0	0
19	+1	0
20	+2	+1
21	+3	+2

Intelligence (INT) determines how well a character learns, remembers, and reasons. This ability is important for determining how technological artifacts function.

Intelligence Table	
Score	Technology Roll Modifier
3	-15%
4-5	-10%
6-8	-5%
9-12	0
13-15	+5%
16-17	+10%
18	+15%
19	+20%
20	+25%
21	+30%

Willpower (WIL) is a measure of resolve and mental strength, and is used to determine a character's proficiency in using mental powers from mutations, in an offensive and defensive capacity. Willpower attribute scores are used to determine the outcome of mental combat between opponents (see Combat).

Charisma (CHA) measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability is important for how other characters or monsters will respond to a character in an encounter, and affects the morale of hirelings and the number of retainers a character may have. Note that when making reaction rolls, lower numbers are better on 1d6.

Charisma Table			
Score	Reaction Adjustment	Retainers	Retainer Morale
3	+2	1	4
4-5	+1	2	5
6-8	+1	3	6
9-12	0	4	7
13-15	-1	5	8
16-17	-1	6	9
18	-2	7	10
19	-2	8	10
20	-3	9	11
21	-3	10	11

Charisma also affects the reactions of different character types to one another. In general, pure humans have preferential treatment in *Mutant Future*, with mutant plants being the least favored in society. Refer to the table below for modifiers based on race.

Charisma and Racial Modifier Table				
PC Race*	NPC Race*	Reaction Adjustment	Retainer Adjustment	Retainer Morale Adj.
MH	MA	+1	+2	+1
	MP	+2	+3	+2
	PH	+1	+2	+1
MA	MH	+1	+2	+1
	MP	+2	+3	+2
	PH	+2	+3	+2
MP	MH	+2	+3	+2
	MA	+1	+2	+1
	PH	+3	+3	+3
PH	MH	+1	+2	+1
	MA	+2	+3	+2
	MP	+2	+3	+2

*mutant animal (MA); mutant human (MH); mutant plant (MP); pure human (PH)

Note that all androids have a +3 reaction adjustment and +3 retainer adjustment to all other racial groups, meaning that androids are always met with intense suspicion.

Hit Points

Hit points (hp) are a measure of a character's ability to take damage before death occurs. When a character, or any other being, reaches 0 or fewer hit points, he dies. Each character rolls a number of d6s or d8s equal to his final CON, and sums them for the total hp. Some character races may not follow this calculation, and this is discussed below.

Character Races

In *Mutant Future* there are five broad racial groups: androids (Basic Android, BAN; Synthetics, SYN; Replicants, RPT), mutant animals (MA), mutant humans (MH), mutant plants (MP), and pure humans (PH). When selecting a

mutant “race,” it is generally assumed that the character is a unique specimen. Alternatively, the Mutant Lord may decide that the character’s specific type constitutes an entire true-breeding mutant race, and he is just one representative of the type, with general appearance and mutations shared by all members of the specific racial type. The Mutant Lord may have a selection of more specific mutant races, with pre-selected ability adjustments or mutations.

Android

At the Mutant Lord’s discretion, a character may choose to play an android character. In *Mutant Future*, there are three categories, or types, of androids that may be available as PCs: basic androids, synthetics, and replicants. The player must choose which type at character generation. For all three kinds of androids, abilities are randomly generated just like with any other character type. However, it is possible that different “models” of androids exist (combat, stealth, administrator, etc.), so that ability ranges might differ. For instance, a combat model might have +2 STR, +1 DEX, and –3 INT, or an assassin android might have +1 STR, +2 DEX, and –3 CHA. Usually bonuses are balanced with penalties. All basic androids and synthetics (not replicants) are immune to the effects of poison, including paralytic poisons. Basic androids are immune to any stun or blinding effects that occur as the result of attacking the senses (such as the mutations *shriek*, and *optic emissions* (*bright eyes*)).

All androids, synthetics, and replicants may only wear human armor. Robot armor is not appropriate for them. Although they are discussed in terms of their similarity or dissimilarity to humans, these android types can be made to resemble any animal or even a mutant type. Some androids can be equipped with abilities that are similar in function to mutations. The player of any android type may select a total of three beneficial mutations, in any combination of physical or mental categories. The Mutant Lord may rule that some mutations are unavailable to some or all android types.

Androids and Technology

All androids were potentially created prior to the fall of civilization. For this reason, all PC androids are assumed to suffer from memory loss due to malfunction from age, damage, or improper programming. Therefore, they only know about technology as it applies to themselves (excluding replicants). All NPC androids can be handled on a case by case basis by the Mutant Lord.

Androids and Healing

Basic androids and synthetics do not heal, and must be repaired. If these androids reach 0 hp, they are destroyed and cannot be repaired. A basic android or synthetic may repair himself at a rate of 1d3 hp per day dedicated to the

task. The Mutant Lord may place restrictions, requirements, or conditions on this activity. Otherwise, it takes very specialized knowledge to repair an android. The Mutant Lord might allow a character already familiar with androids to make an attempt at repair. If so, the rules for deciphering the function of technological artifacts can be used as guidelines.

Basic Android

Hit Dice: 50 hp

Mutations: 3 beneficial, any category

A basic android might be mistaken for a normal human from a distance, but upon closer inspection they have slightly glossy skin, with a skin texture that feels somewhat unnatural. Basic androids have a metal skeleton, and are entirely inorganic constructs. Nonetheless, they may have the same range of ability scores as humans, and will have the same movement, unless any of these characteristics have been augmented. All basic androids have a base hp total of 50. Androids do not eat, and are powered by an internal *radioactive battery* that can sustain power functions for many hundreds of years.

Basic Androids are affected by radiation as if it is 3 class levels lower (minimum of class 1) than its rating, and they never receive mutations as the result of radiation exposure. They are resistant to the effects of heat and cold, and gain a +1 to all saving throws for heat or cold based attacks. All basic androids are immune to the effects of poison, including paralytic poisons. They are immune to any stun or blinding effects that occur as the result of attacking the senses, such as the mutations *shriek*, and *optic emissions* (*bright eyes*).

Synthetic

Hit Dice: 50 hp

Mutations: 3 beneficial, any category

Synthetics are highly advanced androids. Although they are wholly inorganic, they have many functions that mimic biological processes. They have something resembling a vascular system that circulates a milky white fluid. From the outside they are completely indistinguishable from normal humans, and their true nature may only be revealed through advanced sensors. Injury will also reveal them for what they are. They will appear to be warm, living beings if observed with *thermal vision*. Synthetics have a polymer skeleton, with synthetic muscles. They are equipped with a power generation system that mimics biological digestion, allowing them to eat in order to maintain their power supplies. However, they do not heal and must be repaired.

Synthetics may have the full range of normal human abilities and movement, and have a base hp total of 50. Like all androids, synthetics can have adjusted abilities to reflect constructs created for fighting or other specialized tasks.



Synthetics are affected by radiation as if it is 1 class level lower than its rating (minimum of class 1), and they never receive mutations as the result of radiation exposure. They are resistant to the effects of heat and cold, and gain a +3 to all saving throws for heat or cold based attacks. All synthetics are immune to the effects of poison, including paralytic poisons.

Replicant

Hit Dice: 1d6 per point of CON

Mutations: 3 beneficial, any category

A replicant is an artificial biological organism, grown in a vat from synthetically created DNA and chromosomes. They are designed to mimic humans in all ways, and are completely indistinguishable from humans unless their DNA is analyzed. Replicants are the rarest of androids, because they have a lifespan of only five years. A functioning replicant factory must exist to produce them. Some replicants may be located in ruins, in cryosleep much like human clones can be. Because of replicants' unique biological nature, they are handled in game terms just as any other living creature. They eat and heal like any living being.

Replicants have the ordinary range of human abilities, and will have the same movement as a human. They calculate hp by rolling 1d6 per point of CON. They are resistant to the effects of heat and cold, and gain a +2 to all saving throws for heat or cold based attacks. Replicants are susceptible to radiation, but they do not mutate in the same way as other animals. If a replicant is exposed to radiation sufficient to induce a mutation, the mutation will take the form of a wasting disease that will kill the

replicant in 2d6 weeks, and 1d6 is subtracted from each ability per week. If any ability reaches 0, the replicant dies. There is no cure for this disease, but at the ML's option an automated replicant factory may be capable of repairing a replicant in this condition.

Mutant Animal

Hit Dice: 1d6 per point of CON

Mutations: 1d4 physical, 1d4 mental

Mutant animals have radically altered DNA as the result of exposure to radiation. Player character Mutant Animals are assumed to have human level intelligence, before any mutations are selected. Specifics regarding whether a mutant animal has functioning hands, is able to speak, or is otherwise anthropomorphic (or not) in any way is handled on a case by case basis with the Mutant Lord, unless the mutant animal comes from an already established "race." By default, all of these characteristics can be selected for "free" before mutations are rolled. Other abilities or limitations innate to the stock animal should be decided with the Mutant Lord. It is fair to assume that the mutant already has some form of manipulators, like hands, and is capable of speech (if desired) before mutations are rolled.

A mutant animal may choose one natural weapon at character creation, appropriate to his animal type. Damage from a natural weapon should be rolled using a d6; 1-2 1d4; 3-4 1d6; 5-6 1d8. Typical natural weapons include horns, teeth, or claws.

Mutant Human

Hit Dice: 1d6 per point of CON

Mutations: 1d4 physical, 1d4 mental

Mutant humans are humans whose genetic makeup has become altered by radiation. Mutations could be new, that is, not shared by the parents, or they could be mutations passed on from parent to offspring. Depending on how different a mutant human looks from a pure human, a mutant could be discriminated against in society.

Mutant Plant

Hit Dice: 1d6 per point of CON

Mutations: 2 plant, 1d6 human/animal

Mutant plants are an optional PC race, and the Mutant Lord should be consulted before selecting this type of character. For a mutant plant to be a PC, it is assumed that it begins as an intelligent and independently mobile creature (with standard movement), prior to rolling for mutations. It can be humanoid in appearance, but does not have to be. Considerable discretion must be used in creating these characters (see Mutant Animal), and their specific features and capabilities should be decided with the guidance of the Mutant Lord. All mutant plants may roll for 2 plant mutations, and 1d6 human/animal mutations to be divided between Physical and Mental Mutations (an odd number may be assigned to either category).

Pure Human

Hit Dice: 1d8 per point of CON

Mutations: None

This character type represents a human who has pure, or unaltered, genetic makeup from the stock humans that existed prior to the end of civilization. These people tend to receive preferential treatment in society because they are the most healthy and attractive individuals. Natural selection has favored tougher, smarter humans in the post apocalyptic hell where survival is a constant test of abilities. Without an edge granted by mutations, higher Charisma, Intelligence, and Constitution have been favored, granting a Pure Human +3 to each of these abilities. Although INT and CHA may go up to 21, CON is limited to a maximum of 18. Finally, at character creation pure humans roll 1d8 per point of CON for their hp total, instead of 1d6. Pure humans may take damage from radiation like any other character, but they never mutate as a result of radiation exposure. Pure humans have evolved immunity against this effect.

Level Progression

All characters progress in levels based on the chart below.

Character Level Progression	
Experience	Level
0	1
3,001	2
6,001	3
12,001	4
24,001	5
48,001	6
96,001	7
192,001	8
492,001	9
892,001	10
1,392,001	11
2,392,001*	12

*+1,000,000 for each level after level 12

When a level is gained, each player will roll on the table below to determine which bonuses the character receives. Note that bonuses are cumulative, so that bonuses to hit and damage will be added to any other bonuses, including past bonuses granted from the advancement of levels. Roll on the portion of the table to left. If a bonus to an ability is indicated, roll on the section to the right to determine which ability receives the bonus.

Experience Level Bonuses			
Bonus Type		Ability Bonus	
Roll d00	Bonus	Roll d6	Ability**
01-10	+1 damage*	1	STR
11-20	+1 attack per round	2	DEX
21-00	+1 to an ability	3	CON
		4	INT
		5	WIL
		6	CHA

*This bonus only applies to hand melee weapons. Any kind of gun, explosive, etc. does not apply.

**Note that basic androids and synthetics may only increase INT, WIL, or CHA.

Choosing Alignment

In *Mutant Future*, all beings, whether characters or monsters, adhere to one of three philosophies or spheres of behavior. These spheres are Law, Neutrality, and Chaos. A player must choose one of these paths when his character is created. The different alignments are described below. Note that although players should do their best to adhere to one of these spheres, the Mutant Lord will take note when behavior deviates too much from their chosen alignment and he may assign a new alignment more appropriate to actual character actions.

Law: Lawful beings believe in truth and justice. To this end, they will follow laws and believe all things must

adhere to order. Lawful beings also believe in sacrifice to a greater good, and will choose the good of a larger group over the good of an individual.

Lawful characters will often have adventures centered on rescuing people, helping the downtrodden, and protecting settlements from marauding creatures, bands of slavers, gangsters, and other dangerous beings. A lawful character will often consider helping others as its own reward, eschewing payment above what is necessary for him to survive.

Neutrality: Neutral beings are more self-centered. They believe in a balance between the ideas of law and chaos, and in their actions they tend to do what will serve themselves. They might commit good or evil acts in order to further their own ends, and generally will not put others' needs ahead of their own.

Neutral characters will often have adventures centered on exploration of the wasteland, delving into mysterious ruins and working for those who can pay them well for services rendered. They will often expect some kind of payment if asked to perform some task or adventure for a cause, and will generally only do so if they are fairly certain the risk is proportionate to the reward.

Chaos: Chaotic beings are in direct opposition to law. These beings should be seldom trusted, for they tend to act in "evil" ways and will be much more selfish than a neutral being. Chaotic characters believe in chance and that there should be no innate order to life.

Chaotic characters will often have adventures centered on looting ruins and committing assorted crimes in settlements. They often clash with the law in whatever villages or towns they travel through, especially if they do nothing to hide the fact that they are chaotic. Chaotic adventurers will often seek exorbitant amounts of payment for services rendered if they make any kind of agreement at all, and will feel justified in changing the price or taking whatever they want if they perceive the payment to be too small.

EXAMPLE: If a character were in a situation where his companions were trapped and would meet certain death without his help, he would act in the following ways based on his alignment:

The **lawful** character would sacrifice himself if necessary to rescue his companions. He would never leave them behind unless he had a better chance of saving them by doing so, or some truly greater cause could be achieved.

The **neutral** character will attempt to rescue his friends only if he is not likely to be harmed. He will weigh the costs and benefits, and if he is at too much risk, he will leave them behind.

The **chaotic** character will only help the group if he stands to profit from it and if he is not likely to get hurt. How he will act depends entirely on how he sees potential for personal gain or which way is most self-serving.

Character Languages

It is assumed that there is one common language shared by all intelligent beings capable of speech, at least within any distance that would be reasonably traveled in a character's lifetime. It is possible that some mutant or pure human communities have developed other languages, at the Mutant Lord's discretion. Characters may learn additional languages, if needed, based on their INT. A character is capable of learning an additional language with an INT of 13, 16, 18, and 20. For example, a character with an INT of 20 could learn four additional languages. Additional languages possessed by characters should be justified by some means, and it is up to the Mutant Lord to determine how long it takes a character to learn another language.

Character Inheritance

Characters often die in the dangerous, post apocalypse future. The Mutant Lord might allow players to create a will for their characters, to leave valuables behind for an heir. If this is done, the valuables must be stored in a safe location, which will charge a total of 10% of the value for their services. Finding a reputable place to store valued items may be a challenge, depending on the nature of the world the Mutant Lord has created. A player might try to leave money to an heir through less safe means, such as burying it and leaving a map behind, but this is more risky. A character's heir has to be a new 1st level character, and a player is only allowed to leave a character inheritance one time.

Money and Coins

In *Mutant Future*, metal coins are the most coveted form of money. Metal can be from current mining efforts, but most has been scavenged from ancient ruins and melted down. The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces (sp). Each silver piece is worth 10 copper pieces (cp). The standard coin weighs about 1/10th of a pound (10 to the pound), and when a carrying device, such as a backpack, lists the weight it can carry this weight can be directly converted to coins to determine how many coins it can carry.

In addition to the coins described above, the Mutant Lord could decide that whatever form of currency was common at the fall of the previous society is still in circulation. If this is the case, it will have a comparative value to these precious coins. This value could be more or less than that of coins, depending on how abundant the money is.

In the wastelands of *Mutant Future*, money can be scarce. In these places, entire barter systems may be in place to handle commerce. This is left to the Mutant Lord's discretion.

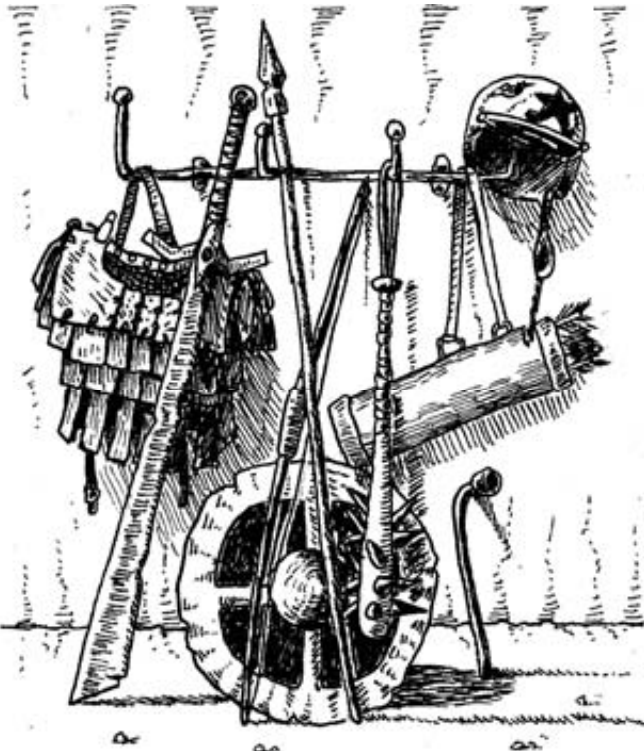


MONEY

Coins	Exchange Value		
	CP	SP	GP
Copper Piece (cp) =	1	1/10	1/100
Silver Piece (sp) =	10	1	1/10
Gold Piece (gp) =	100	10	1

Equipment

The majority of common weapons and equipment in *Mutant Future* resemble about the same technological level as one would expect in a medieval society. Technological artifacts are discussed in another chapter, but most people in society are not familiar with high technology. Starting characters may purchase the following equipment. These lists will also be handy when characters need to restock supplies between adventures.



WEAPONS

Weapon	Cost	Variable Damage	Weight
Axe	6 gp	1d8	6 lb.
Club	3 gp	1d4	3 lb.
Crossbow, heavy	25 gp		8 lb.
Heavy quarrels (10) and case	2 gp	1d8	1 lb.
Crossbow, light	16 gp		4 lb.
Light quarrels (10) and case	1 gp	1d6	1 lb.
Dagger	3 gp	1d4	1 lb.
Dart	5 sp	1d4	1/2 lb.
Flail	3 gp	1d6	5 lb.
Hammer, war	7 gp	1d6	5 lb.
Lance	7 gp	1d6	10 lb.
Longbow	40 gp		3 lb.
Quiver and Arrows (20)	5 gp	1d8	3 lb.
Mace	5 gp	1d6	3 lb.
Morningstar	5 gp	1d6	6 lb.
Pick	5 gp	1d6	3 lb.
Pole Arm	7 gp	1d10	15 lb.
Quarterstaff	2 gp	1d6	4 lb.
Shortbow	25 gp		2 lb.
Quiver and arrows (20)	5 gp	1d6	3 lb.
Sling	2 gp		0 lb.
Bullets, sling (10)	nil	1d4	5 lb.
Spear	3 gp	1d6	6 lb.
Sword, long	10 gp	1d8	4 lb.
Sword, short	7 gp	1d6	2 lb.
Sword, two-handed	15 gp	1d10	15 lb.
Trident	4 gp	1d6	4 lb.

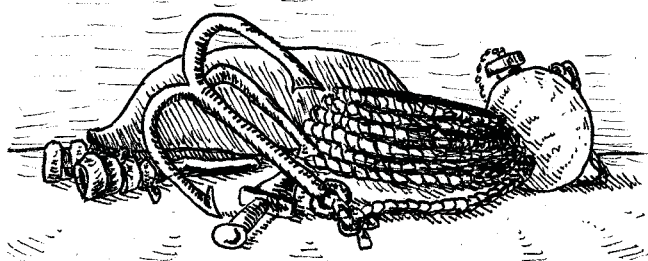
ARMOR

Armor	Cost	Armor Class	Weight
Chain mail	150 gp	5	30 lb.
Beast barding	150 gp	5	60 lb.
Leather	20 gp	7	15 lb.
Plate metal	600 gp	3	50 lb.
Shield	10 gp	1 less*	10 lb.
Studded leather	30 gp	6	20 lb.
Skins, Furs	5 gp	8	10 lb.
Unarmored	0 gp	9	nil

* Using a shield reduces armor class by 1.

ADVENTURING GEAR

Gear	Cost	Weight
Backpack (empty)	2 gp	2 lb.
Bedroll	1 sp	5 lb.
Blanket, winter	5 sp	3 lb.
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	—
Candles (10)	10 cp	—
Case, map	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Crowbar	2 gp	5 lb.
Flask (empty)	3 cp	1-1/2 lb.
Flint and steel	2 gp	—
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Ink (1 oz. Vial)	8 gp	—
Quill pen	1 sp	—
Ladder, 10-foot	5 cp	20 lb.
Lantern	9 gp	3 lb.
Lock	20 gp	1 lb.
Manacles	15 gp	2 lb.
Mirror, small steel	10 gp	1/2 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	10 lb.
Pole, 10-foot wooden	2 sp	8 lb.
Rations, unpreserved (per day)	2 sp	1 lb.
Rations, trail (per day, preserved)	5 sp	1 lb.
Rope, hemp (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack, large (empty)	2 sp	1/2 lb.
Sack, small (empty)	1 sp	1/2 lb.
Saddle	25 gp	25 lb.
Saddle bag	1 sp	1/2 lb.
Spade or shovel	2 gp	8 lb.
Spikes, iron (12)	1 gp	8 lb.
Spyglass	15 gp	1 lb.
Torches (8)	3 sp	8 lb.
Waterskin/Wineskin	1 gp	4 lb.
Wine (2 pints)	1 gp	1/2 lb.


ANIMALS, LAND AND WATER TRANSPORT

Animals and Land Transport*	Cost
Cart	100 gp
Dog	3 sp
Dog, guard	25 gp
Donkey	8 gp
Feed (per day)	5 cp
Horse, draft	40 gp
Horse, riding	75 gp
Horse, war	250 gp
Mule	30 gp
Pony	30 gp
Stabling (per day)	5 sp
Wagon	200 gp

*Some animals may or may not exist in your Mutant Lord's world, and there may be mutated animals used as mounts instead.

Water Transport	Cost
Boat, river	4,000 gp
Boat, sailing	2,000 gp
Canoe	55 gp
Galley, large	32,000 gp
Galley, small	12,000 gp
Galley, war	65,000 gp
Lifeboat	800 gp
Longship	17,000 gp
Raft	1 gp per sq. foot
Sailing Ship, large	22,000 gp
Sailing Ship, small	7,000 gp
Sailing Ship, transport	30,000 gp

TRADE GOODS

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed below.

Item	Cost
One pound of wheat	1 cp
One pound of flour, or one chicken	2 cp
One pound of iron	1 sp
One pound of tobacco or copper	1 sp
One pound of cinnamon, or one goat	1 gp
One pound of ginger or pepper, or one sheep	2 gp
One pig	3 gp
One square yard of linen	4 gp
One pound of salt or silver	1 gp
One square yard of silk, or one cow	10 gp
One pound of saffron or cloves, or one ox	15 gp
One pound of gold	10 gp



FOOD VENDORS

Vendors are most often set up in settlements that are town-sized or larger, although there may also be traveling food vendors who peddle preserved foods. Vendors have a dizzying array of culinary delights. They sell everything from the tried and true wasteland treat that is rat-on-a-stick to giant crab legs and mystery meat. The following chart gives a few suggested items and prices for the various treats available from these vendors.

Food Vendor Wares	Cost
Bag of assorted berries	1 cp
Bag of smoked insects	2 cp
Dried salamander	1 sp
Giant crab leg	3 gp
Giant mole burger	2 sp
Giant Killer Bee honey (jar)	3 gp
Mystery meat kabob	5 cp
Pickled hemofowl egg	10 gp
Rabboxen Milk	5 cp
Rabboxen steak	3 gp
Rat on a stick	3 cp
Roasted meerkat	2 sp
Spidergoat haunch	5 gp
Xeno jerky	2 cp
Xeno liquor (jar)	6 sp

Equipment Descriptions

Most equipment and other items listed previously are described here. Note that, should the players wish to purchase items not provided in the equipment lists, the

Mutant Lord may use the items available as guidelines for determining new items' characteristics, including prices, and damage if additional weapons are desired.

Animals of burden: Most horses and mules can carry up to 200 lbs. and move at 120'. A maximum of twice this encumbrance can be carried and will reduce this movement to 1/2. These should be used as examples when creating mutated animals for beasts of burden.

Backpack: A backpack has two straps and can be worn on the back, keeping the hands free. It holds up to 40 pounds.

Boat, River: A riverboat can carry 3,000 pounds. It is 10 feet wide and between 20-30 feet long, and has a "draft," or surface depth, of between 2-3 feet when in the water. Riverboats are rowed, or poles are used to push it along. The cost of the boat increases by 1,000 gp if it has a roof.

Boat, Sailing: This boat may be 10 feet longer than a riverboat, but is otherwise similar in dimensions and travels by sail. A sailing boat can carry the weight of 2,000 pounds.

Candles: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Canoe: A canoe is a small boat that weighs 50 pounds. It can carry weight up to 600 pounds and is about 15 feet long.

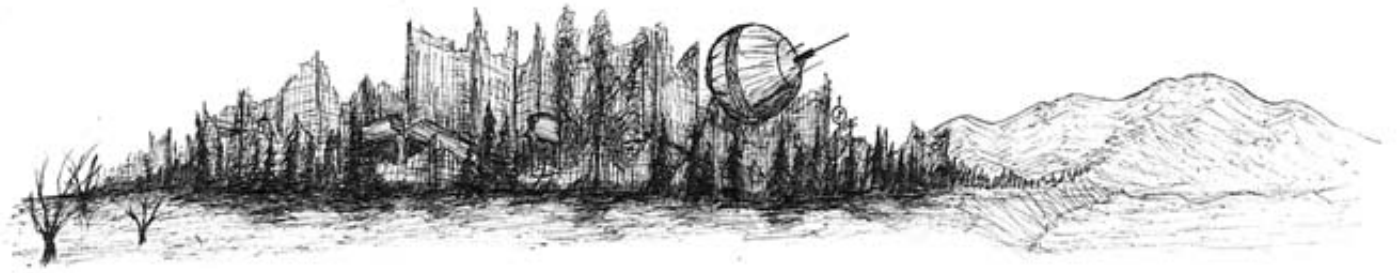
Cart: A cart must travel on a road, and is pulled by one or two large horses, or 2-4 donkeys or mules up to 60 feet per turn. If the cart is pulled by only one horse or two mules, it can carry 400 pounds. If pulled by four mules or two horses, it can carry 600 pounds.

Crowbar: A crowbar is 2 or 3 feet long and made of solid iron. This object can be used for forcing doors and other objects open.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Galley, Large: This is a large ship, capable of holding a weight of 4,000 pounds. These ships are 15-20 feet wide, 120-150 feet long, and have a draft of 3 feet. This ship is manned by 180 rowers. Further, in addition to the captain, there is generally a crew of 70. These ships are sometimes equipped with catapults and a ram.

Galley, Small: This ship is capable of holding a weight of 4,000 pounds. These ships are 10-15 feet wide, 60-100 feet long, and have a draft of 2-3 feet. This ship is manned by 60 rowers. Further, in addition to the captain, there is generally a crew of 40. These ships are sometimes equipped with catapults and a ram.



Galley, War: This is a large ship that is generally a fleet's flagship, capable of holding a weight of 6,000 pounds. These ships are 20-30 feet wide, 120-150 feet long, and have a draft of 4-6 feet. This ship is manned by 300 rowers. Further, in addition to the captain, there is generally a crew of 100. These ships are equipped with 3 catapults and a ram.

Grappling Hook: These can be used for anchoring a rope, and often have 3 to 4 prongs.

Hammer: If used to fight, this small hammer deals 1d4 damage. It can be used for construction, or as a mallet with iron or wooden spikes.

Beast Barding: Barding is leather armor with metal plates on it, worn by horses or other mounts. It weighs 60 pounds and grants an Armor Class of 5 to the animal.

Ink: This is black ink. One can buy ink in other colors, but it costs twice as much.

Lantern: Lanterns can be closed to hide the light. They burn one oil flask for each four hours, or 24 turns, and have an effective light radius of 30 feet.

Lifeboat: This ship is capable of holding a weight of 1,500 pounds. These ships are 4-5 feet wide, 20 feet long, and have a draft of 1-2 feet. They are equipped with rations to feed 10 human-sized beings for 1 week. The mast folds down for storage of the lifeboat on larger galleys, where there are typically 2 to 3 lifeboats. There are 1 or 2 lifeboats on smaller galleys. Lifeboats weigh 500 pounds and will take up this much weight, each, on a galley.

Lock: This is a common iron lock with a key.

Longship: This is a narrow ship capable of holding a weight of 4,000 pounds. These ships are 10-15 feet wide, 60-80 feet long, and have a draft of 2-3 feet. This ship requires 60 rowers, but is also capable of being sailed. In addition to the captain, there is

generally a crew of 75 sailors, of which 60 may row when the wind is low.

Manacles: These are used to bind hands or feet.

Oil Flask: In addition to fueling lamps, oil can be used as a missile weapon.

Raft: Rafts can be professional or makeshift water vessels that can be no larger than 40x40 feet. For every 10x10 area of well-built rafts, the raft can hold a weight of 1,000 pounds. If the raft is makeshift, it will only hold a weight of 500 pounds for each 10x10 foot area. A makeshift raft can be built in 1 to 3 days for each 10x10 foot raft portion.

Rations, trail: This food is dried and preserved to be carried on long voyages when securing other food may be uncertain.

Rations, standard: This food is fresh and will not keep for more than a few days. The cost for this food would reflect fresh food fixed for a militia, or the most basic food at an inn.

Rope, hemp: This strong rope can hold the weight of approximately three human-sized beings.

Rope, silk: This rope is stronger than hemp, and can hold the weight of five human-sized beings.

Sack, Large: This sack can contain 60 pounds.

Sack, Small: This sack can contain 20 pounds.

Saddle Bag: This bag can contain 30 pounds.

Sailing Ship, Large: This large, seaworthy ship is 100 to 150 feet long, 25 to 30 feet wide, a draft of 10 to 12 feet, and has a crew of 70. It can carry 30,000 pounds of cargo. It has square sails on its three masts and is sometimes equipped with two catapults.

Sailing Ship, Small: This ship is much like the larger version, but is 60 to 80 feet long, 20 to 30 feet wide, a draft of 5 to 8 feet, and has a crew of 12. It can carry 10,000 pounds of cargo, and has one mast.



Sailing Ship, Transport: This large ship has similar dimensions and characteristics to a large sailing ship. However, it is specially designed to carry troops, mounts, and equipment of war as its cargo.

Torch: A torch burns for 1 hour, clearly illuminating a 30-foot radius. If a torch is used in combat, it deals 1d4 damage.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. Generally, two or four draft horses (or other beasts of burden) draw it. Two horses can pull a load of 1,500 pounds, while four can pull 4,500 pounds. A wagon can move at a similar speed and under similar conditions to a cart.

Waterskin/Wineskin: This container, made of hide, will hold 2 pints (1 quart) of fluid.

Food Vendor Descriptions

Bag of assorted berries: Just what it sounds like, a bag of assorted berries picked from the less dangerous plants of the wasteland.

Bag of smoked insects: No longer relegated to the status of nuisance, these tasty insects have been gathered and smoked to give them a spicy flavor.

Dried salamander: These small lizards are carefully sun-dried, and often served with some kind of dip.

Giant crab leg: (Only available in coastal areas) The giant crab leg is a messy meal, and it is assumed that the purchaser will have his own weapon to break open the tough shell.

Giant Killer Bee honey (jar): This reddish-gold honey is a slight intoxicant, and will stay fresh even during extensive wasteland travel.

Giant mole burger: This patty of ground mole meat is served on a toasted piece of bread.

Mystery meat kabob: These thick, juicy kabobs are cheap, but packed with meat. I wonder what they are made of?

Pickled hemofowl egg: This radiation purging egg is pickled in a flavorful brine.

Rabboxen milk: Nothing beats a nice, warm glass of rabboxen milk!

Rabboxen steak: These delicious steaks are expensive, but worth it. The tender meat is rich and tasty.

Rat on a stick: Rats and sticks are plentiful in the wasteland; it was bound to happen.

Roasted meerkat: These difficult to capture animals make a tasty treat when roasted slowly over an open fire.

Spidergoat haunch: The spidergoat haunch is a large chunk of spicy meat.



Xeno jerky: Xeno jerky usually refers to thin strips of dried meat cut from xeno cattle, but it can also refer to any salted and dried meat.

Xeno liquor (jar): These intoxicating liquors are fashioned from different plants and animal products, and then sold by the jar. Their ingredients (and their effects) are decided by the Mutant Lord.

SECTION 3: Mutations

Mutations are divided broadly into Human/Animal Mutations and Plant Mutations. Human/Animal Mutations are further divided into Physical Mutations and Mental Mutations. These categories are subdivided into Beneficial Mutations and Mutation Drawbacks. Mutant characters of human or animal stock will have a random number of physical and mental mutations. Roll 1d4 for each category, and this is the number of Physical Mutations and Mental Mutations the character has (up to 8 total). Mutant Plant characters have 2 plant mutations and 1d6 human/animal mutations. All androids have any 3 mutations.

At the Mutant Lord's discretion, a player may choose to have fewer mutations than the number rolled or may even be allowed to choose mutations. For some games, the Mutant Lord might decide that some mutations are off limits, and will provide a selection of mutations that can differ from the ones presented here.

This system assumes a character that has his or her mutations out of a random fluke. However, there can be "breeds" of mutant humans, animals, or plants that have specific mutations that are passed on, so that a character is a representative of a "race" rather than a unique individual. These "races" may be created with the Mutant Lord, or the ML may already have races designed that are appropriate for his or her game. These mutations may also be used to create or modify mutant monsters.

Unless otherwise noted, most mental mutations, when used in an offensive capacity, require a successful mental attack roll.

Human/Animal Mutations

Physical Mutations

Roll d00	Beneficial
01-02	Aberrant Form
03-04	Chameleon Epidermis
05-06	Complete Wing Development
07	Density Alteration (Self)
08-09	Dermal Poison Slime
10-11	Dual Headed
12-13	Dwarfism
14-16	Echolocation
17-18	Energy Ray
19	Energy Retaining Cell Structure
20-21	Epidermal Photosynthesis
22-23	Fragrance Development
24-25	Gigantism
26-27	Increased Balance
28-29	Increased Physical Attribute
30-31	Increased Sense

32-33	Metamorph
34	Natural Armor
35-36	Night Vision
37-38	Optic Emissions
39	Parasitic Control
40-41	Prehensile Tail
42-43	Quickness
44-45	Reflective Epidermis
46	Regenerative Capability
47-48	Shriek
49-50	Spiny Growth
51-53	Thermal Vision
54	Toxic Weapon
55-56	Ultraviolet Vision
57	Unique Sense

Drawbacks

58-59	Albinism
60-61	Bizarre Appearance
62-63	Epidermal Susceptibility
64-65	Frailty
66-67	Hemophilia
68-69	Increased Caloric Needs
70-71	Obese
72-73	Pain Insensitivity
74-75	Pain Sensitivity
76-79	Pituitary Deformation
80-83	Poison Susceptibility
84-86	Prey Scent
87-88	Reduced Immune System
89-90	Reduced Oxygen Efficiency
91-93	Sensory Deficiency
94-95	Simian Deformity
96-98	Slow Mutant
99-00	Vision Impairment

Mental Mutations

Roll d00	Beneficial
01-03	Ability Boost
04-05	Accumulated Resistance
06-08	Acute Hyper Healing
09-10	Ancestral Form
11-13	Body Adjustment
14-15	Combat Empathy
16-18	Control Light Waves
19-20	Control Weather
21-23	Damage Turning
24-25	Density Alteration (Others)
26-27	Disintegration

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28-30	Dual Cerebellum
31-33	Empathy
34-35	Flight, Psionic
36-38	Force Screen
39-40	Force Screen, Greater
41-42	Increased Willpower
43-45	Intellectual Affinity
46-47	Killing Sphere
48-50	Know Direction
51-53	Mental Barrier
54-56	Mental Phantasm
57-59	Metaconcert
60-61	Mind Thrust
62-63	Neural Telekinesis
64-66	Neural Telepathy
67-68	Plane Shift
69-70	Possession
71-72	Precognition
73-75	Mind Reflection
76-78	Quick Mind
79-80	Teleport
81-82	Temperature Control
83-85	Vampiric Field

Drawbacks

86-87	Atrophied Cerebellum
88-89	Dual Cerebellum (Defective)
90-92	Mind Reflection (Defective)
91-93	Negative Empathy
94-95	Phantasmal Damage
96-98	Phobia
99-00	Weak Will

Plant Mutations

Note that plant mutations, like other mutations, may be used by the Mutant Lord to construct monsters. These mutations are written with NPCs, monsters, and PCs in mind. As a result, they will have slightly different guidelines depending on how they are used.

Roll d00	Beneficial
01-04	Abnormal Size*
05-07	Accumulated Resistance
08-10	Animal Limbs or Organs
11-13	Animate Seeds*
14-16	Carnivore
17-19	Chameleon Metamorph
20-23	Dermal Acid Sap
24-27	Dermal Poison Sap
28-30	Electric Charge Generation
31-33	Flight
34-36	Fragrance Development (Plants)

37-39	Free Movement*
40-42	Full Senses*
43-45	Grenade-like Fruit
46-48	Injected Poison Sap
49-51	Natural Armor (Plant)
52-54	Natural Vegetal Weapons
55-57	Poisonous Spores
58-60	Prehensile Tendrils
61-63	Projectile Thorns
64-67	Radioactive Emissions
68-70	Reflective Cellular Structure
71-73	Shriek (Plant)
74-77	Thermal Emissions
78-80	Tripping Tendrils*
81-83	Vegetal Parasite

Drawbacks

84-86	Nocturnal
87-90	Prey Scent
91-94	Reduced Fertility*
95-00	Thermal Sensitivity

*These mutations are either inappropriate to PC plants, or are assumed to already be present on all PCs.

Physical Beneficial Mutations

Aberrant Form

This mutation covers a wide array of effects over the entire bodily structure of the mutant. Roll 1d8 to determine the nature of the mutation.

1-2 Enlarged Parts: Some aspect of the mutant's body has grown to an abnormally large size and, as a result, has increased functionality. Because this is a benefit all limbs and organs are assumed to be affected in concert (i.e. both arms, both legs, etc.). For example, this mutation could manifest as a +1, +2, or +3 to damage if arms are larger than normal, or +60 to movement for longer or larger legs.

3-4 Xenomorphism: The character gains a unique organ/limb with a new function, such as an extra pair of eyes on stalks, a prehensile proboscis, a limb or body part from another species, or a set of tentacles that act as extra arms. An extra body part from another species may (50%) be equipped with a *natural weapon*.

5-6 Extra Parts: Any organ or limb that is normally present may be multiplied. An extra normal organ (extra heart, extra set of lungs) may be acquired, which could increase CON by +1. To generate a random number of a given body part roll 1d4+1 and multiply by that number, or a number may be selected. The brain and/or head cannot be duplicated by this mutation. The body part must be selected at character generation.

7-8 Natural Weapon: The mutant is equipped with a natural weapon, such as horns, teeth, or claws (select at

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character creation). These will inflict damage as determined by rolling 1d8; 1-2 1d4, 3-4 1d6, 5-6 1d8, 7-8 1d10. The character may only attack once per round with a *natural weapon*, unless he possesses more than one attack per round. A *natural weapon* may (25%) be equipped with a *toxic weapon*, such as poison.

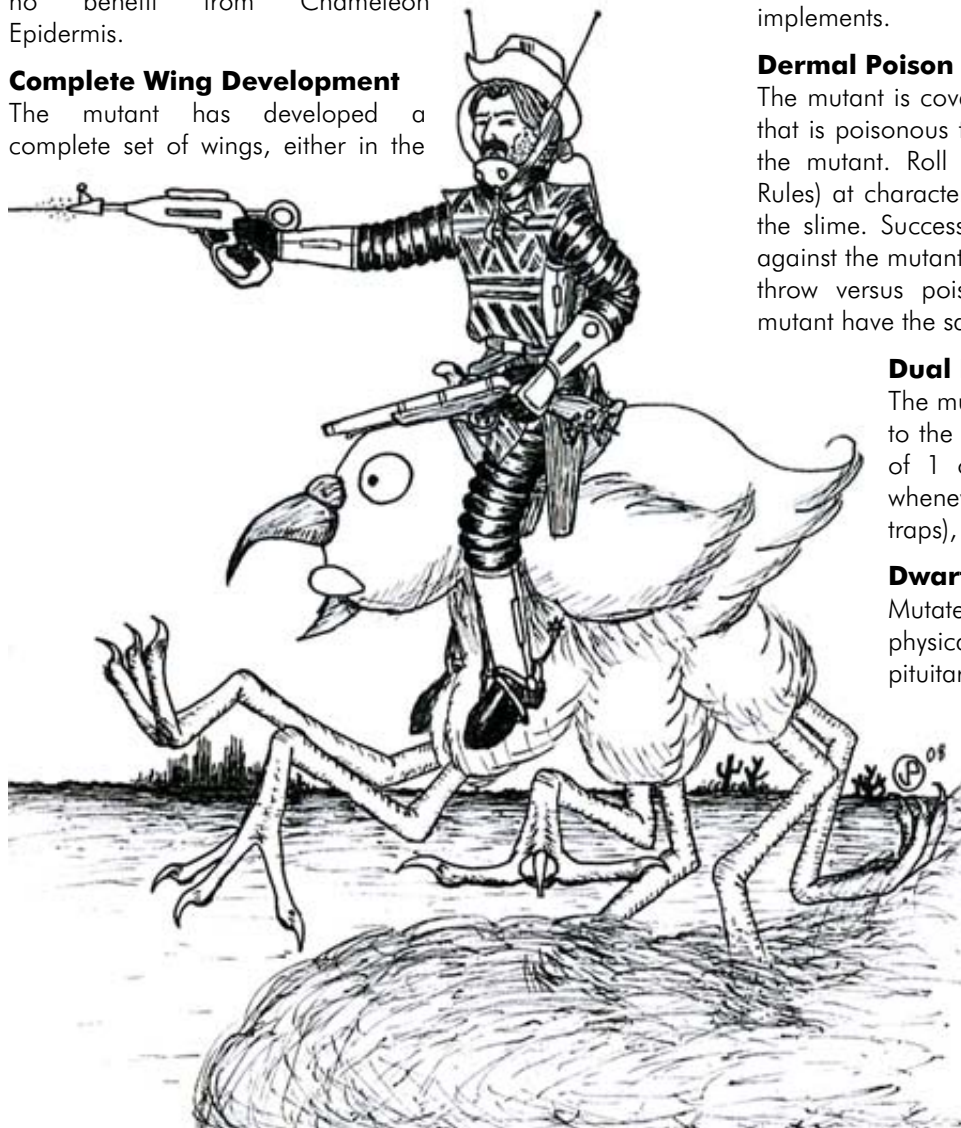
Chameleon Epidermis

The mutant's outer cellular structure has been mutated, allowing the cells to actually alter their lucidness, appearance, and color. In effect, this allows the mutant to subtly change colors on a cellular level. The being may hide, if stationary, almost as if invisible. The color change takes place immediately, and requires no concentration by the mutant. The Mutant Lord should assign a percentage chance, based on the situation, that the mutant will not be noticed when using this camouflage. In complete darkness or thick cover, the percentage could be 95%, while in daylight if the character is unmoving it might be 50%.

Characters wearing heavy armor or fully garbed receive no benefit from Chameleon Epidermis.

Complete Wing Development

The mutant has developed a complete set of wings, either in the



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form of fleshy membranes, feathery wings, bat-like extremities, or even scaly or insect-like versions. With these wings the character can fly with a movement of 120'. The mutant may fly while carrying only 25% of his body weight. Creatures over 150 pounds cannot use these wings for flight, but they leap to a distance of 120', with a maximum height of 80'.

Density Alteration

This mutation grants the ability to instantly alter body density, thus shrinking or enlarging, with maximum enlargement up to twice the natural body size, and maximum shrinkage to 1/8 original body size. Each fraction of a body size change is accompanied by an equal fraction increase or decrease to armor class and speed. For example, reduction of size by 1/4 also reduces (improves) armor class and reduces movement by 1/4. Becoming twice as large increases armor class by a multiple of two (to a maximum of 9) and doubles movement. Note that reduction of body density to 1/8 makes a character impervious to damage from sharp implements.

Dermal Poison Slime

The mutant is covered in a thick gooey slime (like a frog) that is poisonous to those who touch or attempt to ingest the mutant. Roll on the poison table (see *Adventuring Rules*) at character creation for the class of the poison in the slime. Successful bare-hand attacks and bite attacks against the mutant require the attacker to attempt a saving throw versus poison. Bare-hand attacks made by the mutant have the same effect.

Dual Headed

The mutant has developed a second head next to the first. He can only be surprised on a roll of 1 on 1d6. Roll one die for each head whenever using senses (listening, looking for traps), choosing the best result.

Dwarfism

Mutated genes have altered the mutant's physical size, an effect either related to a pituitary defect or a change in the genetic program during the years of body growth and development. With this mutation, the mutant is a dwarf, a mutant with substantially decreased size and body weight.

To figure out the character's size, start with a base of 6 feet. Roll 1d4+1 and subtract the result from 6 to get the height of the character in feet. This will give a range from 1 and 4 feet.

The character's diminutive size makes it harder to damage opponents, but

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also makes it more difficult for opponents to land successful blows on the mutant, since he presents such a small target. A dwarf mutant has a +1 to hit targets of human sized or larger with a non-powered hand weapon. He does -1 to damage for every 1' shorter than he is from 3 feet, with an equal reduction (improvement) of AC for each foot he is shorter than 3'.

Echolocation

The mutant has the ability to gather information on his surroundings by using a type of natural sonar. The mutant must emit a noise (some kind of clicking or speech will do), which then reverberates off of the surface of any surrounding objects or creatures, is picked up by an external sense organ and translated into a rough, colorless picture of all objects in the mutant's surroundings. This allows the character to interact with the surroundings as if he has sight, even if he does not have eyes or regular sight is obscured. This does not allow the mutant to see through objects, nor will it allow him to read text or see pictures. This works for a range of 90 feet, or 270 feet if the character also has the *increased hearing* mutation. Mutants with this ability will have a better chance of striking an opponent, receiving a +2 to hit in combat.

Energy Ray

Every 3 rounds, this mutation grants the ability to emit a blast of energy (roll 1d6; 1-2 heat, 3-4 cold, 5 radiation, 6 electricity) from the hands (or other upper appendages) that inflicts 4d6 hit points of damage to a distance of 50 feet. Only one type of energy may be chosen at character creation.

Energy-Retaining Cell Structure

The mutant's body has a higher than normal level of electrical energy coursing through his body, energy which he can focus into a shock capable of damaging opponents who touch him. This electrical shock does 3d6 hp damage.

Epidermal Photosynthesis

Characters with this mutation get energy from the sun, processing it through their bodies as though it were food. If they spend long periods of inactivity in direct sunlight, they will be able to heal wounds more quickly (4x) than the regular healing rate (1d3 per day of complete rest). When they are out of the sun (i.e. at night or in a dark cave) they are forced to move more slowly in order to conserve their rapidly depleting energy. This reduces their movement to 50% of the normal rate. Such characters are also more susceptible to cold and heat, and they suffer a -2 penalty to saving throws versus cold or heat based energy attacks.

Fragrance Development

The mutant has the ability to produce a subtle yet hypnotic fragrance. The fragrance is generally derived from mutated pheromones/hormones (that are emitted at the mutant's will), but could come in another form-spores, for

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instance. Once per day the mutant can emit a scent that forces up to 8 HD of creatures, or any single creature with less than 13 HD (or 13 CON) within 15 feet to save versus poison or fall into a hypnotic trance for 2d4 rounds. Victims may be ordered to commit any act that is not suicidal, up to and including attacking friends.

Gigantism

Mutated genes have altered the mutant's physical size, an effect either related to a pituitary defect or a change in the genetic program during the years of body growth and development. While this serves to increase strength and size potential substantially, the mutant is nonetheless noticeably different than others of his species.

The original size is based on a 6 foot height. Roll 3d6, adding that many feet to the size of the mutant, achieving sizes between 9 and 24 feet. The mutant gets a bonus to damage, based on his height. Note that all mutants with gigantism suffer a -1 penalty to hit creatures 3' tall or smaller.

Gigantism Modifiers

	Height	9'	12'	18'	24'
Damage Dice Bonus*		+1	+2	+3	+4

*The Damage Dice Bonus is only applicable to non-powered hand weapons.

Increased Balance

The character will never fall or stumble, and can climb almost any surface without being in danger of losing balance.

Increased Physical Attribute [Strength, Dexterity, Constitution]

One or more physical attributes is increased. Roll 1d6 to determine the specific effects.

1-2 Increased Strength: The character can summon bursts of great strength, dealing an extra 3d6 when damaging an opponent with a hand-to-hand weapon.

3-4 Increased Dexterity: The character's AC is adjusted by -2. This bonus is cumulative with any other DEX bonuses.

5-6 Increased Constitution: The character receives Constitution x2 in extra hit points, and receives +2 to all saving throws versus poison.

Increased Sense [Touch, Taste, Sight, Hearing, Smell]

One or more senses is very acute, allowing the mutant to sense things others may not. Roll 1d10 to determine the sense.

1-2 Increased Vision: This allows the mutant to see things as far as 3 miles away if there is a clear line of sight. This mutation comes with the benefit of *ultraviolet vision* and *night vision*.

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3-4 Increased Hearing: A character may distinguish even the quietest sounds at a range of 180 feet. This also allows the mutant to pick out sounds from a jumble of noises. Mutants with *increased hearing* cannot be surprised because they will always hear any movement in their vicinity, and they can listen at a door with success on a roll of 1-5 on 1d6.

5-6 Increased Smell: A mutant with this mutation can pick up scents at 180 feet and tell the difference between various smells even if some seem overwhelming to others. Creatures that are upwind can never surprise this character.

7-8 Increased Touch: This increased sense grants +10% to technology rolls.

9-10 Increased Taste: This ability does not have a range, but it ensures that a character cannot be poisoned and will always be able to tell by tasting whether something is capable of being eaten for nourishment.

Metamorph

The character can choose (at character creation) another creature that he or she can transform into. The character does not gain the mutations of the creature, just the physical appearance and natural abilities (such as claws or sharp teeth). This physical change (in either direction) takes 2 full rounds of inactivity before it is complete.

Natural Armor

This mutation indicates that the character has grown a natural defense mechanism over the entire body. It can be thick fur, scales, a shell, or even rubbery skin. This armor is moderate (1-3 on 1d6) or extreme (4-6 on 1d6). Moderate armor grants an AC of 6, while extreme natural armor grants an AC of 4, but reduces movement to 75% of its regular rate.

Night Vision

Individuals with this mutation can see in complete darkness to a range of 60 feet by utilizing minute amounts of available light. Vision is in black and white only, and does not function in utter darkness underground, since some small light must be present (starlight, moonlight), even if it is so dim normal sight does not perceive it.

Optic Emissions

This mutation takes two forms. Roll 1d6, and on a roll of 1-3 the mutant character receives the ability to project a flash of very bright light from the eyes (*bright eyes*), blinding an opponent within 30' for 1d4 rounds. This blindness causes the opponent a penalty of -4 to attack rolls and increases his armor class by 4. This ability is useful regardless of daytime or nighttime. On a roll of 4-6, the character has the ability to discharge a burst of radiation from the eyes (*gamma eyes*), that can reach 30'. Damage is determined at character creation by rolling for

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the class of the radiation on the radiation table in the Adventuring section.

Parasitic Control

If the character can attack and latch onto another creature for 3 rounds, he or she will maintain control over the creature as long as the two are in physical contact.

Prehensile Tail

The mutant has developed a special tail. The tail is not necessarily a balancing tool, but more of an "additional limb".

The tail can grapple objects like a hand (much like a new world monkey's tail), allowing the mutant to hang from tree limbs, for instance, leaving the arms and legs free to perform other actions of a more complex and agile nature. Some typical bonuses granted by the mutation might be a +2 bonus to Dexterity checks when climbing or balancing (+4 if climbing trees), etc. The tail can also be used in more mundane ways, such as holding a light source, so the character can employ both hands to fight. The tail cannot use weapons or hold a shield, however, as it is not quite that dexterous.

Quickness

This mutation makes the mutant much quicker in all respects. Movement speed is doubled, mental tasks take half as long to accomplish, and the character may attack two times per round in physical combat (not mental combat).

Reflective Epidermis

The character's skin is essentially impenetrable to a particular form of energy. At character creation, roll 1d8. A roll result of 1-2 is electricity, 3-4 is heat, 5-6 is cold, and 7-8 is radiation. The mutant will never suffer damage from this energy source.

Regenerative Capability

When provided with proper rest and food, this mutation allows the character to recuperate from injury at a staggering rate. Given time, mutants may re-grow severed limbs.

The character heals 10 extra hit points per day. If he should be so unfortunate as to lose a limb or extremity (and survive), the lost body part will regenerate over a period of 1d4+2 weeks. A head may never be regrown, and characters do not regenerate from death.

Shriek

The mutant's vocal cords are substantially altered, allowing him to produce sounds both above and below the normal human auditory range. The culmination of this ability seems to be a focused shout, using the sonic vibrations on everyone in the immediate vicinity of the mutant.

Once per day, the mutant can let out a horrible shriek that affects everyone within a 10' radius of him. Targets in the

area of effect must save versus stun attacks or take 1d4 points of sonic damage and be deafened for 1d6+4 rounds. Those who successfully save are unaffected. Mutants with the mutation *echolocation* suffer a -2 penalty to save.



Spiny Growth

Parts of the mutant's body are covered with prickly spines, which may be small, medium, or large. Roll 1d6 at character generation to determine the size. Small spines (1-2) inflict 1d4 damage, medium spines (3-4) inflict 1d6, and large spines (5-6) are capable of inflicting 1d8 damage. Any type can be removed and thrown as a dagger. With a little effort, the small spines are capable of being hidden beneath normal clothing, but the medium and large spines are virtually impossible to conceal because of their size.

Thermal Vision

The character can see the heat generated by living beings, heat-emitting weapons, or other natural heat sources. This vision functions to a distance of 60' if the mutant has ordinary vision as well, or to 90' if thermal vision is the only form of sight the mutant possesses (the eyes emit infrared radiation to boost the distance). If a mutant has ordinary vision and thermal vision, the thermal vision is only usable in darkness, and it takes 1 round to transition between them. Immense flashes of heat or those coming from close proximity to the character can be overwhelming, blinding the character for 2d4 rounds.

Toxic Weapon

The character is endowed with a weapon that is toxic to those affected by it. This could be in the form of a gas that affects everyone in a specific radius, a spray that can affect a specific target, or a bite/sting that affects a target at a range of touch. Some common types of toxic weapons are paralyzing venoms, blinding gasses or sprays, and acidic bodily fluids. The range or radius of the attack is up to 30'. Any kind of poison must be rolled on the poison table in the Adventuring section to determine poison class at character generation, or alternative effects may be designed with the ML. In general, no attack should exceed 10d6 in damage (with the exception of poisons that may inflict death).

Ultraviolet Vision

The character can see the UV spectrum and will be able to see objects that emit this type of energy. This spectrum includes gamma radiation, x-rays, and other high intensity radiation. As a result, a character with this vision can see if areas have a high level of background radiation. At night, this vision allows a character to see to a distance of 300'. Since this vision relies on heavy background radiation, it is not useful underground unless there is a source of radiation for illumination. If a mutant has ordinary vision and *ultraviolet vision*, the *ultraviolet vision* is only usable in darkness, and it takes 1 round to transition between each form.

Unique Sense

The mutant with a unique sense may detect certain kinds of phenomenon that are not detectable by the usual senses. These might include the ability to "feel" radiation to a distance of 60', "smell" water within a mile, or sense when certain kinds of weather are imminent. The player and Mutant Lord may devise an appropriate sense, and what its range will be. Some senses may have corresponding new organs.

Physical Mutation Drawbacks

Albinism

This mutation prevents the formation of melanin. The mutant's hair and skin are bone white, and his eyes have light pink irises. Due to the lack of pigment in the eyes, the being is highly sensitive to light, and suffers a -2 penalty to hit when in daylight.

Bizarre Appearance

This mutation can take a number of forms. The character's hair color, eye color, skin color (or any combination) can be a color not normally found in humans. Odd hair colors might be light red, unusually fair blond, white, platinum, or silvery gray. Skin hues might include extensive freckling, melanin blotches, irregularly livid tones, etc. Eye colors could be red, pink, white, unusual flecked combinations etc. Other mutations are possible, such as scales instead of skin, general cosmetic deformity, or general animal-like deformity. Whatever the abnormal condition, it is clear that the character is not a normal human or animal.

Epidermal Susceptibility

The epidermis of the mutant becomes defective in some way, either causing 1d6 hp of damage for coming into contact with usually harmless substances (such as water), or adding +1 per die of damage caused by specific injury, such as by fire, radiation, slashing weapons, or penetrating weapons.

The mutation can also be something that constantly creates a serious inconvenience for the character, such as glowing skin, uncontrollable pigment shifting, or skin that always attracts certain kinds of vermin or larger creatures.

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Frailty

This is a highly variable mutation, and can be used to create any number of body weaknesses. Examples include brittle bones or susceptibility to bruising. These would increase damage by falls or other blunt force trauma by a degree decided on by the ML. However, damage should usually be increased no more than by +3 per die of damage.

Hemophilia

The mutant's white blood cells are diminished in count, preventing him from healing as quickly as a normal specimen of his kind. This mutant may only heal 1d3 hp every other day. Once the character is injured, he begins to bleed profusely, losing 2 hit points per round until the wounds can be properly bandaged.

Increased Caloric Needs

This drawback requires the character to eat twice the normal amount of food daily. During times of vigorous activity, this need becomes more acute. For every 5 rounds of vigorous activity, the character must eat for 1 round or lose 2 hit points and 1 point of STR each melee round until he eats again or until the activity stops. All losses will be regained at an equal rate for each round that food is consumed, until all loss of hit points and STR is regained.

Obese

The character suffers from obesity, and his weight is twice that of an average individual of his species. The ML may apply encumbrance or combat modifiers when it seems as though the character's size would interfere with his abilities in any way. It is also possible to choose one body location and declare that the fat accumulates there, giving one or more limbs a grotesque, bloated shape compared to that of the rest of the body.

Pain Insensitivity

The character lacks the awareness that living creatures normally possess with regard to their bodies and immediate surroundings. The character does not feel pain when injured, even if a weapon has penetrated his body. The character will not be able to tell how much damage he has sustained without making a visual checkup of his entire body. The ML should keep track of the character's hit points.

Pain Sensitivity

The character's nervous system is very susceptible to injury, resulting in all damage to the character being doubled.

Pituitary Deformation

This defect indicates the pituitary gland of the mutant has been deformed by mutation, causing unnatural aging.

A character with this defect appears much older than he really is, generally two to three times his actual age. Lifespan is also hindered by this deformation, resulting in a maximum natural lifespan of 40-50 years.

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Poison Susceptibility

This mutation makes all poisons much more dangerous to the character. All saving throws versus poison are made with a penalty of -4.

Prey Scent

The mutant's body sends out waves of scent that will attract predators. The ML may increase the occurrence of wandering monsters, at his discretion.

Reduced Immune System

Whenever the character falls ill, whether it is from infection caused by combat/misadventure, or airborne infectious diseases, the character suffers an extra 10 hp of damage per day. If using the optional Disease rules characters with this mutation suffer a -4 saving throw adjustment against diseases, and the duration is doubled.

Reduced Oxygen Efficiency

This mutation makes it harder for the character to get oxygen into the circulatory system. This means that, after any amount of extended physical activity (including combat) lasting more than 5 rounds, the character must rest or fall unconscious for 3d6 rounds. Further, when exploring ruins these characters need to rest for 1 turn after 3 turns of exploration. See "Rest" in the Adventuring Rules section.

Sensory Deficiency

This mutation indicates that the character suffers from either blindness or deafness (50%).



Simian Deformity

A mutant who suffers from this mutation has an altered appearance that mimics that of the great apes (such as gorillas and chimpanzees) - shorter legs, quadrupedal, and elongated arms that permit the knuckles to touch the ground and aid in movement.

The character's shortened legs reduce his base speed to 2/3 normal. However, if all 4 limbs are used to move (arms and legs), his speed is normal. A character using his arms to assist movement cannot be wielding a weapon or carrying items in his hands.

Slow Mutant

This mutation makes the mutant much slower in all respects. Movement speed is halved, mental tasks take twice as long to accomplish, and the character may attack once every other round.

Vision Impairment

This mutation covers all visual impairments that fall short of total blindness, including macular degeneration, myopia, severe light sensitivity, cataracts, etc. This condition makes it extremely difficult for the mutant to discern objects more than 50 feet away. Characters with this mutation have a -2 to hit in combat.

Mental Beneficial Mutations

Ability Boost

Once per day the mutant is capable of concentrating his mental energy to such a degree that one of his abilities is doubled for 1d10 consecutive rounds, or he gains +1 to attack rolls for 1d10 rounds. The character may choose either of these options each time the mutation is used.

Accumulated Resistance

Through years of exposure to a certain substance (chemicals or radiation, for instance), or concentrated form of energy (such as heat, cold, or light) in the mutant's environment, a resistance against said source has been accumulated, allowing the mutant to take more damage from one of these sources.

This mutation gives the mutant a hit point reserve equal to his total hit points. This hit point reserve is used to take damage from the substance he is resistant to before it begins to affect his regular pool of hit points. This separate pool heals in the same manner and at the same time as the character's hit point pool, even if that rate is changed by other mutations such as *acute hyper healing* or *body adjustment*.

Acute Hyper Healing

The character may concentrate his mental energies to allow him to heal 4x the normal rate. He will also be free from physical pain and fatigue for up to 24 hours. This power may be used once per week.

Ancestral Form

This mental mutation can reduce an opponent's mutational capabilities, eventually removing all forms of mutation and returning it to its original, unadulterated form. On each round after a successful mental attack with this mutation, the target has one mutation removed permanently (randomly determined), until none are left. Rarely (5%), this power allows a powerful mutant to regress a pure specimen further down the evolutionary line, to a previous stage of its evolution. For example, a pure human might become a dimmer-witted *Homo erectus*, and onward. This attack may only be attempted

for the duration of one encounter, whether it succeeds or not, and cannot be used again for 1 week.

Body Adjustment

The character can heal all of his hit points once every 24 hours. In addition, if the character is in a life or death situation, this mutation can double his physical attributes (Strength, Dexterity, movement) for 3d10 rounds.

This power may only be used 1d4 times per week (roll at character creation).

Combat Empathy

The character is so attuned to the minute body language of others that he can tell what they are going to do before they do it. This gives him a +1 to hit in combat, and +3 hp damage per damage die rolled in a successful attack.

Control Light Waves

The character can control light, creating a number of interesting effects. He can bend light around himself, becoming invisible, or he may remove all light from a small area (10' radius) at a range of 30 feet. He may also completely dissipate laser fire anywhere within this 30' range. All of these effects require concentration, such that the mutant may move at full speed but not attack when concentrating on using this mutation.

Control Weather

The mutant can change the weather in the local area. It takes 1 round to use the mutation and an additional 1d4 rounds for the effects to manifest. The mutant calls forth weather appropriate to the climate and season of the area.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

The mutant controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously. Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Damage Turning

This mutation allows the character to return any incoming damage to the origin of the attack. For this power to work the mutant must use every bit of his concentration, taking no other actions. Any movement of more than one or two small steps will cause this power to fail.

Mutant Future

The power gradually builds up, allowing 3d6 hp worth of damage to be turned the first round. This increases by 1d6 per round up to a maximum of 20d6 hp worth of damage. The mutant only takes damage that is above his current hp level of damage turning. For instance, in the first round the character rolls 3d6, with a result of 14. He may turn up to 14 hp of damage the first round. The next round he adds 1d6 to the current running total of 14. He can keep the power working as long as he remains still and concentrating, and he may maintain concentration when he receives damage. The mutant cannot turn attacks that cause no damage. If such powers are successful, they can interfere with this ability.

Density Alteration (Others)

This mutation grants the ability to instantly alter the body density of a target, thus shrinking or enlarging, with maximum enlargement up to twice the natural body size. Each fraction of a body size change is accompanied by an equal fraction increase or decrease to armor class and speed. For example, reduction of size by 1/4 also reduces (improves) armor class and movement by 1/4. Becoming twice as large increases armor class by a multiple of two (to a maximum of 10) and divides movement in half as well. Note that reduction of body density to 1/8 makes a character impervious to damage from sharp implements.

This mutation has a range of 90 feet, a duration of 1d4 turns, and cannot be used on the mutant who wields it.

Disintegration

With this powerful mutation, the mutant can completely destroy matter on a molecular level. Doing so requires so much energy expenditure, however, that the mutant is instantly rendered unconscious, with 1 hp left. The total weight that may be disintegrated is WILx10 pounds and the range is 90 feet.

It is more difficult to disintegrate dense materials. Multiply the mutant's WIL by 3 to find the percentage chance of disintegrating metals and stone, or by 5 to figure out the percentage chance of disintegrating wood or living material.

Once the mutant has used this power, the ML must determine, via a secret 1d6 roll, how many days it will be before the power may be used another time.

Dual Cerebellum

The character has 2 fully functional brains that work in concert. The mutant receives a bonus of 10% to all technology rolls, and the character receives one extra random mental mutation that belongs to the extra brain. Both brains have identical WIL. Having two brains also helps to protect the mutant from mental attacks. Whenever the character is the subject of a mental attack, the attacker must successfully attack each brain.

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Note that a character with two brains may or may not have two heads. One brain may be located in an unexpected part of the body, or as part of a small, sickly or undeveloped conjoined twin.

Empathy

The character can attune himself to the emotions of other beings and is capable of instilling emotions in creatures who are successfully attacked with this mutation. This mutation has a range of 90 feet.

Flight, Psionic

The character may fly through the air with a movement of up to WIL x 10. Any encumbrance will hinder the movement by reducing the speed at a level set by the ML.

Force Screen

This mutation allows the character to create an invisible field of energy that is difficult to penetrate. The force screen is close to the mutant's body, extending only a few inches from his skin. It is capable of taking 5d6 hp worth of damage (the ML determines this secretly each time the power is used) before it collapses, leaving the mutant unprotected. The power may only be used once per day.

Force Screen, Greater

This force screen can be used at a range of 4', and is capable of enclosing other creatures. It can take 5d6 hp worth of damage before it collapses (the ML determines this secretly each time the power is used), and can be used once per day. It can also be employed in the same manner as the regular force screen.

Increased Willpower

The mutant gains 4 points to his WIL, and gains a bonus of 10% to technology rolls.

Intellectual Affinity

Thanks to advanced thinking capabilities, the mutant gains one of the following abilities (roll 1d6):

1-2 Martial Affinity: +4 to hit in combat and +1d6 damage.

3-4 Tinkerer Affinity: Bonus of 20% to technology rolls. The character may also make weapons that do extra damage, up to +4. These weapons take extra long to build.

5-6 Bartering Affinity: +3 Charisma when trying to sell an object, and any object sold will yield up to a multiple of 1d4+1 in profits if the person being bartered with can afford it.

Killing Sphere

This powerful mutation allows the mutant to generate a 25' radius sphere of deadly mental energy centered on the mutant. Within this sphere of energy all creatures except the mutant (friend or foe!) have their hit points reduced to 1 point, and must save versus stun attacks or be knocked unconscious for 1d10 rounds. After using this mutation,

Mutations

the mutant is exhausted from the force of the mental exertion and may move at full rate but not attack for 2d10 rounds.

Know Direction

The character is incapable of being lost, even if all other senses are somehow nullified. He will always be able to find a location where he has been previously, and will know its relation to any location in which he currently resides.

Mental Barrier

Any mental attacks against this mutant receive a -4 penalty to their attack roll. A character with this mutation gains the ability to sense other creatures that have mental mutations at a range of 90 feet. This secondary ability does not require a roll.

Mental Phantasm

With this power, the mutant is capable of creating a realistic, illusory environment in the mind of another conscious creature. These visions are realistic to all senses but touch. Once the target tries to make physical contact with any element of the phantasm it dissolves into reality.

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Metaconcert

This ability allows the mutant to link its mind with other mutants of a similar type or those who have the same mental mutation. These include those with the Metaconcert mutation, or other mental mutations that facilitate control between the minds of two beings. The mutant may combine his WIL with the WIL of other mutants for conducting a mental attack, or some other joint purpose.

Mind Reflection

The mutant may reflect any mental attack he experiences back at the attacker, but he still suffers the effects of the attack. He may only reflect a power that he has been successfully stricken by, and only as many times as he has been stricken by it. The reflected power strikes the mind of the attacker, and it can never target any other creature.

Mind Thrust

The mutant is capable of firing a bolt of pure mental energy into the mind of another creature, doing 3d6 hp damage at up to 50 feet. This ability takes time to recharge, and can only be used once every two rounds.



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Neural Telekinesis

With this mutation the character can lift or move WILx10 pounds using only the power of his mind. This ability does not extend to lifting the mutant, however. To the mutant, using this power feels like lifting the object with his strength, and so requires some concentration. This ability has a range of 50 feet, and can only be used to hold things for 5 rounds before the mutant becomes tired and must set the objects down. The mutant must rest for 5 rounds before using the power again.

Any use of this mutation on another creature, or objects carried by another creature, is considered a mental attack and must be handled accordingly.

Neural Telepathy

Using this ability, the mutant can connect his mind with another creature's mind and communicate directly, even if the two creatures speak completely different languages or are of different species. The range of this ability is 30 feet.

Plane Shift

This mutation grants the power to visit realities in other dimensions. These dimensions are accessed through temporary doors which the mutant creates using the power of his mind. These doors appear as large portals 10'x10' in size, and will last for 6 rounds or until the mutant closes them intentionally. Once entered, they cannot be exited without a mutant with this ability opening another door. The mutant can only choose to open doors to worlds he has visited before. Otherwise, the doorway leads to a random world of the ML's choice and design. This ability only works once per week.

Possession

The mutant may wrest control over another creature's body, subjecting himself to all of the sensations the possessed creature experiences. If the creature dies while possessed, the mutant dies as well. During the time he possesses another body, the body of the mutant is unconscious and vulnerable to attack. He may relinquish control of the body at any time, and will return instantly to his own body.

This power works at a range of 50 feet, but once inside another body the possessor can travel any distance with no ill effects.

Precognition

The mutant is capable of seeing up to 3 minutes into the future, but only with respect to dangerous things that will affect him. If the future indicates that he is going to suffer some form of damage, he immediately suffers 1d6 hp damage. If he is confronted with a vision of his death or of suffering a grievous wound that would take more than ½ of his hit points, he suffers 2d6 hp damage and immediately enters a comatose state lasting 1 turn.

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Quick Mind

The mutant is capable of learning how to use technology at a much higher rate of speed than other characters (in 1/3 the time), and receives a bonus of 30% to technology rolls. When confronted with a mental attack, an attacker must roll to attack three times, succeeding each time (roll three times for the one attack). Because of his incredible leaps of logic, a mutant with this ability has a 100% chance of figuring out whether someone is telling the truth.

Teleport

This ability allows the mutant to disappear from one location and appear in a location up to 20 miles distant without physically crossing the intervening space. If the mutant has never been to the location he is teleporting to or is only slightly familiar with it (ML's discretion) he has a 25% chance of suffering 10d6 damage upon arrival as he teleports into a space occupied by another object, or misjudges some aspect of the location. If he is intimately familiar with his destination or has spent 2d4 hours conjuring an image of the location in his mind he can teleport safely.

Temperature Control

With this mutation, the character can raise or lower the temperature of a visible object within a range of 90 feet. The specific form of the power must be determined at character generation (50% heat, 50% cold). The mental nature of this mutation requires concentration, and the effect is a graduated level of damage equaling 1d6 per round. The maximum amount of damage that can be dealt is 10d6 per round. The ML will decide when an object or being combusts or freezes completely.

Vampiric Field

This mutation grants the mutant the ability to absorb the life essence (hit points) from all creatures (friend or foe) within a foot radius equal to 30+WIL. This power absorbs 2d4 hp per round from all creatures in the radius, and these absorbed points go into a separate reserve for the mutant. All damage to the mutant is taken from these reserved points until they are gone; after this point the mutant's regular hp begin to be affected. Stored hp will disappear after 24 hours.

Mental Mutation Drawbacks

Atrophied Cerebellum

The mutant's brain has atrophied in certain areas due to a genetic birth defect. As a result of this mutation, the mutant suffers a one-time -2 reduction of INT and DEX, due to deterioration in mental capacity and coordination.

Dual Cerebellum (Defective)

The character has a second brain that hinders his thought processes. This brain has 1d4 mental mutations of its own (half of which should be defects, round up), which should be kept secret from the player until an opportunity to discover them comes about during play. This second brain

may have an entirely different personality and motives than the character, and may try to foil the character's actions at inconvenient times. This is up to the ML's discretion. This "Hyde" brain may attempt to take over the mutant's body, as the mutation possession, once per month for a duration of 24 hours.

Mind Reflection (Defective)

This defect creates a chance that mental attacks attempted by the mutant backfire, causing injury to him instead of his enemy. The chance of this occurring is 25%.

In the case of powers that inflict no damage, the Mutant Lord should find some way to make the power backfire or become an inconvenience to the character.

Negative Empathy

The mutant sends out waves of negative mental energy, causing anyone with less than 17 Intelligence within a 90' radius to have a 15% probability of attacking the mutant. Only one check is necessary per person until they leave the field and reenter it.

Phantasmal Damage

When the mutant is damaged, his mind radiates waves of negative energy in a feedback loop through his nervous system that causes the effective damage from an attack to be doubled.

Phobia

The mutant has an irrational fear of some creature or object. Whenever he comes face to face with the object of his fear, he flees immediately, throwing anything in his hands at the feared object/creature in an effort to distract or harm it. He will flee in the opposite direction at full movement for 1d4 rounds.

Roll 1d6 to find out what category his fear falls into. The ML will flesh out the specifics.

1. Other technological (robots, vehicles)
2. Weaponry (energy weapons, other)
3. Animal
4. Plant
5. Ordinary object
6. Insect

Weak Will

The WIL of the mutant is reduced to 3.

Plant Beneficial Mutations

Abnormal Size

The plant is either much larger than normal or much smaller than the average specimen. Roll 1d20 and multiply or divide the plant's normal size by that number to arrive at the new abnormal size. See *dwarfism* and *gigantism* for potential size effects on combat.

Accumulated Resistance

With this mutation, the plant has learned to change its structure to gain complete immunity to any energy-based attack that it has experienced in the past, including heat, cold, electricity, radiation, or energy weapons.

Animal Limbs or Organs

This mutation gives the plant any kind of organs or limbs normally found in humans or animals. The player and Mutant Lord will determine the exact nature of the new limbs or organs.

Animate Seeds

This mutation allows the seeds of a plant to maneuver once away from the plant. The seeds can have their own plant mutations, but will grow up to have the same mutations as the adult plant that spawned them.

Carnivore

The plant has mouths that are capable of inflicting 1d8 damage with a bite. Roll 1d12 to determine how many mouths are on the plant.

Chameleon Metamorph

The plant can change color or shape in order to look like any other kind of plant, but the mass of the plant is unchanged. If the plant has a level of intelligence it can alter the color to benefit it in other ways as well (see *chameleon epidermis*).

Dermal Acid Sap

The plant's sap is a concentrated acid that will inflict 3d6 hp damage every round to creatures that come in contact with it.

Dermal Poison Sap

The sap of the plant is poisonous to creatures that come in contact with it or ingest it. The poison effects should be determined with a roll on the poison table.

Electric Charge Generation

The plant can use some of the excess energy not converted to food into a stored electrical charge capable of damaging creatures that come in contact with it. This electrical weapon does 4d6 hp damage, and must be recharged. The plant will be fully charged again after four rounds, and may deliver smaller shocks (non-damaging, but uncomfortable) every round if under constant harassment by predators or opponents.

Flight

The plant has developed some way of coasting on strong winds and, if the plant is intelligent, it may have actual winged flight. The method of flight is up to the ML. Perhaps the plant has grown special cupped leaves or a series of light tubules that make it structurally capable of flight. For winged flight by modified leaves, see *complete wing development* for movement. Otherwise, the plant's movement rate will be heavily dependent on wind speeds.

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Fragrance Development (Plants)

The plant can send out a scent that is enticing to all living creatures. This scent can be smelled for a range of up to 5 miles in windy conditions, or 90 feet in regular conditions.

The enticing scent overwhelms any creature that fails a saving throw versus poison. Every creature so enticed will stay as close to the plant as possible and try to protect it, even to the point of fighting other creatures that draw near. Every 5 rounds anyone enticed by the plant's fragrance may make another saving throw. Until the victim is successful, he will stay near the plant until he dies from severe dehydration or starvation.

The scent itself deals no damage, but the plant may have other mutations capable of doing so.

Free Movement

The plant is capable of maneuvering on its own at standard movement. This may be through the use of leg-like protrusions or by pulling itself along the ground with vines or other branches.

Full Senses

The plant is capable of utilizing one or more human senses, or other senses such as *sonar*, *thermal vision* or other unusual senses. It is up to the player and Mutant Lord to determine how the plant uses them. If this mutation is rolled more than once, one or more of the acquired senses may become increased as per the *increased senses* physical mutation.



Grenade-Like Fruit

Plants with this mutation have pods that are explosive and deal 2d6 hp damage to creatures within 10'. Upon exploding, the pod may also release radiation (50%) of a randomly determined class. The range for this mutation varies based on the size of the plant, and whether or not it is capable of moving under its own power. If the plant is incapable of movement, the pods simply drop near the base. If the plant is small (1'-2'), there is a 25% chance a dropped pod will explode. If it is a medium sized plant (3'-5') there is a 45% chance, and if it is a tree-sized plant (6 ft. or beyond), there is an 80% chance of detonation when dropped. Extremely tall plants may have a 100% chance, or the ML may declare that any size plant has a higher chance because of the chemical makeup of the pods.

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Plants that are capable of movement can throw their own pods at a range determined by multiplying the plant's height x 10 feet.

Injected Poison Sap

The plant has a toxic sap that is injected when the plant's branches or vines are stepped on or otherwise blundered into. A PC with this mutation may use this as an attack each round. The class of the poison is determined randomly.

Natural Armor (Plant)

The plant has developed a thicker skin or shell that provides armor against physical attacks. In all other ways this mutation resembles *natural armor* from the human/animal mutations list.



Natural Vegetal Weapons

This mutation covers all types of aspects of a plant that could generally be considered "natural". This includes things like large thorns (up to 12 inches), or sharp leaves capable of cutting into flesh or clothing. While dangerous on their own, these will generally only affect characters that blunder into the plant unaware of its danger. When such weapons are attached to plants that are capable of attacking or moving their vines or limbs about, however, they become very dangerous indeed.

The types of weapons covered by Natural Vegetal Weapons can do 1d4, 1d6, or 1d8 damage. Determine randomly for PCs by rolling 1d6; 1-2 1d4; 3-4 1d6; 5-6 1d8. These weapons may have other effects decided by the ML. They may be passive, or attached to mobile vines.



Poisonous Spores

Whenever the plant is disturbed, it will emit a cloud of spores. These spores can cause any effect the player and Mutant Lord wishes. The most basic type of poisonous

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spore simply has a random class of poison, but others may be hallucinogenic, paralytic, or allergy inducing. All will allow a saving throw versus poison.

Prehensile Tendrils

These plant growths are capable of movement and a rudimentary sense of touch. Prehensile tendrils come in two forms, Simple and Constrictive. Roll 1d6:

1-3 Simple tendrils: These have a randomly determined (3d6) DEX and are capable of wielding weapons, but are not strong enough to do damage on their own. Higher DEX scores are due to aspects of the plant that make it more dexterous, like sticky fibers and clingy cilia.

4-6 Constrictive Tendrils: These tendrils can do 2d6 damage through constriction and are capable of rapid movement. A successful attack roll achieves constriction, and the victim will suffer damage on each consecutive round.

Because the growth pattern of such plants dictates that the tendrils grow to full size quickly, even small plants with this mutation are considered to have tendrils at least 10' long, and are capable of growing their tendrils to any length the ML desires. To randomly determine the length of the tendrils, simply multiply the base of 10' by a roll of: 1d6 for small plants, 1d10 for medium sized plants, or 1d20 for large or tree sized plants. PCs with this mutation may choose the length of their tendrils, but the length should range from 10' to 20'.

Projectile Thorns

The plant is endowed with a substantial number of thorns. These thorns are capable of being thrown if the plant has mobility and any level of intelligence. The throwing range of these thorns is like a dagger, and they deal 1d4 hp damage if they strike a creature. Some plants (50%) grow thorns that are covered with toxins. Determine the class of the poison randomly.

Radioactive Emissions

The plant has become irradiated through mutation, and is capable of giving off a randomly determined class of radiation at a range of 150'. A good sized patch of these plants is capable of clearing a large area of animals and other radiation sensitive creatures, and will often become a safe haven for creatures that are immune to the effects of radiation.

Reflective Cellular Structure

The plant's skin is essentially impenetrable to a randomly determined form of energy. Roll 1d8; 1-2 electricity; 3-4 heat; 5-6 cold; 7-8 radiation.

Shriek (Plant)

Whenever a plant with this mutation is damaged, it gives off a piercing shriek that is capable of damaging everyone within a 30' radius. This strange attack does not harm other similar plants. The shriek causes 3d6 damage (save versus stun attacks for half), and may be used every 4

Mutant Future

rounds until the plant is killed. Mutants with the *echolocation* mutation suffer a -2 penalty to save. If a large patch of these plants is injured all at once, such as when they are trampled by large creatures or vehicles roll 3d10 for damage instead of 3d6. An intelligent plant may use this ability every 4 rounds at will.

Thermal Emissions

The plant is capable of generating a ray of heat or cold (50%) capable of doing 4d6 damage to those it comes in contact with. Depending on the size of the plant, it may have 1d3 heat or cold emitting flowers or branches. The range of this attack is 50 feet. The ML may determine if there is a difference between intelligent plants and other plants with regard to this power. A suggested difference is a -2 attack adjustment for plants with no higher order mental functions.

Tripping Tendrils

These tendrils have a very low strength (1d4), and are capable of only very slow movement. Given enough time, however, they can crush a small or weakened creature in their grasp. Once in position, without resistance, they may inflict 1d6 hp damage per round. The plant usually grows a large patch (2d10 feet in diameter) of these vines to trip victims. Victims who fall unconscious on vines such as these are not likely to waken.

Vegetal Parasite

If the plant can attack and latch onto another creature for 3 rounds (one successful attack roll for three consecutive rounds), it will maintain control over the creature as long as the two are in physical contact. Plants will usually use these controlled bodies for protection or food, and a plant may control as many creatures as it has limbs to touch them.

Plant Mutation Drawbacks

Nocturnal

The plant is completely motionless during daylight hours. As soon as the sun dips below the horizon or the plant is in full shadow for 1d4 rounds, however, it will begin to move or otherwise act if it is able.

Prey Scent

The plant sends out waves of scent that attracts predators. In the case of a mobile, intelligent PC plant, the ML may increase the chances of encountering some types of monsters.

Reduced Fertility

Very few of these plants will exist in one localized area. With human intervention, this trait can be bred out of a plant type in a number of generations through the application of advanced horticulture practices.

Thermal Sensitivity

The plant is susceptible to heat or cold (50%). Such energy based attacks deal 2 extra points per die of damage in addition to the regular damage inflicted.

SECTION 4: Adventuring Rules

Mutants & Ruins

Many adventures will take place in ruins and underground structures. They may be vast ruined cities, above or below ground, lost underground vaults, fallout shelters, or other structures. What they all have in common, however, is that they are filled with dangerous mutants, arcane technology, and unknown perils. The characters will have some purpose for being there, whether it is a specific task that must be fulfilled or whether the characters are simply seeking excitement, fame, wealth, or power.

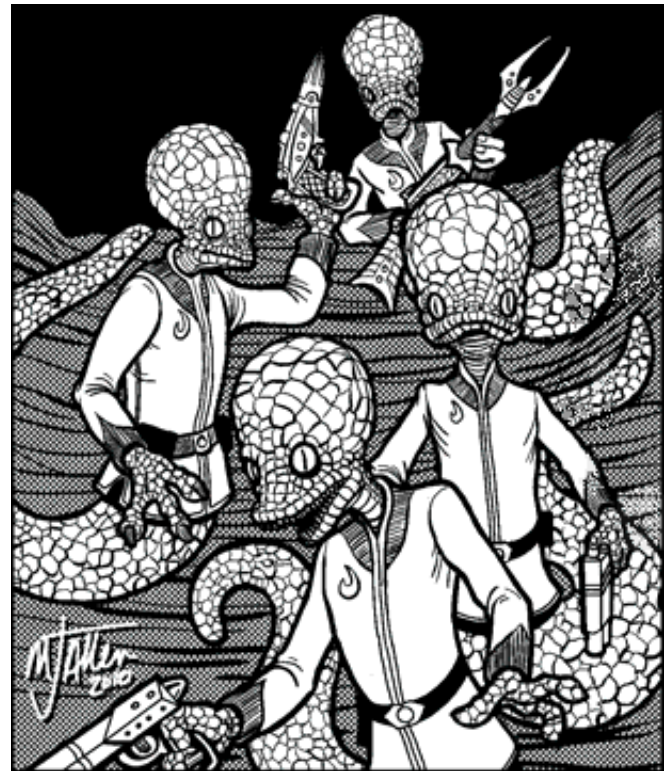
Adventuring Groups

For the sake of survival, characters team up to undertake adventures, because any number or type of dangers could lie in wait. Occasionally, there are not enough group members to take on the challenges of an adventuring location. The group may hire NPCs, or retainers, for extra hands. Rarely, the Mutant Lord will allow players to play more than one character. However, in these cases characters belonging to the same player cannot offer each other special treatment, such as trading or giving away riches or artifacts, unless the Mutant Lord rules it acceptable.

Group Organization

A group marching order should be established. This will depend largely on the width of the passages in an underground complex. Generally, characters should march in pairs, side by side, forming a line of pairs. A standard marching order would be tougher characters in the front, and powerful mutants with powers that can act at a distance might be toward the back. Marching order should be written down, so that it is always clear as the group progresses through ruins where everyone is. If a large map is being used, the players might use dice, paper miniatures, or even fancy, painted metal figures to represent their characters and where they are in the marching order.

One player should be designated as the **mapper**. The mapper will draw the ruins as the characters explore them, so that the group does not get lost, and also to keep a record of which areas have been explored. These areas are typically mapped on graph paper with 1/4" square grids, with a scale of 10 feet per square. The mapper, more than any other player, must be alert to all descriptions of areas the Mutant Lord offers, because if there is an error in a map it could result in hardship, or even injury, to the group. If the character belonging to a mapper dies, the player must hand over mapping duties to a player with a living character. This character, in the game, takes the map from the dead character and continues his dead friend's work.



Adventuring in Ruins

The following rules apply to adventuring in ruins, whether above or below ground. Additional rules are offered later in this section for other kinds of environments.

Time and Movement

When in ruins, characters take actions in time increments called turns. One turn is the equivalent in game time to 10 minutes. Character actions that take one turn can include looking for secret doors or traps in a 10' x 10' room or area, or moving the full movement rate (120 feet unless heavily encumbered) while mapping. As characters make their way through areas, their movement rates account for the fact that they are exploring, watching their footing, mapping, and taking care to avoid obstacles. This is referred to as **exploring movement**. **Combat movement** occurs when characters meet foes or more immediate challenges. In these cases characters move at 1/3 their movement per round, usually 40 feet, unless heavily encumbered. Rounds are ten seconds of game time each, so there are 60 rounds in a turn. Finally, the third kind of speed is running speed. Running speed is the full character speed, 120 feet, and it is traveled in one round.

If using a large map and metal figures, all of these distances may be precisely measured on a map grid, and pieces representing characters, monsters, and other features will be kept track of as well. Commonly, on large play maps one square is equal to 5 feet, and this scale will

be used to measure all distances. In all matters of time and movement, the Mutant Lord is the final authority on what may be accomplished in a given period of time.

Rest

Exploring ruins is strenuous work, and all characters must rest. Characters can explore, fight, or otherwise remain active for 5 turns before needing to rest for 1 turn. If the characters press on without resting, they all suffer a penalty of -1 to hit and damage rolls until they have rested for 1 turn.

Carrying Capacity and Encumbrance

This is an optional rule, and is used if the Mutant Lord wants to make sure characters carry more realistic weights. It is important to keep track of how much weight characters are carrying, because they can only haul so much treasure from ruins, and if they are heavily weighed down they cannot move as fast. Encumbrance is measured in pounds, and is calculated based on adding the weights of all significant items carried, including weapons and armor. The maximum any character can carry is 160 pounds. This total can be adjusted by the Mutant Lord in the case of unusually large or small characters, or characters with phenomenal strength. Character speed will be affected based on encumbrance. Refer to the Movement and Encumbrance Table.

Movement and Encumbrance Table

Encumbrance*	Turn Movement	Encounter Movement	Running Movement
Up to 40 lbs.	120'	40' per round	120' per round
41 to 60 lbs.	90'	30' per round	90' per round
61 to 80 lbs.	60'	20' per round	60' per round
81 to 160 lbs.	30'	10' per round	30' per round

*At the Mutant Lord's discretion, a character wearing armor in addition to carrying weight of a given category will move at the speed listed for the next slowest category.

Light and Darkness

Adventures in ruins sometimes occur underground, and there is usually not a light source. For this reason, characters will want to bring torches or lanterns. These light sources emit light in a 30' radius. Lanterns use flasks of oil as fuel, and a lantern can burn continuously on 1 flask of oil for 24 turns. Torches burn continuously for 6 turns before burning out. Note that characters or monsters that carry a light source are unable to surprise opponents, because the light gives them away ahead of time.

Some mutants have *thermal vision*. Characters who have *thermal vision* can see the heat energy that radiates off of living things. Generally, living things will be visible as tones of red, yellow, and blue, while cool items are gray and very cold objects are black. Note that this light does not allow mutants to read, because fine detail is not visible. *Thermal vision* only functions in the darkness, so

any visible light, whether natural or artificial, will disrupt it unless it is the mutants only form of vision. Any characters who cannot see due to darkness or blindness suffer -4 to hit when attacking.

Doors

Ruins often have many doors, some secret and others obvious. Many are locked or have no obvious mechanism for opening, and characters can attempt to break a door down. In this case, the player rolls 1d6. A result of 2 or less means the door has been broken down. Strength adjustments apply, but no matter what the adjustment there must always be a chance of success or failure. Bonuses cannot take the success range above 5 or below 1 on 1d6. For example, if a character has a STR of 15 he receives a +1 to open doors. He would instead need to roll 3 or less on 1d6 to succeed. A character with STR 5 has -2 to open doors, but since the odds cannot go below 1, if the player rolls a 1 on 1d6, he succeeds in breaking down the door.

Secret doors can only be spotted if characters are specifically looking for them. The Mutant Lord rolls 1d6 when a player declares that his character is looking for secret doors. A result of 1 on 1d6 is a success. Note that depending on the nature of these doors, it may or may not be possible for characters to find them. High technology secret doors may be completely undetectable, or the Mutant Lord might allow a chance based on a different die, such as a roll of 1 on a d8 or d10. The Mutant Lord might also require a successful technology roll with a base percentage of 60%. A character can only attempt to look for secret doors once in any given area, and it takes 1 turn. A second attempt cannot be made in the same area. Since the Mutant Lord rolls the dice, the player never knows if the roll failed or if there simply is no door in the area searched.

Players will sometimes want their characters to listen at a door to hear any noises beyond. Again, the Mutant Lord rolls 1d6. A roll of 1 results in success. This attempt may only be made one time at any door by a character.

Traps and Trap Detection

Characters succeed in spotting a trap on a roll of 1 on 1d6. This is primarily assuming traps set by other mutants, or mechanisms that characters would be able to spot. Traps with a high-tech mechanism may be completely undetectable, or the Mutant Lord might allow a roll using a different die. In this case, a roll of 1 on a d8 or d10 might reveal a high tech trap, and the Mutant Lord might also require a successful technology roll with a base percentage of 60%. When players declare that their characters are actively looking for traps, they must be looking in the right place. This roll may only be made once in a particular location, and it takes 1 turn per effort made. The Mutant Lord secretly rolls the dice for these

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checks, because the players will never know if they failed to find the trap or if there is not one present.

Traps have specific triggers, whether it is opening a door or walking over a particular area. Every time a character makes an action that could trigger a trap, the Mutant Lord rolls 1d6. A result of 1 or 2 indicates that the trap springs. This probability may be altered at the Mutant Lord's discretion, since high-tech traps may spring more or less frequently depending on their nature and whether age has affected their mechanisms. Normally, a trap has a specific effect that cannot be avoided. Examples include a trapped floor dumping the characters into a pit of spikes, a poisoned needle in a door handle, a discharge of electricity, or even a blast from a laser.

Wilderness Adventures

Wilderness adventures have certain similarities to adventures in ruins. Players must decide where they are going, what equipment they need, and how to get there. They should also consider what the conditions of travel will be. Do the characters need warm clothes? Do they need beasts for travel or carrying gear? What kinds of special equipment are needed?

Otherwise, wilderness adventures are carried out much like other adventures. The characters journey in an established marching order, but the action takes place in a wilderness, such as a radiation-blasted desert or a forest filled with strange, mutated plants and beasts. The mapper should record the group's progress if the area is unexplored, or the group may already have acquired a map of the area. The Mutant Lord will have a map prepared beforehand, so that he knows the layout of the land. Unlike maps of ruins, wilderness maps are usually recorded on graph paper with hex grids, at a scale of 6 or 10 miles for each hex. Larger area maps will typically have a scale of 1 hex = 24 miles.

Time and Wilderness Movement

There is greater visibility and open space in the wilderness, and characters can usually see further ahead and not be as wary of obstacles. For this reason, movement is measured in yards rather than feet in the wilderness. A character that could move 120' per turn in ruins can move 120 yards (360') per turn in the wilderness. Further, characters can move, per day, their movement rate divided by 5 in miles per day. So a character that moves at 120 (feet or yards, depending on environment) can move 24 miles in the wilderness per day. Weapon ranges are also measured in yards in the wilderness. It's likely that characters will have different rates of movement, but if they wish to stay together they must move at the speed of the slowest character. Also note that the number of miles characters can move in 1 day presented here assumes a clear trail and easy travel. Other conditions will reduce the distance traveled in a day by fractions, as detailed below.

Adventuring Rules

Terrain	Movement reduced by...
Desert, hills, wooded areas	-1/3
Thick jungle, swamps, mountains	-1/2
Road travel, clear wide trails	+1/2

For example, if characters can travel 24 miles normally, but are following roads, they can travel 36 miles a day (24 + 12). If they are traveling through swampy land, they travel 12 miles (24 - 12) per day. Furthermore, certain kinds of terrain can slow travel at the Mutant Lord's discretion, such as if the characters have to cross canyons, large rivers, or other formations.

If characters wish to increase the rate of travel, they may engage in a **forced march**. A forced march is a day of hard, tiring travel, but it increases travel speed by +1/2. However, the characters must rest for 24 hours after a forced march. Otherwise, during wilderness travel the characters have to rest one day per six days of travel.

Unless there is an encounter, the Mutant Lord will direct players through time in increments of days while traveling in the wilderness. When an encounter occurs, time is measured in rounds. Unlike in ruins, wilderness adventures do not often measure time in turns.

Losing Direction

Characters can confidently follow trails, roads, and other well-known landmarks without fear of becoming lost. However, when traveling across the wilderness it is easy to lose direction. At the start of each day of travel, the Mutant Lord will roll d%, consulting the table below to determine if the group loses direction.

Terrain	Chance of Losing Direction
Plains	15%
Mountains or Hills	32%
Forest	32%
Sea	32%
Desert	50%
Jungle or Swamp	50%

If the roll indicates that the group is lost, they may not realize it immediately. They will set out for their travels, and may not understand they are off course for days. The Mutant Lord will decide which direction the group is traveling, and how far off it is from their intended direction. One option is to pick a direction only slightly off of course. For example, if the group intended to go south, they are actually headed southwest or west.

Climbing

When characters are climbing in a difficult or tense situation, the Mutant Lord can require an **ability check** versus DEX (See Section 5). The Mutant Lord may impose

penalties to this roll to climb extremely steep and high surfaces. Rolls should be made every 10'.

Rations and Foraging

When adventuring in ruins or underground complexes, there may be very little available to eat. Characters must take rations with them to cover the extent of time they expect to be away from town. However, they may occasionally kill an edible monster.

When in the wilderness, characters can hunt or scavenge for food. Scavenging for food is an activity that can be accomplished without hindering travel by gathering fruit, nuts, or small animals. For each day of travel while scavenging, roll 1d6. A result of 1 indicates that sufficient food for 1d6 human sized beings has been acquired. Hunting follows the same roll, but succeeds on 1-2, and must be engaged as the sole activity for a day. No traveling is possible. In addition, there will be one Wandering Monster check, from the table appropriate for the terrain, while the group is hunting.

It is up to the Mutant Lord to decide whether some plants or animals are poisonous or radioactive.

If characters go for a full day or more without food or water, the Mutant Lord may begin to apply penalties to attack rolls, require more frequent rest and a reduction in movement, or even begin to deduct hit points in extreme cases.

Swimming

It is assumed that all characters know how to swim, unless their mutant forms preclude it. Characters move at half their normal movement when swimming. Characters that are encumbered will have a probability of drowning, which is at the Mutant Lord's discretion. Heavily encumbered characters, wearing plate metal armor and/or carrying a large proportion of treasure, will likely have above 90% chance of drowning. Characters carrying less treasure or wearing lighter armor may have as little as 10% chance of drowning. The Mutant Lord might first allow an ability check versus STR or CON before deciding if the players roll to check for drowning.

Air Travel

When traveling by air, the total number of miles one can normally travel on land per day is multiplied by 2. For example, a character flying with a movement of 120' can travel 48 miles per day. This time might be slowed if there are adverse conditions, such as very high mountains, storms, or thick fog. There are mutations that grant characters the ability to fly, and there is the possibility of obtaining flying vehicles or winged mounts.

In general, winged beasts may carry riders or other burdens in increasing size based on HD multiples of 3. For example, a creature with 3 HD could carry a human child.

A creature with 6 HD could carry an adult human, or two children. A creature with 12 HD can carry large animals like horses, or four adult humans. Finally, a creature with 24 HD could carry a very large animal, or four horses, or 8 humans.

Water Travel

Adventures at sea or otherwise on water require more extensive rules, and are covered in Section 5.

Hiring Retainers

Retainers are NPCs that are hired by characters for extra hands during an adventure. Characters are limited to a finite number of retainers, which is indicated by the character's CHA score. Retainers are not mindless slaves, and although they will share the risks of the PCs, they will not act as battle fodder willingly. In fact, if abused in any way, retainers will typically warn others of this abuse and the PCs will soon find it difficult to hire other retainers.

Retainers are recruited through negotiation. The Mutant Lord plays the roles of the NPCs the PCs attempt to hire. The PCs can just walk up to strangers in pubs, or seek hired mercenaries. Alternatively, they may advertise by putting up fliers or by other means. The PCs will have to explain what the job entails and the rates of pay. Some means of pay might include a percentage of any valuables recovered or a flat payment. Players will also typically pay for any new adventuring gear or weapons the retainers will require for the adventure, and may need to secure mounts for them. After the offers are made, the Mutant Lord will roll 2d6 on the table below to decide the potential retainer's reactions:

Reaction to Hiring Offer	
Roll	Offer Result and Reaction
2	Agrees to offer*
3-5	Agrees to offer
6-8	Reroll
9-11	Declines offer
12	Declines offer**

*The offer is accepted with very good spirit, and the retainer's morale receives a bonus of +1 for the adventure's duration.

**The potential retainer acts so negatively to the offer that he spreads negative rumors about the PC, which results in a +1 to the roll on any further reactions to hiring rolled on the table above while recruiting in the same town or area.

In *Mutant Future* there are societal pressures between pure humans and mutants of any kind. Reaction adjustments based on race will apply.

Checking Morale

Retainers have a morale rating, indicated by the hiring character's CHA. This rating can be adjusted at the Mutant Lord's discretion. It can be increased if the PC has been particularly good to the retainer, or reduced if the PC has been cruel or contrary to his word. Morale rolls are

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made each time the retainer is exposed to a particularly perilous situation, and at the end of an adventure. The Mutant Lord rolls 2d6, and if the result is lower than the morale rating, accounting for any adjustments, the roll has succeeded. If the roll fails, the retainer will likely flee. If the roll is failed at the end of an adventure, this retainer will not work for the PC again.

Retainers and Experience

Although retainers are “played” by the Mutant Lord, they acquire experience in the same way PCs do, and can advance in level. Because retainers follow instructions when on an adventure, thus not engaging in problem solving, they suffer a penalty of -50% to experience points (they get 1/2 of a share).

Hiring Specialists and Mercenaries

Unlike retainers, mercenaries and specialists do not accompany characters on adventures. Mercenaries are hired soldiers, and will guard, patrol, and otherwise serve in wilderness settings, but only as part of a larger force, not an adventuring group. Specialists are hired individuals who have a particular trade or who have special knowledge. These individuals are usually hired for a specific task. It must be noted that mercenaries and specialists do not count toward a character’s maximum number of retainers, since they are not the same kind of hired help.

Like hiring retainers, mercenaries and specialists can be located through perusing pubs or through posting notices of help wanted. Also, professional specialists may have shops or a reputation that the characters can follow.

Kinds of Mercenaries

Mercenaries are typically hired as soldiers and guards. They have morale like retainers, but mercenary morale is based simply on a business relationship, and not as much on the CHA of the hiring character. Mercenaries will have bonuses or penalties to morale based on working conditions. If the mercenaries are being killed frequently or subjected to other abuses, morale will be low. If the mercenaries are enjoying riches and excitement, it might be higher. All of these factors are considered by the Mutant Lord.

Mercenary Type	Base Morale
Commoner Militia	6
Savages	7
Soldiers	8
Mounted Soldiers	9
Elite Soldiers	9
Fanatic or Devoted Soldiers	10

Note that armorers are required to make and repair troop armor and weapons. The rates suggested for hiring troops apply only when the troops are not in an active wartime

Adventuring Rules

Mercenary Type	Wage per Month*		
	Pure Human	Mutant Human	Mutant Animal
Commoner	2 gp	1 gp	5 sp
Light Infantry Gear: sword, shield, leather armor	5 gp	3 gp	2 gp
Heavy Infantry Gear: sword, shield, chainmail armor	4 gp	30 sp	2 gp
Crossbowman Gear: heavy crossbow, chainmail armor	5 gp	3 gp	2 gp
Bowman Gear: sword, short bow, leather armor	7 gp	4 gp	3 gp
Mounted Bowman Gear: shortbow	15 gp	9 gp	6 gp
Longbowman Gear: sword, longbow, chainmail armor	10 gp	7 gp	4 gp
Light Mounted Gear: lance, leather armor	10 gp	7 gp	4 gp
Medium Mounted Gear: lance, chainmail armor	15 gp	9 gp	6 gp
Heavy Mounted Gear: lance, sword, plate armor	20 gp	14 gp	7 gp

*Mutant plants and androids may be hired at the discretion of the Mutant Lord. Wages will generally be as low as half that of mutant animals. Wages may also vary if specific mutant human or animal races are involved, and whether they are more or less valued. Androids may or may not be open about their nature, depending on the Mutant Lord’s milieu.

situation, during which time all wages are multiplied by 2. Refer to the table nearby for typical wages of mercenary types based on race and type.

Kinds of Specialists

Below are several possible specialists and typical monthly pay rates. This list is not exhaustive, and the Mutant Lord may create more kinds of specialists as needed.

Animal Trainer

Rate: 400 gp + 1d2 x 100 gp, per month

All animal trainers are specialized in a particular kind of animal, and can have up to 6 animals under their care at a time. Trainers are not required for common animals like dogs or horses (or equivalent animals), but more exotic and dangerous mutant animals would require a specialized trainer.

Adventuring Rules

The Mutant Lord decides how long an animal must be trained, based on the nature of the training. It will take a minimum of 1 month to tame a wild animal, or to teach an already tame animal one behavior. After the first month, an animal has become accustomed to a trainer and can be taught additional behaviors at half the time per behavior. If training is interrupted, all time already spent on that particular behavior is lost. If an animal is being tamed and the time is interrupted, the animal will rebel and cannot ever be tamed.

Blacksmith

Rate: 80 gp + 1d4 x 10 gp, per month

A blacksmith is a master of fabricating primitive or medieval weapons, armor, and other works. Per month, a blacksmith can make 5 weapons, 1 complete suit of armor, or up to 3 shields. In addition to being hired for producing weapons and armor, blacksmiths are hired at the frequency of 1 per 50 troops in order to fix armor and weapons. Blacksmiths will sometimes have apprentices (who will require half pay each) and production or troop weapon coverage is multiplied by 2 per 3 of these apprentices.

Mutant

Rate: 100 gp + 1d6 x 100, per month

Instead of a special skill or area of knowledge, some retainers might have useful mutations that they have parlayed into a source of income. Mutants who can sense radiation might travel with groups to warn them of radiation before they are sickened, while others might have the ability to sense water or guard the group with a powerful defensive mutation. The Mutant Lord should alter the price of hiring the mutant based on the power of the mutant's available mutations.

Scholar

Rate: 1,800 gp + 1d4 x 100 gp, per month

Scholars are especially rare in the post-apocalyptic future; they usually specialize in a subject area, such as a scholar specialist in robots, medical technology, or energy weapons. Scholars may be consulted for information. If the information is particularly difficult to obtain, it will cost the characters extra. Characters may have to pay the monthly rate in addition to any other supplies the scholar needs to research a question. The Mutant Lord will decide these costs. In addition, despite the special knowledge scholars have, they are occasionally wrong when it comes to particularly obscure questions. The Mutant Lord will decide what questions are obscure and the probability of achieving a wrong answer. If the characters receive a wrong answer, they may not realize it!

At the Mutant Lord's discretion, scholars may be consulted when attempting to determine how to use technological artifacts, and a bonus may be applied to this roll.

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Generally, no bonus should exceed +20% unless the scholar is intimately familiar with the technology and with specific items.

Seafarer

Rate: See below

There are four types of seafarer, listed as follows by order of gp cost per month: rowers, 3 gp; sailors, 12 gp, navigators, 175 gp; and captains, 275 gp. Navigators and captains, at the Mutant Lord's discretion, could randomly cost more than or less than the listed value by 1d4 x 10 gp.

Rowers are unskilled beings who man oars of vessels. Sailors are skilled and can handle a ship. The navigator understands how to read charts and navigate based on instruments and the position of the stars. He is required any time a ship will venture beyond sight of a coast. A captain is required for any large ship, is skilled like a sailor, and has more intimate knowledge of the particular coasts he frequents.

Spy

Rate: 400 gp + 1d2 x 100 gp, per month

Spies can be of any race, but pay is usually the same regardless. A spy is hired by a character to gather information about a specific person, group, or even to spy on an area. It is up to the character to find and hire a spy. The Mutant Lord will determine the probability of whether the spy succeeds in the mission, based on the circumstances, and how much time any particular spying job will take. Spies may or may not be reliable, and could stab the hiring character in the back (maybe literally!).

Water Merchant

Rate: 2000 gp + 1d10 x 100 gp, per month

The home bases of water merchants can be found near bodies of water or in large cities, and their caravans can be found throughout the driest parts of the wasteland. Water merchants usually travel on a schedule, stopping at specific locations on a monthly basis to deliver their cargo, but they can be hired to follow characters for the fee outlined above.

An account with water merchants can be arranged with a caravan, or at the caravan's home base, with prices depending on the amount of water needed, the danger posed to the caravan, and the fickle pricing of the caravan leader. They will always give a better price per gallon if the settlement sets up a monthly delivery schedule. Water merchants will sometimes take trade items, but usually offer very little for such things unless they are of great value. Weapons, armor, and medical supplies will always net full value from water merchants when used for trade. Some unscrupulous water merchants will raise their prices to exorbitant levels after a settlement becomes accustomed to the delivery.



A caravan of water merchants will generally consist of 1d6 1st level individuals, 1d4 2nd level individuals, and 1 3rd level individual. The 3rd level merchants are in charge, and they often carry the most advanced weaponry and armor available to the group.

Other Wasteland Services

Aside from retainers and hirelings, there are a number of other services that may be available to those living in larger settlements or less settled areas of the wasteland. It is up to the Mutant Lord to decide whether the local economy is such that it will sustain any or all of the following services.

Junk Merchants

Junk merchants carry a wide variety of useful objects found in their travels, and barter at every stop along the way. They tend to operate in areas where there are multiple settlements within reasonable traveling distance. Junk merchants often work in small groups of no more than two or three individuals in order to protect one another while still retaining a larger portion of the profit from the sales of their goods. They will sometimes hire characters to guard them as they travel from settlement to settlement.

Junk merchants usually have a few locations where they scavenge most of their more valuable items, and they tend

to keep these locations a closely guarded secret from other merchants and adventurers. If their scavenging ground is particularly well stocked, one junk merchant may supply a number of stationary shops in settlements.

The Mutant Lord should always determine the wares of a traveling junk merchant randomly, because their inventory is always in a state of flux.

Slave Traders

The slave traders are despicable individuals who rove the wastelands capturing and selling humans and mutants into slavery. Those captured by the slavers are subjected to abuse until they become docile and manageable, whereupon the slavers travel to settlements and sell them for hefty sums, making anywhere from 500 to 5000 gp per slave. Many settlements are aghast at the use of slaves, and will prominently display signs declaring slavers unwelcome, but shadier wasteland settlements may employ slaves for any number of purposes.

A group of slave traders will generally consist of 1d10 1st level individuals, 1d6 2nd level individuals, and 1d4 3rd level individuals. The 3rd level slavers are the “bosses,” and they often carry the most advanced weaponry and armor available to the group. Slavers may be of any race.

Awarding Experience

All characters that make it through an adventure alive receive experience points (XP). Experience points are gained from two sources, treasure and monsters. Characters only gain XP from treasure of a non-technological nature, at the rate of 1 XP per 1 gold piece (gp) value of the item. The values of all items are added together, and converted to gp units if necessary. For example, if the group finds gold bars worth 500 gp and valuable scrap metal worth 50 gp, these are added up to 550 XP, and divided evenly between the characters.

All monsters that are defeated (either outsmarted or killed), grant XP based on how powerful they are. All monsters begin with a base XP determined by hit dice (HD), and receive a bonus for each mutation or special ability they have. Refer to the Monster Experience Points Table.

Monster Experience Points Table		
Monster HD	Base XP	Bonus XP/Mutation or ability
Less than 1	5	1
1	10	3
1+	15	6
2	20	9
2+	35	12
3	50	15
3+	65	35
4	80	55
4+	140	75
5	200	150
5+	260	200
6	320	250
6+	380	300
7	440	350
7+	500	400
8	560	500
8+	620	600
9-10+	1000	700
11-12+	1200	800
13-16+	1500	900
17-20+	2,250	1,000
21+*	3,000	2,000

*For monsters of HD 22 and higher, add a cumulative 250 XP for the Base and Bonus categories.

The first step in calculating each monster's XP is to write down the base number. If the monster has HD 4, you would write down 80. Next, multiply the value for the XP bonus per mutation or ability by the number the monster has. If a HD 4 monster has 3 mutations, the total bonus is (3 x 55 = 165). So for this monster that has HD 4 and 3 special abilities, the group receives a total of 245 XP (80 + 165). The totals for each monster defeated are calculated and added to all XP from treasure, and the grand total for all XP is divided among all group members.

However, as mentioned previously, retainers receive 1/2 of a share each.

The Mutant Lord may decide to grant XP bonuses to those players who did particularly well, and were particularly cunning. Likewise, he may penalize other players who did not do their share of the work in an adventure. As a general rule, characters should not be given enough experience to advance 2 levels or more in one adventure.

Technology Condition

When characters find technological artifacts, the artifacts may or may not have survived in functional condition. Condition of artifacts is always graded on a scale of 0-5, with 0 being broken condition and 5 being pristine condition. Each rating has a probability that the item is in functioning condition. Roll on the table below to determine whether a technological artifact is functional.

Roll d00	Condition Grade	Functional on 1d20
01-10	5	1-19
11-20	4	1-16
21-30	3	1-12
31-50	2	1-8
51-70	1	1-4
71-00	0	Nonfunctional

Technology Rolls

Assuming a technological artifact is functional when found, there is a probability that a character can figure out how to use it. There are three complexity classes, and each encompasses different kinds of artifacts. Each class will have a base percentage and base time expenditure to determine artifact use. Class 1 includes lesser complex items, such as most mundane explosives, slug throwing pistols, and energy weapons. Class 2 includes moderately complex items like powered weapons, armor, or robots. Class 3 includes highly advanced technology, such as computers, medical technology, or other technology that does not lend itself well to experimentation to determine function.

Base Roll	Complexity Class	Base Time	Examples
25%	1	2 hours	Slug guns, grenades, energy weapons, non-powered armor
15%	2	3 hours	Vehicles, robots, powered armor
5%	3	4 hours	Computers, medical technology, other very complex technology

A character rolls his base percentage chance to determine how to use a technological artifact, taking into account bonuses from mutations and INT. While examining the item, the character must devote his full effort and



concentration to it, and time passes as indicated by the complexity class. A roll of 99-00 always indicates that the roll has failed drastically, and the character will have damaged himself and/or nearby characters if the item is such that this is possible. Regardless of the penalties a character may have to this roll, it will always succeed on a roll of 01. A player may roll again an unlimited number of times if the initial roll fails, and the amount of game time passes again for this examination. One other character may lend a hand, adding $\frac{1}{2}$ of his technology roll bonuses (or penalties) from INT and mutations to the die roll. This does not shorten the time necessary for the examination of artifacts.

When a character is familiar with a specific kind of artifact, he does not need to roll again when he encounters the exact same artifact. He does roll again for similar artifacts, with a bonus of 20%.

Repairing Technology (Optional Rule)

Some Mutant Lords may have their adventures set in the early post apocalypse, where knowledge has not had a chance to atrophy entirely as is the default assumption of Mutant Future. Others may simply wish to allow for intelligent or knowledgeable characters to have some chance of rebuilding technological items discovered in the wasteland. In either case, the following rules offer a guideline for the repair of technological items.

Only a device that the character is familiar with can be the target of a repair roll. Mutant Lords are granted wide latitude in deciding what constitutes familiarity, but an artifact that has been in the character's possession for a long time, or one which he or she made a critical success (01) while learning to use it should be granted a repair roll if necessary.

The repair roll starts with the same base as the object's original tech roll, modified in the following manner:

- +20% familiarity bonus is added to the character's INT Technology Roll Modifier.
- Divide the character's total Technology Roll Modifier bonus by the item's complexity, rounding down.
- Subtract 1 point for each point of condition below 5.
- Add or subtract any other modifiers the ML deems appropriate.
- Add this final modifier to the Base Roll shown in the Technology Rolls section above.

Example: Graarna'k the wise has become familiar with the computers in an underground complex near his village. He discovers a broken computer that controls a door he has been unable to open. He has an Intelligence of 18 (+15% to tech rolls). The computer is in moderate condition (grade 3). He decides to make an attempt to fix it using some of the tools he found in an earlier adventure.

His total tech roll bonus is 11% after being divided by the object's complexity of 3. $(15\% + 20\%) / 3$ and rounded down.

He subtracts another 2% because the computer is condition grade 3, reducing the bonus to 9%.

The ML has decided that the problem is just some loose wire housings inside the machine. The tools that Graarna'k is using are specifically made for repairing computers, so the ML allows another 15% increase.

The player adds the total repair bonus of 24% to the computer's original tech roll (5%), for a total of 29%. The player must roll this or less on d100 in order for Graarna'k to successfully fix the computer.

As always, the ML is encouraged to alter these rules if they do not fit his campaign. Many different systems could be devised for the repair of technology; this is only one example. If the chances seem too low for your campaign, feel free to add more significant modifiers to the repair rolls on the fly.

SECTION 5: Encounters and Combat

The characters will explore ruins filled with wondrous artifacts, ancient secrets, and other amazing situations. It is also inevitable that they will come face to face with monsters. When a monster confronts the characters (or vice versa), this situation is called an **encounter**.

The Mutant Lord decides what the monsters do. He “plays” the monsters just as the other players “play” their characters. The Mutant Lord will know ahead of time which areas contain monsters, their types, and their strengths. He will also determine whether there are random **wandering monsters**. Monsters may be living in the ruins, or they may be there with other purposes of their own.

Encounters and Time

In encounters and during combat, time is measured at the most minute scale of any other kind of action. Time commences in units of **rounds**, which are 10 seconds each. There are 6 rounds to a minute and 60 rounds to a turn.

Play Sequence in Ruins

Turns progress in ruins as characters use turns to move about, look for traps, listen for noises, or search areas. The Mutant Lord will occasionally roll for a **random encounter** (see the Mutant Lord Lore section). If the characters stumble onto a monster, either because the Mutant Lord has planned an encounter in the area of the ruins or because a random die roll indicates an encounter, then time shifts to encounter time.

At this point, the Mutant Lord will roll $2d6 \times 10$ to determine the distance in number of feet separating the characters and monster. If the monster encounter is preplanned, the Mutant Lord may already know how far the monster is from the characters. Next, the Mutant Lord rolls 1d6 to see if the characters or the monster is **surprised**. The characters choose one player, usually the mapper, to roll 1d6 and the Mutant Lord rolls 1d6 to determine whether the characters or the monster has **initiative**.

Finally, the Mutant Lord will check the monster’s reaction by rolling 2d6. At this stage the characters can decide what actions to take, whether to fight, flee, or try to talk to the monster. The Mutant Lord will decide

what action the monster takes, and time will progress in rounds with the side that won initiative acting first. Initiative is rolled again for each side at the start of each round. Usually an encounter is over when one side either dies or flees.

Wilderness Play Sequence

The sequence of play in wilderness situation is very much like the sequence in ruins. However, in wilderness play the Mutant Lord will roll d% at the start of each day of travel to determine if the group becomes lost (see Section 4). Aside from this detail, the sequence is identical to that in ruins, with the exception that when monsters are encountered the Mutant Lord will roll $4d6 \times 10$ to determine how many yards away the characters are from the monster. Also note that in the wilderness characters measure their movement rates in yards, rather than in feet as they do in ruins.

Monsters Encountered

The monster descriptions in Section 6 list hit dice and **Number Encountered**. Number Encountered for each monster has two recommended ranges for the number of the monster type that will be encountered at one time. The first number range is for the number engaged in ruins or underground structures. The second range offered is larger and applies to instances in ruins when the actual home, or lair, of the monster is encountered. This range is also used when the monster is engaged in a wilderness encounter.



Monsters and Surprise

Checks for surprise are made whenever characters encounter monsters unexpectedly. For instance, if the characters are making a lot of noise, the monster may not have a chance to be surprised but the characters might be if the monster was waiting quietly.

Whenever there is a need to check for surprise, the Mutant Lord rolls 1d6 for the monsters and/or the characters as a group. A roll of 1 or 2 on 1d6 means the side is surprised and cannot act for one round. When both sides are surprised, they do not act the first round, but the second round initiative is rolled for each side normally. Likewise, if both sides are not surprised, they each roll initiative immediately. If one side is surprised but the other is not, then the side that is not surprised can attack.

Rolling Initiative

As described in Play Sequence in Ruins, at the start of each round each side of an encounter rolls 1d6 to determine initiative. The side with the highest result on 1d6 acts first for that round. Other sides in a conflict will react in order from highest to lowest roll. Initiative is rolled again at the start of each new round. If initiative is a tie, each side in the tie acts at the same time.

Actions that can be taken in a round include attacking, running, using mutation powers, attempting to communicate, and other possibilities.

Individual Initiative (Optional Rule)

The Mutant Lord may elect to determine initiative on an individual basis rather than per group. In this case, every character and monster in the encounter will have a separate roll. Characters adjust their roll by applying their DEX bonus, and the Mutant Lord may apply a bonus to monsters' rolls if they have a high movement.

NPC and Monster Reactions

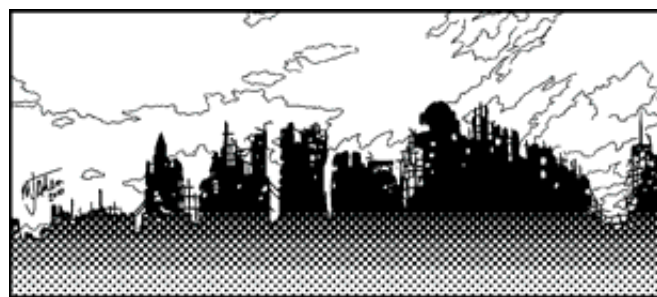
Many monsters or NPCs will always attack when they encounter characters. However, sometimes the Mutant Lord will decide that an NPC or monster reacts differently, or may roll to determine how a group of monsters or NPCs reacts to encountering the characters.

Monster Reaction Table	
Roll	Result
2	Friendly, helpful
3-5	Indifferent, uninterested
6-8	Neutral, uncertain
9-11	Unfriendly, may attack
12	Hostile, attacks

Movement in Encounters

In turn-based movement in ruins, the characters move in a number of feet equal to their movement rate. When an

encounter occurs, character movement occurs in 10-second rounds. Character movement is divided by 3, and this is the number of feet a character can move in one round. For example, if a character has a movement of 90', he moves 90 feet in turn-based movement in ruins, but 30 feet in round-based movement during encounters. These are maximums, and players can always opt to have their characters move a shorter distance. Characters can also choose to run in round-based movement. In this case, they can move their full movement in 1 round, but can only maintain this speed for 30 rounds, or 1/2 of a turn. This kind of movement is exhausting, and the characters will have to rest for 3 turns afterward. If the characters do not rest, or their rest is interrupted by combat, they suffer – 2 to damage and hit rolls until they do rest for 3 uninterrupted turns.



Chases in Ruins

The characters may decide they are outmatched and flee an encounter, or a monster might flee. One side of an encounter can always successfully flee if their movement is higher than the other side, and if combat has not commenced. Characters may choose whether they chase a fleeing monster, and they will only succeed if it is slower than they are. The Mutant Lord will decide if the monsters chase fleeing characters by rolling on the Monster Reaction Table. A roll of 7-12 indicates the monster will pursue. However, a monster does not continue chasing the characters if they manage to get out of the monster's range of vision. If the monsters enjoy valuables, they have a 50% probability that they will stop pursuit of characters to collect any valuables the characters drop (roll 4-6 on 1d6). Other hungry or less intelligent monsters may do the same if the characters drop food.

Chases in the Wilderness

Sometimes one group will want to escape from another group before they have come within close proximity. When two groups meet and one side is surprised, the other side can automatically flee successfully. Otherwise, determine the probability that one group can escape from another by looking at the Wilderness Retreat Table. The more chasing group members there are relative to the fleeing party, the greater chances the fleeing party may escape. This is because larger groups cannot move as fast, or as quietly.

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Note that one side will have a minimum of a 5% probability of escaping.

Wilderness Retreat Table

		Relative opponent group size		
		Up to		
		25%	26-75%	76%+
Fleeing Group Size	Base	Modifier		
Up to 4	50%	0	+20%	+40%
5 to 12	35%	0	+15%	+25%
13 to 24	25%	0	+10%	+25%
25+	10%	0	+15%	+25%

EXAMPLE: If a party of four is fleeing 1 monster, they have a 50% chance of escaping because the number of monsters equals 25% of the fleeing party's number, which applies no modifier to the base chance of escape. If they are fleeing two monsters, they have a 70% chance of escaping, because the number of monsters equals 50% of the fleeing group, applying a 20% bonus to the odds of escape.

The Mutant Lord may modify the probabilities based on the conditions and environment. For example, if one side has time to flee within a densely wooded area, the Mutant Lord may give a bonus of 20-25% to flee. If the party giving chase has double the movement of the fleeing side, they might receive a bonus of 20-25% to catch the fleeing party.

If the fleeing party does not successfully escape, then the other group has managed to keep them within sight. They have a 50% (1-50 on d00) chance of catching them up close if they have a greater movement than the group they are pursuing. If this roll fails, then the fleeing side may again attempt to escape. This cycle is repeated daily until either one side escapes or the other manages to catch up.

Combat

In most cases, there will be two opposing sides in a combat sequence. Whether it is monsters against the characters or characters fighting each other, there is one specific sequence to combat, as outlined below.

1. Players declare character movement or actions.
2. Initiative: 1d6 is rolled by each opposing side.
3. The winner of initiative acts first. The Mutant Lord may check morale for monsters.
4. Movements can be made.
5. Missile attack rolls are made, accounting for DEX adjustments, cover, and range.
6. Mental mutations and physical mutations with a range are employed.

7. Physical and mental combat occurs; attack and damage rolls are made, accounting for STR and other adjustments.
8. Other sides act through steps 4-7, in order of initiative
9. When all sides of a conflict have acted and the combat will continue into the next round, the sequence begins again at step 1.

Combat Movement

Players must announce that their characters will move during a melee round, and they must make this announcement prior to the initiative roll. There are two forms of movement possible in combat, which are governed by the rules mentioned in Movement in Encounters. These movements are available to monsters as well as characters. A character may move all of his encounter movement and attack the same round, but any further distance takes his entire action for the round. Additional movement types are discussed below.

A **fighting retreat** allows a character to move backwards at 1/2 normal encounter movement. However, there must be a clear path for this movement.

A **full retreat** occurs when a character moves backwards at a faster rate than 1/2 of encounter movement. The character making the movement forfeits his attack this round, and his opponent attacks with a +2 to hit. In addition, if the retreating character is carrying a shield, it does not apply to the character's armor class during the retreat.

Any attacks made on characters from behind ignore the influence of the attacked character's shield, if any.

Attacking

Characters can usually only attack one time in a round, but some monsters have multiple attacks. When missile attacks (bows, crossbows, firearms, etc.) and melee attacks (swords, flails, etc.) are attempted, the character or Mutant Lord must roll 1d20. The result is compared to the attack table for either characters or monsters, as appropriate. A result that is equal to or above the attack value (AV) that corresponds to the character's level or the monster's hit dice and the opponent's armor class results in a hit. Damage is then rolled by weapon type or monster attack, taking into account any bonuses or penalties. See the attack tables later in this section.

Mutations have ranges or area effects, and will affect all characters or monsters that are within an area of affect, if indicated. However, some mutations allow a saving throw that can negate or partially negate their effects. See the discussion on saving throws later in this section.

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Hand-to-hand attacks are possible when opponents are 5 feet or fewer from each other. Attack and damage rolls from these attacks are affected by STR. Missile attacks are usually only possible when opponents are greater than 5 feet from one another. The chance to hit is influenced by DEX. Both of these kinds of attacks can also be affected by technological weapons, which may have closer or further operative ranges.

Vision and light can also affect combat. Characters suffer a -4 penalty to hit if blind or in darkness, unless some other sense can be employed.

Physical Combat (Melee)

Hand-to-hand, or melee, combat occurs when opponents are within 5 feet of one another. As the name implies, these attacks are made by hand-held weapons like swords or axes. The ability to hit and damage done is affected by STR adjustments, as well as bonuses for technological weapons. Characters start with only 1 attack in a round, but may gain more attacks as they advance in level. Some monsters have multiple attacks, the most common of which is a claw/claw/bite series, which amounts to 3 attacks in 1 round.

When in the wilderness, a character may attack with a **lance** while on horseback (or some other appropriate beast), but must be at least 20 yards from an opponent. The attacker will charge with the lance, and the extra momentum will double any damage done with a successful hit.

The Mutant Lord will use discretion in determining how many attackers can strike at one opponent. Usually only two characters may fight side-by-side in a 10 foot wide hallway, unless all of the attackers are small. There are many **figurines** on the market that can be used to represent character positions and movement during combat and movements in ruins and other enclosed spaces. Alternatively, tokens or coins might be used to represent characters and monsters.

Unarmed Combat

Unarmed combat is the same as melee combat, but all damage is 1 to 2 + STR modifiers.

Mental Attacks

Mental mutation attacks require a **mental test** between the attacker and defender. Refer to the Mental Attack Matrix for a quick reference of attack values as they correspond to attacker/defender WIL ability scores. When WIL is equal between parties, the AV is 10 (50% chance of a successful attack on a d20 roll). For every point above or below the defender's WIL, there is a + or - adjustment of 1 to the AV. For example, if the attacker's WIL is 15 and the defender's WIL is 12, the AV is 7 (10-3). An attack roll is

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made just like any other form of combat, and if the roll is equal to or higher than the AV, the attack succeeds.

Aerial Combat

Characters on an unstable air mount, such as a flying mutant creature or careening hover vehicle, use missile weapons at a -4 to hit due to difficulty of concentration and aiming.

Some flying monsters may make a **swooping attack** on surprised opponents if the opponent is at a lower altitude. This attack deals twice the normal amount of damage. In addition, if a flying monster is at least 300 feet in the air, it can attempt to drop heavy objects, like rocks, on victims below. The base number needed to hit on these attacks is 16 to hit armor class 0. Damage is variable based on the size of the flying creature, but a large payload, adult human sized, for instance, could deal 2d6 hit points of damage within a 10-foot square area.

These are only some possible situations the characters may find themselves in, and the Mutant Lord may adjust or add to these rules as situations require.

Damage and Healing

When characters successfully attack they do damage with their weapons. This damage will be modified by STR or mutational bonuses. Monsters have much more varied damage and means of attack available to them. The attacks listing in the monsters' descriptions represent the number of times a monster may attack in one round. Damage is listed and separated by a slash, and claw attacks are listed before bite attacks when a typical "claw/claw/bite" series of attacks are listed.

Damage dealt is subtracted from the opponent's hit points. For all characters and nearly all monsters, when hit points reach 0 or fewer the individual dies.

All beings recover hit points through rest. For each full day of complete rest, a character or monster will recover 1d3 hp. If the rest is interrupted, the character or monster will not heal that day. Healing also occurs through mutations, both physical and mental.

Disease (Optional)

Diseases are sources of injury that take their toll over time. Where pre-apocalypse peoples had to rely on vaccines and medical treatments, the genetically adaptive nature of post-apocalypse humanity makes them capable of fighting off many previously incurable or fatal diseases, sometimes even without the necessity of medical intervention.

When the chance for infection is encountered, the character must make a saving throw versus poison with the save modifier shown for the specific disease applying to the roll. If the character fails the saving throw, the disease begins having an effect after 24 hours. While infected, the

character suffers the listed effects of the disease for the infection duration. At the end of the duration another saving throw is made. Success indicates that the character has fought off the disease, while failure means the character is still infected.

Save Modifier: This number applies to the dice roll, and not to the saving throw number. A negative number is a penalty; a positive number is a bonus. The maximum save modifier should be +/-4.

Infection Duration: The period of time that the disease affects the character. At the end of this time period the character rolls again to see if he or she is still infected. A failure means infection continues, while a success means the disease has been overcome by the character's immune system.

Affected Abilities: Diseases can negatively impact a character's abilities. Generally a -1 or -2 is penalty enough, especially for diseases that have lengthy durations.

Choosing which stats to affect with a disease is fairly straightforward, and is based on the symptoms of the disease. Diseases that cause muscle weakness affect Strength, while symptoms like muscle tremors or spasms will affect Dexterity. Diseases that result in lowered immune system function will lower the character's Constitution. High fevers, light-headedness, and other mental symptoms will result in lowered Intelligence and Willpower. Finally, diseases that cause open sores, rashes, lumps, or other disfigurements will often cause a loss of Charisma if they are visible to others.

Damage per day: At the end of each day, roll for damage caused by the disease. This includes the final day of infection, even if the saving throw is successful.

Body Part Affected by Disease

For many diseases that affect specific portions of the body the affected portion will be obvious, but for others the ML may choose which portions to affect or roll on the following table, adjusting the results to accommodate mutant morphology.

Diseased Body Part Table	
Roll d4	Body Part Affected
1	Neck/Head/Face
2	Torso
3	Arms
4	Legs

Reduced Immune System

Characters suffering from the *reduced immune system* physical mutation drawback suffer an additional 1d10 hp damage from disease each day.

Sample Diseases

Flesh Eating Bacteria

Save Modifier: -3

Infection Duration: 2 weeks

Affected Stats: CON -2, INT -1, CHA -2 (if lesions are visible)

Damage per day: 1d6+3

Flesh eating bacteria exists only in the most toxic of environments, or on the filthiest creatures (ML's discretion). It comes from a bacterium that infects open wounds and kills the infected tissue, eventually causing a gaping wound to spread outward from the source of the infection. Even if the infected person survives, the disease causes severe scarring that may permanently reduce the character's Charisma if it affects a visible portion of the body such as the face.

Symptoms: Flu-like symptoms such as nausea and vomiting, high fever, inflammation of the affected area, and large, fluid-filled blisters in the infected portion of the body.

Leprosy

Save Modifier: +2

Infection Duration: 3 weeks

Affected Stats: STR -1, DEX -1, CHA -3 (if lesions or nodules are visible)

Damage per day: 1d4

Although it is caused by a bacteria, leprosy is not highly contagious, hence the modifier to the roll to save against it, but is very serious when it is contracted.

Symptoms: Skin lesions and nodules, lack of sensation in the limbs, and muscle weakness. The lesions caused by leprosy will not properly heal for weeks, even if the disease is eventually overcome. This will lead to a loss of Charisma for a period of time deemed appropriate by the ML.

Rabies

Save Modifier: -2

Infection Duration: 1 week

Affected Stats: STR -1, WIL -1, INT -1

Damage per day: 1d4

Rabies only infects humans, humanoid mutants, or creatures. It will not affect plants or plant-based creatures (unless the ML likes the idea of plant rabies!). This disease spreads through a bite from an infected creature.

Symptoms: Muscle cramping, extreme salivation, hydrophobia, temporary dementia, and occasional incoherent rage.

Superflu

Save Modifier: -4

Infection Duration: 2 weeks

Affected Stats: STR -2, DEX -2, CON -2, INT -1

Damage per day: 2d6

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This may be a relic from the pre-apocalypse, or it may be a mutated version of the regular flu. The disease spreads through contact with infected individuals, and it is very contagious and hard to get rid of.

Symptoms: Grotesquely swollen and bruised throat, high fever and sweating, severe coughing and congestion along with nausea and vomiting.

Tetanus

Save Modifier: -1

Infection Duration: 2 weeks

Affected Stats: STR -2, DEX -1

Damage per day: 1d4

Tetanus is often caused by puncture wounds that drive contaminants into the body. Any puncture wound by a particularly unclean object or weapon can carry tetanus.

Symptoms: Severe muscle aches and spasms. If the infection lasts more than 2 weeks, lockjaw causes the character to be unable to open his or her mouth, resulting in eventual starvation.

Paralysis and Stun Effects

Various weapons, mutations, and poisons can affect a character by paralysis or stun. These effects are similar but require different handling in game terms. In both cases characters under these effects are conscious. However, paralyzed characters are completely helpless, and may be easily dispatched in 1 round. Stunned characters are incapable of significant movement or other actions, but are not so completely immobile that they may be instantly killed by an opponent. Stunned characters may be attacked without the advantage of DEX modifiers to AC.

Missile Attacks

In order to attack with a missile weapon, opponents must be more than 5 feet apart. These kinds of attacks can be from bows, slings, crossbows, and even thrown items like oil flasks or grenades (some high tech weapons may be able to be employed at closer range). The ability to hit with missile weapons is affected by **DEX adjustments**, which will provide a bonus to strike if DEX is high or a penalty if DEX is low.

All missile weapons have **ranges**, which must be taken into account when trying to strike an opponent at a distance. If an opponent is further away than the long range listed, the missile weapon cannot hit that opponent. In addition, if an opponent is within the distance listed for short range, the attacker gets a +1 to hit. There are no bonuses or penalties for striking an opponent in medium range, but there is a penalty of -1 to strike an opponent that is in the long range. Characters may move and make a missile weapon attack, or move and make a hand-to-hand melee attack in one round.

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All missile attacks are subject to the ordinary combat rules of initiative and surprise. In addition, **cover** is a factor that can influence missile attacks. An attacker cannot hit any opponent that is entirely behind a barrier. However, the Mutant Lord may apply attack penalties of between -1 and -4 if the target is only partly under cover. For example, if a character were attempting to strike an opponent through a small window, the Mutant Lord might call for a -4 penalty. If the opponent were only partly covered, such as by small furniture, the penalty might only be -1.

Oil flasks are effective weapons that do 1d8 hit points of damage. The oil flasks must be either lit on fire and thrown, or poured on the ground and lit. Damage is done to any character or monster struck by the bottles, or moving through oil that is burning on the ground. Damage from thrown oil is dealt for two rounds, after which the oil has burned out and trickled off of the target. Oil that is poured on the ground can cover a diameter of 3 feet and burns for a full turn.

Missile and Thrown Weapon Ranges

Weapon	Attack Adjustment For Range		
	+1	0	-1
Weapon	Short Range	Medium Range	Long Range
Axe	Up to 10'	...to 20'	...to 30'
Bow, long	Up to 70'	...to 140'	...to 210'
Bow, short	Up to 50'	...to 100'	...to 150'
Crossbow	Up to 80'	...to 160'	...to 240'
Dagger	Up to 10'	...to 20'	...to 30'
Dart	Up to 15'	...to 30'	...to 45'
Oil	Up to 10'	...to 30'	...to 50'
Sling	Up to 40'	...to 80'	...to 160'
Spear	Up to 20'	...to 40'	...to 60'

Grenades

Grenades may be thrown to a distance in feet equal to 3 x STR. It should be noted that the range listed for oil assumes a lit molotov cocktail, but a sealed unlit jar of oil may be thrown to a distance equal to that of a grenade.

Firearms

Firearms are detailed in the technology section. However, some discussion is necessary here. A firearm will fall under one of the three following trigger types:

Trigger Type	Number of Shots per Round*
Normal	1
Automatic	2
Rapid Fire	3

*When multiple shots are indicated, characters may opt to fire fewer rounds. Characters with more than one attack per round may fire the weapon one additional time above the maximum listed for each additional attack. Note that reloading requirements may prevent some weapons from firing additional times in a round.

Note that firearm ranges are handled differently than thrown and primitive weapons. Firearms have a normal range and a maximum range. Attacks are handled normally for any range up to normal range. For any distance between normal and maximum, there is a -2 to hit.

Saving Throws

All characters and monsters can make "saving throws" to avoid the full effects of certain attacks. Characters and monsters will have a number for a saving throw category, and when affected by a type of mutation or other attack which requires a saving throw, the player or Mutant Lord will roll 1d20. **A result that is greater than or equal to the value listed for the saving throw is a success.** However, the roll is failed if the result is less than the listed number. Some successful saving throw rolls will completely negate an effect, while others will result in only half damage rather than full damage. There are times when an attack, like a poisonous bite, can do damage from both the bite itself and from poison separately. The appropriate saving throw to use and the effects with a success or failure will be indicated in the description of the mutation, monster attack, or scenario description.

Character Saving Throws				
Level	Energy Attacks	Poison or Death	Stun Attacks	Radiation
0	17	14	16	15
1-3	15	12	14	13
4-6	13	10	12	11
7-9	9	8	10	9
10-12	7	6	8	7
13-15	5	4	6	5
16-18	4	4	5	4
19+	4	3	4	3

Energy Attacks: A saving throw versus energy attacks is typically made when a character is subjected to damage from thermal or electrical based mutations or weapons. A save may be rolled to reduce damage to half. This save is not appropriate for some energy-based weapons, such as lasers, but can apply to flame throwers, for example.

Poison or Death: This save can be attempted any time a character is subjected to poison. Successful or failed saves will have different effects based on the class of the poison. This save may also be appropriate during times when a character is exposed to a particularly unusual or lethal force in which instant death is likely.

Stun Attacks: This save applies to any force that would stun or render a character unconscious by affecting the neural system, such energy stun weapons. This save also applies to paralytic poisons.

Radiation: A saving throw may be attempted to reduce damage by radiation in half.

Poison

There are different kinds of poison, with different effects when a saving throw succeeds or fails. Poison is commonly part of a mutant character or monster's repertoire. Whenever a mutation includes a poison attack, roll on the chart below to determine the poison type. The Mutant Lord may choose a poison for monsters, or alter these poisons as necessary.

Poison Class Table

Roll d00	Class	Fail Save Effects	Save Effects
01-13	1	1d6 damage	Negates effect
14-23	2	2d6 damage	Half damage
24-33	3	3d6 damage	Half damage
34-43	4	4d6 damage	Half damage
44-53	5	5d6 damage	Half damage
54-63	6	6d6 damage	Half damage
64-73	7	7d6 damage	Half damage
74-83	8	8d6 damage	Half damage
84-87	9	Sleep 2d4 rounds	Negates effect
88-89	10	Paralysis 1d6 rounds	Negates effect
90-91	11	Paralysis 2d6 rounds	Movement half for 1d6 rounds
92	12	Death	1d6 damage
93	13	Death	2d6 damage
94	14	Death	3d6 damage
95	15	Death	4d6 damage
96	16	Death	5d6 damage
97	17	Death	7d6 damage
98	18	Death	8d6 damage
99	19	Death	Paralysis 2d6 rounds
00	20	Death	Lose 1d6 CON (permanent)

Radiation

Radiation is a common hazard in the post-apocalyptic nuclear future. Many regions emanate a level (class) of radiation left over from nuclear fallout. Some mutants actually produce radiation from their bodies as weapons. The listed damage for radiation occurs per exposure from an attack, or per round for intense background radiation powerful enough to cause instant damage.

Some areas may emanate radiation that causes damage more slowly, even if it is of a higher class. If characters encounter this weaker background radiation during their overland travels, it is assumed that the saving throws are made once per day, and that the characters suffer the effects daily rather than per round.

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A successful saving throw can reduce damage by half. Note that if a character fails 5 saving throws versus radiation in one day, the character receives one new random mutation. Whenever a mutation indicates a radiation attack, roll on the table below to determine the effects of the radiation.

Radiation Class Table

Roll d10	Class	Fail Save Effects	Save Effects
1	1	1d6 damage	None
2	2	2d6 damage	Half damage
3	3	3d6 damage	Half damage
4	4	4d6 damage	Half damage
5	5	5d6 damage	Half damage
6	6	6d6 damage	Half damage
7	7	7d6 damage	Half damage
8	8	8d6 damage	Half damage
9	9	9d6 damage	Half damage
10	10	10d6 damage	Half damage

Item Saving Throws (Optional Rule)

Method 1: Whenever characters (and NPCs) die from a particularly damaging event, such as an explosion, intense heat, a great fall, or a powerful energy weapon blast, all ordinary possessions on a character's body should be considered destroyed. Technological items may not be destroyed, and are allowed saving throws (if applicable) of the appropriate type for the attack based on the character's saving throw. Items may have bonuses or penalties depending on their construction, at the Mutant Lord's discretion.

Method 2: Make a roll in the kind of situation mentioned above, as well as in situations when items are exposed to crushing damage (from falls), acid, or any other event that could feasibly destroy them. The Mutant Lord will roll either 1d4 or 1d6, depending on the severity of the situation. Technological items have a chance of surviving based on Mutant Lord discretion. For instance, durable high tech armor might survive on a roll of 1-2 on a d4 or d6. Items may be assigned a success range of between 1 and 3 to survive damage, depending on their construction.

The Mutant Lord should apply bonuses or penalties depending on the situation. If an attempt is made to intentionally damage an item, there may be a penalty of 2 to the roll. Bonuses may apply if an item is well protected. No penalty or bonus should be more than 2.

Ability Checks (Optional Rule)

Sometimes the Mutant Lord might allow tests against abilities instead of saving throws determine if a character either succeeds in a task or escapes a danger. For example, DEX might be used to jump over a pit or STR might be used to push an object. The player rolls 1d20,

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and if the result is greater than the ability, the roll fails. If the roll is less than or equal to the ability, the roll succeeds. Bonuses or penalties to the roll can be applied, with a bonus of -4 being a relatively easy ability check, and +4 being very difficult. Of course, any modifier between these extremes can be applied. A result of 1 is always a success, and 20 is always a failure.

Morale Checks (Optional Rule)

Players always have a choice whether they will fight, surrender, or run away in an encounter. The Mutant Lord decides whether monsters or NPCs surrender or run away. Monsters have a listing for **morale**, which represents how likely they are to fight or flee when in an encounter. Morale is rated from 2-12, and while a score of 2 indicates that the monster never fights (unless absolutely cornered) a score of 12 indicates the monster will fight until killed, with no morale roll necessary in either case.

The Mutant Lord usually makes a **morale check** under two conditions; when one side of an encounter has lost a member due to death, or when half the group on one side is either killed or otherwise incapacitated. The Mutant Lord will roll 2d6, and if the roll is higher than the morale of the monster, the check is a failure and the monster will either attempt a **full retreat** or a **fighting retreat**. If the result is equal to or lower than the morale score, a monster will continue to fight. If this roll is made successfully two times in one encounter, the monster will fight until killed.

The Mutant Lord may decide to apply bonuses or penalties to morale, with a range of -2 to +2, depending on the circumstances. These adjustments are never applied to monsters with a morale of 2 or 12, because they are at the extremes. However, if one side of an encounter is losing or winning, they might receive a penalty or bonus to morale of -1 or +1, respectively.

A character's CHA score determines the morale of his **retainers**. Retainers do not require morale checks in encounters, unless there is an unusual amount of danger involved. Normally, morale checks are made at the conclusion of an adventure. If the roll fails, the retainer chooses not to adventure with the character anymore. The Mutant Lord can apply bonuses or penalties for good or poor treatment, usually not more than +1 or -1. In addition, if the retainer has accompanied the character and received fair treatment on 3 or 4 adventures, the Mutant Lord may raise the retainer's morale score by 1 permanently.

When a character makes an attempt to **surrender** to an NPC or monster, it is up to the Mutant Lord to decide whether the opponent even listens, and under what terms the NPC or monster will accept surrender. Characters decide how to react if their opponent makes an attempt to surrender. Usually, NPCs or monsters will only try to surrender if they have no way to escape the encounter.

Watercraft Table								
	Required Crew	Sailing	Rowing	Sailing	Rowing	Cargo (lbs.)	Armor Class	Structural Hit Points
		Feet/Turn	Feet/Turn	Miles/Day	Miles/Day			
Boat, river	10	-	60	-	36	3,000	8	20 to 45
Boat, sailing	1	120	-	72	-	2,000	8	20 to 45
Canoe	1	-	60	-	18	600	9	5 to 10
Galley, large	250	120	90	72	18	4,000	7	95 to 120
Galley, small	100	150	90	90	18	2,000	8	75 to 100
Galley, war	400	120	60	72	12	6,000	7	125 to 150
Lifeboat	1	-	30	-	18	1,500	9	12 to 18
Longship	75	150	90	90	18	4,000	8	65 to 80
Raft	1	-	30	-	12	5 per sq. foot	9	5 per sq. foot
Sailing Ship, large	70	120	-	72	-	30,000	7	125 to 180
Sailing Ship, small	12	150	-	90	-	10,000	8	65 to 90
Sailing Ship, transport	12	120	-	72	-	30,000	7	125 to 180

Adventures at Sea

On occasion, characters may need to travel by sea, whether to find a lost island full of technological riches, or simply to get from one coast to another. The rules in this section also cover travel on rivers. Characters might have to travel by river deep into impenetrable forest or jungle to reach a set of ruins. These rules are for low technology vessels, which may be constructed by current means.

Water Vessels

The characters might employ any number of watercraft. Some vessels are small, and characters can steer them on their own, while others require a great number of people to operate. The Watercraft Table details different kinds of water vessels, as well as their speeds when rowed or sailed, their structural hit points and armor class, and maximum cargo load.

Hit points operate in the same manner as hit points do for monsters and characters. If a vessel is damaged to 0 or fewer hit points, it will no longer move and ship weapons no longer function. The ship has 1d10 rounds before it will sink.

Ship Weaponry

Galleys are capable of having a ram, but only a war galley automatically has one. Galleys that are not equipped with a ram can be purchased with a ram at +30% of the normal cost for the ship. All galleys and longships may be equipped with a catapult. Catapults must be equipped with shot, which weighs 200 pounds per 20 shot.

Water Conditions

When traveling on rivers, the listed distances various vessels can travel in a day can be modified if the current is

particularly fast or if the vessel is moving up stream. Adjust the average miles traveled each day up or down by 1d8 +4 miles, as appropriate. The Mutant Lord might invoke other penalties, depending on what hardships a vessel encounters on a river. Shallow water, waterfalls, twisting waters, rapids, or sand bars might impact travel times.

When traveling at sea far from shore, smaller boats, including all galleys, are not appropriate and cannot handle the potential difficulties the open sea can offer. These vessels are restricted to water voyages in rivers, lakes, and near the shore at sea.

There are many possible conditions at sea that might impact the average travel times listed for each vessel. The Mutant Lord will check water conditions at the start of each day by rolling 2d6. A result of 12 indicates strong winds and storms, and a 2 means that the day is completely devoid of wind and a ship that is incapable of rowing cannot move all day. Any vessel with sails can attempt to move with the wind to avoid damage from strong winds. However, this may not carry the ship in the direction of preferred travel. The direction will be chosen by the Mutant Lord. The vessel travels at the average speed x3. If the ship encounters land during this travel, it has a 25% chance of finding a safe place to hide along the shore. Otherwise, the ship is destroyed on the shore, by landing too fiercely or otherwise hitting shallow waters and rocks. In these windy, stormy conditions a galley has an 80% chance of being overrun with water and sinking. If it is near shore when the storm hits, a galley can find a safe harbor 100% of the time if the shore is relatively clear of physical dangers. Otherwise, a galley will find a safe harbor on a roll of 1 or 2 on 1d6. Note that if the roll indicates no wind for the day, ships that can move by rowing can move their normal rowing speed for the day. Sailing ships are unable to move significantly under these conditions.

Mutant Future

The system outlined above is a simple system for deciding conditions at sea. If the Mutant Lord desires a more detailed set of guidelines, he should roll 2d6 at the start of each game day and consult the Wind Conditions table.

Wind Conditions Table		
Roll Result	Movement Adj.	Wind Conditions
2-4	None	Normal
5	No sailing, -2/3 rowing	No wind
6	-2/3 all movement	Slightly unfavorable
7	-1/2 all movement	Unfavorable
8	-1/3 all movement	Greatly unfavorable
9	+1/3 all movement	Light favorable
10	+1/2 all movement	Medium favorable
11	All movement x2*	Extremely favorable
12	All movement x3**	Fierce wind

*All ships have a 10% probability of taking on water (20% for galleys), which will incur a penalty of -1/3 to movement. The ship will need to seek maintenance at a dock to remove the water.

**The ship will travel in a random direction determined at the Mutant Lord's discretion, as discussed previously.



Encounters at Sea

Monsters can surprise a ship, but because monsters native to the water cannot generally be seen, or "sneaked up on," a ship may never surprise a monster. When the Mutant Lord rolls for a random encounter, the distance the monster is from the group is the same as in other wilderness encounters (4d6 x10 yards).

Assuming weather conditions are normal, other ships can be seen when up to 300 yards away and land can be seen from up to 24 miles. These visibility distances could be reduced by 90% of their normal distance when in harsh weather or dense fog, or some other penalty might be used depending on conditions.

Waterborne Chases

When two waterborne vessels, or a ship and a monster, encounter one another, one party may choose to flee. The distance between each of the groups is determined as a

Encounters and Combat

normal encounter. Success depends entirely on luck and the difference between the two groups' speeds.

If the fleeing party is faster than the pursuer, the base chance of escape is 80%. The base is 50% if both parties have the same movement, and decreases by 10% for every 30' movement the escapee is slower than the pursuer (minimum of 10%). If the fleeing party is successful, the pursuing group cannot try to catch up with the fleeing party for 24 hours, and then only if a random encounter roll indicates an encounter. If a party fails their roll to flee, the pursuer will gain on the fleeing party at a rate of 10 yards per round if the pursuer is slower than the other party or if the pursuer's speed is no greater than 30' more than the fleeing party. If the pursuer's speed is more than 30' faster than the fleeing party, the pursuer will gain on the fleeing party at a rate equal to the pursuer's speed per round.

Waterborne Combat

Time and movement functions in the same way in water combat as it does in other encounters. However, one of the major differences to note is that attacks and damage may be directed at water vessels in addition to characters and monsters. Structural hit points (shp) belonging to vessels are slightly different than hit points (hp) belonging to characters and monsters. They translate at a rate of 1 to 5, or 1 shp = 5 hp. This is important to note, because some monster descriptions may list shp damage when directed at vessels.

Vessels and Damage

It takes 5 crewmembers 1 turn to repair 1 shp. This task requires full attention, so any crew involved in repair cannot take any other action during a turn repairing a vessel. Only half of all damage sustained to a ship can be repaired at sea by the crew, the remaining damage can only be repaired by facilities at dock.

Damage to a vessel also impacts vessel movement, due to taking on water and structural damage influencing how the ship passes through water. In 10% increments of damage to shp maximum, the ship's movement will be reduced by an equal percentage. For example, if a ship loses 20% of its shp, its movement will also be reduced by 20%. Movement is also affected in a similar manner when the number of rowers is reduced, such as when rowers are used to repair damage. For example, if 10% of the number of rowers are being used to repair vessel damage, the ship can move at -10% of its normal speed.

Ship-to-Ship Combat

Combat between ships is usually fought by either catapults or rams, both of which are detailed below. Some ships may be equipped with these weapons, as indicated previously.

Catapult

Rate of fire: variable; 1/5 rounds with 4 crew; 1/8 rounds with 3 crew; 1/10 rounds with 2 crew

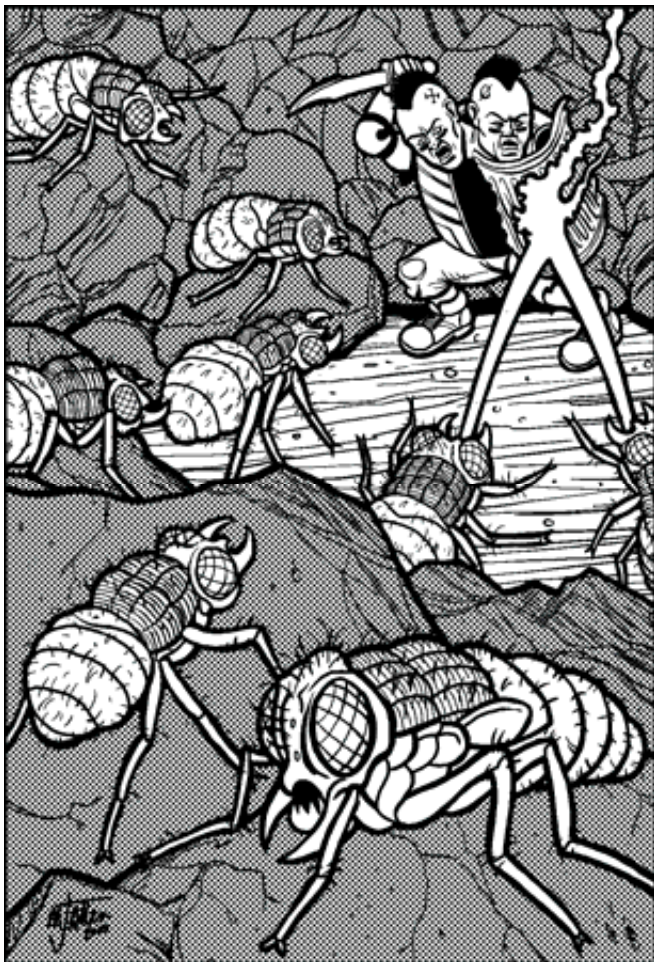
Range: 150-300 yards

Attacks as: Character level equal to crew number firing

Area effect: 10' square

Damage: 3d6 or 1d6 fire per turn

Catapults can be operated by a variable number of crew, and this will affect rate of fire and attack ability as indicated above. The standard 3d6 damage reflects firing a solid missile. Burning damage from combustible loads and pitch do the indicated fire damage. It takes a minimum of 5 crewmembers 3 turns to extinguish flames caused by a fire attack. For every five additional crewmembers, this time can be reduced by 1 turn to a minimum of 1 turn. A catapult cannot be used to attack a ship that is closer than the minimum range indicated.



Ram

Range: Touch

Attacks as: Monster of under 1 HD

Damage: (1d4 +4) x10 shp or 3d8 hp; (1d6+5) x10 shp or 6d6 hp

The different damages listed for a ram apply as follows. The first shp value listed applies to rams on small vessels

when attacking another vessel. The first hp value listed applies to attacking large aquatic monsters. Similarly, the second damage values apply to rams on larger ships to other ships or large aquatic monsters, respectively.

Boarding Vessels

When the occupants of both side-by-side vessels wish to board one another, their mutual intent makes the action succeed with no chance of failure. If only one side wishes to board the other, then the side that wishes to board has a 35% chance (1-35 on d00) of being able to successfully maneuver the two ships to a boarding position and clamp them together with grappling hooks. Once crewmembers come into contact with one another, combat ensues following the standard combat rules. When characters are in the act of boarding another ship, they suffer a penalty of -2 to attack rolls and armor class.

Encounter and Combat Example

In this example of an encounter with combat, we have the following three characters: Olin (level 1 mutant human) has the mutations *dwarfism*, *dual headed*, and *ancestral form*; Magda (level 1 mutant human) has the mutations *albinism*, *bizarre appearance*, *gigantism*, *aberrant form* (*natural weapon with toxic weapon*), and *weak will*. Carden (level 2 basic android) has the mutation-like powers of *thermal vision*, *increased sense (sight)*, and *increased balance*.

The party of adventurers is exploring an ancient sewer system. They discover a locked metal doorway and are investigating how to open it when a pack of vomit flies (8) ambushes them.

The Mutant Lord rolls 1d6 to determine if the party is **surprised** by the vomit flies. A result of 5 indicates the party is not surprised, since he needed to roll a 1 or 2. The combat sequence begins. Olin will attack the vomit flies with his short sword, Magda will attack with her poisonous scorpion-like tail, and Carden will attack with his *warp-field mace*.

One of the players and the Mutant Lord rolls for **initiative**. The player rolls a 6 and the Mutant Lord rolls a 1. The players attack first! Olin stabs at a vomit fly with his sword, rolling a 17 on 1d20. He needed to roll a 15 or higher to hit the vomit fly's AC of 4, so he hits! He rolls 2 on 1d6 for damage, and the vomit fly is reduced to 18 hp from 20. Magda attacks with her poisonous stinger, rolling a 16 on 1d20. She needed a 15, so she also hits. The stinger first deals 1d6 hp damage, and she rolls a 6, reducing the vomit fly to 16 hp from 22. The vomit fly must also succeed in a **saving throw versus poison** or suffer the effects of Magda's class 12 poisonous sting. Vomit flies save as level 3 characters, so it needs to roll 12 or higher on 1d20. The Mutant Lord rolls a 1. The vomit fly spasms and falls to the ground, dead. Carden attacks with his *warp-field mace*, rolling a 2. He misses.

Mental Attack Table																				
Attacker's WIL	Opponent's WIL																			
	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
3	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	F	F	F	F	F
4	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	F	F	F	F
5	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	F	F	F
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	F	F
7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	F
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F
9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F
10	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F
11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F
12	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
14	S	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
15	S	S	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
16	S	S	S	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	S	S	S	S	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
18	S	S	S	S	S	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14
19	S	S	S	S	S	S	S	1	2	3	4	5	6	7	8	9	10	11	12	13
20	S	S	S	S	S	S	S	S	1	2	3	4	5	6	7	8	9	10	11	12
21	S	S	S	S	S	S	S	S	S	1	2	3	4	5	6	7	8	9	10	11

"S" indicates automatic success, with no die roll needed. "F" indicates automatic failure, with no die roll permitted.

Next, the remaining seven vomit flies attack. All of the vomit flies will attack with their freezing vomit spray. Two attack Olin, one rolling a 10 and other rolling 11. They each needed a 13 or higher to hit Olin's AC of 3, since they attack as HD 4 monsters. They both miss. Two attack Magda, one rolling an 18 and the other rolling a 17. They only needed 7 or higher to hit Magda's AC of 9, so they both hit. The first one inflicts 17 hp damage. Magda fails here **saving throw versus energy attacks** by rolling a 10 when she needed 15 or higher, so she suffers full damage. She now has 30 hp. The second vomit fly deals 14 hp damage, but this time Magda succeeds in her saving throw with a result of 15 on 1d20. She takes 7 hp damage. The last three vomit flies attack Carden. They roll 13, 17, and 16, all hits against his AC of 5! They inflict 18, 10, and 10 hp damage respectively, and Carden rolls a saving throw versus energy attacks for each. He needs 11 or higher, since he receives a +4 bonus because he is a basic android. He rolls a 5, 12, and 7. He succeeds on his second roll against the second attacker, so he suffers a total of 33 hp damage. He now has 17 hp left!

Combat round two begins. Magda and Carden will each attack again by the same means, but Olin decides to use his mutation, *ancestral form*, against one of the vomit flies.

The players win initiative again. The Mutant Lord decides that since vomit flies are not very intelligent, the vomit fly Olin is attacking will have a WIL of 1d6+2, following the guidelines in Section 6. The Mutant Lord rolls a 4 on 1d6, resulting in a WIL of 6. Olin rolls 1d20 for a **mental attack** against the vomit fly, with a result of 13. He only needed a

5 or higher to succeed, so the mutation works! The Mutant Lord rolls to randomly decide whether the vomit fly's *gigantism*, *energy ray*, or *reflective epidermis* is removed by the mutation. He assigns a result of 1-2 on 1d6 to *gigantism*, 3-4 to *energy ray*, and 5-6 for *reflective epidermis*. He rolls a 2. The vomit fly dramatically shrinks to the size of an ordinary fly, effectively making it irrelevant for the rest of the encounter!

Magda attacks a vomit fly with her stinger, scoring a hit. After dealing 2 hp damage, the vomit fly fails its save versus poison and falls to join the previous beast in death. Carden attacks a vomit fly with his warp-field mace again, this time scoring a hit by rolling a 19, since he needed 15 or higher. The *warp-field mace* deal 20 hp damage, killing the vomit fly instantly, the smell of singed insect now ripe in the air.

The Mutant Lord decides that since the vomit flies have lost over half of their initial numbers, a **morale check** is in order. He rolls an 11 on 2d6, and the vomit flies' morale is 8. They fail, and try to flee down the sewer passage. Each of the characters is entitled to a free attack against the vomit flies as they run away (with a +2 to hit). Olin stabs with his sword, hitting with a roll of 17 for 6 hp damage. The vomit fly is reduced to 13 hp. Magda attacks with her stinger, and misses. Carden attacks with his *warp-field mace*, scoring a hit and dropping another vomit fly dead! The characters decide not to follow the last two vomit flies, so they can try to figure out how to open the door in the sewer.

Monster Attack Table

Attacking Monster HD	Attack Value for Armor Class																
	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	
1 or less	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	
1+ and 2	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	
2+ and 3	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	
3+ and 4	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	
4+ and 5	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	
5+ and 6	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	
6+ and 7	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	
7+ to 9	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	
9+ to 11	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	
11+ to 13	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	
13+ to 15	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	
15+ to 17	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	
17+ to 19	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	
19+ to 21	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	
21+	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2	



Character Melee Attack Table

Attack Values: Roll 1d20 and hit the Armor Class with the listed value or higher

		Armor Class															
Character Level		-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
	0	20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
	1-2	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
	3	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
	4	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
	5	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
	6	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
	7-8	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
	9	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
	10-11	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
	12	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
	13	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2
	14	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2
	16	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2
	17	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2
	18	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2
	19+	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2	2

SECTION 6: Monsters

In *Mutant Future*, the term “monster” can refer to any being other than the player characters. Monsters are listed in this section in an encyclopedic format. Each monster has certain characteristics, which are defined below. Though each monster listing can be considered to represent the “average” specimen of a particular creature, the Mutant Lord can alter the abilities and power level of any creature to fit the situation.

Number Encountered: This variable number represents the typical number of this type of monster that will appear together at one time. For example, if a 4 HD creature has a Number Encountered listing of 1d8, then when this creature is encountered, 1d8 of the creatures will be present. The Mutant Lord should alter the Number Encountered as necessary to adjust the difficulty level. In general, the number should be reduced if the creature is encountered by weaker characters, and increased if encountered by more powerful characters. A number range in parenthesis represents the number of monsters of a type that typically inhabits their “nest” or lair, or the number that will be encountered in a wilderness setting.

Alignment: All monsters will be chaotic, neutral, or lawful. Many monsters are either unintelligent or are simply unconcerned about law and chaos, and are considered neutral.

Movement: There are two listings under this category. The first represents a number in feet per turn that a creature may move. The second value provided in parentheses represents the monster’s encounter movement, which are in feet per round. If two different rates are given, the additional movement will relate to movement of a different kind, which will be appropriate to the creature. A couple of possibilities include flying or swimming.

Armor Class: In game terms, the AC of a monster means the same thing as a character’s AC. For monsters, this value reflects not only the creature’s general agility but also its natural armor, from tough hide or a mutational adjustment.

Hit Dice: This value is roughly equivalent to character level, but for monsters it always represents a number of hit points determined by this number of d8s. For example, a 2 HD monster will have 2d8 hit points. Sometimes a value is given as a “+” or “-”, in which case this number is added or subtracted from the hit points rolled. A monster will have a minimum of 1 hp. Hit dice further reflect the attack ability of monsters. The hit dice number will be located on the Monster Attack table, and the number needed to hit different armor classes will be used for an encounter. Further, the number of hit dice a monster has is related to

how many experience points the characters receive when the monster is killed. Refer to the Monster Experience Points table in Section 4.

Attacks: This listing describes how many attacks are available to a monster, per round, and the nature of the attacks. These will be listed in the same order as the appropriate damage in the damage listing.

Damage: Damage is listed in the same order as attacks, and is represented by a number and the kind of die that should be rolled, just like weapon damage is rolled. Some monsters may in fact employ weapons. There are a number of special or unusual attacks that monsters can employ, and the effects of these are explained in greater detail below.

Acid

Some monsters employ acid. When acid successfully hits, it does damage because it has made contact with flesh. Once contact is made, acid does not need to make a new successful roll to hit in another round (unless otherwise noted). Most acid can be removed by rinsing it off with water or other non-flammable liquids (beer, wine). If armor is destroyed by acid, the character’s AC should be adjusted to reflect having no armor.

Charge

In order to make a charge, a monster must have clear terrain and be able to run toward an opponent for 20 yards. The extra momentum of such an attack inflicts double the normal damage. Likewise, if a braced attack is prepared against a charging monster, such as a spear braced in the ground, a successful hit will deal double damage to a charging monster.

Confusion

Swarming animals, such as bats or insects, often may attack by engulfing an opponent and making him unable to independently determine what he will do.

Roll on the following table at the beginning of each subject’s turn each round to see what the subject does in that round.

Roll 1d10	Behavior
1-4	Attack character’s group.
5-6	Do nothing but flail about uselessly.
7-10	Attack creature’s group.

A *confused* character that can’t carry out the indicated action does nothing but babble incoherently.

Monsters

Continuing Damage

Some monsters have attacks that, once successful, continue to deal damage on subsequent rounds without requiring further rolls to hit. Examples include the constrictive attack of a giant snake, or a character swallowed by a giant monster.

Dive

Some monsters capable of flight can attack by swooping in to do a dive attack. Opponents must be in open terrain for this attack to be effective. Like a charge, this attack deals double damage. If the roll to hit is 18 or greater and the flying monster is of sufficient size, it grasps the opponent and attempts to carry him away.

Paralysis

The paralysis attack of most monsters lasts 2d4 turns, and a saving throw versus stun attacks is allowed. When a character is paralyzed, he collapses and is incapable of any movement whatsoever, including speaking. Characters remain conscious and aware of their surroundings. Paralyzed characters are very vulnerable to attack, and no roll to hit them is required.

Poison

One of the most dreaded attacks of some monsters is poison. A character exposed to the poison of a monster, unless otherwise noted, must succeed in a saving throw versus poison or suffer the full effects of the poison type.

Swallow Attack

Some monsters are capable of swallowing a character whole, and will ordinarily do so in an attack if a "20" is rolled to hit. Characters who are swallowed will suffer damage every round until they die (varies by monster), or until the monster is killed. If a character who has been swallowed has a sharp weapon, he may attack the monster from inside its belly with an attack penalty of -4 (but firearms always hit). Should a swallowed character die and remain in a monster's belly for 6 turns, he has been completely digested.

Trample

When a monster tramples, it stomps or throws its weight against an opponent to deal damage due to its immense bulk. This attack adds +4 to hit if the opponent is human-sized or smaller. Any monster capable of this attack will do so 3/4 of the time (1-3 on a d4), and the remaining times will employ any other forms of attack available to it. Large numbers (20 or greater) of normal sized animals may also attempt a trample attack, such as a herd of cattle. These kinds of trample attacks deal 1d20 hit points of damage.

Save: Like characters, monsters have saving throws. Monsters have saving throws that are the equivalent of a character level, so a listing might read "L4," where a

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monster saves as a 4th level character. Monsters that are unintelligent often save as a character of a level equal to one-half of the monster's hit dice number, rounded up.

Morale: This is the number that the Mutant Lord refers to when testing for morale. The Mutant Lord will roll 2d6 according to the Morale Check optional rule in Section 5. Any monster that fails this check will attempt to flee or surrender.

Hoard Class: This listing refers to the Treasure Hoard Class of the monster, and will consist of a roman numeral. This roman numeral is cross-referenced on the Treasure Hoard Class table to determine the treasure that is found in the lair of a monster. If the treasure quantity is fairly small, a monster may have this on its person, but usually treasure is kept in a secure location.

Mutants and "Normal" Animals

Some mutant animals/monsters have mutations that do not necessarily conform to the mutations provided for PCs. This is done to expand possibilities as well as make creatures unique and challenging. The most frequent mutation where this is the case is *gigantism*, where the ordinary attack and damage adjustments do not always apply because the PC mutation assumes a humanoid form that is attacking other humanoids.

Many animals listed here are "normal" or "ordinary." These may be used as-is, or as templates for devising mutated versions. Mutated animals may be created from normal animals or any monster presented here simply by either choosing or rolling randomly for mutations presented in Section 3. When using mutations in this way, The Mutant Lord should feel free to be creative and modify them in any way to create unique or powerful mutations that are not usually available to PCs.

Monsters and Willpower

At times, particularly when mental combat arises, it is necessary to know a monster's WIL. As a general rule, animals of generally low or animal intelligence will have WIL scores that range from 3-8 (1d6+2). Monsters of approximately human intelligence will have a WIL from 3-18 (3d6). Extremely intelligent monsters may have a WIL from 11-21 (2d6+9). These are merely guidelines, and there may be exceptions. Exceptions will be noted in monster descriptions, and the Mutant Lord may rule that some monsters or individuals deviate from these guidelines.

Abbreviations

In written adventures, when monsters are indicated, their characteristics are typically abbreviated in the following order and format: AL, alignment; MV, Movement; AC, armor class; HD, hit dice; #AT, number of attacks; DG, damage; SV, save; ML, morale.

For example:

AL N, MV 90', AC 6, HD 1, #AT 1, DG 1d4, SV L1, ML 7

Alignment is abbreviated as follows: C, chaotic; N, neutral; L, lawful.

Monster Listings

A



Accipitoid

No. Enc.: 2d4 (2d4)
 Alignment: Neutral
 Movement: 120' (40')
 Fly: 180' (60')
 Armor Class: 5
 Hit Dice: 5
 Attacks: 3 (2 claws, bite)
 Damage: 1d6/1d6/1d10
 Save: L5
 Morale: 10
 Hoard Class: XX

Accipitoids (hawk men) are tall (6') slender humanoids. They live on mountains, or in cliffs near the ocean or other large bodies of water. They have two well-developed arms in addition to large wings that have a typical wingspan of 18' when extended. Although they may use technological artifacts, they prefer to attack with claws on each hand and a powerful bite attack from their serrated beaks. They have apelike feet that are capable of grasping and carrying objects during flight.

Mutations: complete wing development, increased sense (sight)

Android, Clone Neutralizer

No. Enc.: 1d4 (1d4)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 4
 Hit Dice: 50 hp
 Attacks: 2
 Damage: by weapon
 Save: L5
 Morale: 10
 Hoard Class: None

These *basic androids* have bright red, obviously artificial flesh. They were utilized by large clone banks to destroy unnecessary clones when updated versions had been successfully grown. The clone neutralizers would dispatch these clones with MK 2 laser pistols (6d6 hp damage) built into the palms of their hands. At some point during the apocalypse, the genetic scanning programs of these androids were corrupted, causing them to view all pure humans as clones. The programming of a clone neutralizer dictates that they must exterminate clones on sight, so they will always attack pure humans with the intent of eradicating them.

Mutations (android abilities): none

Android, Medic

No. Enc.: 1d4 (1d4)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 5
 Hit Dice: 50 hp
 Attacks: 1
 Damage: by weapon
 Save: L5
 Morale: 10
 Hoard Class: XIX (100% drugs and medical devices)

This model of *synthetic* saw use on the battlefields of many pre-apocalypse conflicts. It was meant to serve as a field doctor for groups of soldiers in locations expecting heavy casualties. The cosmetic appearances of the medic androids varied, as the military attempted to make them blend in with the soldiers at a distance so they would not be targeted first, as were older robotic medic units. The medic android is capable of using all manner of weapons, and can do anything a regular soldier can do.

The medic android is fully capable of performing complex surgeries, including the transplantation of organs if equipment and facilities are available. A character can heal twice the number of hit points per day when under the care of a medic android.

Mutations (android abilities): none

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Ant, Giant

No. Enc.: 2d4 (4d6)
Alignment: Neutral
Movement: 180' (60')
Armor Class: 3
Hit Dice: 4
Attacks: 1
Damage: 2d6
Save: L2
Morale: 7
Hoard Class: VI

These giant mutated ants are hardy and adaptable. Workers are about 6' long, but the queen may be immense. Giant ants eat almost anything, since they are omnivores, and will never retreat if defending the nest. They will tend to only have a small amount of treasure around from past opponents, but in some rare instances giant ants will inexplicably mine precious metals. This occurs in about 30% of nests, and there will be as much as 1d10x1000 gold pieces worth of raw gold nuggets.

Mutations: gigantism

Ant Horror

No. Enc.: 2d4 (4d6)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 3
Hit Dice: 6
Attacks: 2 or 1 (2 bites or tail)
Damage: 2d8/2d8 or 1d10
Save: L4
Morale: 7
Hoard Class: None

These giant (8' long) mutated ants are bright red, with two heads and a whip-like tail equipped with a class 13 poisonous stinger. They generally either attack by biting with both heads (2d8 damage per bite), or using their whip-like tails for 1d10 hp damage (in addition to poison). However, 25% of the time each head may emit a radioactive energy ray that deals class 6 radiation damage. Ant horrors are immune to the effects of radiation.

Mutations: dual headed, gigantism, toxic weapon, energy ray (radiation), reflective epidermis (radiation)

Ape, Albino

No. Enc.: 1d6 (2d4)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 6
Hit Dice: 4
Attacks: 2 (claw, claw)
Damage: 1d4/1d4
Save: L2
Morale: 7
Hoard Class: None

Albino apes are mutated and adapted to living in a subterranean environment, only venturing to the surface to forage for food at night. As such, they have lost all pigment. Albino apes will vocalize and act aggressive if other creatures come near their lair, and may attack. In addition to two claw attacks, albino apes can throw rocks for 1d6 hit points of damage per round. Due to the mutation of albinism, they suffer -2 to hit when in daylight. Albino apes may on occasional be found as pets to Morlocks.

Mutations: albinism



Apeman

No. Enc.: 1d8 (5d8)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 6
Hit Dice: 7
Attacks: 1 (weapon)
Damage: As weapon, +2
Save: L5
Morale: 9
Hoard Class: XX

Apemen are the descendants of genetic experiments carried out on apes during the long war years prior to the apocalypse. They were used as battle fodder in wars on and off-world. They are a hybrid of humans and apes, with the keen intellect of humans but the strength of apes. Therefore, in combat apemen receive a bonus of +2 to damage. Apemen can live in any environment humans might live, but they prefer to live in forests. A typical "village" will have a population of 5d8 individuals. In this community, there is usually a stronger individual in charge, who is treated as a 10 HD monster, saves as a 6th level character, and has 45 hit points.

Mutations: none

**Baboon, Higher**

No. Enc.: 2d6 (5d6)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 6
 Hit Dice: 2
 Attacks: 2 (bite, club)
 Damage: 1d3/1d6
 Save: L2
 Morale: 8
 Hoard Class: VI

These mutated baboons are larger and more intelligent than ordinary baboons. They are omnivores that have a higher tendency to hunt for meat. They bite, but also may use sticks as clubs. The higher baboon lives in packs like its smaller, less intelligent cousin, and are led by the biggest, strongest male. Higher baboons are aggressive, and are easily stimulated to fight.

Mutations: generally higher intelligence and slightly increased body size

**Bat**

	<u>Normal</u>	<u>Giant</u>
No. Enc.:	1d00 (1d00)	1d10 (1d10)
Alignment:	Neutral	Neutral
Movement:	9' (3')	30' (10')
Fly:	120' (40')	180' (60')
Armor Class:	6	6
Hit Dice:	1 hp	2
Attacks:	confuse	1 (bite)
Damage:	None	1d4
Save:	L0	L1
Morale:	6	8
Hoard Class:	None	None

Bats live in sheltered caverns or abandoned buildings, and are nocturnal mammals with leathery wings. Their nocturnal lifestyle has made typical eyesight useless to them, but they are able to navigate with a refined use of sound, or echo location. For this reason, no mutation or other influence that would normally blind an opponent will affect bats, but an influence or mutation which interferes with hearing negates their ability to echolocate.

Bats, Normal: These bats are small and do not attack for significant damage. However, when in a group of 10 or more they are able to *confuse* by swarming around an opponent. When confused by a swarm of bats, an opponent makes all rolls to hit and all saving throws with a penalty of -2. Normal bats are not particularly prone to fight, and as such they are susceptible to a morale check once each round. This does not apply to bats that are under another's control.

Mutations: none

Bats, Giant: These bats have mutated to be larger than normal bats, and are fierce carnivores. About 95% of giant bats are of this normal variety, but the remaining portion are also vampiric and have a bite that will cause paralysis if a saving throw versus stun attacks is not rolled successfully. This paralysis lasts for 1d10 rounds. Unless otherwise distracted, a giant vampiric bat will feed on a paralyzed victim, dealing 1d4 hit points of damage per round.

Mutations: gigantism, toxic weapon

Bear

	<u>Black</u>	<u>Grizzly</u>
No. Enc.:	1d4 (1d4)	1 (1d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	6	6
Hit Dice:	4	5
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d3/1d3/1d6	1d3/1d3/1d6
Save:	L2	L2
Morale:	7	8
Hoard Class:	VI	VI

	<u>Polar</u>	<u>Cave</u>
No. Enc.:	1 (1d2)	1d2 (1d2)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	6	5
Hit Dice:	6	7
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d3/1d3/1d6	1d3/1d3/1d6
Save:	L3	L3
Morale:	8	9
Hoard Class:	VI	VII

Monsters

Bears can live in many different climates, and are dangerous predators. They attack with both claws and a bite, and if both claws successfully strike in one round, the bear also squeezes the character in a powerful hug that does an additional 2d8 hit points of damage. All bears are omnivorous, but some kinds of bears prefer flesh more than other kinds.

Black Bear: A black bear averages 6' tall, has black fur, and eats a variety of fruits and other foliage more frequently than meat. Though they will give their lives in defense of their cubs, black bears do not usually engage in combat unless they are forced to.

Mutations: none

Cave Bear: These immense prehistoric bears are 15' tall and are vicious hunters. They live in caves and caverns, and particularly savor humanoid flesh. They are able to follow wounded creatures by the smell of their blood.

Mutations: none

Grizzly Bear: A grizzly bear may have red or brown fur, and in older individuals it may be silver-tipped. These large bears average 9' tall, and are more aggressive and interested in meat than brown bears.

Mutations: none

Polar Bear: These bears live in very cold climates, usually by the sea. They average about 11' tall and almost exclusively eat meat. They are adept at swimming and moving on ice and snow.

Mutations: none

Bee, Giant Killer

No. Enc.:	1d6 (5d6)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	7
Hit Dice:	1d4 hit points
Attacks:	1 (sting)
Damage:	1d3, see below
Save:	L1
Morale:	9
Hoard Class:	See below

Although many times larger, growing to a length of about 1', giant killer bees behave generally the same as their smaller aggressive cousins. Generally, the giant killer bees will attack any creature they encounter, especially if it is near their hive, which is an underground labyrinth of tunnels. They attack with a poisonous sting that requires a successful saving throw versus poison (class 12). A stinger always breaks off inside the victim, and if the victim survives the poison he suffers an additional 1 hp of damage per round until the stinger is removed. A bee that successfully strikes dies the following round from the

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trauma of losing its stinger. A character must spend 1 round to remove a stinger. A queen is guarded by 10 giant killer bees. Some of this number (3 + 1d6) will be larger than other giant killer bees, with 1 HD apiece. A queen is a much larger killer bee, with 2 HD. She may sting multiple times, because her stinger does not break off with a successful attack.

Mutations: gigantism, toxic weapon

Black Pudding

No. Enc.:	1 (0)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	6
Hit Dice:	10
Attacks:	1
Damage:	3d8
Save:	L5
Morale:	12
Hoard Class:	None

This black gooey mass slithers about in underground corridors, eating anything in its path. It is typically 10' to 30' in diameter. It is capable of moving not just on the floor, but also on the wall and ceiling, and may compress itself through small fissures and under the cracks of doors. It digests through even metal and wood. A black pudding is only damaged by fire and other energy attacks. If a black pudding is attacked with other weapons, it splits into more individuals of reduced mass. Every successful attack creates a smaller pudding that has 2 HD and deals 1d8 hit points of damage to opponents.

Mutations: toxic weapon

Boar

No. Enc.:	1d6 (1d6)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	7
Hit Dice:	3
Attacks:	1 (tusk)
Damage:	2d4
Save:	L2
Morale:	9
Hoard Class:	None

These cantankerous omnivores are generally encountered in wooded locations, but exist in many different geographic locations and climates. They do not generally initiate combat, but may do so to defend young, or if threatened.

Mutations: none



Boar, Hideous

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	5
Hit Dice:	7
Attacks:	3 (3 tusks or spittle)
Damage:	2d8/2d8/2d8 or 2d10
Save:	L2
Morale:	9
Hoard Class:	None

The much feared hideous boar is a giant, three-headed monstrosity. It is 4' tall at the shoulder, and has three heads at the end of long necks. Its hide has large patches of snake-like skin. Each head may attack every round with its tusks. However, 25% of the time any head will attack with acidic spittle that has a range of 50' and inflicts 2d10 acid damage.

Mutations: toxic weapon

Brain Lasher

No. Enc.:	1 (1d3)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	5
Hit Dice:	9
Attacks:	1
Damage:	special
Save:	L9
Morale:	9
Hoard Class:	III, IV, IX, XXI

The brain lasher is a sinister, much feared denizen of the mutant future. Its head resembles an octopus, with a round mouth lined with four large suckered tentacles, and four small, slime dripping tentacles. Its body is humanoid, but it has four fingers on each hand, all of the same approximate size with no distinguishable thumb. The tips of its fingers have retractable, hollow claw-like talons. It

wears clothing, but its visible hide reveals metallic green and copper colored, swirling patterned slimy skin.

The brain lasher is very intelligent and has a high WIL (average WIL 17). It will often attack by stealth rather than full out assault. Brain lashers may attack with their mental mutations, or may engage in close combat. In close combat, a brain lasher will attempt to grasp an opponent's head. Once grasped, the hollow claws will puncture the skull in 1d4 rounds and instantly suction the victim's brain into accessory stomachs within the brain lasher's forearms. Each round the talons burrow, the victim suffers 1d6 damage. Once the slimy probes reach the brain, the victim is instantly killed.



Brain lashers live deep in the depths of the earth, often occupying dangerous underground ruins or deep, expansive caves. They will usually have 3d20 *Homo erectus* slaves, which they create from humans with *ancestral form*, and breed as slaves for excavating their dwellings and using for other unspeakable tastes.

It is rumored that brain lashers come from some other, distant world, which may not be impossible due to their ability to *plane shift*. Others have said that brain lashers have control of alien technologies, which they wield to further their goals of domination, power, and enslavement.

Mutations: ancestral form, mind thrust, plane shift, possession, precognition, thermal vision

Brain Plants

No. Enc.:	3d6
Alignment:	Neutral
Movement:	as mutation
Armor Class:	8
Hit Dice:	3
Attacks:	as mutation
Damage:	as mutation
Save:	L10
Morale:	12
Hoard Class:	XVI

These mutant plants look like thorny shrubs, but a close inspection of the plant will reveal a strange growth at the center of the plant's branches. Nestled in the branches, resting a foot or so from the ground on a thick stalk, is something that looks like a human brain encased in a glistening sac filled with green fluid. These plants are capable of communicating telepathically with one another, and each plant is endowed with 1d6 random mental mutations and 1d4 plant mutations. All brain plants have the *metaconcert* and *empathy* mental mutations as well. They often influence nearby humans to care for them and perform tasks that only the plants can know the meaning of, tasks which often include bringing artifacts to them, hence their hoard class.

Mutations: empathy, metaconcert, varies

Burn Leech

No. Enc.:	2d6
Alignment:	Neutral
Movement:	6' (2')
Armor Class:	9
Hit Dice:	1
Attacks:	1
Damage:	1d6
Save:	L1
Morale:	None
Hoard Class:	None

Burn leeches inhabit swamps and other still bodies of water. They feed on fish and other animals for their supply of blood, painlessly attaching themselves to unwary creatures. They appear to be normal leeches until removed from the water. When the body of a burn leech comes into contact with the air, it instantly bursts into a white-hot flame that does 1d6 damage per round until 1 full round is spent pulling the creature off. The leech continues to burn for 5 rounds before its body is completely consumed. There is no way to extinguish the flame, and other combustibles such as dry clothing or vegetation may be ignited by contact with the burn leech. These creatures are often captured in the wild and used as fire starters or impromptu weapons. Areas infested with burn leeches can sometimes be discerned by random charred remains or burnt vegetation.

Mutations: unique

Burrow Tuber

No. Enc.:	2d6
Alignment:	Neutral
Movement:	10'
Armor Class:	None
Hit Dice:	1
Attacks:	None
Damage:	Special
Save:	L1
Morale:	None
Hoard Class:	None

The burrow tuber is a foot long, mobile, carrot-like plant that drags itself around with a series of roots. Often, the burrow tuber lies dormant underground until living creatures are within 25'. When a living creature is within range, the tuber blasts a potent cloud of spores that causes all creatures within 30' to make a save versus poison or be stricken with the uncontrollable urge to find the tuber and devour it (the tuber allows this activity). Once a burrow tuber is consumed, the spores no longer have an effect on the creature.

Anyone eating a burrow tuber is in for a rude surprise as it spawns in his or her digestive tract. Over the course of one week the character will be in agonizing pain, losing 1d4 hit points per day as small tubers begin to form in the gut from the remains of the larger tuber. The character will also suffer from an unending thirst and the desire to eat soil during this time. These desires strike at dawn and at evening, and if not followed, a further 1d2 damage is suffered as the tuber leeches more nutrients from the body. After one week the pain and urges subside, and 1d10 small tubers (2" long) are passed through the digestive tract.

Mutations: free movement, toxic weapon



Camel

No. Enc.:	0 (2d4)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	7
Hit Dice:	2
Attacks:	2 (bite, hoof)
Damage:	1/1d4
Save:	L1
Morale:	7
Hoard Class:	None

Camels are known for their ability to travel long distances without food or water, and they may travel for a period of 2 weeks without water if they are well hydrated to begin with. They are efficient at traveling in the desert, and will

not suffer movement penalties in this terrain. Camels are temperamental, and are known to often kick or bite those who handle them. Camels can carry 300 pounds and move at their regular movement rate, and can carry up to 600 pounds. A mounted camel rider may not use a lance for a charge attack.

Mutations: none

Canisoid

No. Enc.: 2d6 (3d6)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 6
 Hit Dice: 5
 Attacks: 3 (2 claws, bite)
 Damage: 1d4/1d4/2d4
 Save: L6
 Morale: 10
 Hoard Class: XIX

Canisoids are humanoid mutant canines. They vary widely in fur color, but browns and blacks, or some patterned combination, are most common. Like their canine ancestors, canisoids live and hunt in packs. They often use their mutation *fragrance development*, to immobilize foes while they devour them.

Mutations: control light waves, fragrance development, increased sense (hearing)

Carcass Scavenger

No. Enc.: 1d3 (1d3)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 7
 Hit Dice: 3 + 1
 Attacks: 8 (stingers)
 Damage: Paralysis
 Save: L2
 Morale: 9
 Hoard Class: XXI

The dreaded carcass scavenger is 4' tall and 9' long, and resembles a giant mutated fat grub with multifaceted eyes, small legs, and with a head bearing 2' long insect-like feelers tipped with a poisonous stinger. When the stingers strike an opponent, he must succeed in a saving throw versus stun attacks or become paralyzed for 2d4 turns. If not faced with more opponents, the carcass scavenger will swallow the paralyzed character on the subsequent round.

Mutations: toxic weapon



Castoroid

No. Enc.: 1d10
 Alignment: Chaotic
 Movement: 75' (25')
 Armor Class: 7
 Hit Dice: 2
 Attacks: 3 (2 claws, bite)
 Damage: 1d6/1d6/1d20
 Save: L3
 Morale: 10
 Hoard Class: XV

These large bipedal beavers are noted for their ability to construct large objects from all types of materials. A castoroid can gnaw through any type of material as if it is wood, and many ruins of the wasteland are covered in castoroid bite marks. They build their large dams near sources of running water, cobbling them together from all manner of wood, metal, and stone scraps. It is not uncommon to find pre-apocalypse artifacts built into a castoroid's home.

Castoroids have a teleportation ability that allows them to move to and from the other dams that they have built. They will only do this if they are faced with imminent death, as they are loath to leave a dam behind to be destroyed. Some castoroids are rumored to have learned how to use human weapons.

Mutations: teleport

Monsters

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Cat, Large

	<u>Mountain Lion</u>	<u>Panther</u>	<u>Lion</u>
No. Enc.:	1d4 (1d4)	1d2 (1d6)	1d4 (1d8)
Alignment:	Neutral	Neutral	Neutral
Movement:	150' (50')	210' (70')	150' (50')
Armor Class:	6	4	6
Hit Dice:	3 + 2	4	5
Attacks:	3 (2 claws, 1 bite)		
Damage:	1d3/ 1d3/ 1d6	1d4/ 1d4/ 1d8	1d4+1/ 1d4+1/ 1d10
Save:	F2	F2	F3
Morale:	8	8	9
Hoard Class:	VI	VI	VI
	<u>Tiger</u>	<u>Sabre-tooth Tiger</u>	
No. Enc.:	1 (1d3)	1d4 (1d4)	
Alignment:	Neutral	Neutral	
Movement:	150' (50')	150' (50')	
Armor Class:	6	6	
Hit Dice:	6	8	
Attacks:	3 (2 claws, 1 bite)		
Damage:	1d6/1d6/2d6	1d8/1d8/2d8	
Save:	F3	F4	
Morale:	9	10	
Hoard Class:	VI	VII	

Large cats are some of the most efficient hunters. They kill only for food or in defense, and generally remain above ground in wilderness settings. Sometimes a large cat will taste the blood of humans and become a man-killer, preferring to hunt humans over any other prey. Large cats will always give chase if an opponent runs away.

Mountain Lion: These large cats are light brown and blend in well in their preferred habitat, which includes mountains and high grassy meadows. However, they may be found in nearly any habitat. These cats will occasionally be found in ruins.

Mutations: none

Panther: These fast-running predators are at home in grassy plains and wooded areas.

Lion: Lions are very social cats, and live in groups. They prefer hot climates, typically living on savannah.

Mutations: none

Tiger: These large hunters are extremely stealthy, and in a wooded environment surprise opponents with a roll result of 1-4 on 1d6. These cats typically live in subtropical or cooler environments. Their striped hides provide cover when hunting prey.

Mutations: none

Sabre-tooth Tiger: These mutational throwbacks are fearsome and immense prehistoric hunters. They have

extremely large canine teeth, which makes them particularly dangerous killers.

Mutations: none

Centipede, Giant

No. Enc.:	2d4 (1d8)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	9
Hit Dice:	1d4 hp
Attacks:	1 (bite)
Damage:	Poison
Save:	L0
Morale:	7
Hoard Class:	None

These 1' long centipedes prefer dark, wet locations. Giant centipedes attack with a poisonous bite. No damage is inflicted by the bite, but anyone bitten is entitled to a saving throw versus poison. Failure indicates that the victim is horribly sick for a period of 10 days, and can only move at 50% of normal movement. No other physical activity is possible.

Mutations: gigantism, toxic weapon



Cephalopoid

No. Enc.:	2d6
Alignment:	Neutral
Movement:	120' (40')
Tentacles:	150' (50')
Armor Class:	7
Hit Dice:	10
Attacks:	5 or 2(4 tentacles, bite, or weapon)
Damage:	1d4 or 1d6 per tentacle/2d6, or weapon
Save:	L3
Morale:	9
Hoard Class:	VII

Cephalopoids are humans that have developed squid-like physical features. Cephalopoids are omnivorous and intelligent, and are capable of verbal communication that, due to their abnormal mouth structure, sounds like wet

hissing and is difficult to understand unless one becomes accustomed to it.

A common cephalopoid has four tentacles sprouting from his body, just below his regular human arms. These tentacles are the thickness of a human arm, two to three times as long, and covered with suckers. They can be used to attack and grapple opponents, causing 1d4 damage as a swatting attack or 1d6 crushing when used to grapple. Oftentimes a cephalopoid will use these tentacles for locomotion as well, boosting himself over high obstacles or using them as tall legs with which to run. The ends of these tentacles are capable of flattening or narrowing, and will allow the cephalopoid to use firearms or melee weapons by grasping them with a tentacle. A cephalopoid may also use his tentacles to climb, and his suckers allow him to scale smooth surfaces with ease.

The face of a cephalopoid is a sight to behold. Set deep into their mottled faces are two milky white eyes, and below them is a large sphincter like mouth that opens up to reveal a razor sharp beak that can bite for 2d6 damage and deliver a class 10 poison that results in paralysis if a save versus poison is failed.

Mutations: toxic weapon.

Charger

No. Enc.: 1d10 (2d20)
 Alignment: Neutral
 Movement: 210' (70')
 Armor Class: 5
 Hit Dice: 14
 Attacks: 1 (blast, trample, kick, or bite)
 Damage: 2d10, 1d20, 2d6, 1d10
 Save: L5
 Morale: 11
 Hoard Class: None

Chargers are large, mutated horses standing 10' tall from hoof to the top of their backs. In the wild, they travel in large groups, thundering across the wasteland. The eyes of a charger glow cobalt blue, and they are capable of emitting highly damaging blasts of class 4 radiation from their eyes. They will blast predators with this beam before charging and trampling them.

Mutations: optic emissions (gamma eyes)

Chicken Wolf

No. Enc.: 2d6 (3d6)
 Alignment: Neutral
 Movement: 360' (120')
 Armor Class: 6
 Hit Dice: 3
 Attacks: 2 (bite)
 Damage: 1d8/1d8
 Save: L3
 Morale: 9
 Hoard Class: None



The dreaded chicken wolf has the head of a rooster, the forelimbs and body of a wolf, and the rear legs of a chicken with a plume of feathers for a tail. It hunts and lives in packs, much like wolves. It attacks twice each round with a powerful beak, and is extremely fast due to the mutation quickness.

Mutations: quickness

Chitterling

No. Enc.: 1d6
 Alignment: Neutral
 Movement: 30' (10')
 Armor Class: 9
 Hit Dice: 2
 Attacks: 1 (bite)
 Damage: 1d4
 Save: L1
 Morale: 5
 Hoard Class: XIX

Chitterlings are onyx colored, 3' long snakes with enormous elastic mouths, and eyes on long stalks. They slither along, picking up all kinds of debris with their mouths, and they are capable of eating things many times their body size. Chitterlings can digest all organic materials, but many inorganic materials are retained in their digestive tracts, resulting in the chitterlings's highly stretchable bodies becoming misshapen. Cutting open a misshapen chitterling sometimes results in a surprise artifact.

Mutations: none

Cockroachoid

No. Enc.: 1d4 males (1d10 males + 1 queen)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 4
 Hit Dice: 8
 Attacks: 1 (claw, arm spikes, or hiss)
 Damage: 1d6, 1d8, special
 Save: L15
 Morale: Males 8 (4), Females 12
 Hoard Class: XVII

These 5'-6' tall intelligent humanoids have a hard, rust-colored carapace, small armored heads with large black

eyes, and two long, constantly twitching antennae. Their arms terminate in armor plated hands, and they have sharp protrusions running from the wrist to the shoulder. They use these spiky protrusions to slash at opponents. Cockroachoids communicate with one another through antennae twitching and a hissing language. They are capable of learning human languages quickly, and speaking them in a stilted and buzzing manner. Cockroachoids can be found in groups with one queen and 1d10 males.

Cockroachoid females are much more aggressive than their male counterparts, and will often attack with little provocation, forcing the reluctant males to join the fray. The female cockroachoid can make a hissing attack that requires a save versus stun to all creatures within a 15 foot radius. Once a female starts attacking a target, she will not stop until her opponent is dead or she is killed.

Male cockroachoids have a 50% chance of having 1d4 mental mutations. During combat, male cockroachoids' morale is reduced to 4 if the queen is killed.

Mutations: natural armor (extreme), metaconcert, sonic attack, reflective epidermis (radiation)



Coyote, Encephalized

No. Enc.: 2d6 (3d6)
 Alignment: Chaotic
 Movement: 150' (50')
 Armor Class: 6
 Hit Dice: 3
 Attacks: 1 (bite or weapon)
 Damage: 1d6 or weapon
 Save: L3
 Morale: 9
 Hoard Class: XX

Encephalized coyotes closely resemble their ancestors, except that they have much larger brains and shorter snouts. Encephalized coyotes are as intelligent as humans, and have human hands. They may use technological artifacts, and may even go on artifact hunts in ruins, or wait in ambush to steal artifacts from characters. They have a limited ability of teleportation (maximum range 100'), which helps make them elusive enemies

Mutations: aberrant form, teleport

Crab, Giant

No. Enc.: 1d2 (1d6)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 2
 Hit Dice: 3
 Attacks: 2 (pinchers)
 Damage: 2d6/2d6
 Save: L2
 Morale: 7
 Hoard Class: None

These giant cousins to ordinary crabs are unintelligent, and merely exist to eat. They are found in any watery environment, and do not have to remain fully submerged. They can be found prowling along fresh or saltwater shores, marshes, and watery subterranean caves.

Mutations: gigantism

Crocodile

	Ordinary <u>Crocodile</u>	Large <u>Crocodile</u>	Giant <u>Crocodile</u>
No. Enc.:	0 (1d8)	0 (1d4)	0 (1d3)
Alignment:	Neutral	Neutral	Neutral
Movement:	90' (30')	90' (30')	90' (30')
Swim:	90' (30')	90' (30')	90' (30')
Armor Class:	5	3	1
Hit Dice:	2	6	15
Attacks:	1	1	1
Damage:	1d8	2d8	3d8
Save:	L1	L3	L8
Morale:	7	7	9
Hoard Class:	None	None	None

Crocodiles are aggressive reptiles, with fearsome bites. They breathe air, but are aquatic and usually remain submerged or within shallow water. They primarily hunt in water, and are attracted by movement or blood. Large crocodiles, on average, grow to a length of 20'. Giant crocodiles are big, prehistoric beasts that can reach a length of 50'.

Mutations: none

Cyborg, Commando

No. Enc.: 1d4 (1d4)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 4
 Hit Dice: 8
 Attacks: 2 (laser, electricity)
 Damage: 6d6/4d6
 Save: L5
 Morale: 10
 Hoard Class: None

Commando cyborgs were elite soldiers, melding man with machine to create troops capable of taking incredible

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punishment in on-world and off-world combat. Many were kept in cryogenic freeze to be brought out for special missions. Commando cyborgs have nothing left of their original personalities. All cyborgs that exist in the mutant future have recently been released from deep freeze, and awaken believing themselves to be activated for battle on an alien world. All sapient creatures are treated as enemies. These combinations of flesh and steel are equipped with a number of mutation-like powers granted from technological parts or implants. They have a laser gun (Mk II, 6d6 hp damage) built into their left hands, and can shoot a bolt of electricity (4d6 hp damage) from their right hands. They can fire each hand once each round. Commando cyborgs are also equipped with a deadly (class 6) radiation blast they may emit from their eyes.

Mutations: thermal vision, increased physical attribute (STR), optic emissions (gamma eyes), energy ray (electricity)



Death Bird

No. Enc.: 1d10
Alignment: Neutral
Movement: 120' (40')
Armor Class: 7
Hit Dice: 2
Attacks: 1 (bite)
Damage: 1d6
Save: L2
Morale: 8
Hoard Class: None

Death birds are a mutated breed of vulture that have developed the ability to create a *killing sphere*. They still feed on dead creatures in the same way as their non-mutated kin, but any creature attempting to steal or interrupt their meal is in for a surprise. If these birds go too long without a meal, they will sometimes attack living creatures with their death sphere and their razor sharp beaks.

Mutation: killing sphere

Domer

No. Enc.: 1d6 (2d10)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 3
Hit Dice: 14
Attacks: 3 (claw, slice, bite)
Damage: 2d6, 2d6, 2d10
Save: L10
Morale: 11
Hoard Class: XIV

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These strange creatures have long, thin necks and rounded, elongated heads atop squat bodies. Their limbs terminate in broad flippers that are sharp along the edges and have one hooked claw at the end and four fingers. The creatures open their mouths to reveal multiple rows of sharp, silver teeth. Although relatively slow, these creatures are so sturdy that they can take an immense amount of damage before dying. Their skin is reflective to all laser weapons, and they are immune to the effects of radiation. They have been known to carry strange technological devices, and can be found in caverns or near ruins with levels below ground.

Mutations: natural armor (extreme), reflective epidermis (radiation, laser weapons)



Electrophant

No. Enc.: 0 (1d20)
Alignment: Lawful
Movement: 120' (40')
Armor Class: 4
Hit Dice: 9
Attacks: 2 or 1 (2 tusks or trample or electricity)
Damage: 2d4/2d4 or 4d8 or 4d6
Save: L5
Morale: 8
Hoard Class: None

Electrophants are giant, mutated elephants that roam the wasteland. The electrophant has a thick hide that makes it nearly impervious to many weapons, and a pair of enormous gold tusks on either side of its mouth. Electrophants are highly intelligent creatures, and very protective of one another. Whenever they feel threatened or angry, the tusks of the electrophant begin arcing electricity. If the threat persists, electrophants target the source of their discomfort with a 20' stream of high intensity electricity from their tusks. This blast does 4d6 hp damage to all creatures within 10' of the initial target as it leaps from one body to another. All creatures hit by the lightning must then save versus stun attacks or be stunned for 1d6 rounds. This blast of electricity can harm the electrophants as well, but only stuns them for 1 turn. This is why they will not use it in close combat, instead choosing to gouge with their tusks or to trample.

If electrophants have enough distance between them and a foe, they will commit to a charge to score double damage with their tusks. When in close combat, they may attempt to attack with tusks or attempt to trample, preferring to trample with a roll of 1-3 on 1d4. Electrophants have a +4 to their attack roll when attempting to trample an opponent that is smaller or

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approximately equal to the size of a human. Although electrophants do not keep treasure, the gold from tusks is valuable and each tusk is worth 1d6x100 gp.

Mutations: energy attack (electricity)

Elephant

No. Enc.: 0 (1d20)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 5
Hit Dice: 9
Attacks: 2 or 1 (2 tusks or trample)
Damage: 2d4/2d4 or 4d8
Save: L5
Morale: 8
Hoard Class: None

Massive herbivores of tropical lands, elephants are unpredictable creatures, but nevertheless are sometimes used as mounts or beasts of burden. If elephants have enough distance between them and a foe, they will commit to a charge to score double damage with their tusks. When in close combat, they may attempt to attack with tusks or attempt to trample, preferring to trample with a roll of 1-3 on 1d4. Elephants have a +4 to their attack roll when attempting to trample an opponent that is smaller or approximately equal to the size of a human. Although elephants do not keep treasure, the ivory from tusks is valuable and each tusk is worth 1d6x100 gp.

Mutations: none

Eloi

No. Enc.: 2d4 (3d6)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 9
Hit Dice: 3
Attacks: 1
Damage: by weapon
Save: L1
Morale: 4
Hoard Class: None

The eloi are a race of mutant humans. They evolved as isolated people who had every wish, desire, or hunger provided for them without the need for work, strife, or intelligent thought. They are slight of build, and average 4'-5' tall. They are nearly incapable of defending themselves, and anytime they are presented with violence they will flee. Only if absolutely cornered might they take up arms. Eloi are very rare. They exist only in places where they are taken care of, whether by automated food-producing factories, or as slaves to morlocks or other races that would take advantage of them. Slavers delight in finding an eloi colony, for they make docile slaves that command a high price on the slave market.

Mutations: atrophied cerebellum, weak will



Eye Dog

No. Enc.: 1d4
Alignment: Lawful
Movement: 120' (40')
Armor Class: 6
Hit Dice: 5
Attacks: 2 (bite, energy blast)
Damage: 1d6/2d6
Save: L3
Morale: 10
Hoard Class: None

Eye dogs are covered from nose to tail with dozens of alternately blinking eyes endowed with various types of mutant vision, including *ultraviolet vision* and *thermal vision*, as well as *optic emissions* (*gamma eyes* and *bright eyes*), and *energy blasts*. The eyes give the eye dog 360' vision, making it impossible to sneak up on them unless they are asleep. If captured and trained, eye dogs make great hunting and security animals.

Mutations: energy blast (varies), ultraviolet vision, thermal vision, night vision, optic emissions (bright eyes/gamma eyes)

Eye, Insectoid

No. Enc.: 1d4 (2d4)
Alignment: Chaotic
Movement: see below
Armor Class: 4
Hit Dice: 7
Attacks: 1
Damage: as mutation
Save: L7
Morale: 9
Hoard Class: None

An insectoid eye is a giant, 3' diameter iridescent green disembodied eye. It moves by using *psionic flight*. They are

highly intelligent, and have an average WIL of 15. These creatures are very cruel, and delight in terrorizing humanoids. They may attack with *optic emissions* (gamma eyes) of class 7 radiation, and *mind thrust*. They are equipped with several forms of specialized vision, and can see in 360°. They may communicate via *neural telepathy*, and are able to *teleport*.

Mutations: mind thrust, optic emissions (gamma eyes), psionic flight, neural telepathy, thermal vision, ultraviolet vision, night vision, teleport



Feeder

No. Enc.: 4d4 (5d10)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 6
 Hit Dice: 3
 Attacks: 1 (weapon or bite)
 Damage: weapon or 1d6
 Save: L3
 Morale: 8
 Hoard Class: I (XIII)

Feeders are small, 2'-2 1/2' tall mustard-skinned hairless humanoids. They have large black eyes with no iris, and large heads that are slightly disproportionate to their small bodies. Their mouths can open unusually wide, and are lined with fangs. They have a long (3') sticky tongue that they may shoot out to grab small objects, animals, or human infants. They live primarily underground in caverns or lost ruins.

These small but ferocious killers may venture to the surface at night to hunt for human meat. They delight in stealing children or infants, which are delicacies.

Mutations: thermal vision, night vision

Ferret, Giant

No. Enc.: 1d8 (1d12)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 5
 Hit Dice: 1 + 1
 Attacks: 1 (bite)
 Damage: 1d8
 Save: L1
 Morale: 8
 Hoard Class: None

Giant ferrets are much like their smaller kin, but average 3' long. They are often trained to hunt giant vermin, but their temperamental personalities make them dangerous, as they occasionally turn on their masters.

Mutations: gigantism

Fish, Giant

	<u>Catfish</u>	<u>Piranha</u>
No. Enc.:	0 (1d2)	0 (2d4)
Alignment:	Neutral	Neutral
Movement:		
Swim:	90' (30')	150' (50')
Armor Class:	4	6
Hit Dice:	8 + 3	3 + 3
Attacks:	5 (bite, 4 feelers)	1 (bite)
Damage:	2d8/1d4 (each Feeler)	1d8
Save:	L4	L2
Morale:	8	7
Hoard Class:	None	None

	<u>Rockfish</u>	<u>Sturgeon</u>
No. Enc.:	0 (2d4)	0 (1)
Alignment:	Neutral	Neutral
Movement:		
Swim:	180' (60')	180' (60')
Armor Class:	7	0
Hit Dice:	5 + 5	10 + 2
Attacks:	4 (spines)	1 (bite)
Damage:	1d4x4 (each spine), poison	2d10
Save:	L3	L5
Morale:	8	9
Hoard Class:	None	None

Giant Catfish: These scaleless, ash-colored fish are both predators and scavengers. They can attack with their whisker-like feelers and a bite. The giant catfish reaches a length of about 15'.

Mutations: gigantism

Giant Piranha: These giant fish live in warm, moving water, and can reach a length of 5'. They will attack nearly anything that moves, and if blood is scented they will feed at a feverish pace, never having to check for morale. Note that as many as 8 giant piranhas may attack a single victim at a time.

Mutations: gigantism

Giant Rockfish: These giant fish are passive but deadly. They closely resemble the rocky sea surface that they call home, and blend in well since there is only a 30% chance that an observer will recognize the fish is present. The giant rockfish will attack if threatened, and its deadly spines are also poisonous, requiring a saving throw versus poison, or the victim suffers from class 12 poison. Should a being touch a rockfish due to mistaking it for its surroundings, it is struck by all four spines with no attack roll required.

Mutations: gigantism

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Giant Sturgeon: These immense gray scaly fish can reach a length of 30'. If their attack roll is equal to or greater than 18, a victim is swallowed. A being that is swallowed takes 2d6 hit points of damage per round inside the giant sturgeon's belly. In addition, if a victim does not succeed in a saving throw versus paralyze, he is paralyzed with class 10 poison. Otherwise, he may attack the sturgeon from the inside with a -4 to the attack roll versus an effective AC 7.

Mutations: gigantism

Fishmen

No. Enc.: 3d6
Alignment: Chaotic
Movement: 100' (30')
Armor Class: 7
Hit Dice: 7
Attacks: 1 (bite or weapon)
Damage: 2d6 or weapon
Save: L3
Morale: 11
Hoard Class: XV

These creatures grow to a height between 3' and 5' tall, and have humanoid bodies with fishy facial features. They have broad mouths filled with small, sharp teeth, and black, expressionless eyes covered with membranes. They have webbed hands and feet, and a distinctly fishy odor. They are capable of breathing air and water, so in the rare event that they retreat, they will often head toward the nearest body of water. There are many types of fish men, trout men, piranha men, and barracuda men just to name a few. If it's fishy, it can be a fishman.

Fishmen share a hatred of most land dwelling humanoids and attack them with vicious regularity, either by using primitive weapons (their webbed fingers prevent them from using firearms) or attacking with their natural weapons. The ML is free to make the bites stronger or weaker depending on the size or nature of the fish man, or to endow these fishy foes with any number of mental or physical mutations. See the entry for Fish, Giant for ideas about what other kinds of attacks may be available to fish men.

Mutations: none

Flame Plant

No. Enc.: 0 (2d4)
Alignment: Neutral
Movement: None
Armor Class: 5
Hit Dice: 5
Attacks: 1 (flame burst or flame jet)
Damage: 2d10
Save: L4
Morale: 12
Hoard Class: None

The flame plant is a fireproof plant capable of sending out a jet of flaming, jellied fuel from a series of hollow tubes jutting out from its thick trunk. The plants stand 3' to 15' tall, with the flame emitting tubes protruding through the normal looking, leafy branches. The tubes can emit a jet of flame that reaches 50', or emit a 25' flame from all tubes at once, resulting in a burst of flame that engulfs the plant and all creatures within range. When struck by either attack, the victim suffers 2d10 hp damage from the napalm-like burning fluid, and continues to suffer this damage each round for 2d4 rounds. The burning jelly may not be scraped off, and can only be extinguished if the victim is completely immersed in water.

Mutations: unique, accumulated resistance (radiation)

Fly, Giant Carnivorous

No. Enc.: 1d6 (2d6)
Alignment: Neutral
Movement: 90' (30')
Fly: 180' (60')
Armor Class: 6
Hit Dice: 2
Attacks: 1 (bite)
Damage: 1d8
Save: L1
Morale: 8
Hoard Class: VI

The dreaded giant carnivorous fly is 3' long. They have markings that make them appear similar to giant killer bees. The giant carnivorous fly preys upon these bees, and is immune to their poisonous sting. However, they also prey upon animals and humanoids. These giant flies skulk in shadows, waiting for victims, and surprise on 1-4 on 1d6. These carnivorous flies sometimes jump to a distance of 30' to attack. They attack by biting victims with their formidable mandibles.

Mutations: gigantism

Fungal Grove

No. Enc.: 1 (1)
Alignment: None
Movement: None
Armor Class: see below
Hit Dice: see below
Attacks: see below
Damage: by mutation
Save: None
Morale: None
Hoard Class: XIX (x3)

A fungal grove is actually one gigantic mutant fungal organism. It can live above or below ground, and looks like a forest composed of mushrooms of various sizes, shapes, and colors. It will have a radius in feet equal to

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d00 x 100. All creatures that enter the grove must succeed in a saving throw versus poison or fall into a deep slumber from which one may not be awakened unless removed from the grove. Sleeping creatures gradually die of dehydration and starvation, and the fungal grove feeds on the remains. The grove has the mutation *prey scent*, which turns out to be a benefit in attracting animals to the grove. A fungal grove cannot be destroyed unless the area and soil it occupies is totally obliterated. If all signs of the fungus are removed from the ground surface, it loses its ability to poison creatures until it is able to regrow.

Mutations: prey scent, toxic weapon

Fungoid

No. Enc.: 2d6 (2d6)
Alignment: Chaotic
Movement: None
Armor Class: 6
Hit Dice: 4
Attacks: 1
Damage: by mutation
Save: L3
Morale: 8
Hoard Class: None

Fungoids are intelligent humanoid fungi that dwell underground. They average 4' tall, and are white with bright blue splotches. They have large heads, the top of which is convoluted, giving it an appearance of the surface of a brain. These mutant fungi never attack by physical means, preferring to use their mental mutations as a weapon. However, the fungoids' *mind thrust* is usable once every round. Fungoids often live near underground radioactive pools, where their tadpole-like progeny thrive for the first several months of their lives.

Mutations: accumulated resistance (radiation), mind thrust, mental barrier



Gamma Sloth

No. Enc.: 1d8 (2d6)
Alignment: Neutral
Movement: 45' (15')
Armor Class: 4
Hit Dice: 9
Attacks: 2 (claw, radiation)
Damage: 2d6, 3d6
Save: L4
Morale: 8
Hoard Class: None

Gamma sloths are large, smelly, tree dwelling creatures. They are slow moving, but can be savage when threatened, attacking with their long claws. They are

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capable of emitting a lethal blast of class 3 radiation. Gamma sloths are completely immune to all forms of radiation, and are very hard to injure due to a thick, greasy armor plating covering their entire bodies.

Mutations: energy emission, reflective epidermis (radiation), natural armor (extreme)

Gamma Wurm

No. Enc.: 1d4 (1d4)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: -1
Hit Dice: 15
Attacks: 3 or 1 (2 claws, 1 bite, or breath)
Damage: 2d4/2d4/6d6 or 10d6
Save: L12
Morale: 10
Hoard Class: XV

These highly intelligent giant mutant reptiles resemble the dragons of medieval myth, but they have no wings. They have black and rust-colored scaly skin, a long tail, and two well-formed arms with clawed hands. They have the ability of *psionic flight* [movement 240' (80')], and when activated, two large bat-like insubstantial spectral wings appear. Gamma wyrms are equipped with an acidic breath attack that is usable 3 times per day. It is a 60' long, 5' wide linear spray. It inflicts 10d6 hp damage, and characters may save versus energy attacks for half damage. This acid will do half damage the second round (save allowed for half again), and loses its potency the third round after being emitted.

Gamma wyrms collect riches and other valuables, though they eat metals. They will consume any metallic material, since their eggs are formed from it. Therefore, any gamma wurm eggs present have a metal shell that can be composed of any combination of metals. When gamma wurm eggs hatch, the mother consumes the empty shells to digest them for further offspring.

Mutations: psionic flight, toxic weapon, reflective epidermis (radiation)

Glue Flower

No. Enc.: 0 (1d10)
Alignment: Neutral
Movement: None
Armor Class: 9
Hit Dice: 2
Attacks: 1 (glue)
Damage: Special
Save: L1
Morale: None
Hoard Class: None

These thick-stalked plants protect their delicate, scented flowers from predators by spitting a thick, glue-like

substance whenever a creature comes too close to a blossom. This substance becomes rock hard after 1d4 rounds if not washed or scraped off, often causing the creature great discomfort, if not suffocation and death. Any being shot directly in the face must succeed in a save versus death or have both their nose and mouth sealed shut. Tearing off the solid glue takes 1d4 rounds and causes 1d6 damage if it is in contact with skin.

Mutation: unique

Goliath

No. Enc.: 1d6 (1d6)
 Alignment: Neutral
 Movement: 90' (30')
 Armor Class: 5
 Hit Dice: 12
 Attacks: 1 (hand or weapon)
 Damage: 1d10 or weapon
 Save: L4
 Morale: 10
 Hoard Class: VII

Goliaths are a race of 9' tall mutated humans who are immensely strong, nearly tireless, and can be quick to anger. While many goliaths have diminished intellects, it is possible to find a goliath with a regular human IQ. Because of their strength and fortitude, goliaths are feared members of wasteland society.

The skin of the goliath is mottled shades of dark and light green, as their cellular structure is infused with hyperactive chlorophyll. This allows them to get energy from the sun, which fuels their immense strength and stamina. They still require food and water for sustenance, however, and can eat prodigious amounts of food before they are sated. Goliaths are omnivorous, and are capable of digesting and getting nutrients from almost anything. They can eat even the most rotten foods or carcasses without flinching. Their unusual dietary practices result in an unmistakably rank odor, but this may not be the case for goliaths who stick to "normal" foodstuffs. The goliath's features are marred by numerous benign cancerous moles and other growths. They have deep, booming voices, and are generally thought of as lecherous and crude.

The hardness of a goliath makes him a great mercenary, but it is often difficult to find a mount suitable for him to ride, and if one is found there is always the possibility that he becomes hungry and eats it during the night. It is also difficult for a goliath to use unmodified weapons or armor due to their increased size.

Mutations: gigantism, increased strength, increased stamina.

Gray Ooze

No. Enc.: 1 (1)
 Alignment: Neutral
 Movement: 10' (3')
 Armor Class: 8
 Hit Dice: 3
 Attacks: 1
 Damage: 2d8
 Save: L2
 Morale: 12
 Hoard Class: None

Gray ooze is a mutant fungus that can grow to a diameter of up to 10 feet, and a thickness of about 6 inches. It resembles damp stone so closely that it can be mistaken for that easily. A gray ooze strikes like a snake, slamming opponents with its body. A successful strike to an unarmored being deals 2d8 hit points of damage from the acidic slime that covers it. If an opponent is armored, whether the armor is primitive or high-tech, it is destroyed 1 turn after a successful hit from the ooze, as the acid eats through it viciously. In either case, the ooze clings to an opponent and once armor is no longer a barrier the resilient acid continues to deal 2d8 hit points of damage every round until it can be neutralized. Gray ooze is immune to the effects of fire-based and cold-based attacks. They take normal damage from electrical-based attacks and weapons.

Mutations: toxic weapon

Gray Worm

No. Enc.: 1d3 (1d3)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 6
 Hit Dice: 6
 Attacks: 1 (bite)
 Damage: 1d8
 Save: L3
 Morale: 9
 Hoard Class: XXI

These large, 30' long mutant gray worms attack with wide tooth-rimmed mouths. Gray worms are able to swallow prey whole (*swallow attack*) on an attack roll of 19 or 20. Any opponent who is swallowed whole suffers 1d8 hit points of damage every round, and this continues until either the gray worm is killed or until the opponent dies. The cramped quarters inside the belly of the worm prevent attack from the inside by any weapon except a dagger. Attacking a gray worm from inside its belly is difficult, and the attacker suffers a -4 penalty.

Mutations: gigantism

Green Slime

No. Enc.: 1 (0)
 Alignment: Neutral
 Movement: 3' (1')
 Armor Class: NA, no roll needed
 Hit Dice: 2
 Attacks: 1
 Damage: See below
 Save: L1
 Morale: 12
 Hoard Class: None

This animate, viscous mutant green slime feeds on plants, animals, and metals, including weapons and armor, but does not digest stone. Green slime senses movements through subtle vibrations, and will drop from high places onto victims to feed, or will cling to an opponent who steps on it. Once covering a victim, green slime will digest all clothing and armor in 6 rounds. The slime feeds so quickly that after this period, in only 1d4 rounds after contacting an animal's (or character's!) bare skin, the slime will completely digest it, creating more slime in its place. Green slime is impervious to most attacks, but is susceptible to fire. The slime clings in such a way to make scraping it off ineffective. Note that if green slime is burned while it is on a character, the damage from the fire is divided evenly between the slime and the character.

Mutations: toxic weapon



Hawk

	<u>Ordinary</u>	<u>Giant</u>
No. Enc.:	0 (1d6)	0 (1d3)
Alignment:	Neutral	Neutral
Movement:		
Fly:	480' (160')	450' (150')
Armor Class:	8	6
Hit Dice:	1d4 hit points	3 + 3
Attacks:	1	1
Damage:	1d2	1d6
Save:	L0	L2
Morale:	7	8
Hoard Class:	None	None

These predatory birds often glide through the air watching for prey on the ground. They attack, initially, with a swoop that inflicts double damage if the opponent is surprised.

Ordinary Hawks: These creatures are similar to eagles but slightly smaller: 1 to 2 feet long, with wingspans of 6 feet or less.

Mutations: gigantism

Giant Hawks: Giant hawks may be 3 to 5 feet long, and are capable of attacking larger prey of roughly human-sized or smaller. Any being as small as a human child may be grabbed and taken away.

Mutations: gigantism

Hemofowl

No. Enc.: 1d6 (1d10)
 Alignment: Neutral
 Movement: 90' (30')
 Fly: 180' (60')
 Armor Class: 6
 Hit Dice: 5
 Attacks: 2 (beak, special)
 Damage: 1d6
 Save: L6
 Morale: 7
 Hoard Class: XIV

Hemofowl resemble large roosters, but are completely pigmented blood red. They are extremely irritable, and may attack any creatures that come near. Their bite deals 1d6 hp damage, and any creature bitten must succeed in a saving throw versus poison or permanently acquire the mutation *hemophilia*. Hemofowl eggs are much valued for their anti-radiation properties. When the blood red eggs are broken open and the yolk swallowed, the imbiber benefits from effects equal to a *rad-purge shot*.

Mutations: toxic weapon

Herd Animals

No. Enc.: 0 (3d10)
 Alignment: Neutral
 Movement: 240' (80')
 Armor Class: 7
 Hit Dice: 1 to 4
 Attacks: 1 (butt)
 Damage: 1d4, 1d6, or 1d8
 Save: L1 or L2
 Morale: 5
 Hoard Class: None

Herd animals may be any of several kinds of animals that live in herds and are primarily grazing animals. Region and climate will determine which specific kind of grazing herd animal is encountered. The following are some typical kinds and their relative toughness: antelope, deer, and goats (1 or 2 HD, 1d4 butt); caribou, cattle, and oxen (3 HD, 1d6 butt); buffalo, elk and moose (4 HD, 1d8 butt). Usually only the males have horns or antlers, and may attack by butting an opponent. In any large group of herd animals there are 4 females or young for every 1 male. Note that adult males typically have 1d4 hit points more than the normal amount, and all young have half the standard adult hit points. In most cases herd animals will flee from predators. Males will occasionally fight to protect the females and young.

Mutations: none

**Homo erectus**

No. Enc.: 1d10 (4d10)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 8
 Hit Dice: 6
 Attacks: 1 (weapon)
 Damage: 2d4 or weapon
 Save: L2
 Morale: 7
 Hoard Class: XX

These cousins to humans were originally "created" by the ancestral form abilities of the dreaded brain lashers. *Homo erectus* are the extremely rugged prehuman ancestors of pure humans, and the units described here are the bands that have escaped the brain lashers. They often are assumed to be brutish, due to their very large brow ridge, receding chins, and smaller brains. They live a primitive lifestyle, and have an average INT of 7. *Homo erectus* typically attacks with spears and weapons with stone blades. A *Homo erectus* band usually consists of 1d4x10 individuals. They are led by only the strongest of their kind, and the typical leader has 9 HD. They may rarely be led by a *Homo erectus* Lord.

Mutations: none, they are an ancestral form of pure humans, but they may acquire mutations

Homo erectus Lord

No. Enc.: 1 (1d3)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 6
 Hit Dice: 10
 Attacks: 1 (weapon)
 Damage: 2d4 or weapon
 Save: L8
 Morale: 9
 Hoard Class: XX

The *Homo erectus* Lord is a rare mutant *Homo erectus* that occasionally arises among a population of *Homo erectus*.

Their brain lasher overlords will destroy them as soon as they learn of their existence, as they do any recognized mutant among their enslaved *Homo erectus* populations.

In physical appearance, the *Homo erectus* Lord appears like any other *Homo erectus*, with a very large brow ridge and other primitive human features. At puberty their skin color becomes deep maroon, which makes it more difficult to hide if they are among an enslaved population. They are very intelligent (average INT 15) and use more refined weapons, with an affinity for technological artifacts. They may also attack with an electrical shock. *Homo erectus* Lords will be dressed in normal attire, instead of primitive skins, when possible. They are very resistant to both physical and mental attack.

These mutant *Homo erectus* sometimes lead revolts among their *Homo erectus* kin, to secure freedom from their brain lasher overlords.

Mutations: bizarre appearance, energy retaining cell structure, force screen, intellectual affinity (tinkerer), mental barrier

Horse

	<u>Riding</u>	<u>War</u>	<u>Draft</u>
No. Enc.:	0 (1d10x10)	0	0
Alignment:	Neutral	Neutral	Neutral
Movement:	240' (80')	120' (40')	90' (30')
Armor Class:	7	7	7
Hit Dice:	2	3	3
Attacks:	2 (2 hooves)	2 (2 hooves)	None
Damage:	1d4/1d4	1d6/1d6	None
Save:	F1	F2	F2
Morale:	7	9	6
Hoard Class:	None	None	None

Riding Horse: Riding horses are smaller than other horses, and built for speed and long-distance travel. Wild horses are the equivalent of riding horses. Horses can carry up to 300 lbs and move at full movement, and they can carry a maximum of 600 lbs and have movement halved.

Mutations: none

War Horse: These horses have been bred to be strong and sturdy in combat, and will not bolt from fright as easily. These horses are meant for shorter distance travel. The rider of a war horse may attack with a charge, getting double damage with a lance. A war horse can only run in this kind of attack, but in subsequent close attacks the horse and rider may attack simultaneously. War horses can carry up to 400 lbs and move at full movement, and they can carry a maximum of 800 lbs and have movement halved.

Mutations: none

Draft Horse: This horse breed is the largest of all, and is bred to be a big, strong laborer. Draft horses can carry up to 450 lbs and move at full movement, and they can carry a maximum of 900 lbs and have movement halved. They

do not engage in combat, but run away if attacked or threatened.

Mutations: none

Humanoid Mass

No. Enc.: 0 (1)
 Alignment: Chaotic
 Movement: 15' (5')
 Armor Class: 8
 Hit Dice: 10
 Attacks: 1 (mutation)
 Damage: by mutation
 Save: L8
 Morale: 9
 Hoard Class: XV

A humanoid mass is a large, mutated, pulsating and disgusting blob of human flesh. It is roughly round, forming a mound with a diameter ranging from 5'-50', depending on its age. They live for approximately 500 years. A humanoid mass has various human body parts projecting from it, including arms, legs, torsos, heads, eyes, ears, and the whole gamut of human body parts. It moves very slowly by utilizing its awkwardly projecting limbs to scoot along, but it will not move unless it absolutely must. These evil creatures are nearly physically helpless, but are equipped with many mental mutations. A humanoid mass is able to survive because its needs are tended to by deranged followers, who worship the mass and occasionally take communion from its hallucinogenic milk. Anyone who drinks the milk from a humanoid mass must succeed in a saving throw versus poison or become confused for 2d10 turns. The imbiber experiences intense tactile and other sensory hallucinations of an alien and twisted nature. A humanoid mass will be attended by 1d6 followers at any given time (pure human, mutant human, or mutant animal NPCs). The humanoid mass lives almost exclusively in underground ruins or caverns.

Mutations: fragrance development, regenerative capability, toxic weapon, disintegration, force screen, mental barrier, mind thrust, neural telepathy



Insect Swarm

No. Enc.: 1 swarm (3 swarms)
 Alignment: Neutral
 Movement: 30' (10')
 Fly: 60' (20')
 Armor Class: 7
 Hit Dice: 2 to 4
 Attacks: 1
 Damage: 2 hit points
 Save: L0
 Morale: 11
 Hoard Class: None

An insect swarm is a large swarm of small insects, such as bees, ants, wasps, spiders, and other small biting and stinging bugs that may crawl or fly. A swarm may attack to protect a nest, or because they are stimulated by a smell, a light, or some other thing. Characters may become engulfed in an insect swarm; a swarm is treated as a 10'x30' cloud of insects. It does not need to roll to hit, and inflicts 2 hp of damage to any character engulfed. Double damage is dealt if wearing no armor. Although swarms do not sustain damage from weapons, a character may wave a weapon around to encourage the swarm to back off. If a character removes himself from a swarm, insects will cling to him and deal damage for 3 rounds. A character may flee into a body of water, and clinging insects die after inflicting damage one round. A swarm that has been aggravated by suffering damage will chase a fleeing character. If a character flees from a swarm and leaves its line of sight, the swarm will not pursue.

Fire, such as from a torch, does 1d4 hit points damage to an insect swarm. Other fire-based and cold-based attacks will also damage a swarm, and any ranged mutation that induces sleep or paralysis will cause the entire swarm to go dormant. Smoke may be used to ward off a swarm.

Mutations: none



The Irradiated

No. Enc.: 1d10
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 7
 Hit Dice: 7
 Attacks: 1
 Damage: as weapon
 Save: L3
 Morale: 7
 Hoard Class: VII

Monsters

The irradiated are humans (or other beings) who have been exposed to normally fatal doses of radiation, but have managed to survive through a series of mutations that make high levels of all types of radiation beneficial to them. The mutations of the irradiated allow them to sense large concentrations of radiation, and allow them to “feed” off of radiation for sustenance. Because of this, they will generally be found in or around areas high in radiation. This ability works like *epidermal photosynthesis*, but without the drawbacks of reduced movement or susceptibility to cold.

These beings are always severely disfigured, suffering from one or more of the effects of high levels of radiation, which include burns, open sores, missing teeth and hair, and a generally sickly appearance. These signs of radiation poisoning are not progressive, and cause no pain to the deadened nerves of the irradiated. Some of these beings are even rumored to glow in the dark! Other side effects may plague the irradiated at the ML’s discretion.

Mutations: reflective epidermis (radiation), unique sense (radiation)



Jellyfish Plants

No. Enc.: 2d6
Alignment: Neutral
Movement: 20’
Flying: 50’
Armor Class: 9
Hit Dice: 3
Attacks: 1 (stinging)
Damage: 1d6
Save: L2
Morale: 8
Hoard Class: None

Jellyfish plants are mutant plants with long, thin tentacles extending out from a bulbous, shrub-like central body that houses a large gas-producing sac. They can move across the ground by dragging themselves with their small vines, but usually choose to fly, their small vines wriggling below them. Jellyfish plants hunt in concert, landing near one another in a pattern that allows them to form a woven net of tentacles across the ground. When a creature steps on this net, the jellyfish expel a blast of air from their gasbags and fly straight up, pulling the creature into the air, trapped in their net. Once airborne, the plants sting the prey, causing 1d6 points of damage per round and requiring a save versus stun attacks (class 11 poison). The plants will drift along with a creature until they find a high place to land, such as the tops of very tall trees. When the prey is dead or stunned, the bulbous bodies of the jellyfish plants descend on the body and drain it of fluids through a

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root system at the base of their bodies, leaving a dried out corpse high in the trees. A stunned target suffers 1d6 hp damage per round, per jellyfish plant that is sucking its fluids.

Mutations: free movement, flight, toxic weapon



Kamata

No. Enc.: 2d4 (3d6)
Alignment: Chaotic
Movement: 180’ (60’)
Armor Class: 5
Hit Dice: 5
Attacks: 3 (2 claws, bite)
Damage: 1d8/1d8, 1d6
Save: L3
Morale: 9
Hoard Class: None

The kamata are strange, cruel mutant beasts that have the bodies of scaled dogs and the faces of humans. They are armed with large claws and teeth, which they typically employ in combat. They are capable of giving off an electric shock, and have a forked tongue that they use to “smell” for prey.

Mutations: energy retaining cell structure, increased sense (smell)

Kanga

No. Enc.: 1d4
Alignment: Neutral
Movement: 150’ (50’)
Armor Class: 6
Hit Dice: 7
Attacks: 2 or 1 (2 claws, or bite, punch)
Damage: 1d8/1d8, 1d6/1d6
Save: L3
Morale: 9
Hoard Class: XVII

Kangas are large mutated kangaroos. They resemble their ancestors, but have the ability to shoot beams of class 4 radiation from their eyes. They are sometimes aggressive, especially if they happen to outnumber other creatures in combat. They may leap in the air to attack with both rear

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claws, or bite and punch. Kangas collect all manner of artifacts and devices in their pouches.

Mutations: optic emissions (gamma eyes)

Kelper

No. Enc.: 1d4
 Alignment: Neutral
 Movement: None
 Armor Class: 7
 Hit Dice: 3
 Attacks: 1 (vines or feeding tube)
 Damage: None, 2d6
 Save: L1
 Morale: 12
 Hoard Class: None

Kelpers are aquatic plants that can live in any type of deep water. Each kelper has 1d6 long vines with small leaves floating just below the surface of the water. The strands lead to a hollow tubular stalk deep underwater. When a character brushes against the kelper, it winds the grassy strands around him and pulls him under the surface. If the kelper's leaves come into contact with bare skin, the character must make a save versus class 10 poison. Once the creature stops struggling, the kelper pulls it to the bottom and feeds on it with the small tubular mouth in its stalk, inflicting 2d6 hp damage per round.

Mutations: prehensile tendrils, dermal poison sap



Kernel Plant

No. Enc.: 2d10
 Alignment: Neutral
 Movement: 15' (5')
 Armor Class: 9
 Hit Dice: 2
 Attacks: 1
 Damage: 2d6 (half blast), 2d6+12 (full blast)
 Save: L2
 Morale: 8
 Hoard Class: None

Monsters

This mutated corn shoots bullet-like kernels when it feels threatened. They spread out at 360° doing damage to creatures within a 15' radius. Damage is based on the amount of kernels the plant shoots. It can shoot 1/2 of its kernels for 2d6 damage to all targets in range, or all kernels for 2d6+12 damage to targets in range. Kernel plants can move slowly on their stalks and leafy runners. There are variations of kernel plants with kernels that require saves versus radiation or poison, with classes to be determined randomly. Some kernel plants can actually "fire" entire corn cobs, one per round. Each plant will have 3d4 cobs, which inflict 1d6 hp damage each.

Mutations: free movement, natural vegetal weapons, toxic weapon



Land Squid, Giant

No. Enc.: 1
 Alignment: Chaotic
 Movement: 180' (60')
 Burrow: 90' (30')
 Climb: 30' (10')
 Armor Class: 7
 Hit Dice: 15
 Attacks: 9 (8 tentacles, bite)
 Damage: Small Tentacles: 1d6 swat, 1d10 crush
 Large Tentacles: 1d8 swat, 2d10 crush
 Bite: 3d6
 Save: L4
 Morale: 9
 Hoard Class: VII

Monsters

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The giant land squid has adapted to live on dry land. This highly intelligent, unevenly tempered creature spends much of its time creating large tunnels deep below the earth's surface. The giant land squid looks much like its seagoing cousin; it reaches lengths of 25-50 feet, and usually has 2 large tentacles and 6 smaller tentacles. The land squid has flat, spade-like flippers at the end of its tentacles that allow it to dig through solid earth with ease. Land squids may also climb with their tentacles.

The giant land squid hunts by digging a tunnel near the surface and making a small doorway with bits of wasteland detritus or by bonding together a chunk of soil into a solid door. These trapdoors are usually indistinguishable from the surroundings. When someone comes within 15 feet of this doorway, the squid senses the vibrations and thrusts its largest tentacles through the hole, grasping at the source of the vibrations. The squid will then attempt to pull its victim below the surface and paralyze it with a toxic bite (class 11 poison) before taking it back to a larger burrow area to consume it.

On the rare occasion that a squid must take to the surface to hunt, it will create quite a spectacle. When a squid sees a creature it intends to eat, it charges toward it using four of its smaller tentacles as legs, and spreading out its remaining tentacles, furiously waving them about in an attempt to confuse the creature.

Damage caused by the giant land squid is dependent upon which tentacles it uses. It causes 1d6 swatting or 1d10 crushing with small tentacles, and 1d8 swatting or 2d10 crushing damage with its largest tentacles. They may also attack with their beaks for 3d6 points of damage.

A smaller tentacle can be cut off if a total of 6 hit points or more of damage is dealt with one blow, while a larger one requires a minimum of 10 hp damage. A giant squid may run away if it is losing an encounter, and it will kick up a 30' radius cloud of dust or hurl debris behind itself to deter followers.

Mutations: toxic weapon

Leaper

No. Enc.: 2d6 (2d20)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 7
Hit Dice: 4
Attacks: 1 (weapon, or bite, or kick)
Damage: weapon, 1d8, or 2d6
Save: L3
Morale: 6 (11)
Hoard Class: VII

These giant rabbits stand 3' to 4' tall, and are covered with thick fur. They have long ears, and large buckteeth capable of biting through small tree branches. Their hands

are developed enough to use human weapons. Their giant feet are capable of forceful kicks. They also use their feet to signal one another by thumping the ground. Leapers live in large burrows, often taking over hills with a prolific warren. They are very protective of their young, and have morale 11 when in combat if young are present.

Mutations: none

Leech, Giant

No. Enc.: 0 (1d4)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 7
Hit Dice: 6
Attacks: 1 (drain blood)
Damage: 1d6
Save: L3
Morale: 10
Hoard Class: None

Giant leeches are 4' long, brown, and slimy. They live in marshy terrain and other bodies of stagnant water. When a giant leech hits in combat, it latches on to a victim with its round barbed mouth, and drinks 1d6 hit points of blood from the victim each round. Once attached, a giant leech will only release a victim if the victim dies or the leech itself is killed.

Mutations: gigantism

Leech Rabbit

No. Enc.: 3d4 (3d8)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 7
Hit Dice: 2
Attacks: 1 (bite, drain fluid)
Damage: 1d4 + dehydration
Save: L2
Morale: 8
Hoard Class: None

Leech rabbits resemble 2' long hairless yellow rabbits, but with small round ears and a round sucker mouth lined with small needle-like teeth. These beasts leap at an opponent, trying to suction to its flesh in order to suck water and nutrients from its tissues. When a hit is scored in combat, the victim suffers an initial 1d4 hp damage from the bite, and an additional 1d6 hp damage per round due to dehydration. A leech rabbit will continue its leeching until the victim dies or the leech rabbit is killed.

Mutations: none

Mutant Future

Monsters

Lizard, Giant

	<u>Draco</u>	<u>Gecko</u>
No. Enc.:	1d4 (1d8)	1d6 (1d10)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Fly:	210' (70')	
Armor Class:	5	5
Hit Dice:	4 + 2	3 + 1
Attacks:	1 (bite)	1 (bite)
Damage:	1d10	1d8
Save:	L3	L2
Morale:	7	7
Hoard Class:	VI	VI
	<u>Horned Chameleon</u>	<u>Tuatara</u>
No. Enc.:	1d3 (1d6)	1d2 (1d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	90' (30')
Armor Class:	2	4
Hit Dice:	5	6
Attacks:	2 (bite, horn)	3 (2 claws, bite)
Damage:	2d4/1d6	1d4/1d4/2d6
Save:	L3	L4
Morale:	7	6
Hoard Class:	VI	VII

Giant Draco Lizard: The giant draco has a length of 6', and is capable of gliding in the air due to large skin flaps below its limbs. Although they live primarily above ground, they do occasionally venture underground to seek shelter or look for a meal.

Mutations: gigantism

Giant Gecko: The nocturnal giant gecko has a length of 5'. Giant geckos, like their smaller cousins, are adept at walking sheer cliffs, and even upside down. This ability allows them to spring upon unwary prey from above.

Mutations: gigantism

Giant Horned Chameleon: The immense 7' giant horned chameleon can surprise its prey, despite its bulk, due to its uncanny ability to take on the color, appearance, and texture of its local surroundings. A victim will be surprised on a surprise check roll of 1-5 on 1d6. The giant horned chameleon has three special attacks. The first is its sticky tongue, which can lash out to a distance of 5'. If this attack succeeds, the victim is immediately yanked back to the chameleon's mouth and bitten without the need for another attack roll, for 2d4 hit points of damage. The second special attack available to the chameleon is its large horns, which inflict 1d6 hit points of damage. Lastly, the chameleon may, on a successful attack, knock down an opponent by lashing out with its tail. The opponent may not attack the same round this occurs.

Mutations: gigantism

Giant Tuatara Lizard: This giant leathery skinned 8' carnivorous lizard has formidable spikes that run the length of its dorsal side. The iguana-like giant tuatara has infravision to 90' when it lowers a special membrane-like eyelid over each of its eyes.

Mutations: gigantism

Lobstrosity

No. Enc.:	2d10
Alignment:	None
Movement:	21' (7')
Armor Class:	8
Hit Dice:	5
Attacks:	3 (1 bite, 2 pincers)
Damage:	1d6/1d8/1d8
Save:	L9
Morale:	12
Hoard Class:	None

These 3' long, land dwelling lobsters have powerful pincers and mandibles capable of slicing through clothing, and severing fingers and toes. A successful bite from a lobstrosity inflicts class 6 poison damage. This damage is not incurred all at once, but is spread out evenly over an 8 hour period. The poison causes high fever, nausea, sweating, weakness, and hallucinations that confuse.

Lobstrosities constantly chatter in inquisitive nonsense syllables in their muttering voices. When there are a number of them together, these sounds can be quite disconcerting, as it sounds like they are communicating with one another.

Mutations: toxic weapon



Magma Plants

No. Enc.:	1d6
Alignment:	Neutral
Movement:	None
Armor Class:	9
Hit Dice:	2
Attacks:	1
Damage:	1d10
Save:	L1
Morale:	None
Hoard Class:	None

These plants spit a molten substance that will burn through any armor in 1d4 rounds, rendering it useless. It inflicts 1d10 hp damage on bare skin each round, for 1d4 rounds. The molten, sticky fluid comes from red funnel shaped flowers that grow around the middle of the bush.

Mutations: unique

Monsters

Mutant Future

Man Beast

No. Enc.: 2d4 (2d8)
Alignment: Chaotic
Movement: 180' (60')
Armor Class: 6
Hit Dice: 7
Attacks: 3 (2 claws, bite)
Damage: 1d6/1d6/1d4
Save: L4
Morale: 10
Hoard Class: None

A man beast is quadrupedal. From the waist down it has the body of a goat with a lion's tail, but has a human body from the waist up, with the exception of large lion paws. These creatures are extremely malicious, and delight in feeding on humanoid flesh. They can be found in nearly any environment, including ruins. Although they are intelligent, they may only use technological artifacts with difficulty since they lack human hands. Man beasts attack with their claws and large fangs, aided by the mutation *combat empathy*.

Mutations: aberrant form (natural weapons), combat empathy

Mansquito

No. Enc.: 1d4
Alignment: Chaotic
Movement: 120' (40')
Glide: 150' (50')
Armor Class: 6
Hit Dice: 9
Attacks: 1 (weapon, proboscis, or blood sucking)
Damage: weapon, 1d4, or 1d6
Save: L4
Morale: 8
Hoard Class: VII

The mansquito is a 5' tall humanoid creature with a large, hypodermic-like proboscis, multifaceted eyes and a pair of semi-transparent wings growing out of its shoulder blades. Their limbs are slightly shorter than the average human's. The mansquito is capable of gliding, but not true flight, for its body is much too heavy for its wings. The mansquito lives by sucking the blood from other creatures with its proboscis, an act that restores the mansquito's hit points as they are taken from a victim. When a mansquito strikes with its proboscis, the victim must roll a saving throw versus stun attacks or become paralyzed for 2d6 rounds. If the creature fails the roll, the mansquito drinks until the creature regains the ability to move, or until the creature is dead. Each round of sucking blood inflicts 1d6 hp damage to the victim, and restores the same amount to the mansquito if it is wounded. The mansquito may not acquire more hp than its maximum number.

When full of blood, a mansquito's abdomen becomes grotesquely swollen and red. In this condition, the creature moves slowly (90') and loses the ability to glide.

Mutations: complete wing development



Mant

No. Enc.: 2d4 (3d6x10)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 5
Hit Dice: 7
Attacks: 3 (2 claws, bite)
Damage: 1d8/1d8/2d8
Save: L9
Morale: 11
Hoard Class: XVII

Mants are 4'-6' tall intelligent bipedal creatures with armored bodies divided into three sections. They have two arms terminating in strong, human-like hands with pointed fingers, and long, slender legs ending in points. A small pair of vestigial limbs protrudes from the midsection. Their heads are dominated by large black eyes and a pair of dangerous looking mandibles. Mants communicate with one another by using pheromones, and can attempt communication with other species through body language; unfortunately, the most common form of communication with other species is a brisk and savage attack. Mants are highly aggressive, often capturing large groups of humans or other creatures to take back to the lair to feed to the queen.

Mants live in large underground tunnels dug into hillsides by worker drones. A mant dome will be inhabited by 3d6x10 mants. At the heart of their tunnels is an enormous queen, who is 10' to 15' long with a pulsating white abdomen that occasionally spews large orange eggs that are ferried off to other tunnels to hatch. She is fiercely guarded, but is incapable of physically defending herself because of her large size and immobility.

Mutant Future

Generate 1d4 mental mutations for the queen of each hive of mants. All mants from this queen's hive will have the same mutations, whether they are beneficial or detrimental.

Mutations: variable mental mutations



Medusoid

No. Enc.: 1d3 (1d4)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 6
 Hit Dice: 7
 Attacks: 1 (snakebite or weapon)
 Damage: 1d6, poison/by weapon
 Save: L7
 Morale: 8
 Hoard Class: XVII

Medusoids are a savage race of mutant humans, dwelling on the fringes of human settlements. They appear as normal human women, but for the tangle of small snakes in place of hair, and snake-like scaled skin that trails from the back of their necks down their spines. Medusoids are a race of females who reproduce through parthenogenesis.

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Medusoids may attack with their snake-like hair, which bite for 1d6 damage, and a victim must save versus a class 12 poison or die. They also can attack with *optic emissions* (gamma eyes) with a class 6 radiation beam. These sadistic female humanoids can attack with any weapon, and may shape change into the appearance of a normal human woman to gain surprise.

Mutations: bizarre appearance, optic emissions (gamma eyes), toxic weapon, metamorph

Men

	<u>Brigand</u>	<u>Pirate</u>
No. Enc.:	0 (1d4x10)	0 (see below)
Alignment:	Chaotic	Neutral or Chaotic
Movement:	120' (40')	120' (40')
Armor Class:	7	Armor type
Hit Dice:	as CON	as CON
Attacks:	1	1
Damage:	1d6 or weapon type	
Save:	L1	L1
Morale:	NA	6
Hoard Class:	I (XXI)	XXII
	<u>Merchant</u>	<u>Nomad</u>
No. Enc.:	0 (1d20)	0 (1d4x10)
Alignment:	Neutral	Neutral
Movement:	90' (30')	120' (40')
Armor Class:	5	Armor type
Hit Dice:	as CON	as CON
Attacks:	1	1
Damage:	1d6 or weapon type	
Save:	L1	L1
Morale:	Varies	8
Hoard Class:	XXII	XXII

The men here are all considered 1st level pure human characters. These may be altered by giving them mutations, making them mutant humans or mutant animals. Individuals of greater level will typically lead these groups. The hoard classes provided indicate treasure found in camps or lairs, except for the case of merchants.

Brigand: These men are criminals who have banded together under the shared interest of stealing and pillaging. Half of all brigands encountered are armed with a short sword and short bow, and wear leather armor and a shield. The other half is better equipped with long swords, chain mail, a shield, and will have riding horses.

There is one character of 2nd level per 20 brigands. There is one character of 4th level per 40 brigands. These leaders are equipped with long swords, lances, plate armor, and mounted on war horses equipped with barding.

Bandit camps will have 5d6x10 inhabitants. They will have a 9th level character as a leader, and there will be one 5th level individual per 50 men. An 8th level mutant human

may be present in a camp (1-3 on 1d10). There is also a probability that a powerful mutant or mutant creature of 8+1d2 levels or hit dice will be present (roll 1-5 on 1d10).

Pirate: A pirate fleet may be found on any body of water, whether lake, sea, or river. The fleet size depends on the water vessel. Riverboat fleets number 1d8 ships, longship fleets number 1d4 ships, fleets of small galleys number 1d4, and any fleet of galleys larger than "small" size, and any fleet of sailing ships, number 1d3. The crew number is determined by the ship crew requirements described in Section 5.

There is one 4th level character per 30 pirates, and one of 5th level per 50 pirates. Per 300 pirates, one 8th level character will be present. Any horde of 300 or greater is led by a Pirate King (11th level). In a group this large the Pirate King may employ a powerful mutant or mutant creature of 8+1d2 level or hit dice (roll 1-15 on 1d20).

Pirates are armed with any sword and leather armor. Some (40%) are also armed with crossbows, guns, or other technological devices.

Pirates raid ships and coastal towns. They may dock in lawless cities that trade with pirates. Pirates often hide their treasure in remote locations, and a leader may have a map to such a location. Any group of pirates may have 1d4 hostages whom they have ransomed.

Merchant: These men trade goods, sometimes over great distances. They will all be mounted and will have additional pack animals (1d12). Animal types will be appropriate to the terrain. Every merchant caravan has a character of 5th level as a guard. For every five merchants encountered, the following additional guards will be present: 1st level (20); 2nd or 3rd level (2). All guards are armed with various swords, crossbows, daggers, and wear chain mail armor.

Nomad: Nomads are tribal people that live off the land and by animal husbandry. They follow game and seasonal foods by living in temporary camps of tents or simple structures. Per 25 nomads, a 2nd level character will be present as a leader. Per 40 nomads, a 4th level character will be present as a leader. Nomads can have any kind of armor or hand weapon. All are mounted, and half of their number will have bows, while the other half have lances.

The typical tribal camp will have 5d6x10 inhabitants. They will have an 8th level leader, and there will be one 5th level character per 100 men. A 9 hit dice trained mutant creature may be in the camp as well (1-5 on 1d10). There is also a probability that an 8th level powerful mutant will be present (roll 1 on 1d4). Nomads often trade with people they encounter. Their lifestyle brings them into contact and clashes with other humanoids.

Meerkat

No. Enc.:	1d6 (2d10)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	9
Hit Dice:	2
Attacks:	2 (claw, bite, or radiation)
Damage:	1d4-1/1d6-2, 2d6
Save:	L2
Morale:	4
Hoard Class:	XVII

These small animals live in large communal groups, digging tunnels and burrows throughout the wasteland. Although they are small, the meerkats are very dangerous thanks to their speed and the beams of class 2 radiation that they can shoot from their eyes. As a tactic against predators the meerkats will pop up from their holes, blast the predator with radiation, and quickly disappear below ground. Meerkats have learned to scavenge the bodies of various creatures, taking small artifacts, gems, and money back into their burrows.

Mutations: optic emissions (gamma eyes), quickness

Morlock

No. Enc.:	2d6 (5d10)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	8
Hit Dice:	9
Attacks:	1 (weapon)
Damage:	As weapon
Save:	L5
Morale:	9
Hoard Class:	XX

Morlocks are a degenerate race of subterranean mutant humans. They are all albinos, and have developed a carnivorous diet that favors the meat of other humanoids. They only venture to the surface at night, and if caught in the daylight they suffer an attack penalty of -2. Their subterranean existence has given them 90' *thermal vision*. These foul degenerate people wield any sort of weapon, and have an affinity for technological items, which they will employ whenever possible. Morlocks lair deep within caverns or underground ruins, where a typical "village" will have a population of 5d10 individuals. In this community, there is usually a stronger individual in charge, who is treated as a 11 HD monster, saves as a 7th level character, and has 50 hit points. Morlocks sometimes tame albino apes.

Mutations: albinism, intellectual affinity (tinkerer), thermal vision

Morningstar Plants

No. Enc.: 1d6
 Alignment: Neutral
 Movement: None
 Armor Class: 8
 Hit Dice: 3
 Attacks: 3
 Damage: 1d6 (1d4)
 Save: L1
 Morale: 12
 Hoard Class: None

Morningstar plants grow beautiful blue flowers along thick vines tipped with large, red, spine-covered fruit pods. These dangerous looking edible pods drop off of the end of the vines when ripe and, if left to rot, release the seeds that grow new morningstar plants. Depending on the age of the plant the vines may reach anywhere from 10' to 20' tall.

Each night, the plant curls up around these fruits to keep them safe, but during the day they must stretch out into the sunlight, which invites frugivores and other interested animals to take the fruit. When a morningstar plant senses that a creature is near, the nearest vines attempt to club the creature with the unripe fruits, which are hard as stones and very prickly, causing 1d6 damage. If they attack with a fruitless vine, they do 1d4 damage. Oftentimes, the spines of the fruit will become embedded in a creature who then runs off, ensuring that the morningstar plant is spread to other areas.

Mutations: natural vegetal weapons

Mule

No. Enc.: 1d8 (2d6)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 7
 Hit Dice: 2
 Attacks: 1 (kick or bite)
 Damage: 1d4 or 1d3
 Save: L0
 Morale: 8
 Hoard Class: None

Mules are a hybrid of a donkey and a horse. Mules are notoriously ornery, and may attack if particularly provoked. They can carry 200 lbs comfortably, and may carry a maximum of 400 lbs. In the latter case, movement rate is reduced to 60' per turn. At the Mutant Lord's discretion, a mule may be taken into large ruins to aid in transporting equipment or treasure, so long as conditions allow.

Mutations: none

Mummy Vines

No. Enc.: 1d6+4
 Alignment: Chaotic
 Movement: 45' (15')
 Armor Class: 5
 Hit Dice: 3
 Attacks: 1 (thorns or leeching)
 Damage: (1d4, 1d4 per week)
 Save: L4
 Morale: 12
 Hoard Class: None

These long, prickly vines grow from a large underground bulb that vaguely resembles a mammalian brain. They lie on the ground until a creature is nearby, and then they whip around wildly, grasping at the creature. When they manage to grip a victim, they stab it with their thorns and inject a mind-controlling poison. If a saving throw versus poison is failed, the creature willingly lets the plant finish wrapping around its body. When the vines are finished wrapping around the body, the large brain-like bulb comes free from the ground, resting near the creature's back. The creature is then free to do whatever it wishes, with the exception of harming the plant or attempting to remove it. The plant and creature live a symbiotic life from then on, the plant sucking 1d4 hit points per week from the creature. The plant acts as armor for the victim, effectively giving it an armor class of 5.

Mutations: vegetal parasite



Narcolep

No. Enc.: 1d10
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 7
 Hit Dice: 7
 Attacks: 1 (weapon or hypnosis)
 Damage: As weapon
 Save: L6
 Morale: 6
 Hoard Class: XVII

Narcoleps are humanoids with large, watery blue eyes and long, skinny limbs. They are incapable of speech other than a soft cooing, and their body language is rhythmic and flowing. Narcoleps hypnotize creatures within a 10 foot radius by mesmerizing them with this flowing body language. The character must make a save versus stun attacks or fall under the narcolep's hypnosis for 1d20+4 hours. When the time is up, the hypnotized character wakes near a settlement, or in another safe place, and will be unable to remember anything that happened during the lost time.

Narcoleps cannot breed with one another, but must use other creatures as breeding stock. They are capable of breeding with any creature large enough to give birth to a human-sized infant. No matter the type of creature, it always gives birth to another narcolep. The narcoleps guide the hypnotized creatures to a lair, which is often a simple cave or other dwelling. While in the lair, the narcoleps care for the creatures while priming them for breeding. The gestation period is rapid, requiring only 5 months before the young narcolep is born. The narcoleps will periodically check on creatures they have impregnated, and will always retrieve the young shortly after birth, taking them back to the lair to be raised properly.

Mutations: unique (hypnosis)

Night Globe

No. Enc.: 2d4 (2d6)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 7
 Hit Dice: 1
 Attacks: 1
 Damage: 1d4, special
 Save: L1
 Morale: 8
 Hoard Class: None

These giant, round mutant fireflies sometimes swarm a camp, seeking to bite victims with their large needlelike proboscis to inject their larvae. A successful hit means that a victim receives a horde of small larvae in his blood stream. These larvae inflict 2d6 hp damage per turn as they feed on the victim's blood, until he dies. The larvae then feed on the dead flesh for 2d4 days before emerging as fully formed young night globes.

The only method of purging larvae from a victim is for the victim to be subjected to an electrical attack.

Mutations: special



Night Goat

No. Enc.: 1d4 (1d4)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 6
 Hit Dice: 5
 Attacks: 1 (butt, or kick, or bite, or plane shift)
 Damage: 2d4, 2d6, 1d4 + poison, or special
 Save: L2
 Morale: 8
 Hoard Class: XVII

Night goats are frightening nocturnal creatures with a ring of glowing red eyes in the center of their faces, and jagged protruding teeth. They have patchy fur, and their skin has the texture of cracked leather in shades from dark gray to deep black. The jagged teeth of the night goat are coated with poisonous slimy saliva (determine the poison class randomly). Night goats are considered bad omens, as many who have encountered them have disappeared completely as a night goat opens up a dimensional portal and chases a victim into it.

Mutations: toxic weapon, plane shift

Null Plant

No. Enc.: 1d10
 Alignment: None
 Movement: None
 Armor Class: 8
 Hit Dice: 10
 Attacks: Special
 Damage: None
 Save: L4
 Morale: None
 Hoard Class: None

Null plants are tall trees with wispy branches that send out waves of mental energy. This mental energy interferes with or cancels mental mutations. When a creature or character comes within 30 feet of a null plant, a save versus energy attacks is required. A successful save will result in all mental mutations functioning at their lowest possible rates, doing the least amount of damage, and having 1/10th of their range. A failed save makes all mental mutations inoperable while the mutant is within 30' of the null plant.

Mutations: mental nullification



Ochre Jelly

No. Enc.: 1 (0)
 Alignment: Neutral
 Movement: 30' (10')
 Armor Class: 8
 Hit Dice: 5
 Attacks: 1
 Damage: 2d6
 Save: L3
 Morale: 12
 Hoard Class: None

The ochre jelly is named for its color and the fact that it is a slimy, giant mutant amoeba. The acidic slime that oozes from the ochre jelly can eat through cloth, wood, and leather after 1 round, but cannot affect stone or metal. It inflicts 2d6 hit points of damage to bare flesh, and is able to squeeze under doors and into other small spaces. When attacked with weapons or electrical-based means, an ochre jelly will divide into 1d4+1 littler amoebas with 2 HD each. These smaller jellies deal 1d6 hit points of damage.

Mutations: gigantism, toxic weapon

Octopus, Giant

No. Enc.: 0 (1d2)
 Alignment: Neutral
 Movement: Swim: 90' (30')
 Armor Class: 7
 Hit Dice: 8
 Attacks: 8 (tentacles) or 1 (bite)
 Damage: 1d3 (per tentacle), 1d6
 Save: L4
 Morale: 7
 Hoard Class: None

These creatures are aggressive and territorial hunters, with arms reaching 10 feet or more in length. Their tentacles are studded with barbs and sharp-edged suckers. They live in temperate or tropical ocean waters. Tentacles constrict victims when they successfully attack, and deal 1d3 hit points of damage each per successive rounds. For each tentacle that is constricting a victim, the victim suffers a cumulative attack penalty of -1. For instance, if four tentacles are constricting a character, he suffers -4 to hit. A tentacle can be cut off if a total of 6 hit points or more of damage is dealt with one blow. A giant octopus may swim away if it is losing an encounter, and it will spray a 40' radius cloud of black ink to obscure its escape. The giant octopus is able to move at its normal movement x3 when fleeing.

Mutations: gigantism



Pantheroid

	<u>Tigrisoid</u>	<u>Leoid</u>
No. Enc.:	1d4 (1d4)	2d4 (3d4)
Alignment:	Chaotic	Lawful
Movement:	150' (50')	120' (40')
Armor Class:	5	6
Hit Dice:	12	9
Attacks:	3 (2 claws, bite)	
Damage:	1d6/1d6/2d6	1d4+1/1d4+1/1d8
Save:	L9	L7
Morale:	10	9
Hoard Class:	XIX	XIX

Pantheroids are bipedal mutant cats. Two kinds are described below.

Tigrisoid: These 7' tall bipedal mutant tigers hunt the wastelands, preferring the taste of mutant human and pure human meat. They may attack with two claws and a bite, or they may use the mutation *vampiric field* (average WIL 9).

Mutations: damage turning, vampiric field, thermal vision

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Leoid: These 6' tall bipedal mutant lions tend to travel in prides led by a dominant male who has a flame orange mane. Leoids are fascinated by pure humans, and will usually avoid attacking them unless threatened first. They have been known to capture them merely to study pure humans out of curiosity, often shrinking them with *density alteration* (others) to make them convenient play toys. Leoids will restore them to full size and turn them free after several days. Leoids attack with two claws and a bite. They are *empathic*.

Mutations: empathy, density alteration (others)



Pigmen

No. Enc.: 2d4 (2d4)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 6
Hit Dice: 7
Attacks: 1 (weapon or mutation)
Damage: weapon or 4d6
Save: L6
Morale: 9
Hoard Class: XIX

These mutated humans have pig-like faces and are melanistic, with deep black skin and black hair. They are naturally cruel and violent; they delight in torturing victims and have a particularly nasty disposition toward pure humans. However, their most hated enemies are suidoids. Pigmen attack with weapons or their *energy ray* (heat).

Pigmen have evolved to travel in small groups with individuals who never stray far from one another, since their mutation *negative empathy* makes it difficult for pigmen to disperse and reassemble without being reduced to bloodshed. Small bands communicate with each other from a distance with hand signals and other signs if each party wishes to avoid conflict. Mates are exchanged between groups through lengthy rituals that may involve days of acclimatization before groups come into full contact with one another. Pigmen often terrorize communities with guerilla-like tactics ideal to their small

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numbers, but they occasionally manage to team up in large enough numbers to raid a settlement, all while slaughtering some of their own in the process. These larger raiding groups may number 1d6x10 Pigmen.

Mutations: bizarre appearance, energy ray, negative empathy, thermal vision

Piranha Butterfly

No. Enc.: 1d10+10 (2d6x10)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 9
Hit Dice: 1
Attacks: 1 (bite)
Damage: 1d4
Save: L1
Morale: 12
Hoard Class: None

These butterflies have a two-foot wide, brilliantly colored wingspan, and their bodies are foot long tubes covered with fine fur of widely variable colors. Their black heads are spherical, and are topped by two constantly twitching antennae. The piranha butterflies gather along a path or in a clearing and wait for creatures to walk among them. Suddenly, they all swarm the creature, biting with their vicious mouths. Once the scent of blood is in the air, the piranha butterflies go into a feeding frenzy, attacking again and again until no victims remain.

Mutations: none

Pod Plant

No. Enc.: 0 (1d4)
Alignment: Neutral
Movement: 15' (5')
Armor Class: 9
Hit Dice: 4
Attacks: 6 or 1 (vines, root)
Damage: 1d6, 2d6
Save: L3
Morale: 5
Hoard Class: None

Note: These are the stats for the pod plant prior to creating a body. After the plant creates a body, consult the original creature description to determine stats and abilities, including Treasure Hoard Class.

The plants that create pod people have a thick woody body and 6 constricting vines they use to grip and attack other creatures. They try to blend in with other vegetation in order to surprise their prey, but if the prey escapes pod plants are rarely able to catch up due to their slow movement rate.

Pod plants reproduce by immobilizing creatures with their vines and sinking a hypodermic like root into the creature to feed on its blood. If the root is injected into the body,

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the creature must save versus stun attacks, or be paralyzed for 1d20 turns, and the root causes 2d6 damage per round until the victim dies. As it feeds on the paralyzed body over a 24 hour period, the pod plant forms a cocoon and comes out of it after 10-12 hours as a nearly exact duplicate of the creature consumed, including special attacks, mutations, memories, etc.

The only telltale sign that something is amiss with a duplicated creature are the purplish black veins running up its stomach. The copy will have an insatiable appetite for meat, and will infiltrate the original creature's life to murder and consume flesh in secret. After 3d6 days, the pod creature will collapse as if dead, and 2d4 new pod plants will emerge from the body.

Mutations: free movement, prehensile tendrils (constricting)

Porcine Devourer

No. Enc.: 2d4 (2d6)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 5
Hit Dice: 7
Attacks: 1 (bite and swallow)
Damage: 1d10 and swallow
Save: L4
Morale: 9
Hoard Class: None

The porcine devourer is a black and olive striped, 24' long mutant pig, with six legs and a large mouth that can swallow human-sized or smaller creatures whole. These creatures scour the wastelands searching for animals to feed their insatiable appetites. A porcine devourer will attack with a bite for 1d10 hp damage, and on a roll of 19 or 20 it swallows its opponent. When a victim is in the beast's belly, he suffers 1d6 hp acid damage per round until he or the porcine devourer dies.

Mutations: gigantism, thermal vision

Puddle Worm

No. Enc.: 1d4 (1d4)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 5
Hit Dice: 10
Attacks: 1 (bite)
Damage: 2d10
Save: L5
Morale: 9
Hoard Class: None

The puddle worm is a large creature that makes its home in the desert, or other areas where water is scarce. The worm arranges its body in such a way that its open mouth is even with the ground. It then fills its mouth with a clear, sweet smelling saliva that appears to be a free standing

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pool of water. When a creature comes to the puddle to drink, the worm lunges forward in an attempt at a *swallow attack*. A swallowed creature suffers 3d6 hp damage each round, until the character dies or the worm is killed. If the creature somehow escapes, the worm will come to the surface, pursuing the creature for a short distance before returning underground.

Mutations: none

Puffball, Giant Killer

No. Enc.: 2d6 (0)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 7
Hit Dice: 3
Attacks: 1
Damage: 1d8 or poison
Save: L1
Morale: None
Hoard Class: None

These giant mutant puffball mushrooms are 3' tall. They live in subterranean environments, and are completely immune to the effects of radiation. They sense prey with small primitive "eyes" around their circumference that can only detect movement and light or darkness. When prey is near, they eject a cloud of poisonous spores from a blow hole at the top of their fungal bodies. All creatures within a 30' radius must succeed in a saving throw versus poison or suffer the effects of class 11 poison. Once a victim is paralyzed, a puff ball walks up to it using four short, stubby legs and begins feeding on it with a mouth located on its underside, for 1d8 hp damage per round.

Mutations: carnivore, poisonous spores, free movement, accumulated resistance (radiation)

Pufferoid

No. Enc.: 2d4 (2d8)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 7 (5 when puffed)
Hit Dice: 8
Attacks: 1 (unarmed or weapon)
Damage: As unarmed attack or weapon
Save: L4
Morale: 9
Hoard Class: XVII

These intelligent humanoids have grayish skin completely covered with small prickles. When they go into battle they can puff up, increasing their body size by 50%. The spiny growths protrude sharply from the surface of their skin; this adds 4 points to their normal unarmed combat damage, and gives them an armor class of 5 due to the skin's increased elasticity.

Mutations: spiny growth, aberrant deformity (puffing skin)

Pumpkin Man

No. Enc.: 2d4 (2d6)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 6
 Hit Dice: 7
 Attacks: 3 or 1 (2 claws, bite or weapon)
 Damage: 1d6/1d6/1d8 or weapon
 Save: L4
 Morale: 9
 Hoard Class: XX

These 6' tall bipedal mutant plants are as devious as they are intelligent. A pumpkin man has the head of a large orange pumpkin, with black insect-like multifaceted eyes and a large thorn-tooth filled mouth. Its body is humanoid and composed of tightly intertwined green vines. They attack with two claws and a bite, but may use technological weapons when available. They may also attack with *optic emissions (gamma eyes)* with class 9 radiation. Some rare specimens (10%) are also equipped with large leaf wings that grant them the ability to fly with a movement of 240' (80').

Mutations: complete wing development (10%), natural vegetal weapons, optic emissions (gamma eyes)

Purple Worm

No. Enc.: 1d2 (1d4)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 6
 Hit Dice: 15
 Attacks: 2 (bite, sting)
 Damage: 2d8/1d8, poison
 Save: L8
 Morale: 10
 Hoard Class: XIX

The body of a mature purple worm is 10' in diameter and 100' long or more. The creature has a poisonous stinger in its tail. This dreaded purple monstrosity burrows underground, only surfacing to consume unsuspecting prey. They may attack with both a bite and their stinging tail in 1 round. Anyone stung by the tail must also succeed in a saving throw versus poison or die (class 14 poison). If a purple worm's bite attack roll is at least 4 higher than the roll needed to hit (or a 20 is rolled), a victim is swallowed. A being that is swallowed takes 3d6 hit points of damage per round inside the purple worm's belly. The damage stops when the character dies or the worm is killed. When a purple worm is found below the earth, it is usually inside one of its tunnels. In this case the tunnel may only be as wide as the worm, preventing it from attacking with both attacks in the same round.

Mutations: gigantism, toxic weapon



Quench

No. Enc.: 2d10 (2d10)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 8
 Hit Dice: 2
 Attacks: 1 (bite or claw)
 Damage: 1d2, 1d4
 Save: L1
 Morale: 4
 Hoard Class: None

These mole-like, mutated rodents can drink any type of liquid and convert it to pure, drinkable water. Their bodies do not need to absorb the liquid, nor do quenches excrete water. Eventually the stored water bloats the quench to twice its original size, and effectively immobilizes it. Other quenches will form a colony around these immobile creatures in order to feed and care for them, but if they are scared off, they will not return. The bloated quench is capable of living indefinitely in this manner if properly fed, making it a perfect water storage device. When squeezed, a quench will excrete some of the stored water. About 25% of any group of quenches will be completely full of water.

Mutations: none

Quicken

No. Enc.: 1d6 (3d6)
 Alignment: Neutral
 Movement: 210' (70')
 Armor Class: 7
 Hit Dice: 4
 Attacks: 2 or 1 (beak, claw, or head butt, or trample)
 Damage: 2d6/1d8, 1d8, 1d10
 Save: L2
 Morale: 10
 Hoard Class: None

Quickens are 5' tall flightless birds that speed around the wasteland, attacking adventurers in packs. They have large talons and sharp, bony protrusions on the tops of their heads that they use to slash at other creatures. They are prized for their brightly colored feathers, but quickens are rarely caught in the wild because of their speed. Males are more slender than females, and they have a pair of bright red fleshy flaps on either side of their head ridge.

Mutations: quickness

Quill Cat

No. Enc.: 1d4 (2d4)
 Alignment: Chaotic
 Movement: 150' (50')
 Armor Class: 7
 Hit Dice: 3
 Attacks: 3 or 1 (2 claws, bite, or barbs)
 Damage: 1d4/1d4/1d6, 1d4
 Save: L9
 Morale: 10
 Hoard Class: None

These small cats are covered with poison tipped barbs from head to tail (determine the poison class randomly). They can lie these quills down flat or straighten them out in order to deter predators or attack prey. They may also whip their tails in order to throw quills up to 10 feet. Feral quill cats are ferocious when encountered in the wild, often attacking creatures many times their size without hesitation. Tamer, less poisonous varieties can sometimes be found near human settlements, partially domesticated from years of coexistence.

Mutations: spiny growths, toxic weapon (poison)



Rabboxen

No. Enc.: 0 (3d6)
 Alignment: Neutral
 Movement: 240' (80')
 Armor Class: 7
 Hit Dice: 3
 Attacks: 1 (tusk or trample)
 Damage: 1d8, 2d6
 Save: L2
 Morale: 5
 Hoard Class: None

Rabboxen are large, lumbering mutant rabbits. They are often domesticated for their sweet milk or tender meat, but can sometimes be found in feral herds across the wasteland, grazing to satisfy their immense appetites for vegetation. They have evolved large tusk-like lower teeth for defense, which inflict 1d8 hp damage on victims. When frightened, rabboxen may also trample.

Mutations: none

Radiation Whales

No. Enc.: 0 (1)
 Alignment: Neutral
 Movement: 180' (60')
 Armor Class: 5
 Hit Dice: 36
 Attacks: 1 (bite or radiation)
 Damage: 3d20 or radiation
 Save: L15
 Morale: 11
 Hoard Class: None

Radiation whales are one of the many dangerous sea creatures in the post apocalypse. These enormous creatures will attack a seagoing vessel at the slightest provocation, often bashing smaller ships to bits (6d6 shp damage per round). When they become particularly enraged, the radiation whales will rise above the surface of the water and expel a large cloud of radiation from the blowhole located on the upper portion of their bodies. This 30' cloud of class 10 radiation requires everyone to make a saving throw or suffer the ill effects of the radiation.

These creatures are hunted for their flesh, their radiation resistant hides, and a strange glowing jelly that resides deep within their bodies. Leather or studded leather armor made from the hide offers its wearer a +2 saving throw bonus versus radiation. The luminescent blue-green jelly glows indefinitely, making it a permanent light source when placed in a clear container. While it is common in coastal areas, the jelly is a rare and sought-after commodity inland. Regardless of its perceived value, many whale hunters are often loathe to part with their share of the jelly, as many of their shipmates often die during a whale hunt.

Mutations: toxic weapon

Rat

	<u>Ordinary</u>	<u>Giant</u>
No. Enc.:	5d10 (2d10)	3d6 (3d10)
Alignment:	Neutral	Neutral
Movement:	60' (20')	120' (40')
Swim:	30' (10')	60' (20')
Armor Class:	9	7
Hit Dice:	1 hit point	1d4 hit points
Attacks:	1 (bite/group)	1 (bite)
Damage:	1d6, disease	1d3, disease
Save:	L0	L1
Morale:	5	8
Hoard Class:	XI	XX

Rats are omnivorous rodents that thrive in human trash on the fringes of dwellings. They are disease carriers, and any time a character is bitten by a rat of any variety there is a 5% chance the character contracts a disease. A saving throw versus poison is permitted, and should it fail the character dies of the disease 1d6 days later. A successful saving throw indicates that the character gets ill and is bedridden for 30 days, at the end of which there is a 25%

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chance the disease proves fatal. Rats may be warded away with fire. They are adept swimmers, who are at home in sewers, water-filled caverns, and marshes.

Ordinary Rats: Ordinary rats range in size from 6" long to 2' long. They can be black, brown, or gray in color. They live in packs that can consist of great numbers. Rat packs get 1 attack per 10 individuals, inflicting 1d6 hit points of damage per hit. If a character is swarmed by a whole pack, he must succeed in a saving throw versus death or fall to the ground under the writhing rodent horde. He may stand up the following round, but makes a new saving throw if still under the swarm. The opponent can make no attacks until he gets back on his feet.

Mutations: none

Giant Rats: These rats are minimally 3' long, but may be larger. They attack individually. Giant rats live in refuse like their smaller cousins, and can be found in the litter that often accumulates in ruins.

Mutations: gigantism

Rhagodessa, Giant

No. Enc.: 1d4 (1d6)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 5
Hit Dice: 4 + 2
Attacks: 1 (leg or bite)
Damage: 0 or 2d8
Save: L2
Morale: 9
Hoard Class: VI

The giant rhagodessa is a nocturnal carnivorous arachnid that closely resembles a spider, but has immense crushing mandibles. They have a chestnut colored thorax and are tan or mustard colored on their remaining bodies. These 6' long monsters have shorter legs than spiders, but are able to climb walls. The rhagodessa's front legs have suction pits that do not deal damage, but on a successful hit they can pull an opponent to the mandibles that deal 2d8 hit points of damage on the second round, with no extra attack roll needed.

Mutations: gigantism

Rhinoceros

	<u>Ordinary</u>	<u>Woolly</u>
No. Enc.:	0 (1d12)	0 (1d8)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	5	4
Hit Dice:	6	8
Attacks:	1 (butt or trample)	1 (butt or trample)
Damage:	2d4 or 2d8	2d6 or 2d12
Save:	L3	L4
Morale:	6	6
Hoard Class:	None	None

The rhinoceros is infamous for its bad temper and willingness to charge intruders. They deal double damage after charging. A herd of these beasts will stampede if threatened, in a direction to be determined randomly.

Mutations: none

Woolly Rhinoceros: The woolly rhino resembles a prehistoric rhino that is larger and covered in dense, coarse hair. These beasts may be a mutational throwback, or a new mutant rhino.

Mutations: none

Rock Shell

No. Enc.: 1d20
Alignment: Neutral
Movement: 75' (25')
Armor Class: 3
Hit Dice: 4
Attacks: 2 or 1 (2 claws or crush)
Damage: 2d6/2d6 or 2d10
Save: L2
Morale: 5
Hoard Class: None

Rock shells are large, 30' long mutated hermit crabs that burrow into large stones and carry them on their backs as a home. They can attack with their pincers or attempt to use their rocky shells to crush larger prey before they eat it.

Mutations: none

Rot Dog

No. Enc.: 2d6 (2d8)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 7
Hit Dice: 4
Attacks: 1 (bite, rot)
Damage: 2d6, 1d10 per week
Save: L3
Morale: 12
Hoard Class: None

These mutated dogs have a bite that causes a rotting disease to living flesh if a save versus poison is failed by any creature bitten. This rotting disease will inflict 1d10 hp damage per week unless it is cauterized. The cauterization must be complete, meaning the character must inflict 1d4 fire damage (per bite) on himself to effectively cure the disease.

Mutations: toxic weapon

Rot Grub

No. Enc.: 0 (5d4)
 Alignment: Neutral
 Movement: 10' (2')
 Armor Class: 9
 Hit Dice: 1 hit point
 Attacks: See below
 Damage: See below
 Save: L0
 Morale: Not applicable
 Hoard Class: None

Although rot grubs can be found in animal waste and other foul refuse, they prefer to consume tissue that is still alive. They are a mutant fly grub that never attains fly form. Upon contact with a living being, rot grubs will begin to vigorously burrow deep into the body. Fire must be applied to the site of contact at once in order to prevent the rot grubs from burrowing further. This application of flame inflicts 1d6 hit points of damage per instance. If not stopped immediately, within 1d3x10 minutes the rot grubs will find the heart and kill their victim.

Mutations: none



Salamander

	<u>Flame</u>	<u>Frost</u>
No. Enc.:	1d4+1 (2d4)	1d3 (1d3)
Alignment:	Neutral	Chaotic
Movement:	120' (40')	120' (40')
Armor Class:	2	3
Hit Dice:	8	12
Attacks:	3 (2 claws, bite)	5 (4 claws, bite)
Damage:	1d4/1d4/1d8	1d6 (each claw)/2d6
Save:	L8	L12
Morale:	8	9
Hoard Class:	XVII	XVIII

Flame Salamander: The flame salamander is a kind of intelligent mutant lizard. It has a lizard-like appearance, with red scales and four limbs. It reaches a length of 12' to 16'. Scorching heat emanates from the flame salamander, and all creatures within 20' who are susceptible to fire damage receive 1d8 hit points of damage per round. Flame salamanders are unharmed by all fire-based damage. These creatures often live in the molten lava of volcanoes, or otherwise in very hot and arid regions.

Mutations: unique

Frost Salamander: The frost salamander resembles a flame salamander, except that it has six limbs and is white

or bluish white. It attacks with its front four claws and a bite. Bone-chilling cold emanates from the frost salamander, and all creatures within 20' that are susceptible to cold damage receive 1d8 hit points of damage per round. Frost salamanders are unharmed by all cold-based damage. These creatures prefer to live in icy and cold regions.

Mutations: unique

These two forms of salamander are natural enemies. They despise one another and will always fight if in the same vicinity.

Scorpion, Giant

No. Enc.: 1d6 (1d6)
 Alignment: Chaotic
 Movement: 150' (50')
 Armor Class: 2
 Hit Dice: 4
 Attacks: 3 (2 claws, sting)
 Damage: 1d10/1d10/1d4, poison
 Save: L2
 Morale: 11
 Hoard Class: VII

These aggressive giant mutant scorpions are about 6' long. Any time that a claw successfully strikes, the sting attack receives a bonus of +2 to hit. If stung, a victim needs to succeed at a saving throw versus poison or die (class 12 poison). Giant scorpions can be found in rock shelters, ruins, and hot environments.

Mutations: gigantism, toxic weapon

Screech Bush

No. Enc.: 0 (1d4)
 Alignment: Neutral
 Movement: None
 Armor Class: 9
 Hit Dice: 2
 Attacks: 1
 Damage: 2d6
 Save: L2
 Morale: None
 Hoard Class: None

This unassuming bush blends in with other types of vegetation in the area, but when someone steps within 5 feet of a screech bush, it generates a sonic attack that does 2d6 damage to all creatures within 10' radius. All creatures must then save versus stun attacks or be stunned for 1d4 rounds. Creatures with the mutation *echolocation* suffer a -2 penalty to save. Many intelligent, carnivorous creatures live around screech bushes because they signal to them that prey has wandered into the area. Whenever a screech bush signals, the ML should make a random encounter check.

Mutations: shriek

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Scurinoid

No. Enc.: 2d6 (3d6)
Alignment: Lawful
Movement: 150' (50')
Armor Class: 7
Hit Dice: 5
Attacks: 2 (claw, bite)
Damage: 1d6 claw/1d8 bite
Save: L7
Morale: 5
Hoard Class: VII

Scurinoids are docile, arboreal dwelling humanoid mutant squirrels. They can often be found in small clans near settlements, and larger clans in the wilderness. They are intelligent and have the mental mutation *neural telepathy*, which allows them to communicate with humans and other creatures. Among their kind, scurinoids speak a chittering language all their own.

Scurinoids vary in size from 2' to 5' tall, with the average being just over 4' tall. They are covered with soft fur that varies in color from grey to reddish brown, and they have long bushy tails that they can use to silently communicate with one another. Their nimble fingers are tipped with sharp claws, and they are capable of using small human weaponry, although they have a preference for melee weapons as they have a tendency to be startled by loud noises.

Scurinoids are territorial, and can be heard signaling in their chittering language when a predator or other unknown creature enters the area. In the wild, they live primarily on a diet of nuts, berries, and seeds, but near human settlements they can be found eating cast off food items or other edibles.

Mutations: neural telepathy

Serpentoid

No. Enc.: 2d4 (2d6)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 4
Hit Dice: 10
Attacks: 3 or 1 (2 claws, bite, or tail)
Damage: 1d8/1d8/1d10 or 2d6
Save: L8
Morale: 10
Hoard Class: XIX

Serpentoids are 6' tall bipedal mutant snakes that have arms, legs, and a long tail that bifurcates into two barbed ends. Serpentoids may attack with two claws and a bite each round, or with their whip-like tails. When a serpentoid bites a victim, it injects the creature with a class 6 radioactive venom. The venom continues to deal damage each round for 1d4 rounds after the first. Serpentoids can assume the form of an 8' long snake, and

when in this form they are only able to attack by bite but may move at 180' (60').

Mutations: toxic weapon, thermal vision, metamorph

Shark

	<u>Bull</u>	<u>Mako</u>	<u>Great White</u>
No. Enc.:	0 (3d6)	0 (2d6)	0 (1d4)
Alignment:	Neutral	Neutral	Neutral
Movement:			
Swim:	180' (60')	180' (60')	180' (60')
Armor Class:	4	4	4
Hit Dice:	2	4	8
Attacks:	1 (bite)	1 (bite)	1 (bite)
Damage:	2d4	2d6	2d10
Save:	L1	L2	L4
Morale:	7	7	7
Hoard Class:	None	None	None

Sharks are some of the most efficient hunters of the sea. Although they are not very intelligent, they are cunning. As soon as sharks sense blood in the water (to a range of 300') they become furious feeders and will fight to the death with no check for morale.

Bull Shark: Bull sharks are brown and reach a length of 8'.

Mutations: none

Mako Shark: These giant 15' sharks will attack large prey. They are tan or gray.

Mutations: none

Great White Shark: This immense shark can reach lengths exceeding 30'. They are silvery-gray with white bellies. These sharks are vicious, and may attack boats that are half their length.

Mutations: none

Sheep, Carnivorous

No. Enc.: 2d8 (3d8)
Alignment: Chaotic
Movement: 180' (60')
Armor Class: 7
Hit Dice: 3
Attacks: 1 (bite)
Damage: 1d6
Save: L3
Morale: 9
Hoard Class: None

These intelligent mutated sheep resemble their docile cousins, but have developed canine-like teeth and hunt in packs like wolves. They do not eat ordinary sheep, and may hide among them for safety and kill other livestock or people in the night. They may emit a shrill that sounds eerily like a small child's cry, and they use this call at night to lure prey into the open.

Mutations: thermal vision

Shrew, Giant

No. Enc.: 1d4 (1d8)
 Alignment: Neutral
 Movement: 180' (60')
 Armor Class: 4
 Hit Dice: 1
 Attacks: 2 (bite)
 Damage: 1d6/1d6
 Save: L1
 Morale: 10
 Hoard Class: None

Giant shrews are mutant rodents, and in some ways resemble giant rats. However, shrews have slightly longer snouts and are burrowing animals with reduced eyesight. They can jump up to 5'. Giant shrews are able to echolocate in a fashion not unlike bats, by emitting small squeaks. With this kind of "vision" they are able to see 60'. A deafened (and thus blinded) giant shrew has an effective AC of 8 and suffers a -4 penalty to attack rolls.

Giant shrews are insectivores, and are highly territorial. They will attack trespassers, and are extremely fast. They automatically have initiative on the first round of combat, and have a bonus of +1 on the second round. Giant shrews are fearsome, vicious fighters and they are extremely intimidating. Any opponent with 3 HD or fewer must succeed in a saving throw versus death or flee.

Mutations: gigantism, echolocation

Skin Stealer

No. Enc.: 1d4 (1d8)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 6
 Hit Dice: 5
 Attacks: 1 (sting or weapon)
 Damage: 1d4+poison or weapon
 Save: L5
 Morale: 7
 Hoard Class: XIX

Skin stealers are parasitic mutant humans who are feared and hated across the wastelands; they are the subjects of many childhood tales to scare children into staying close to home. In their natural form, skin stealers appear perfectly human, except that they have no skin. They have a thin, slimy membrane that covers visible muscles. However, they cannot exist long in this unprotected state. Skin stealers paralyze victims with class 11 poison (saving throw allowed) that is delivered via a 24" retractable tongue tipped by a poisonous stinger. Once a victim is paralyzed, the skinner lovingly and carefully skins him, creating a kind of "skin suit" that the skin stealer wears. The skin "heals" around the creature, removing visible cut marks. This skin only lasts for 1d4+4 weeks before it begins to suffer necrosis and the skin stealer must hunt for a new skin. A skin stealer suffers 1d10 hp damage for

every turn it is unprotected by a covering of skin. Skin stealers are immune to all radiation damage.

Mutations: toxic weapon, reflective epidermis (radiation), unique

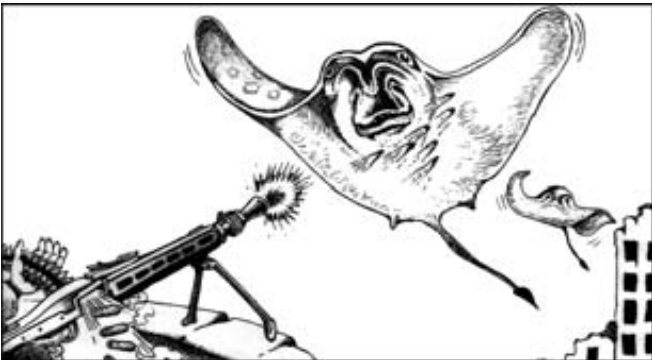


Skinner Tree

No. Enc.: 0 (1d4)
 Alignment: Chaotic
 Movement: 60' (20')
 Armor Class: 4
 Hit Dice: 15
 Attacks: 1 (skinning vines)
 Damage: 2d8
 Save: L5
 Morale: 10
 Hoard Class: X

Skinner trees are 15' tall carnivorous trees that rely on a blanket of tripping vines to capture prey. Once prey has been tripped by the small vines, larger sharp vines and small prehensile tendrils snake out and begin slicing at the creature's skin, peeling it off in strips and stuffing it into a large chomping mouth high up in the plant's branches. It takes 10 rounds to completely skin a human sized creature (each attack removes 1/10th of a victim's skin), regardless of its hit points. If a creature still lives when it has been half way skinned (five successful attacks) or more, it must succeed a saving throw versus death each round or die from shock and blood loss. There is a cumulative penalty of -1 to this roll, beginning on the second round. The skimmers leave enough meat on their victims to draw scavengers, which the skinner then eats as well. Skinners can only hunt in one area for a short time, as creatures will eventually become wary. When they need to move they walk along on their vines.

Mutations: prehensile tendrils, tripping tendrils, natural vegetal weapons, free movement



Sky Ray

No. Enc.: 1d4 (1d4+2)
Alignment: Neutral
Movement:
 Fly: 90' (30')
 Swim: 120' (40')
Armor Class: 5
Hit Dice: 14
Attacks: 1 (bite)
Damage: 3d6
Save: L5
Morale: 10
Hoard Class: XXII

Sky rays are giant manta rays that have developed the power of flight. They have a wingspan of up to 25 feet, and weigh over two tons. They are graceful in flight, their wings rippling as they move through the air. The sky ray achieves flight through the power of *psionic flight*, which allows it to maneuver quickly and decisively as it hunts for prey on the ground. When hunting, the sky ray will swoop down on groups of creatures, snapping at them with its giant mouth. One sky ray is capable of scooping 2 human sized creatures into its mouth at one time, or a larger number of smaller creatures. One of the sky ray's favorite meals is the giant land squid, and many a fierce battle has been fought between these two bitter foes. Once captured, victims are carried back to the sea, where the sky ray plunges below the waves to eat its meal.

Mutations: *psionic flight*

Slunk

No. Enc.: 1d4 (2d6)
Alignment: Neutral
Movement: 75' (25')
Armor Class: 5
Hit Dice: 3
Attacks: 3 (2 claws, bite)
Damage: 1d4/1d4/1d6, 1d8 acid per round
Save: L2
Morale: 6
Hoard Class: None

Slunks are moderate sized rodents, growing to no more than 2 feet long at the largest. They have a thick black chitin over most of their bodies, except for a long strip of

white hair that starts at the top of the slunk's head and ends at the tip of its whip like tail.



Slunks roam in small groups, and will always flee from large predators. If the predator gives chase, the slunk lifts its tail and sprays a thick, viscous digestive fluid that burns for 1d8 points of damage per round until 1 full round is spent washing or scraping it off. This fluid also gives off a blinding gas that requires a save versus stun attacks. If the save is failed, the victim will be blinded by the fumes for 1d4 rounds. The range of this spray is 20'. Once a target has been hit by the acidic spray, the slunk sometimes flees, but other times it turns and attacks the disoriented victim by biting and clawing. If the predator is killed, the slunk feasts by lapping at the portions of the body liquefied by the digestive acid. Slunks have been known to lure larger predators into an ambush where they are sprayed by an entire pack of slunks and killed, after which the slunks devour the creature's remains.

Mutation: *toxic weapon*

Snake

	<u>Spitting Cobra</u>	<u>Pit Viper</u>	<u>Sea Snake</u>
No. Enc.:	1d6 (1d6)	1d8 (1d8)	1d8 (1d8)
Alignment:	Neutral	Neutral	Neutral
Movement:	90' (30')	90' (30')	90' (30')
Armor Class:	7	6	6
Hit Dice:	1	2	3
Attacks:	1 (bite or spit)	1 (bite)	1 (bite)
Damage:	1d3, poison	1d4, poison	1, poison
Save:	F1	F1	F2
Morale:	7	7	7
Hoard Class:	None	None	None

	<u>Giant Python</u>	<u>Giant Rattler</u>
No. Enc.:	1d3 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	90' (30')	120' (40')
Armor Class:	6	5
Hit Dice:	5	4
Attacks:	2 (bite, constrict)	2 (bite)
Damage:	1d4/2d8	1d4, poison
Save:	L3	L2
Morale:	8	8
Hoard Class:	VI	VI

Snakes are legless reptiles, and often have venomous bites. Snakes are not usually aggressive and flee when confronted. They live in many different climates, but especially avoid severely cold environments.

Spitting Cobra: Like most snakes, the 3' long spitting cobra avoids conflict. However, if it is threatened it will rear up and emit poisonous spittle. A victim is entitled to a saving throw versus poison, and failure indicates the opponent is blinded. The bite of the cobra deals 1d3 hit points of damage, and is venomous. A victim must succeed in a saving throw versus poison or be killed after 1d10 turns (class 12 poison with delay).

Mutations: none

Pit Viper: This gray-green snake is 5' long, and the pits on its head are able to sense heat to a distance of 60'. Pit vipers are extremely fast, and will automatically have initiative every round. They have a venomous bite that requires a successful saving throw versus poison, or the victim dies (class 12 poison).

Mutations: none

Sea Snake: These 6' long aquatic snakes are extremely poisonous and aggressive. Their bites do very little damage, but like other venomous snakes, a victim must succeed in a saving throw versus poison or die after 1d4 + 2 turns (class 12 poison with delay). There is a 50% probability that a victim, if unaware of the snake's presence, will not realize he has been bitten.

Mutations: none

Giant Python: The giant python is 20' long. It attacks first with a bite, and on a successful hit it is also able to constrict a victim for an additional 2d4 hit points of damage. The constriction continues on subsequent rounds.

Mutations: gigantism

Giant Rattlesnake: These snakes are extremely quick, and bite twice per round. One bite occurs at the beginning of the round, and another at the end of the round. The bite is venomous, and a victim must succeed in a saving throw

versus poison, or die 1d6 turns later (class 12 poison with delay). The giant rattlesnake is 10' long, carnivorous, and will hunt large mammals.

Mutations: gigantism



Spider, Giant

	<u>Black Widow</u>	<u>Crab Spider</u>	<u>Tarantula</u>
No. Enc.:	1d3 (1d3)	1d4 (1d4)	1d3 (1d3)
Alignment:	Neutral	Neutral	Neutral
Movement:	60' (20')	120' (40')	120' (40')
Web:	120' (40')	None	None
Armor Class:	6	7	5
Hit Dice:	3	2	4
Attacks:	1 (bite)	1 (bite)	1 (bite)
Damage:	2d6, poison	1d8, poison	1d8, poison
Save:	L2	L1	L2
Morale:	8	7	8
Hoard Class:	VI	VI	VI

Giant Black Widow: The giant black widow is a shiny black color, and has a red design resembling an hourglass on its ventral abdomen. This spider is 6' long. These spiders are very aggressive, and prefer to trap prey in their sticky web. Any opponent bitten by the giant black widow is entitled to a saving throw versus poison, and failure indicates death after 1 turn (class 12 poison).

Mutations: gigantism

Giant Crab Spider: These 5' long carnivorous spiders do not weave webs, but crawl upon vertical surfaces and ceilings to pounce upon prey. They are able to surprise opponents on a surprise check roll of 1-4 on 1d6, due to their ability to change colors to match the environment. The bite of the giant crab spider is venomous, and a victim will die in 1d4 turns unless a saving throw versus poison is made (class 12 poison). A bonus of +2 is given on this roll, due to the less potent nature of the venom.

Mutations: gigantism

Giant Tarantula: This giant spider has a painful bite with a unique poison. Any victim must succeed in a saving throw versus poison or begin to spasm horribly, while standing, in what appears to be some macabre dance. This excruciating dance imparts a penalty of -4 to hit if the victim engages in combat, and others receive a bonus of +4 to hit such a "dancer." The effects have a duration of 2d6 turns. However, victims of the dance become paralyzed in 5 turns, fall to the ground, and are completely helpless.

Mutations: gigantism



Spidergoat

No. Enc.: 1d4 (2d4)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 6
 Hit Dice: 4
 Attacks: 1 (gore, kick, or bite)
 Damage: 2d4, 2d6, or 1d4
 Save: L3
 Morale: 8
 Hoard Class: XVIII

These mutated goats have eight legs and are capable of climbing flat surfaces like a spider. They can spin a strong, thick thread from glands in their rear ends, which they are capable of weaving into large webs. Spidergoats are omnivorous; when a creature is captured in their webs, they gore it with two poisonous horns on the top of its head (class 10 poison), paralyzing the victim for 1d6

rounds if a saving throw versus poison is failed. Spidergoats then devour captured creatures.

Mutations: toxic weapon, webs

Sporer

No. Enc.: 1d4
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 7
 Hit Dice: 8
 Attacks: 1 (claw, or weapon, or spores)
 Damage: 1d6, as weapon, special
 Save: L5
 Morale: 8
 Hoard Class: XVII

These humanoid plants have thickly veined, leafy bodies over a sturdy skeletal structure. They have long slender hands with four double jointed digits on each. Stiff wooden claws protrude from the fingers. Sporer can exhale a stream of spores that reach up to a distance of 10 feet. Individual sporer have different types of spores; the effects of which can be nullified with a successful save versus poison. Unless otherwise noted, the effects of all spore types is a +4 bonus to attacks against affected targets, and a -4 penalty to attacks made by affected targets.

Hallucinogenic Spores: These cause severe hallucinations.

Irritant Spores: These cause various distracting afflictions such as choking, blindness, vomiting, burning skin, overwhelming scent, etc.

Sleep Spores: Save versus poison or fall asleep for 1d6 rounds.

Mutations: toxic weapon, free movement

Squid, Giant

No. Enc.: 0 (1d4)
 Alignment: Neutral
 Movement:
 Swim: 120' (40')
 Armor Class: 7
 Hit Dice: 6
 Attacks: 9 (8 tentacles, bite)
 Damage: 1d4 (all tentacles)/1d10
 Save: L3
 Morale: 7 (9)
 Hoard Class: VII

These voracious free-swimming mollusks are fairly aggressive creatures, and can have bodies more than 20 feet long. They attack almost anything they meet. They have 2 large tentacles and 8 small tentacles. The larger ones are used to wrap around entire ships, dealing 1d10 structural hit points of constriction damage. When constricting a ship the squid will also attack with its great

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beak for an extra 2 points of structural hit point damage for each round. Smaller tentacles are used to grasp smaller creatures on ships or near water. These tentacles constrict victims when they successfully attack, and deal 1d4 hit points of damage each per successive rounds. They also may attack with their beak for 1d10 points of damage. A smaller tentacle can be cut off if a total of 6 hit points or more of damage is dealt with one blow, while a larger one requires a minimum of 10 hp damage. A giant squid may swim away if it is losing an encounter, and it will spray a 30' radius cloud of black ink to obscure its escape.

Mutations: gigantism

Stalker Plant

No. Enc.: 0 (1d4)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 8
Hit Dice: 4
Attacks: 1
Damage: Special
Save: L3
Morale: 5
Hoard Class: VII

These plants are spider-like shrubs about 2 feet tall, covered with blinking eyes on stalks, and skinny prehensile vines. Stalker plants scurry around on small spindly legs, following creatures that they find interesting, especially creatures that might be carrying coins or other shiny artifacts, which they collect and bury in little holes. Stalker plants can try to transmit confusing images into the minds of all creatures within 50', but only of things that the stalker plant has seen. Creatures must save versus stun attacks or they wander around for 2d6 rounds, confused by phantom predators or terrain. When frightened, a stalker plant will simply blind all creatures within range while it makes its getaway.

Mutations: unique (mental phantasm)

Stink Beetle

No. Enc.: 1d10 (2d10)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 5
Hit Dice: 2
Attacks: 2 (2 pinchers, spray)
Damage: 1d4/1d4, 1d6
Save: L1
Morale: 5
Hoard Class: None

These large beetles grow to a height of 2 feet, and are anywhere from 3' to 4' long. They have a pair of black pinchers at the end of stubby, segmented arms at the front of their bodies. Their black shiny exoskeletons open up in

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the rear to reveal a pulsating yellow sphincter that sprays a blinding, stinking mist that affects all creatures within a 20' radius. All victims must save versus poison or spend 1d4 rounds doing nothing but retching, vomiting, and trying to get away from the stench.

Mutations: toxic weapon

Suidoid

No. Enc.: 2d4 (2d4x10)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 6
Hit Dice: 5
Attacks: 3 (2 weapons, tail)
Damage: weapon/weapon/1d6
Save: L6
Morale: 6
Hoard Class: XIX

Suidoids are bipedal mutant pigs that appear in a variety of colors from pink to black, with piebald and various other patterns common. They have four functioning arms, and a long whip-like black curly tail that can be employed as a weapon for 1d6 hp damage. They are intelligent and may use any weapon. They can attack with two arms and their tails each round.

Mutations: aberrant form, increased sense (taste)



Toad, Giant

No. Enc.: 1d4 (1d4)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 7
Hit Dice: 2 + 2
Attacks: 1 (bite)
Damage: 1d4 + 1
Save: L1
Morale: 6
Hoard Class: None

These immense toads can grow to be as large as a wolf and weigh up to 250 lbs. They have the ability to alter the color of their warty hides to match that of the dim corridors or dark forests they frequent. For this reason they will surprise a victim on a surprise check roll of 1-3 on 1d6. Giant toads have 15' long tongues, and on a successful hit they are able to yank any being the size of a child or smaller toward their mouths for a bite attack. Victims no larger than a child may be swallowed on an attack roll of 20. Any creature swallowed will suffer 1d6 hit points of damage per round as the frog digests it.

Mutations: none

Tripod

No. Enc.:	1d3
Alignment:	Unknown
Movement:	210' (70')
Armor Class:	3
Hit Dice:	30
Attacks:	4 (3 tentacles, stasis ray, or trample)
Damage:	3d6/3d6/3d6/paralysis, 2d20
Save:	L15
Morale:	12
Hoard Class:	None

Tripods are disc shaped, mechanical beings that are very rarely spotted in the wasteland. The disc of a tripod is 20' tall at its thickest point, and 50' wide, with a large, round bubble jutting out from the front of it. The tripod is equipped with three telescoping legs that allow it to grow to a height of 30'. Three telescoping metal tentacles with claw like hands hang down from the bottom of the disc, one in front of each leg. The bubble is capable of shooting a brilliant, multi-colored beam of energy in a cone that is 20' long and 30' wide at its terminal end. Any creature within this ray is required to make a save versus stun attacks or be paralyzed for 2d6 rounds. The tripods use their tentacles to scoop up paralyzed creatures, pulling them into their disc shaped bodies through an iris that opens in the bottom. Once inside the tripod, a victim is trapped inside a smooth metal chamber with no openings. Tripods generally stick to extremely mountainous terrain that is impassible to humans or other creatures, and their motives and origins can only be guessed at.

"Mutations": unique (paralyzing beam)



Vampire Star

No. Enc.:	2d10 (3d10)
Alignment:	Chaotic
Movement:	20' (7')
Armor Class:	8
Hit Dice:	1
Attacks:	1
Damage:	1d6
Save:	L1
Morale:	12
Hoard Class:	None

Vampire stars are a breed of mutated terrestrial starfish. These creatures bury themselves beneath sand or dirt, leaving only the perfectly camouflaged tops of their bodies uncovered. In this way, they form a kind of living minefield, waiting patiently for one wrong move. As soon

as a creature steps on a vampire star, it wraps around the creature's foot, biting deep with its disc shaped mouth and injecting a paralyzing poison (class 10). With the signal given, the rest of the vampire stars leap out of the sand toward the victim, giving chase if necessary. The vampire star springs along with irregular hops while snapping its tiny teeth. The initial attacking vampire star will likely suffer fatal wounds after one round of a creature fleeing, but the rest will follow for up to 5 rounds before settling back down.

Mutations: toxic weapon

Ventrilovine

No. Enc.:	0 (1d3)
Alignment:	Neutral
Movement:	None
Armor Class:	9
Hit Dice:	1
Attacks:	None
Damage:	None
Save:	L1
Morale:	None
Hoard Class:	None

Ventrilovines are plants that grow low to the ground, spreading out sometimes over miles. When their flowers pick up sound vibrations, they carry them long distances. Sound may come out of their flowers at the far end of the vine, and may have a hollow and distorted sound, but are still understandable.

Mutations: none

Vile Slasher

No. Enc.:	1d4+2 (1d4+2)
Alignment:	Chaotic
Movement:	180' (60')
Armor Class:	3
Hit Dice:	12
Attacks:	4 (2 claws, tail, bite)
Damage:	1d8/1d8/1d6/2d6
Save:	L9
Morale:	12
Hoard Class:	XXI

The vile slasher is a large bipedal creature that stalks the wasteland. Even when hunched over, a slasher is between 6' and 8' tall, and each one is rippling with muscle. A mated pair will almost always be encountered together, along with 1d4 young. Vile Slashers' broad bodies are topped by a bony plated head with two deep-set red eyes beneath a protruding brow, and their jutting mouths are filled with long teeth that constantly drip saliva. Vile slashers are capable of great speed and agility, and are adept at using their powerful tails as weapons (1d6 damage). The vile slasher's fingers are tipped with enormous claws, and their rust colored hides are nearly impervious to weaponry. They are known for fiercely

protecting their young, who are hatched from eggs guarded by a mated pair of vile slashers.

Adolescent vile slashers do half damage with their bite and claw attacks, save at L6, and move at half the speed of the adults, but they still gain the full value of their armor class. Their tails are too small to use for an attack.

Mutations: natural armor



Vomit Fly

No. Enc.: 2d6 (3d6)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 5
 Hit Dice: 4
 Attacks: 1 (bite or vomit)
 Damage: 1d10 or 4d6 cold damage
 Save: L3
 Morale: 8
 Hoard Class: None

These giant, 3' long wingless mutant flies hunt in packs. They attack by regurgitating a stream of freezing vomit at a target up to 50' away. The viscous fluid is as cold as liquid nitrogen, and inflicts 4d6 hp damage with each blast. A successful saving throw versus energy attacks reduces this damage by half. They may also attack with large mandibles for 1d10 hp damage. Vomit flies can only digest frozen meat, so they freeze victims with their vomit before using their mandibles to break them into easily swallowed frozen chunks. Vomit flies take no damage from cold-based attacks.

Mutations: energy ray, reflective epidermis (cold), gigantism



Wailer

No. Enc.: 1 (1)
 Alignment: Neutral
 Movement: None
 Armor Class: 5
 Hit Dice: 6
 Attacks: 1
 Damage: Special
 Save: L4
 Morale: 12
 Hoard Class: X

These carnivorous plants lie in wait underground while a special tongue-like pseudopod that perfectly resembles a small human child wails pitifully and looks about helplessly. The "child" pretends to be hurt, and when a victim touches it the plant's mouth springs forth in an attempt to swallow the lured prey. This *swallow attack* succeeds on a roll of 17 or higher, but an otherwise successful hit inflicts 3d6 hp damage from the powerful jaws. Any victim swallowed suffers 2d6 hp damage per round from an acidic sap. Victims who die within the plant are slowly digested.

The wailer's child-appearing "tongue" can often fetch a fair bounty in communities; the tongues are dried and the humanoid husks powdered and consumed as a throat remedy.

Mutations: toxic weapon

Walking Dead

No. Enc.: 3d10 (2d00)
 Alignment: Chaotic
 Movement: As creature
 Armor Class: 8
 Hit Dice: 5
 Attacks: 2 (Rend/Bite)
 Damage: 1d6, 2d6
 Save: L4
 Morale: 2
 Hoard Class: VII

One of the most surprising developments in the post apocalypse is the rise of walking dead. Nobody is sure how these wretched creatures came about, but theories abound about malfunctioning sleep tanks and combinations of advanced medical tech and advanced bioweapons mixing in strange ways. One thing is certain; they are very dangerous.

The walking dead may be human or animal, and may even have physical or mental mutations. The walking dead only possess low intelligence (INT 4) and poor memory,

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and most simply wander the wasteland in search of living creatures to devour. Any mental mutations will be used in a random fashion due to the lack of higher order intelligence. These undead creatures only have one fear, and that is fire. They will try to avoid it at all costs, and will attempt to circumvent or otherwise shield themselves from any flame larger than a torch.

Any person killed by these creatures will be reanimated within 24 hours to roam the wasteland as a walking dead. A person bitten by a walking dead must amputate the affected area immediately and make a save versus poison, or he will suffer from a wasting disease that slowly kills him (victim loses 5 points of CON per day until he reaches 0 or fewer, then dies). The corpse reanimates 1d4 turns after death.

Mutations: varies

Weasel, Giant

No. Enc.: 1d4 (1d6)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 7
 Hit Dice: 4 + 4
 Attacks: 1 (bite)
 Damage: 2d4
 Save: L3
 Morale: 8
 Hoard Class: VII

These 9' long mutant creatures are brown, tan, or white. They are fierce hunters, and when they successfully attack with their bite they cling to the victim, sucking blood for 2d4 hit points of damage each round. They cannot be removed, and will cling until either the victim dies or the weasel has been killed. These creatures can see in the dark with a limited 30' *thermal vision*, and have a very keen sense of smell that they use to track prey. These burrowing creatures live in the tunnels they create in the earth, and will sometimes venture or burrow into ruins.

Mutations: gigantism, thermal vision, increased sense (smell)

Whale

	<u>Killer</u>	<u>Narwhal</u>	<u>Sperm</u>
No. Enc.:	0 (1d6)	0 (1d4)	0 (1d3)
Alignment:	Neutral	Lawful	Neutral
Movement:			
Swim:	240' (80')	180' (60')	180' (60')
Armor Class:	6	7	6
Hit Dice:	6	12	36
Attacks:	1 (bite)	2 (bite, horn)	1 (bite)
Damage:	1d20	2d6/1d8	3d20
Save:	L3	L12	L15
Morale:	10	8	7
Hoard Class:	VII	None	VII

Killer Whale: These immense whales typically reach a length of 25'. They prefer colder waters of the north or

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extreme south. They prey on many different animals of the sea. They will swallow any creature child sized or smaller if their attack roll result is a 20. A creature that is swallowed suffers 1d6 hit points of damage each round, and drowns after 10 rounds.

Mutations: none

Narwhal: These large whales typically reach a length of 15'. They prefer colder waters of the north or extreme south. They are highly intelligent and have a horn on their heads that is valuable for its ivory, fetching 1d6x1,000 gp.

Mutations: none

Sperm Whale: These gigantic whales typically reach a length of 60'. They will swallow any creature of a size equal to or less than a human if their attack roll result is at least 4 higher than the attack roll required to strike. A creature that is swallowed suffers 3d6 hit points of damage each round. When a sperm whale encounters a sea vessel, it usually (90%) leaves it undisturbed, but may decide to attack. A sperm whale can slam into a ship with its immense head, dealing 6d6 structural hit points of damage.

Mutations: none

Wolf

	<u>Ordinary Wolf</u>	<u>Dire Wolf</u>
No. Enc.:	2d6 (3d6)	1d4 (2d4)
Alignment:	Neutral	Neutral
Movement:	180' (60')	150' (50')
Armor Class:	7	6
Hit Dice:	2 + 2	4 + 1
Attacks:	1 (bite)	1 (bite)
Damage:	1d6	2d4
Save:	L1	L2
Morale:	8	8
Hoard Class:	None	None

Ordinary Wolves: Wolves are carnivorous pack hunters known for their persistence and cunning. Wolves primarily hunt and live in wilderness settings, but occasionally venture into caverns and ruins. Wolves are social, and when their numbers are greater they are more confident. In a group of 3 or fewer, or if 50% of their number has been lost, their moral drops to 6. Wolf cubs may be kept and trained in the same manner as dogs.

Mutations: none

Dire Wolves: These larger cousins of ordinary wolves are a mutational throwback. They are much more vicious, and are more intelligent. They more commonly live in wooded and mountainous areas, and are even more likely than ordinary wolves to venture into caverns or ruins in search of prey. Dire wolf cubs may be kept and trained in the same manner as dogs, but are more difficult to control.

Mutations: none

X



Xeno Cattle

No. Enc.: 1d6
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 5
 Hit Dice: 10
 Attacks: 2 or 1 (2 bites, or 2 head butts, or pseudopod, or swallow)
 Damage: 1d6/1d6, 1d8/1d8, 2d6, special
 Save: L5
 Morale: 10
 Hoard Class: None

These two-headed cattle are horribly mutated and vicious. The body cavity of the xeno bull or xeno cow is spread open, and it slithers along on a porous, fleshy pseudopod that protrudes through the opening. The internal organs exude a slippery pink jelly that is produced to moisten the pseudopod. The calls of xeno cattle are throaty and moist sounding, like someone mooing with a mouthful of oatmeal.

Xeno cattle attack by biting or head butting with both heads. They can also lash out with their pseudopod. They will always try to knock down their opponents and then draw the victim into the open body cavity with a *swallow attack*. If swallowed, the character will immediately suffer 1d6+3 points of acid damage per round as the digestive juices start to work.

Mutations: aberrant deformity, toxic weapon

Y

Yellow Mold

No. Enc.: 1d8 (1d4)
 Alignment: Neutral
 Movement: 0
 Armor Class: Always hit
 Hit Dice: 2
 Attacks: Spores
 Damage: 1d6, special
 Save: L2
 Morale: Not applicable
 Hoard Class: None

Yellow mold typically covers an area of 10 square feet. It does not move or attack, but if it is touched it is acidic and destroys leather and wood; it deals 1d6 points of damage to bare flesh. There is a 50% probability that any time yellow mold is contacted, it ejects spores into a 10' cube area. Any creature inside the area is required to roll a saving throw versus poison, and failure indicates suffocation and death in 6 rounds. Yellow mold is impervious to all attacks except from fire, and a torch can burn mold for 1d4 hit points of damage per strike.

Mutations: toxic weapon

Z

Zap Vines

No. Enc.: 0 (1d10)
 Alignment: Neutral
 Movement: None
 Armor Class: 8
 Hit Dice: 2
 Attacks: 1
 Damage: 1d6
 Save: L1
 Morale: None
 Hoard Class: None

Zap vines are thick, thorny vines that grow straight up from the ground. The plant's thorns are constantly sparking energy that runs from the ground to the tip of the plant. When the plants are near one another, they will often arc electrical energy between them. They can shoot a blast of this electricity to a distance of 15' for 1d6 hp damage.

Mutation: electric charge generation

Zunicorn

No. Enc.:	1d8 (1d10)
Alignment:	Chaotic
Movement:	240' (80')
Armor Class:	2
Hit Dice:	6
Attacks:	3 (2 hooves, horn, and poison)
Damage:	1d8/1d8/1d8, and poison
Save:	L8
Morale:	8
Hoard Class:	None

These majestic but evil creatures appear as a beast from old fairy tales. Zunicorns have glittery black and silver stripes, and resemble horses. They have a 3' long narrow

ivory horn that injects a class 7 poison when it strikes a victim. These creatures are highly intelligent and have carnivorous appetites; they will attempt to lure people away from a group by prancing and showing off their beauty. Once in privacy, zunicorns will attack and devour their victims.

Mutations: damage turning, toxic weapon

Encounter Tables

The following section presents wandering monster tables for several different environments. If a random encounter is indicated (as explained in Section 8), roll on the appropriate terrain type on the table. The Mutant Lord will have to adjust encounters to fit the particular environment. Further, these tables should only be considered as examples, and are not exhaustive. The Mutant Lord is encouraged to design customized encounter tables for regions that may vary in monster type or frequency, and for special climates not covered here.

Monster Encounter Table

Roll d20	Arctic/Cold	Radioactive	Ruins (above ground)	Ruins (below ground)
1	Ape, Albino	Android, Clone Neutralizer	Android, Clone Neutralizer	Android, Clone Neutralizer
2	Apemen	Android, Medic	Android, Medic	Ant Horror
3	Bear, Cave	Ant Horror	Apemen	Ape, Albino
4	Bear, Grizzly	Assault Bot*	Bee, Giant Killer	Brain Lasher
5	Bear, Polar	Cockroachoid	Canisoid	Carcass Scavenger
6	Cat, Sabre-Tooth Tiger	Cyborg, Commando	Centipede, Giant	Centipede, Giant
7	Ferret, Giant	Domer	Cockroachoid	Cockroachoid
8	Gamma Sloth	Exterminator Bot*	Cyborg, Commando	Cyborg, Commando
9	Herd Animals	Flame Plant	Eye, Insectoid	Eye, Insectoid
10	Homo erectus	Fungoid	Feeder	Feeder
11	Homo erectus Lord	Gamma Sloth	Gamma Wyrn	Fungoid
12	Leaper	Gamma Wyrn	Homo erectus	Gamma Wyrn
13	Meerkat	Interpreter Bot*	The Irradiated	Gray Worm
14	Pantheroid, Tigrisoid	The Irradiated	Kamata	Humanoid Mass
15	Rhinoceros, Wooly	Minor Enforcement Bot*	Mant	Mant
16	Salamander, Frost	Puffball, Giant Killer	Morlock	Medusoid
17	Tripod	Riot Bot*	Pigmen	Pigmen
18	Walking Dead	Skin Stealer	Rat, Giant	Rot Dog
19	Wolf	Tripod	Spider Goat	Vile Slasher
20	Wolf, Dire	Walking Dead	Vomit Fly	Vomit Fly

*See Robots in Section 6

Monster Encounter Table (continued)

Roll d20	Desert	Forest/Wooded	Grassland	Inhabited Lands	Jungle
1	Brain Plant	Apemen	Ant Horror	Android, Clone Neutralizer	Ant, Giant
2	Camel	Bee, Giant Killer	Baboon, Higher	Apemen	Burn Leech
3	Cat, Lion	Boar, Hideous	Boar, Hideous	Bat, Giant Vampiric	Cat, Panther
4	Death Bird	Brain Plant	Burrow Tuber	Canisoid	Eye, Insectoid
5	Eye, Insectoid	Chicken Wolf	Charger	Cyborg, Commando	Electrophant
6	Flame Plant	Domer	Fly, Giant Carnivorous	Eye Dog	Fly, Giant Carnivorous
7	Hawk, Giant	Electrophant	Homo erectus	Feeder	Gray Worm
8	The Irradiated	Eye Dog	Horse, Riding (wild)	Goliath	Homo erectus
9	Kamata	Fungoid	Land Squid, Giant	Kamata	Mansquito
10	Lizard, Giant Gecko	Fungal Grove	Leaper	Medusoid	Medusoid
11	Lizard, Tuatara	Gamma Sloth	Leech Rabbit	Men, Brigand	Men, Brigand
12	Magma Plant	Glue Flower	Men, Merchant	Men, Merchant	Mummy Vine
13	Men, Nomad	Hemofowl	Men, Nomad	Narcolep	Night Globe
14	Pantheroid, Leoid	Jellyfish Plants	Night Goat	Pigmen	Pod Plant
15	Salamander, Flame	Morningstar Plant	Pigmen	Rabboxen	Rat, Giant
16	Scorpion, Giant	Piranha Butterfly	Rot Dog	Rat, Giant	Scorpion, Giant
17	Serpentoid	Skinner Tree	Scorpion, Giant	Rhagodessa	Screech Bush
18	Snake, Pit Viper	Spidergoat	Spider, Giant Black Widow	Sheep, Carnivorous	Skinner Tree
19	Snake, Giant Rattler	Wailer	Stink Beetle	Skin Stealer	Snake, Giant Python
20	Spider, Giant Tarantella	Zunicorn	Weasel, Giant	Walking Dead	Zap Vines
Roll d20	Mountains/Hills	Rivers/Lakes	Sea	Swamp	Village/Town
1	Accipitoid	Bee, Giant Killer	Accipitoid	Boar, Hideous	Accipitoid
2	Ape, Albino	Boar, Hideous	Cephalopoid	Burn Leech	Apemen
3	Bear, Cave	Burn Leech	Crab, Giant	Castoroid	Boar
4	Canisoid	Cephalopoid	Crocodile, Giant	Fishmen	Canisoid
5	Cat, Sabre-Tooth Tiger	Crab, Giant	Crocodile, Large	Fungoid	Cephalopoid
6	Chitterling	Crocodile	Fish, Giant Rockfish	Fungal Grove	Cockroachoid
7	Eye Dog	Domer	Fishmen	Insect Swarm	Eye Dog
8	Gamma Wyrn	Fish, Giant Piranha	Fly, Giant Carnivorous	Leech, Giant	Feeder
9	Hemofowl	Fishmen	Hawk, Giant	Lizard, Giant Draco	Goliath
10	Rot Dog	Fly, Giant Carnivorous	Kelper	Mansquito	Medusoid
11	Scuirinoid	Leech, Giant	Lobstrocity	Medusoid	Men, Brigand
12	Slunk	Lobstrocity	Men, Merchant	Men, Brigand	Men, Merchant
13	Suidoid	Mansquito	Men, Pirate	Night Globe	Morlock
14	Homo erectus	Meerkat	Octopus, Giant	Pod Plant	Narcolep
15	Mant	Night Globe	Radiation Whale	Rhagodessa	Pigmen
16	Men, Brigand	Pufferoid	Shark (any)	Serpentoid	Rabboxen
17	Morlock	Sky Ray	Sky Ray	Spider, Giant Black Widow	Rat, Giant
18	Spidergoat	Quill Cat	Snake, Sea	Sporer	Sheep, Carnivorous
19	Vile Slasher	Rat, Giant	Squid, Giant	Toad, Giant	Skin Stealer
20	Wolf, Dire	Toad, Giant	Whale (any)	Vomit Fly	Suidoid



SECTION 7: Technological Artifacts

Adventure, fame, and treasure are some of the primary motivations of adventuring parties. Money is not only used to purchase new weapons, equipment, and even strongholds, but each gold piece or equivalent amount of money gives the character 1 experience point, which is essential to character level advancement. As characters advance in levels, they will venture into ever more dangerous territory. Technological items can become essential to character survival, as they grant bonuses and special abilities that can give the party a survival edge.

Treasure will be found in monster lairs that exist in ruins or in the wilderness. Sometimes treasure will be found unguarded, in which case it may be hidden in a secret location. Each monster has a Treasure Hoard Class (THC) that indicates what kinds and quantities of treasure a monster might have. These values should be considered guidelines. Although monsters will tend to have THC's that correspond to their general strength, the Mutant Lord should use discretion in distributing wealth and artifacts. If a result on the THC tables seems over powered, reduce

the amount of treasure rolled. On any of these tables the Mutant Lord may decide to choose specific quantities of treasure or specific tech items, depending on the situation. Not all treasure must be coins, gems, jewelry, or technological artifacts. A creative way to disperse treasure is to place valuable art, sculptures, and the like that have a treasure value but must be appraised and sold to cash them in.

How to Roll for Artifacts

The Mutant Lord chooses the appropriate row in the Treasure Hoard Classes table, and for each column rolls the appropriate dice to determine whether certain treasure occurs, and if so in what quantity. When weapons or technology items are indicated, the Mutant Lord rolls on the appropriate treasure table to determine which specific items are found. If the occurrence of artifacts is indicated, but no specific type is indicated, the type is determined by rolling on the Random Artifact Type table.

Treasure Hoard Classes

Small Hoards (Individuals)

Hoard Class	CP	SP	GP	Technological Artifact
I	4d6	-	-	-
II	-	2d8+1	-	-
III	-	-	1d6	-
IV	-	-	1d8	-
V	-	-	1d6x5	-
VI	1d00 (70%)	1d00 (5%)	1d00 (5%)	1 (3%) any
VII	-	1d00 (25%)	1d00 (10%)	1 (7%) any

Larger Hoards (Lairs)

Hoard Class	CPx1000	SPx1000	GPx1000	Technological Artifact
VIII	-	-	-	1d4 gizmos (45%)
IX	-	-	-	2d4 drugs, chemicals, and medical devices (45%)
X	-	-	2d10 (70%)	-
XI	-	-	2d4 (40%)	-
XII	-	1d8 (25%)	1d4 (15%)	-
XIII	1d6 (25%)	1d4 (15%)	-	-
XIV	-	-	2d4x5 (30%)	3 (20%) any 1, 3 foodstuffs and junk 6 (18%) any 4, 1 drugs, chemicals, and medical devices, 1 gizmos
XV	2d12 (25%)	1d00 (60%)	2d4x10 (70%)	6 (30%) any 5, 1 gizmos
XVI	-	-	1d8x10 (60%)	5 (30%) any 3 (no weapons), 1 drugs, chemicals, and medical devices, 1 gizmos
XVII	-	4d6 (40%)	4d10 (70%)	4 (30%) any 3, 1 gizmo
XVIII	2d6 (7%)	1d10 (35%)	2d6 (50%)	4 (15%) any 2, 2 drugs, chemicals, and medical devices
XIX	1d10 (10%)	1d10 (15%)	1d8 (55%)	2 (12%) any
XX	1d12 25%	4d6 (45%)	-	1 (12%) advanced armor, advanced melee weapon, or any gun
XXI	1d10 (45%)	3d6 (55%)	1d4 (20%)	3 (25%) any
XXII	1d8 (30%)	2d6 (60%)	4d8 (60%)	

Finding and Using Artifacts

Most artifacts are not labeled, so characters will not know the exact properties of artifacts except through trial and error. Knowledgeable scholars can sometimes identify artifacts, but it can take many weeks to do so. Medicines may sometimes be identified by sampling them if the character has encountered them before, or by consulting a scholar. In order to use an artifact, a character must follow any procedures indicated in the Technology Rolls in Section 5. Some items have limited uses, the number is determined based on the nature of the item, or the type of power source.

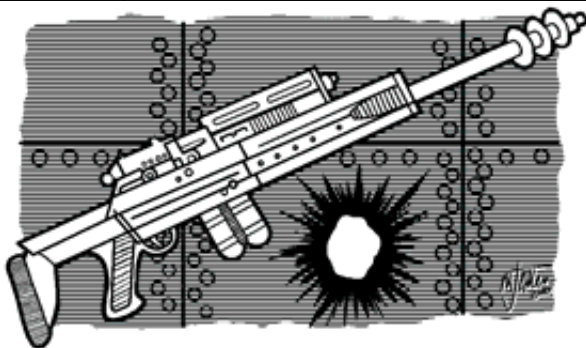
Weapons and Equipment

Primitive firearms will be found loaded with ammunition 50% of the time. If found loaded, roll 1d10x10 to determine the percentage of the weapon's capacity that is filled, rounding up. A firearm found loaded will always have at least 1 round.

All advanced weapons and equipment will be found with an appropriate battery already installed 90% of the time. The remainder of the time a battery is either absent or has no charge left. For items that may hold different kinds of batteries, determine which kind is present randomly. When batteries are present in artifacts that use "charges," roll 1d10x10 to determine the percentage of the charge that remains, rounding up. For instance, if a weapon may be used 25 times on a *beltpack*, a roll of 5 (50%) indicates it can be used 13 more times before the battery is dead.

Artifact Tables

Random Artifact Type	
Roll d00	Artifact Type
01-05	Primitive Firearms
06-17	Advanced Melee Weapons
18-25	Advanced Pistols
26-33	Advanced Rifles
34-41	Advanced Armor
42-50	Power Sources
51-59	Grenades
60-68	Bombs and Missiles
69-79	Gizmos
80-90	Drugs and Chemicals
91-00	Foodstuffs and Junk



Primitive Firearms	
Roll d00	Firearm
01-07	Ammunition (1d6x10 rounds, determine firearm type randomly)
08-17	Pistol, automatic
18-20	Pistol, black powder
21-30	Pistol, revolver
31-36	Sub machinegun
37-41	Carbine
42-49	Rifle, automatic
50-52	Rifle, black powder
53-59	Sport Rifle
60-69	Shotgun
70-78	Shotgun, automatic
79-81	Cannon
82-90	Grenade launcher
91-00	Machinegun

Advanced Melee Weapons	
Roll d00	Melee Weapon
01-11	Energy Baton
12-23	Shock Gloves
24-35	Shock-Field Glove
36-47	Stun Baton
48-59	Vibro Dagger
60-71	Vibro Sword
72-81	Warp-Field Dagger
82-91	Warp-Field Mace
92-00	Warp-Field Sword

Advanced Pistols	
Roll d00	Pistol
01-15	Gauss Machine Pistol
16-30	Gauss Pistol Mk 1
31-37	Laser Pistol Mk 1
38-54	Laser Pistol Mk 2
55-69	Maser Pistol
70-84	Plasma Pistol
85-00	Stun Pistol

Advanced Rifles	
Roll d00	Type
01-05	Blaster Rifle
06-16	EMP Rifle
17-22	Fusion Rifle
23-29	Plasma Rifle
30-42	Gauss Auto Rifle
43-57	Gauss Rifle
58-68	Laser Rifle
69-79	Maser Rifle
80-84	Radiation Rifle
85-92	Stun Rifle
93-00	X-Laser Rifle

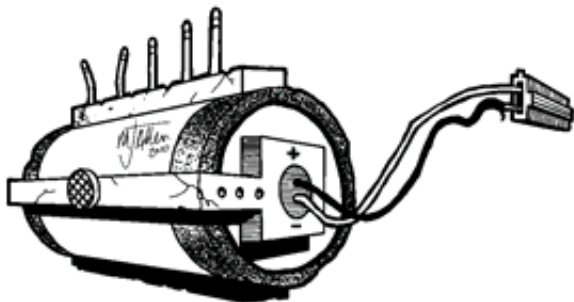


Advanced Armor

Roll d00	Armor
01-11	Ballistic Nylon
12-23	Metal Insert
24-35	Plastic Plate
36-47	Plastex
48-59	Advanced Metal
60-70	LazAb
71-80	Environmental Armor
81-85	Scout EMA
86-90	Light EMA
91-95	Medium EMA
96-00	Heavy EMA

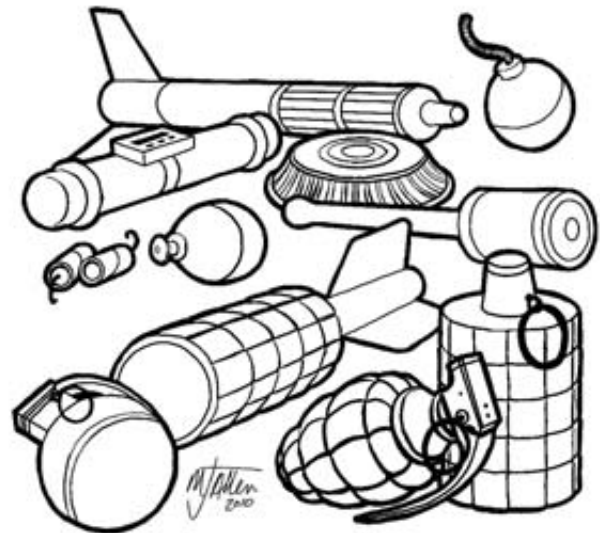
Power Sources

Roll d00	Power
01-15	Power Cell
16-30	Power Pack
31-45	Power Clip
46-60	Power Beltpack
61-75	Power Backpack
76-90	Minifusion Cell
91-98	Plutonium Clip
99-00	Radioactive Battery



Grenades

Roll d00	Grenade Type
01-06	Blood Agent Grenade
07-13	Concussion Grenade
14-19	Dynamite
20-25	Energy Grenade
26-31	Frag Grenade
32-37	Inferno Grenade
38-43	Irritant Gas Grenade
44-49	Molotov Cocktail
50-55	Mutation Grenade
56-61	Nerve Gas Grenade
62-67	Photon Grenade (Lethal)
68-75	Photon Grenade (Nonlethal)
76-82	Plasma Grenade
83-88	Shock Grenade
89-00	Smoke Grenade



Bombs and Explosives

Roll d00	Type
01-08	Bio Toxin Bomb
09-17	Concussion bomb
18-21	Light Anti-Tank Weapon
22-31	Mutation Bomb
32-41	Negation Bomb
42-48	Plasma Bomb
49-50	Radiation Bomb (Dirty)
51-59	Radiation Bomb
60-69	Rocket-Propelled Grenade Launcher
70-83	Satchel A
84-93	Satchels B ,C, D
94-95	Micro-Missile Launcher (30% missiles only)
96-97	Mini-Missile Launcher (30% missiles only)
98-00	Missile Launcher (30% missiles only)

Mutant Future

Gizmos	
Roll d00	Type
01-05	Advanced Breathing Apparatus
06-09	Autograpnel
10-13	Boron Solution Spray
14-18	Cigarette Lighter
19-23	Clones
24-27	Communicator
28-31	Electronically Responsive Notation Instrument ("Ernie")
32-35	Firestarter Cube
36-38	Flashlight
39-42	Force Screen Belt
43-48	Gas Mask
49-53	Gas Mask Filter
54-57	Chemical Sensor
58-61	Geiger Counter
62-66	Rad Tab
67-71	Infra-Red Goggles
72-76	Motion Detector
77-81	Optic Scanner
82-86	Portable Detection Radar
87-91	Power Fist
92-95	UV Sterilizer
96-98	Water Purifier
99-100	X-Ray Goggles



Robots and Vehicles

Robots and vehicles are described at the end of the Treasure section, but these should always be placed intentionally by the Mutant Lord, not generated randomly.

Technological Artifacts



Foodstuffs and Junk	
Roll d00	Type
01-10	Canned Foods
11-17	Dehydrated Pills
18-24	Goo Tube
25-30	Salt Pills
31-38	Soup Mixes
39-45	Synthihol
46-51	Hologram Projector
52-56	Identity Card
57-67	Ion Bonding Tape
68-76	Light Rod
77-82	Light Stick
83-87	Magnesium Firestarter
88-94	Portable Stove
95-00	Survival Kit

Drugs, Chemicals, and Medical Devices	
Roll d00	Type
01-06	Antitox
07-12	Filter-Dose
13-18	Hercurin
19-25	K-O Shot
26-32	Medi-Spray I
33-40	Medi-Spray II
41-46	Proton Energy Pill
47-52	Rad-Purge Shot
53-58	Stimshot A
59-63	Stimshot B
64-69	Superegen
70-75	Truth Serum
76-83	Diagnostic Scanner
84-91	Healing Pack
92-98	Ready Syringe
99-00	Regeneration Tank

Artifact Descriptions

Primitive Firearms

Unless otherwise specified, reloading any firearm takes 1 round.

Pistol, Automatic: The nations of the pre-war world manufactured an incredible variety of handguns, in thousands of models, calibers, and makes for military, law enforcement, and civilian use. Ammunition capacity, range, and concealability were widely varied. A typical automatic pistol can fire ten times before reloading. Reloading takes one round. This weapon does 1d10 damage.

Pistol, Black powder: These weapons may still exist in the aftermath, especially from museum pieces. A musket pistol holds a single shot and takes 3 rounds to reload. This weapon does 1d10 damage.

Pistol, Revolver: Older handguns came in a variety of models before the fall, and though automatic weapons were quite commonplace, the revolver was still quite favored by law enforcement and civilian buyers. Despite their low ammunition capacity (six shots standard), revolvers were almost totally reliable when fired. A typical revolver can fire six times before reloading. Reloading takes one round. This weapon does 1d10 damage.

Submachinegun: Pre-apocalypse militaries made widespread use of submachineguns, compact firearms capable of a high rate of fire. A submachinegun is an *automatic weapon*. A submachinegun can fire thirty times before reloading. Reloading takes one round. This weapon does 1d10 damage.

Carbine: A wide variety of carbines were produced even after the early wars (WWI and WWII, where they were most widely used), for use by soldiers and law enforcement agents needing a lighter, more compact version of popular rifles (a carbine is, basically, a shorter-barreled version of a rifle). A carbine can fire twenty times before reloading and can be used to attack more than once per round if the user has the ability to make multiple attacks. Reloading takes one round. A Carbine does 1d10 Damage.

Rifle, Automatic: Mainly employed by legitimate military forces around the world, automatic rifles were the standard weapon of soldiers until the advent of compact and reliable laser and gauss weaponry. There are various models (some with short barrels, folding stocks, etc). An automatic rifle can fire thirty times before reloading. Reloading takes one round. This weapon does 1d12 damage.

Rifle, Black powder: These weapons come in a variety of standard calibers. Such weapons are unpredictable, have

a slow reload rate, and require constant and tedious maintenance. A musket rifle holds a single shot and takes 3 rounds to reload. This weapon does 1d12 damage.

Shotgun: Shotguns come in a variety of typical gauges, the 12-gauge being most common. Shotguns inflict 3d6 points of damage to a target in its normal range, and 1d6 to anyone up to maximum range. It can fire once a round maximum, but it can fire five times before it needs reloading. Reloading up to two shells takes one round.

Shotgun, Automatic: Automatic shotguns have the rapid-fire capability of more advanced weapons. Automatic shotguns inflict 3d6 points of damage to a target in its normal range, and 1d6 to anyone up to maximum range. An automatic shotgun can fire ten times before reloading and is considered an *automatic weapon*. Reloading up to two shells takes one round.

Sport Rifle: The widest variety of civilian arms came from this firearm category, made for sport or hunting (or both). These can be professional target rifles, military sniper rifles, etc. A sport rifle can fire once before reloading. Reloading takes one round. This weapon does 1d12 damage.

Cannon: Cannons are very rare weapons, and are almost all gone - the vehicles mounting them were all but lost long ago. Tanks and other armored vehicles generally used cannons as their main armament, while lighter cannons were used in a man-portable role as heavy weapons (such as so-called "recoilless rifles"). A cannon can only be fired once per round, and must be reloaded after each shot, requiring one round to reload. This weapon does 10d10 damage.

Grenade Launcher: Items of this type come in a wide variety of forms, from SMG-like weapons to pistols (much like a flare gun), to grenade mortars, shoulder mounted pack launchers, etc. These weapons can be used to fire special grenades (the kind of grenades are the same as thrown types) – but they cannot fire grenades made to be thrown. A grenade launcher can be fired only once per round, and must be reloaded each time it fires. Reloading takes one round unless the grenade is propelled from a powered armor suit, in which case reloading is automatic.

Machinegun: A rare weapon in the wasteland, machineguns are heavy automatic weapons capable of dishing out a high volume of fire in seconds. Machineguns came in several forms, usually differing from light MGs (those easily carried by soldiers and propped during fire), to heavier ones (those mounted on armored vehicles, jeeps, etc). A machinegun can fire one hundred times before reloading and is considered a *rapid-fire* weapon. Reloading takes one round. Machineguns use normal rifle cartridges, linked to a belt. This weapon does 1d12 damage.

Primitive Firearms				
Weapon	Damage	Trigger Type	Normal Range/Maximum Range	Weight
Pistols				
Pistol, automatic	1d10	Automatic	400 ft./800 ft.	5 lb.
Pistol, black powder	1d10	Normal	150 ft./300 ft.	3 lb.
Pistol, revolver	1d10	Normal	300 ft./600 ft.	3 lb.
Sub machinegun	1d10	Automatic	400 ft./800 ft.	8 lb.
Rifles				
Carbine	1d10	Normal	500 ft./1,000 ft.	8 lb.
Rifle, automatic	1d12	Automatic	450 ft./900 ft.	12 lb.
Rifle, black powder	1d12	Normal	400 ft./800 ft.	10 lb.
Sport Rifle	1d12	Normal	500 ft./1,000 ft.	15 lb.
Shotguns				
Shotgun	3d6/1d6	Normal	50 ft./100 ft.	10 lb.
Shotgun, automatic	3d6/1d6	Automatic	50 ft./100 ft.	10 lb.
Heavy Weapons				
Cannon	10d10	Normal	3,000 ft./6,000 ft.	750 lb.
Grenade launcher	*	Normal	500 ft./1,000 ft.	12 lbs.
Machinegun	1d12	Rapid Fire	1,500 ft./3,000 ft.	75 lb.

Advanced Melee Weapons

Energy Baton: When this baton hits an opponent, it emits a high-voltage charge. The energy damage will not penetrate a force screen. This weapon does 2d6+15 points of damage, and each hit counts as a discharge. **Power Source:** Beltpack or backpack.

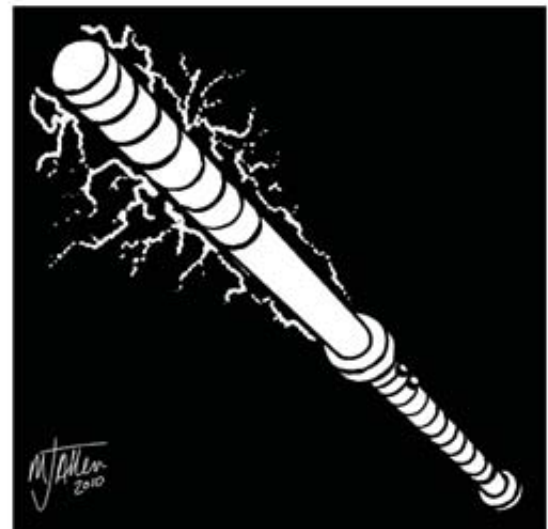
Shock Gloves: These items were used in close quarters military action. *Shock gloves* appear to be metal gloves, but emit a strong visible electric field. Each time a hit is scored, a powerful shock shoots through the target, inflicting 1d8 points of damage, in addition to the regular 1d3 punch damage plus STR bonus. Each use counts as a discharge. **Power Source:** Beltpack or backpack.



Shock-Field Glove: This item appears to be a metallic "hand" that fits over the user's hand like a glove. The glove produces a strong electric charge with every power cycle, allowing the user to "zap" a nearby target without having to actually touch it. Treat this as a ranged attack with a maximum range of 20 ft.; it can be used to shock on contact as well. A *shock-field glove* does 1d4+6 hp damage. Each use counts as a discharge. **Power Source:** Beltpack or backpack.

Stun Baton: This appears to be a metal baton that emits an energetic glow and subtle hum when activated. The baton, when it hits an opponent, lets off a low-voltage charge that does 2d6 damage and stuns the target for

1d6 rounds if a save versus stun attacks fails. The stun baton can remain powered for 15 minutes before depleting the power cell. **Power Source:** Beltpack or backpack.



Vibro Dagger: A *vibro dagger* resembles an ordinary dagger (and can be used as one for 1d4 hp damage), but when activated, the blade vibrates at a high rate of speed, making it a more effective weapon. Anyone attacking with an activated *vibro dagger* receives +2 to hit and deals 1d4+6 hp damage. A *vibro dagger* may remain powered up for 60 minutes before depleting a power cell. **Power Source:** Minifusion cell.

Vibro Sword: A *vibro sword* is much like a *vibro dagger*, but resembles a long sword (and can be used as one

Advanced Melee Weapons

Weapon	Damage	Attacks/Round	Range	Weight	Battery	Charges
Energy Baton	2d6+15	1	-	5 lbs.	Beltpack or Backpack	25/50
Shock Gloves	+1d8	1	-	1 lb.	Beltpack or Backpack	25/50
Shock-Field Glove	1d4+6	1	20 feet	1 lb.	Beltpack or Backpack	25/50
Stun Baton	2d6, Stun	1	-	3 lb.	Beltpack or Backpack	25/50
Vibro Dagger	1d4+6	1	-	2 lb.	Minifusion cell	*
Vibro Sword	1d8+16	1	-	5 lb.	Minifusion cell	*
Warp-Field Dagger	1d4+6	1	-	3 lbs.	Minifusion cell	*
Warp-Field Mace	1d6+14	1	-	4 lbs.	Minifusion cell	*
Warp-Field Sword	1d8+16	1	-	15 lb.	Minifusion cell	*

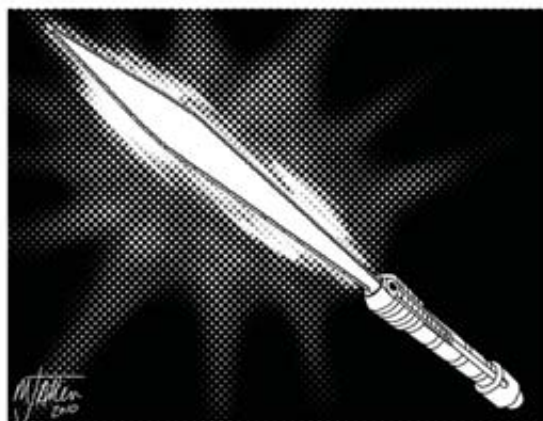
when inactivated, for 1d8 hp damage). Anyone attacking with an activated *vibro sword* receives +2 to hit and deals 1d8+16 hp damage. A *vibro sword* may remain powered up for 40 minutes before depleting a power cell. **Power Source:** Minifusion cell.

Warp-Field Dagger: When turned off, the dagger looks like a metallic handle with a hole in the end of it. When powered up, the dagger generates an 8" long force screen blade that shifts between quantum dimensions, allowing it to pass right through obstructions, specifically armor. Thus, attacks with this weapon treat any armor as if it is 2 AC worse. When it strikes, the dagger does 1d4+6 hp damage. The only thing a *warp-field dagger* will not cut through is a force screen. The *warp-field dagger* can remain powered up for 30 minutes before depleting the power cell. **Power Source:** Minifusion cell.



Warp-Field Mace: When this weapon is turned off it resembles a metal handle tipped with a small metal ball. When activated, the metal ball is surrounded by a hard energy field that can be used as a bludgeoning weapon. It vibrates as a *warp-field dagger*, and may pass through armor to deal 1d6+14 hp damage. Attacks with this weapon treat any armor as if it is 2 AC worse. A *warp-field*

mace can remain powered up for 30 minutes before depleting the power cell. **Power Source:** Minifusion cell.



Warp-Field Sword: This 30 inch long version of the *Warp-Field Dagger* does 1d8+16 damage. Attacks with this weapon treat any armor as if it is 2 AC worse. The *warp-field sword* can remain powered up for 30 minutes before depleting the power cell. **Power Source:** Minifusion cell.

Advanced Pistols

Gauss Pistol: This type of weapon (and all other gauss weapons) works on magnetic principles; the projectile is a sliver of depleted uranium or any other alloyed metal. It ranges in size from 1/16" to 1/8", and is held by extreme opposing magnetic forces in the magnetic chamber. When fired one magnetic field is dropped, propelling the "bullet" outwards. At various points along the barrel, magnetic "rails" boost the projectile with additional force at each stage, increasing the momentum exponentially. Such weapons are virtually noiseless, but require a great deal of energy (a typical rail generates 10,000 gauss of force; to put this in perspective, the earth's gravitational force is only equal to 1 gauss). Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus raises the effective AC of a target by 2. A gauss pistol can be used to attack more than once per round if the user has

Advanced Pistols

Weapon	Damage	Trigger Type	Normal Range/ Maximum Range	Weight	Battery	Shots/Battery
Gauss Machine Pistol	2d6	Automatic	150 ft./300 ft.	4 lbs.	Power clip/Beltpack/Backpack	10/25/50
Gauss Pistol	2d6	Normal	150 ft./300 ft.	4 lbs.	Power clip/Beltpack/Backpack	10/25/50
Laser Pistol Mk 1	5d6	Normal	300 ft./600 ft.	2 lbs.	Power clip/Beltpack/Backpack	10/25/50
Laser Pistol Mk 2	6d6	Normal	400 ft./800 ft.	2 lbs.	Power clip/Beltpack/Backpack	10/25/50
Maser Pistol	2d8	Normal	300 ft./600 ft.	1 lb.	Power clip/Beltpack/Backpack	10/25/50
Plasma Pistol	7d6	Normal	300 ft./600 ft.	5 lbs.	Minifusion cell	10
Stun Pistol	Stun	Normal	150 ft./300 ft.	2 lbs.	Power clip	10

the ability to make multiple attacks. This weapon does 2d6 damage. **Power Source:** Power clip, beltpack or backpack.

Gauss Machine Pistol: This is a compact but high rate of fire gauss weapon. The weapon works just like a regular gauss weapon, but with a fast autoloading device that feeds gauss ammo into the magnetic force chamber at a high rate, permitting a continuous stream of fire. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus raises the AC of a target by 2. A gauss SMG is considered an automatic weapon. This weapon does 2d6 damage. **Power Source:** Power clip, beltpack or backpack.

Laser Pistol Mk1: The earliest forms of laser pistol, designed for a number of uses and widely sold throughout the world, the laser pistol Mark 1 appears to be a silvery slender pistol. A laser pistol can be used to attack more than once per round if the user has the ability to make multiple attacks. This weapon does 5d6 hp damage. **Power Source:** Power clip, beltpack or backpack.

Laser Pistol Mk2: The laser pistol Mark 2 was designed for military service, and is generally more rugged, and various variants were made (some looking like black slender pistols, others almost the size of a small carbine). A laser pistol can be used to attack more than once per round if the user has the ability to make multiple attacks. This weapon does 6d6 hp damage, **Power Source:** Power clip, beltpack or backpack.

Maser Pistol: Simply a scaled-down version of the maser rifle, the maser pistol has a smaller energy capacitor and a reduced magnetron tube. Although it does less damage, its small size permits the microwave pistol to be more easily carried as a sidearm. Such weapons were actually very widespread as a civilian and police sidearm, and came in a number of models with varying appearances (from simply advanced pistols to hand-held "microwave lamps"). A maser pistol can be used to attack more than once per round if the user has the ability to make multiple attacks. Maser weapons receive a +2 attack bonus against opponents wearing metal armor. This weapon does 2d8 hp damage. **Power Source:** Power clip, beltpack or backpack.

Plasma Pistol: The plasma pistol was an experimental attempt at compacting the power and damage of the plasma rifle into a pistol-sized weapon. The required magnetic generators made the weapon ungainly and large (looking like a souped-up "ray-gun" with antennae and such), and the plasma generated was comparatively low-powered. This weapon does 7d6 hp damage. **Power Source:** Minifusion cell.



Stun Pistol: These widely found weapons were the standard armament of civil authorities; they come in a variety of forms and shapes, but are usually pistol-sized. In general, the stun gun transforms power from its source into a low-voltage field, ray, or emission that stuns the nervous system of the target for 2d4 turns if he fails to save versus stun attacks. It ignores the AC provided by armor, using only the character's base AC + DEX bonus. **Power Source:** Power clip.

Advanced Rifles

Blaster Rifle: This device is powered like any other energy weapon. When fired, it shoots a narrow beam that affects the air around the target, creating a field of energy that rises with the convection of the air beneath it. This powerful energy field is highly agitated, and disintegrates organic tissue and even inorganic substances. A target hit by a blaster must save versus energy attacks to avoid being immediately disintegrated. If the target successfully saves, he suffers 7d6 hp damage from the physical disruption of his body. The beam will not penetrate a force screen. **Power Source:** Minifusion cell.

EMP Rifle: The EMP rifle generates a powerful electromagnetic pulse and projects this at the target; the pulse is strong and centralized enough to cause incredible damage to electronic, cybernetic, and robotic components. The weapon is largely ineffective against living tissue, however, causing only minor burns and

disorientation. The EMP rifle does 5d8 hp damage against robots, cyborgs, and androids (excluding replicants) unless the android in question has specific countermeasures, in which case the rifle has no effect. It does minimum damage (5 hp) against living creatures. An EMP rifle can fire only once per round. It ignores the AC provided by armor, using only the character's base AC plus any DEX bonus. **Power Source:** Minifusion cell.

Fusion Rifle: This type of special rifle fires a ray of aggravating radiation that causes molecular fusion at the impact point. The target's cells are literally bonded together on a molecular scale, causing massive disruption and disintegration. The victim's features cave in and literally "melt away". The beam will also burn a 5 inch hole in any nonliving material, but will not penetrate a force screen. A fusion rifle does 7d6 hp damage. **Power Source:** Plutonium clip.

Gauss Auto Rifle: This is a special gauss rifle that is an automatic weapon. Like the gauss SMG, the cyclic rate of fire of the weapon reduces the momentum and punch of each fired round, as less time is allowed to build up the magnetic force of the shot. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus raises the effective AC of a target by 2. A gauss auto rifle is considered an *automatic* weapon, and does 3d6 damage. **Power Source:** Power clip, beltpack or backpack.

Gauss Rifle: A larger version of the basic gauss weapon, this incorporates a larger and longer barrel (permitting more rails, and thus increased momentum for the gauss round), a folding stock, and more powerful magnetic generators. Propelled at high velocity, gauss flechettes pierce armor extraordinarily well, and thus raises the AC of a target by 2. The gauss rifle does 3d6 hp damage. **Power Source:** Power clip, beltpack or backpack.

Laser Rifle: The laser rifle was the standard rifle of many armed forces before the fall of civilization. The laser rifle is really just an extended laser pistol Mk2, but incorporating various features, not the least of which is larger and sturdier laser generation equipment (requiring the larger and more extended shape and design). This weapon does 6d6 damage. **Power Source:** Power clip, beltpack or backpack.

Maser Rifle: The "maser" is, in effect, a microwave laser, designed primarily to boil the target area in a fraction of a second. Maser weapons receive a +2 attack bonus against opponents wearing metal armor. It does 3d8 hp damage. **Power Source:** Power clip, beltpack or backpack.

Plasma Rifle: The plasma "rifle" (really a portable "cannon") is a very advanced form of weaponry. The weapon generates a strong electric field, applying it to a low-pressure gas; this gas is super-heated and atoms within begin to create nuclear reactions as they collide. In effect, the gas medium causes a controlled and directed series of nuclear reactions in a concentrated bolt of energy. The weapon is a heavy device with multitudes of knobs and switches. A plasma rifle does 8d6 hp damage. **Power Source:** Minifusion cell.

Radiation Rifle: This kind of energy rifle generates a directed and controlled beam of radiation by breaking down the plutonium in its clip. This beam counts as two blasts of class 10 radiation, and forces the target to successfully save versus radiation twice or suffer the effects of the radiation. The weapon ignores the AC provided by armor, using only the character's base AC + DEX bonus. **Power Source:** Plutonium clip.

Stun Rifle: This is a rifle capable of stunning beings at a long distance. The creature must make a save versus stun attacks or be stunned for 2d4 turns. It ignores the AC provided by armor, using only the character's base AC + DEX bonus. **Power Source:** Power clip, beltpack or backpack.

X-Laser Rifle: The "x-laser" is a heavy energy rifle that fires an invisible beam, much like the maser, so as to ignore smoke and other countermeasures. It ignores the AC provided by armor, using only the character's base AC + Dexterity bonus. In addition, the X-laser can fire through walls and other obstructions no more than 6" thick without reduced effect against targets concealed behind them. Any thicker obstacle and the beam has no effect. Often an X-laser will be mated with X-ray goggles to allow the attacker to see what he is firing at. This weapon does 4d6 hp damage. **Power Source:** Minifusion cell.

Basic Armor

Basic armors are generally not powered (with the exception of *environmental armor*) and protect against attacks due to their physical strength and advanced material composition. However, any armor may be equipped with a force screen that absorbs 25 hp damage per round from most energy weapons and is powered by a *minifusion cell*. Armor came in a variety of sizes, but all were built for the human body and will have to be modified if they are to be worn by characters with grossly altered body shapes.

Advanced Rifles

Weapon	Damage	Trigger Type	Normal Range/ Maximum Range	Weight	Battery	Shots/Battery
Blaster Rifle	*7d6	Normal	75 ft./150 ft.	2 lb.	Minifusion cell	10
EMP Rifle	5d8	Normal	75 ft./150 ft.	15 lb.	Minifusion cell	10
Fusion Rifle	7d6	Normal	300 ft./600 ft.	15 lb.	Plutonium clip	10
Gauss Auto Rifle	3d6	Automatic	300 ft./600 ft.	12 lb.	Power clip/Beltpack/Backpack	10/25/50
Gauss Rifle	3d6	Normal	400 ft./800 ft.	10 lb.	Power clip/Beltpack/Backpack	10/25/50
Laser Rifle	6d6	Normal	900 ft./1,800 ft.	7 lb.	Power clip/Beltpack/Backpack	10/25/50
Maser Rifle	3d8	Normal	400 ft./800 ft.	5 lb.	Power clip/Beltpack/Backpack	10/25/50
Plasma Rifle	8d6	Normal	400 ft./800 ft.	15 lb.	Minifusion Cell	10
Radiation Rifle	*	Normal	75 ft./150 ft.	15 lb.	Plutonium clip	10
Stun Rifle	Stun	Normal	300 ft./600 ft.	10 lb.	Minifusion Cell	10
X-Laser Rifle	4d6	Normal	300 ft./600 ft.	10 lb.	Minifusion Cell	10

Ballistic Nylon (AC 5): This kind of armor usually consists of a vest, but sometimes involves an entire body suit (vest, gorget, leg armor, and arm gauntlets). The armor itself is made of advanced Kevlar fibers, woven to create an impact-resistant armor.

Metal-Insert (AC 4): Metal insert armor sandwiches bulky metal plates behind a layer of simple ballistic cloth or leather, creating a near-bulletproof layer of armor protection.

Plastic Plate (AC 4): Armor of this type is made of reinforced plastic plate, usually used in light infantry armors or riot squads. It is like metal plate in strength and shape, but much lighter.

Plastex (AC 3): Plastex is generally transparent or translucent like glass, and is rigid in format; most plastex armors consisted of breastplates, arm guards, etc. Unfortunately, plastex suits were fitted to each soldier's personal measurements

If the suit is a close fit, but not exact, the ML is advised to raise the AC by 1 or 2 to illustrate the difficulty of moving about in ill-fitting armor.

Advanced Metal (AC 2): Advanced metal armor includes a number of high-technology creations, utilized by advanced societies, associations, and brotherhoods. Advanced metal armor is typically composed of superior materials like ferroalloy, super-titanium, etc., covering the body like a suit of medieval plate armor.

LazAb (AC 2): Short for "laser ablative", this type of experimental armor appears to be a highly-reflective form of metallic plate. LazAb is especially effective in the diffusion and reflection of energy-type attack forms.

LazAb negates 10 points of damage per round from lasers, masers and other energy beam weapons.

Environmental Armor (AC 4): These precious suits completely protect against radiation classes 1-5, treating the class of radiation as if it is 5 lower. This armor also protects against gases and other airborne contaminants.

This is done with a complex array of filters and sensors that give up to the moment readings on contaminants in the atmosphere around the character. Built in propulsion technology allows this suit of armor to jump 500' per round. This armor's powered force screen reduces damage by 25 points per round. **Power Source:** Minifusion cell.

Encasing Military Armors (EMA)

These armors are essentially closely fitted humanoid vehicles. A varying number of styles were made, with cosmetic differences depending on the countries of origin, but all shared the same basic structure. EMAs are 7 or 8 feet tall, and weigh between 500 and 750 pounds.

Inside the suit, the wearer moves in a normal fashion. To the human body there is a slight slow motion feel to the movement due to the weight of the suit, a feeling that persists even when he's running at top speed or leaping great distances. To those on the outside, however, the suit moves smoothly and with frightening speed and strength.

To use an EMA, the person climbs inside of it, belting himself in with adjustable harnesses and powerful magnetic snaps that power up when the suit is turned on. He then places a pair of electrodes on his body to allow for the various sensors inside the suit to get readings of his health, temperature, etc. Once situated, the soldier pushes two buttons simultaneously, one inside of each powered glove, and the suit encloses him up to the neck. The large helmet, which weighs between 30 to 50 pounds depending on the type of suit, is fitted onto the top of the suit and cinched down magnetically creating an airtight seal. The helmet completely obscures the soldier's face, the black slanted vision plates giving the helmet an angry and menacing visage. After the helmet is in place, the reinforced air hoses of the breathing apparatus are routed from the large pack on the back of the suit (which also houses the power source) to the front of the helmet, where a nose would be, just above the external speaker that serves as a mouth.

These armors are only rarely discovered in fully working condition in the wastes (add 20 to the technology condition roll). Because they were fashioned strictly for military use, these suits of armor are bristling with advanced tech. Every suit of armor has some or all of the following attachments:

Force Screens: All EMAs possess force screens in varying degrees of power. These force screens are powered by the power source, and work as long as the suit has power.

Air Filters: When powered up, the suits initiate the filtering of all air, completely removing all toxins. As a result of the filtration process, the insides of the suits tend to smell like ozone. No gas, scent, or airborne toxin will affect a person inside the armor. If the suit runs out of electricity, there is enough oxygen inside for 3 days of regular breathing. The filters will keep out any toxic substances even when the suit has no power.

IR/UV/Night vision: The advanced displays inside the armor's helmet can be toggled between *ultraviolet*, *infra-red*, and *night vision*. Only one vision type can be used at a time, and it takes one round to switch from one type to another.

Communications: The suit can communicate with all manner of radios, broadcasting in any available frequency. It is also equipped with a loudspeaker that will enhance the speaker's voice to incredible volumes.

Assorted Environmental Gauges: The wearer's vital statistics are monitored by the armor, visible with a second by second check performed by various sensors. The helmet also makes the wearer aware of airborne toxins, extreme temperatures, and radiation in the environment, either by verbally communicating with him, or flashing warnings. The sensors are located on the outside of the helmet, and look like stubby antennae.

Power Sources: Because soldiers could not be expected to be able to change power sources often in the field, EMA suits were designed to power some of their systems with kinetic energy harvesters embedded throughout the suit. By stretching the use of power this way, all EMAs are capable of functioning at full capacity for up to 72 hours before needing replacement *minifusion cells*.

PHREND ("Friend") System: Phonic Response & Natural Dialogue systems were installed in all EMAs. These units speak and understand a multitude of languages, and the system's assorted options can be calibrated and configured through speech interaction with the system simply by saying "Friend," and then telling the suit what you want it to do. The PHREND unit is also capable of engaging in small talk on a number of subjects (this small talk will likely be a piecemeal history lesson to whoever finds it in the wasteland), and is capable of learning based on past conversations.

There are a number of preprogrammed voice modulators installed in the armor to give it anything from a pleasant female voice to that of an irate drill instructor and everything in between. The voice of the PHREND is also tied into the life support system monitoring the wearer, and will express basic emotions such as urgency or caution based on the readings.

Strength Boosters: Thanks to superfluid technology and the principles of advanced hydraulics, EMAs are capable of lifting great amounts of weight and leaping long distances. This increased strength, and the fact that the suit is made out of composite metals, makes even an unarmed melee attack by one of these suits devastating to opponents.

Battle Doc 6000: The Battle Doc is essentially a built in *healing pack*. It cannot be used in the midst of combat because it must shift power from the suit's other systems to function. The Battle Doc can heal the user of 3d10 hit points with each use.

WEPD ("Wept") System: The Weapons Platform Denial system was usually installed EMAs that were used for covert operations. Immediately upon the death of the wearer, the suit welds itself shut from the inside and sends a signal to the power cell to begin a meltdown process. Radioactive materials inside the suit are combined with the power source, turning the suit to a highly radioactive slag heap in 1d4 minutes. There is no way to reverse the process once it has begun, and all technology in or on the suit is rendered completely useless by the meltdown.

Weapon Systems: The types and number of weapon systems built into the Heavy EMA suits during the time of their use was staggering. The ML is free to assume that any weapon could have been built into a suit at one time or another. All weapons will do their normal damage.

EMA Sample Types

The ML is free to develop any manner of powered armor he wishes to suit his campaign.

Scout Armor (SEMA) (AC 2): Scout armor is a basic powered armor, utilizing lighter body construction materials to permit greater movement and speed. It is 7' tall, and is equipped with a power assisted leg framework that permits the wearer to run at speeds in excess of 35 mph for unlimited periods of time. It also has built in flight capability of 500' per round. An unarmed attack from someone wearing SEMA does 4d6 hp damage. A SEMA has a force screen that negates 20 points of damage per round. **Power Source:** Minifusion cell.

Light EMA (LEMA) (AC 2): This 7' tall powered infantry armor is the next step up from scout armor. LEMA has a carrying capacity of 2 tons. A power assisted leg framework permits the wearer to leap 75', and LEMA has a built in flight capability of 300' per round. An unarmed attack does 8d6 hp damage. A LEMA has a force screen

Basic Armor			
<i>Advanced Armor</i>	<i>Armor Class</i>	<i>Damage Absorption per Round</i>	<i>Weight</i>
Ballistic Nylon	5	-	20 lbs.
Metal Insert	4	-	30 lbs.
Plastic Plate	4	-	25 lbs.
Plastex	3	-	30 lbs.
Advanced Metal	2	-	50 lbs.
LazAb	2	10 (energy weapons)	50 lbs.
Environmental Armor	4	25	50 lbs.
EMAs			
Scout EMA	2	20	500
Light EMA	2	30	600
Medium EMA	1	40	750
Heavy EMA	1	50	750

that negates the first 30 points of damage per round.

Power Source: Minifusion cell.

Medium EMA (MEMA) (AC 1): This suit of armor is 7' tall, and weighs 500 pounds. It can pick up 3 tons, and is capable of jumping a distance of 75'. It has a built in flight capability of 475' per round. An unarmed attack does 9d6 hp damage. MEMA usually has 1 built in laser weapon, and either a missile launcher or a grenade launcher. A MEMA has a force screen that negates 40 points of damage per round. **Power Source:** Minifusion cell.

Heavy EMA (HEMA) (AC 1): This powered armor is 8' tall and weighs 800 pounds. It can pick up 4 tons, but can only make leaps of 25'. It has a built in flight capacity of 600' per round. An unarmed attack does 10d6 hp damage. HEMA usually has 2 built in laser weapons (one pistol, one rifle), a missile launcher, and a grenade launcher. The hands of this suit also act as *shock-field gloves*. A HEMA has a force screen that negates 50 points of damage per round. **Power Source:** Minifusion cells (2, treat as 1 for power uses).

Power Sources

Various items of this type were created to supply power to the technological devices of mankind's creation. The power source (or "fuel cell") is an electrochemical device that converts the chemical energy of the fuel into a direct-current output, like a "continuous-process battery". Most fuel cells used hydrogen as a fuel. The various types of power sources in *Mutant Future* are as follows:

Power Cell: This item is a small flat circular battery, used to power certain civilian energy-consuming devices. This is the most primitive form of power source, being, in effect, a battery. Chemicals within the pack produce an electric charge when forced to interact, this being the source of produced power.

Power Pack: The power pack was created to give power to almost everything in mankind's world just prior to the fall of civilization, including ultra-modern blenders, computers, and even cars. The power pack is roughly the size of a toaster or car battery, but may be as small as a thin textbook. A power pack weights about 3 pounds.

Power Clip: The power clip, created for use with portable weapons, is a small black "battery." When slid into any acceptable receptacle (such as an energy weapon's clip port), it immediately powers the weapon.

Power Beltpack: The power beltpack consists of a black plastic (or metal) belt with small power packs attached, along with a power cord and universal adapter/capacitor. The beltpack can be used to power energy weapons and other devices that will accept it. A power beltpack weighs 2 pounds.

Power Backpack: This type of item is a small black backpack, carried on plastic, leather, or rubber straps, linked around the chest. The power backpack has a power cord with universal adapter/capacitor (fits into any item that will receive it). A power backpack weighs 4 pounds.

Minifusion Cell: This device is a small silver clip with an orange or red radiation symbol; it continuously processes internal hydrogen fuel to power its miniature fusion reactor, providing a potent output of power.

Power Sources		
<i>Power Source</i>	<i>Uses</i>	<i>Power</i>
Power Cell	Gizmos, small electronic devices	1 year continued use
Power Pack	Gizmos, large electronic devices	5 years continued use
Power Clip	Energy weapons	10 discharges/15 years*
Power Beltpack	Energy weapons	25 discharges/30 years*
Power Backpack	Energy weapons	50 discharges/60 years*
Minifusion Cell	Powerful energy weapons	10 discharges/120 years*
Plutonium Clip	Powerful energy weapons	10 discharges/240 years*
Radioactive Battery	Robots, Androids	500 years continued use

*When used to power non-discharged items.

Grenades			
Grenade Type	Damage	Blast Radius	Weight
Blood Agent Grenade	1d6	30 ft.	1 lb.
Concussion Grenade	*	10 ft.	1 lb.
Dynamite	3d6	5 ft.	1 lb.
Energy Grenade	6d6/12d6	30 ft.	1 lb.
Frag Grenade	5d6	20 ft.	1 lb.
Inferno Grenade	10d6	30 ft.	1 lb.
Irritant Gas Grenade	*	30 ft.	1 lb.
Molotov Cocktail	1d8	5 ft.	1 lb.
Mutation Grenade	*	30 ft.	1 lb.
Nerve Gas Grenade	*	30 ft.	1 lb.
Photon Grenade (Lethal)	*	30 ft.	1 lb.
Photon Grenade (Nonlethal)	*	30 ft.	2 lb.
Plasma Grenade	Instant Disintegration	30 ft.	1 lb.
Shock Grenade	*	10 ft.	1 lb.
Smoke Grenade	*	30 ft.	1 lb.



Plutonium Clip: This was used to power the various advanced portable nuclear weapons (such as radiation rifles and fusion rifles). It appears to be a thin glass cylinder (a special zirconium glass) with a glowing green core of plutonium-239. The plutonium within is drawn from the clip as the weapon fires, draining it just like "charges."

Radioactive Battery: These batteries were developed to power the basic functions (not weapon systems) of robotic units over a long period of time, so that they would not require recharging. The battery generates power through a combination of a slow fission reaction and the decay of radioactive isotopes.

Grenades

Grenades found will commonly be of a type that can be thrown by hand (70%), or launched by a grenade launcher (15%). Other grenades are designed for launch from an RPG (10%). However, 5% of grenades are designed for launch with a mini-missile launcher. At the ML's option, all kinds of grenades might be capable of modification so that they can be thrown.

Blood Agent Grenade: This type of grenade jellifies the lungs of those who breathe the chemicals. One round after a grenade of this type lands, it emits a cloud of smoke in a 30 foot radius that persists in still conditions for 1d3+6 turns and in windy conditions for 1d3+1 turns. Each round a target remains in the smoke, he must make a save versus poison or suffer 1d6 damage.

Concussion Grenade: This type of grenade appears to be a cardboard cylinder with a metal end; when detonated, it explodes in a deafening and concussive blast. This type of grenade has a blast radius of 10 feet and requires a save versus stun attacks. Those who fail will be stunned for 1d4 turns.

Dynamite: This includes TNT, nitroglycerin demo packs, and other common demolition explosives. Such items usually come in stick form, and are detonated either through a twist cap, fuse, or electronically-activated time detonator. Lighting dynamite takes 1 round. The explosive has a blast radius of 5 feet and deals 3d6 hp of fire damage.

Energy Grenade: This type of grenade generally utilizes plutonium or uranium in a solid and stable "chip" form; when the central detonator core explodes (usually with only enough force to crack the grenade casing), the fracturing of the chip expels intense ions, in the form of a powerful energy burst. This type of grenade has a blast radius of 30 feet and deals 12d6 hp of damage to everyone in the area, or 6d6 if a successful save versus energy attacks is rolled.

Fragmentation Grenade: This type of grenade, by far the most common of grenade types, explodes into a shower of white-hot metal fragments. The casing of the grenade, generally perforated, produces the majority of the fragments, wasting nothing. This type of grenade has a blast radius of 20 feet and deals 5d6 points of damage to everyone in the blast radius.

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Inferno Grenade: This type of grenade use napalm or white phosphorous as the primary chemical agent. It starts a chemical reaction to create a raging fire. One round after a grenade of this type lands, it emits a cloud of vapor (30 feet in radius) that spontaneously ignites on the following round. Those still within the cloud (or entering into the cloud) suffer 10d6 hp fire damage.

Irritant Gas Grenade: This type of grenade creates a thick cloud of irritant gas that causes gagging, choking, and nausea to those in its area of effect. One round after a grenade of this type lands, it emits a cloud of smoke in a 30 foot radius that persists in still conditions for 1d3+6 turns and in windy conditions for 1d3+1 turns. Each round a target remains in the smoke, he suffers cumulative effects of an AC penalty of 1 and -2 to his attack rolls. The character will return to normal in a number of rounds equal to 3x the number of rounds the character spent breathing the noxious gas.

A gas mask or other filtering device will protect against this gas.

Molotov Cocktail: This device, which is still commonly made even in the wasteland, is merely a glass bottle of oil, whiskey, other alcohol, or other flammable liquid, with a wick inserted. The cocktail is lit and thrown, exploding into flames on landing. It has a blast radius of 5 feet and deals 1d8 hp of fire damage to everyone in the blast radius.

Mutation Grenade: This type of grenade emits a powerful field of mutative radiation in its area of effect. One round after a grenade of this type lands, it emits a burst of concentrated radiation affecting all within a 30 foot radius. Those caught within the blast radius must roll a d20. On a roll of 1-12, they receive a mutation drawback, on a roll of 13 they receive a beneficial mutation, and on a roll of 14-20 they must make a save versus radiation or suffer the effects of class 4 radiation. Note that pure humans always suffer the damaging effects of this grenade, with no chance of mutation. Any replicant that receives a mutation will instead suffer from the sickness described in the Characters section. The radiation from this grenade will not penetrate a force screen. Roll all mutations randomly.

Nerve Gas Grenade: This type of grenade emits a colorless and odorless nerve gas that destroys the central nervous system. Each round a target remains in the smoke, he must make a saving throw versus poison or die. A victim suffers a penalty of 1 to his AC, and -2 to hit each round (cumulative) he is in the smoke. The character will return to normal in 3x the number of rounds the character spent breathing the noxious gas.

A gas mask will not protect against such gas, because it is transferred through skin contact as easily as through breathing, but a complete protective suit will. Nerve gas

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grenades have a 30 foot radius and persist for 1d3+6 turns in still weather, and 1d3+1 turns in windy weather.

Photon Grenade (Lethal): This type of grenade lets off such a powerful burst of photons that it kills all living things within a 30 foot blast radius. It will not penetrate a force screen or other form of protective energy. Victims are allowed a saving throw versus death with a penalty of 2. Any character succeeding this roll is reduced to 1 hp and stunned for 2d4 turns.

Photon Grenade (Nonlethal): This type of grenade lets off a powerful burst of photons that damages or destroys the optical nerve endings of all beings in the 30 foot blast radius. If affected, the victim must make a save versus energy attacks or be blinded permanently. A successful save indicates the character is blinded for 1d4 hours.

Plasma Grenade: The super-advanced plasma grenade is the ultimate in anti-personnel grenades. The compact device contains an internal cylinder kept under constant magnetic pressure, inside of which is sustained a superheated gas. When detonated, the plasma grenade explodes with a flash of pure energy, tearing through flesh and metal plate with equal ease. This type of grenade has a blast radius of 30 feet and totally disintegrates everything in the blast area. It will not penetrate a force screen or other form of protective energy.

These grenades are exceptionally powerful, but are hard to maintain; they must be kept in a powered crate when not in use to maintain the plasma field (otherwise, the grenades become unstable and detonate after 1-4 days once their power holding is gone).

Shock Grenade: This type of grenade lets off a blast of electricity in its area of effect; protection and cover is not afforded by metal obstacles. The charge passes right through metal, so the area of effect stays the same even in close quarters. This type of grenade has a blast radius of 30 feet, deals 3d6 hp damage, and stuns anyone who fails a save versus stun attacks for 2d4 turns.

Smoke Grenade: A smoke grenade emits harmless thick black smoke that obscures all vision within a 30' radius. This provides complete cover, but incurs a -4 penalty to attack when within the smoke cloud. The cloud persists in still conditions for 1d3+6 turns and in windy conditions for 1d3+1 turns.

Bombs and Explosives

Bombs come in a variety of shapes, sizes, and materials. They can look like anything the ML can imagine, from multicolored metal spheres to strange looking canisters and boxes. They can also be primed to be set off in a variety of ways; these details are left to the imagination of the ML. Many bombs were designed to be stationary or dropped from airborne craft. However, 15% of all bombs are designed for launching in a *missile launcher*.

Bombs			
Bombs	Damage	Blast Radius	Weight
Bio Toxin Bomb	Death	150 ft.	3 lbs.
Concussion bomb	75+	150+ ft.	3 lbs.
Mutation Bomb	*	90 ft.	2 lbs.
Negation Bomb	*	90 ft.	1 lbs.
Plasma Bomb	*	90 ft.	50 lbs.
Radiation Bomb (Dirty)	200	1/2 mile	100 lbs
Radiation Bomb	100	1,500 ft.	150 lbs
Satchel A	4d6	10 ft.	1 lb.
Satchel B	6d6	30 ft.	1 lb.
Satchel C	10d6	90 ft.	1 lb.
Satchel D	12d6	150 ft.	2 lbs.

Bio-Toxin Bomb: This is a bomb that releases a toxic gas. The bomb has a blast radius of 150 feet, and requires everyone to make a saving throw versus poison or die.

Concussion Bomb: When detonated, the concussion bomb explodes in a deafening and concussive blast radius of 150 feet, causing 75 hp damage to everything in the area. These statistics are for a medium sized version of the concussion bomb. If the ML wishes, this type of bomb can come in any number of sizes, and corresponding damage increases.

Mutation Bomb: This type of bomb emits a powerful field of mutative radiation in its area of effect. One round after a bomb of this type lands, it emits a burst of concentrated radiation affecting all within a 90 foot radius. Those caught within the blast radius must roll a d20. On a roll of 1-12, they receive a mutation drawback, on a roll of 13 they receive a beneficial mutation, and on a roll of 14-20 they must make a saving throw versus radiation or suffer the effects of class 6 radiation. Note that pure humans always suffer damage from this bomb, and never mutate. Any replicants will suffer the sickness described in the Characters section rather than acquire a mutation. The radiation from this bomb will not penetrate a force screen. Roll all mutations randomly.

Negation Bomb: This type of bomb comes in a variety of forms, from hand-held grenades to grenade launcher shells, to rockets, missiles, and even artillery shells. The bomb creates an incredible dampening field that confuses, jams, and creates a general "haywire" effect on electrical equipment and force screens in the 90 foot area of effect. The current value of all force screens is divided by 2. Otherwise, all forms of electronic equipment, including powered weapons, powered armor, robots, basic androids, and synthetics are completely shorted out. The duration for these effects is 4d6 turns.

Plasma Bomb: The super-advanced plasma bomb is the ultimate in anti-personnel bombs. The 50 pound device contains an internal cylinder kept under constant magnetic

pressure, inside of which is sustained a superheated gas. When detonated, the plasma bomb explodes with a flash of pure energy, tearing through flesh and metal plate with equal ease. This type of bomb has a blast radius of 90 feet and totally disintegrates everything in the blast area. It will not penetrate a force screen or other form of protective energy.

These bombs are exceptionally powerful, but are hard to maintain; they must be kept in a powered crate when not in use to maintain the plasma field (otherwise, the bombs become unstable and detonate after 1-4 days once their power holding is gone).

Radiation Bomb: This insidious bomb is a large, 2' diameter sphere or tube, and was generally dropped by airborne craft. One round after a bomb of this type lands, it emits an invisible wave of intense radiation for 1,500 feet. This radiation inflicts 100 hp damage to all living things in the blast radius. All non-living objects will remain unharmed. Any creature left unprotected after the 100 damage is applied to a force screen takes the remaining damage and must make a save versus radiation or suffer the effects of class 10 radiation.

Radiation Bomb (Dirty): This is basically a concussion bomb packed with radioactive materials. The explosion does an initial wave of damage, and spreads the radioactive materials a great distance, as to cover a greater area with radiation and do more lasting damage. The explosion of a dirty bomb does 200 points of damage to everything in a 150 foot area. After that damage is applied, every living creature still alive within 1/2 mile is forced to make 3 saves versus radiation or suffer the effects of class 10 radiation.

Satchel Charge A: The smallest type of "damage pack", this weapon is roughly the size of a remote control, and was used primarily for covert detonation. The A charge has a blast radius of 10 feet and deals 4d6 points of damage.

Satchel Charge B: The B charge is roughly the size of a small portable radio. It has a blast radius of 30 feet and deals 6d6 points of damage.

Satchel Charge C: The C charge has a blast radius of 90 feet and deals 10d6 points of damage.

Satchel Charge D: This type of detonation charge is the largest. The D charge has a blast radius of 150 feet and deals 12d6 points of damage.

Missiles

Light Anti-Tank Weapon (LAW): Various weapons of this type were made. The LAW is a disposable anti-tank rocket; it is a one-shot man-portable missile. They typically deal 7d6 hp damage within a blast radius of 30 feet, but 25%

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of these are instead equipped with a randomly determined grenade type.

Micro-Missile Launcher: Micro-missiles are the smallest type of missile, usually no more than four or five inches long; they were used primarily only in suits of powered or power-assisted armor, and are fired from a special 30-tube launcher. They have a range of 1,500 feet, and inflict 7d6 damage to everything in the 30 foot blast area. If missiles only are found, they are in a case of 24. A micro-missile launcher is considered a *rapid-fire* weapon.

Mini-Missile Launcher: Also known as a “rocket”, mini-missile launchers (12” to 24” long) were most often mounted in packs on helicopters, aircraft, and attack spacecraft. Most varieties could be re-equipped to hold different warheads. These act just like regular grenades, with the same variety of types. A typical mini-missile has a blast radius of 60 feet, a range of 1/2 mile, and inflicts 50 hp damage to everything in the blast radius. If missiles only are found, they are in a case of 12.

Missile Launcher: This type of weapon was mounted on helicopters, attack air cars, robots, and tanks, for attacking other armored vehicles or emplacements. The sizes of missiles used in these applications range from 3’ to 9’ long, and have varied ranges, blasts and damage. They can also hold warheads, like the rockets in the *mini-missile launcher*, but use the stats from the bombs rather than the grenades (if applicable). They have a blast radius of 300 feet, a range of 25 miles, and inflict 150 points of damage on everything in the blast radius. If using grenade warheads, use this increased range. If missiles only are found, they are in a case of 6.

Rocket-Propelled Grenade Launcher (RPG): This item is a missile launcher that fires special rocket-propelled grenade rounds. Such rounds can duplicate the effects of any standard grenade type, but are propelled to a greater range. The weapon can be reloaded, unlike the LAW. An RPG takes 1 round to reload.

Gizmos

Advanced Breathing Apparatus: This is a generic term used to describe a variety of breathing-assistance devices, such as divers’ air tanks, firefighters’ oxygen masks, or internal air supply systems for spacesuits, radiation suits, etc. Most apparatus include a backpack mounted air tank, but they may employ oxygen recycling systems, negating the need for tanks. Tanks are good for 1-10 hours of use. The apparatus renders the wearer immune to gaseous

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toxins, including poisonous gas, inhaled radiated dust, and airborne diseases.

Autograpnel: This piece of equipment is a plastic rectangular device with a hard steel grapnel on one end, and an internal coil of tensile plastic rope. The autograpnel may be used to fire the grapnel, which draws the rope with it up to 75 feet straight into the air; the device may be used to slowly retract 5 feet per round (it can, for example, be used to draw a person up into the air after the grapnel. The rope is strong enough to support 400 pounds. An autograpnel weighs 6 pounds. **Power Source:** Power cell.

Boron Solution Spray: This advanced tool looks just like a portable fire extinguisher, except that it contains a special chemical mixture used to dampen and inhibit radioactivity. When the solution is sprayed on any radiating source, it cuts the emitted radiation by 1/2 for each application, always rounding down. For example, applying two charges of spray on a class 6 radiation source would bring it first down to 3, then down to 1 for the second use. Each boron spray container generally contains 1d10 spray charges.

Cigarette Lighter: This tiny, priceless object creates a steady flame even in wet or windy conditions due to a shielded cover. They come in a number of colors and styles. A typical lighter will have d100 “charges”.

Clones: One common service provided widely throughout many countries prior to the fall of the Ancients was the creation of clones. This find consists of 1d10 clone tubes. There is a 50% chance that any one tube is currently functional and contains a clone with a blank mind. Clones were human beings grown artificially in a “vat”, using genetic codes gleaned from samples (hair, blood, skin, etc.) given by their owners. In addition, the clone bank digitally recorded the memories and personality of the client, and stored this in a computer or on a memory storage device. Clones, when fully grown (taking some 1-4 weeks), exactly resembled the client, but were kept inactive until “needed.” Clones were only activated when the clone bank got word that the owner had died. When activated, the original’s exact memories, skills, and proficiencies were implanted into the clone’s brain. In effect, the client was “reborn” as the clone.

Clone tubes are particularly coveted by slavers, who activate the clones to sell on the slave market. Clones that do not have implanted memories have a docile, child-like intellect.

Missiles				
Missiles	Damage	Normal Range/Maximum Range	Blast Radius	Weight
Micro Missile	7d6	4,500 ft./9,000 ft.	30 ft.	12 lbs.
Mini Missile	50 (plus warhead)	200 ft./400 ft.	60 ft.	80 lbs.
Missile Launcher	150 (plus warhead)	1.5 miles/3 miles	300 ft.	120 lbs.
LAW	7d6	900 ft./1,800 ft.	30 ft.	10 lbs.
RPG	As grenade type	450 ft./900 ft.	As grenade type	20 lbs.

Communicator: The Ancients used a wide variety of portable communications devices, from those similar to walkie-talkies, to headset communicators or hand-held gizmos with similar parameters. A typical communicator uses either radio or microwave emitters/receivers, giving a range from 1 to 10 miles and weighs about 1-2 pounds. **Power Source:** Power Cell.

Electronically Responsive Notation Instrument ("Ernie"): The ERNI is a pocket sized, multi-functional device that can scan documents, take pictures and record video, and take verbal input with nearly perfect voice recognition. It can store hundreds of hours worth of high quality video, and can store a nearly infinite number of text and voice notes. It has a small keypad for input and comes with a calendar correctly dated to the current year, a map of the major roadways and cities of the pre apocalypse world, and a cheerful and attentive voice which can be turned off if desired. The ML may dictate that any kind of useful informational program is installed in the ERNI. **Power Source:** Power Cell.

Firestarter Cube: This is a clear plastic cube, 1" x 1"; when the side tabs are pulled, the cube heats chemically to ignite flammable materials within contact, even in extreme dampness or high winds. It is ideal for starting a campfire in a storm.

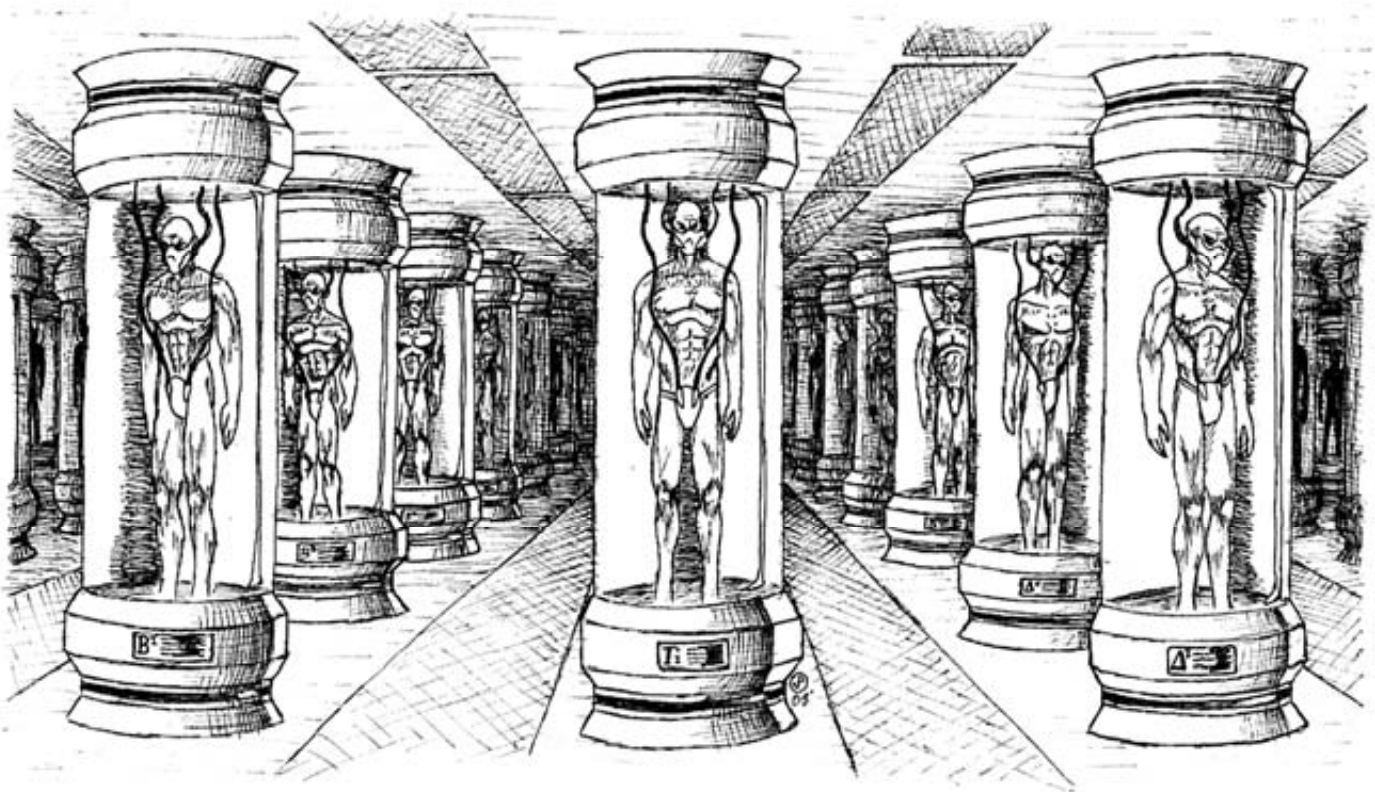
Flashlight: This small light source typically illuminates a cone 60 feet long and 20 feet wide at the end. A flashlight weighs 2 pounds. **Power Source:** Power Cell.

Force Screen Belt: This priceless artifact creates a reactive force field around the wearer. While energized, the shimmering force field resists all forms of damage, absorbing the first 20 points of damage per round. Power is only used when and if the wearer is struck. The energy field negates all other forms of powered shields worn by the user. **Power Source:** Plutonium clip.

Gas Mask: Old-style gas masks are found in a wide variety of styles, shapes, and colors. Gas masks, in general, work to filter out biological and chemical agents that work through inhalation. They have no effect against skin-affecting agents or radiation. The masks work to absorb all inhaled agents, for up to four hours of continuous use, before the filter must be replaced.

Gas Mask Filter: Gas mask filters appear in a number of varieties, from cylinders to "hockey pucks". In the later stages of civilization, most were made to a universal specification. As stated under the gas mask, such items work for up to four hours at a time before becoming clogged and useless. All filters are disposable, and cannot be re-used.

Chemical Sensor: These devices, typically hand-held and possessing a microphone-like protrusion, detect the general presence of toxic chemical gasses in the vicinity. Such an item detects only chemical agents (not radiation). This includes hazardous chemicals, chemical contaminants, and various nerve/irritant/blood agents. A chemical sensor's range is 50' and weighs 1 pound. **Power Source:** Beltpack.



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Geiger Counter: This type of item can be hand-held, mounted on a shoulder harness, or even installed in some advanced infantry combat suits like a modified “HUD”. Such an item detects the exact class of radiation in an area, displaying it on a numbered dial (sometimes digital), emitting a high-pitched whine when the user gets close to the source of radiation. A Geiger counter has a range of 75 feet and weighs 3 pounds. **Power Source:** Backpack.

Rad Tab: Such items come in all shapes and sizes, but are usually installed as a colored strip on an I.D. badge, arm band, etc. The strip changes color when the wearer comes close to dangerous radiation level areas. Such an item changes from black to yellow when exposed to class 1 radiation, yellow to orange at class 3, and orange to red at class 5 or more. After exposure to radiation, a rad tab cannot be used again. **Power Source:** NA.

Infra-Red Goggles: These appear as heavy silvered goggles. The lenses are filled with a glycine coating, filtering out all light except for that produced by infra-red. These goggles allow the wearer to clearly discern heat sources in the dark as the mutation *thermal vision* to a distance of 240'. These goggles weigh 2 pounds.

Motion Detector: This item appears to be a fanciful metal device, with a glass T.V. tube on its topside. The device, when activated and pointed in a certain direction, detects all motion in a cone up to 50' long and 30' wide at the terminal end. Things that are moving appear as dots on the screen, showing their relative position in the cone and the rate of their speed. The detector will only detect motion by things no smaller than a mouse. A motion detector weighs 4 pounds. **Power Source:** Backpack.

Optic Scanner: An alternative security lock is the “optic scanner”, which guards computer terminals, doorways, and buildings in the manner of ID cards. Mutants with aberrant eye deformities are not recognized by such scanners and will not be granted admission by them.

Portable Detection Radar: This appears to be a plastic screen on a metal backing, attached to a small tripod mounted radar dish. The radar is lightweight, can be carried easily, and can detect movement by medium-sized or larger creatures within 3 miles. The radar detects in a 120-degree arc, and monitors general size, distance, and speed. It weighs 5 pounds. **Power Source:** Power Pack.

Power Fist: This appears to be a single heavy black metal glove, perhaps spiked or studded with a fine chrome trim. The fist is a perfect exoskeletal covering for the human fist, and is, in effect, a power-assisted limb. The power fist allows the wearer to grip far more powerfully than a normal human fist, able to crush the likes of a metal power clip in a single motion. This weapon acts to magnify the strength of the user in melee attacks (or feats of strength), giving an enhancement bonus of +4 to the wearer's Strength. If two power fists are used, the bonus

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increases to +8, but only for two-handed operations (such as wielding a two-handed weapon, or using both hands to bend bars). A power fist weighs 8 pounds. **Power Source:** Backpack or backpack.

UV Sterilizer: The device appears to be a small hand-held “television” or flash screen, used much like a hand-held scanner. Whatever the UV ray passes over is totally “cleansed” in a matter of 1d2 rounds. This works on all viruses and bacteria, but is harmful to living tissue (inflicting 1d6 in heat damage for every two rounds of direct exposure; 3d6 versus fungi and plant-like creatures). One discharge is used for each round of operation. A UV sterilizer weighs 3 pounds. **Power Source:** Backpack.

Water Purifier: A variety of models of this device existed. It operates along the same principle as a water filter; it purifies water of any kind and makes it digestible by the human metabolism. The purifier runs on electricity, which is used to separate the chemicals in the water. This device requires one hour to purify one day's water requirement for a human sized creature. The average water purifier weighs 2 pounds. **Power Source:** Power Pack.

X-Ray Goggles: This form of super-science advanced eyewear permits the wearer to see into and through solid matter. The wearer can see through a stone wall and up to 30 feet. The wearer may see 60 feet if looking through wood and other low-density material. A 10 foot squared area (100 square feet) can be visually examined each turn, and any secret doors, hidden recesses, or traps will be evident. Lead or gold will block x-ray vision. **Power Source:** Power Cell.

Foodstuffs

Canned Foods: Super-advanced food preservation techniques developed years prior to the apocalypse (even beyond modern methods) that permitted the canning of perishable and non-perishable goods. The container itself heats, cools, or rehydrates the food within; depending, of course, on the type of dish. In addition, a “spork” (a spoon-like utensil with fork-like serration) is usually attached to the package. Meals remain preserved for centuries due to space-age packaging, and are actually quite tasty and nutritious. The nutrition value of one meal is equal to a full day's nutritional requirements. A case of 2d4+10 meals will be found at a time.

Dehydrated Pills: Developed for use in long-range space missions, these food items are small colored pills that are simply meals reduced in size due to the extraction of all moisture. Although they are tasty, these meals are not very filling, and provide no moisture nutrition. A bottle containing 2d10 pills will be found.

Goo Tube: A so-called “goo tube” is a disposable plastic container filled with a nutrient-rich “mush”. This mush comes in one of four flavors – green, red, yellow, and

white, though what these flavors were once meant to duplicate, one can only guess. The product of super-advanced food-processing techniques, the goo tube is only the size of a roll of quarters but is enough to feed a man for an entire day. Goo tubes also have the benefit of never spoiling, and their packaging protects them fully from chemical contamination. A total of 1d6+6 tubes will be found.

Salt Pills: These pills increase the salt content in the body, which helps retain ingested moisture. One pill, taken daily, reduces the need for ingested moisture by one half for 1 week. A bottle containing d00x100 pills will be found.

Soup Mixes: Dehydrated and vacuum-packed, these mixes are hearty and nutritious (equal to about one full meal), but require mixing with a certain amount of heated, drinkable water. A package of 2d4+12 mixes will be found.

Synthihol: Synthihol comprises a variety of synthetic and engineered alcoholic products; the effect was to allow the manufacturer to create an astounding variety of tastes, scents, richness, and features heretofore alien to traditional alcoholic beverages. Synthihol products were being manufactured to possess weird and eye-catching colors, each being different than the next, and thus they are now prized in the wasteland like exotic elixirs. Examples include liquor in which are suspended flecks of shimmering color, or striking blue drinks that glow unnaturally under ultraviolet light. In effect, however, they are little more than exotic beers or wines. A total of 2d6 bottles will be found at a time.

Assorted Junk

Hologram Projector: This item appears similar to a flat black trophy stand, with a button or dial concealed inconspicuously on the front, back, or bottom. When the button is pressed an emitter creates a 3D holographic-image, floating roughly three inches to a foot above the unit. The image created rotates a full 360 degrees over the course of thirty seconds. The image programmed into the hologram projector can be virtually anything; a commemorative image of a popular movie star, medical diagrams, flashy advertisements, a flag billowing in the wind, etc. A small port on the side permits a different image card to be inserted if desired. **Power Source:** Power Cell.

Identity Card: The Ancients used a variety of identification cards for a variety of reasons; credit management, purchasing of goods, and access to certain areas. These cards come in a variety of degrees, and were only issued to those who had the right clearance -some allow passage into police armories, others into medical facilities, others into personal homes. They are typically color-coded, and allow passage into areas monitored and kept secure by robots and electronic security systems. Variations of these

types were known, and thus their usage is not always universal.

Example uses: White cards were used for front-door access to almost all private residences, from houses to apartments. Yellow cards were reserved for access to underground storage, maintenance tunnels, etc. Gray cards were limited to soldiers in the field, permitting the holder to bypass security locks and enter abandoned households during the fighting.

Keep in mind that keycards will only work on doors and portals that still have electric power.

Ion Bonding Tape: This is a super-advanced form of binding material that bonds easily to most surfaces, even slippery metal. A typical roll has about 2,000 feet of tape. Ion Bonding Tape requires a Strength check to tear or detach.

Light Rod: These are rigid 3' long plastic rods are filled with two chemicals which, when combined by pulling a tab on the rod, glow brightly and intensely. Colors range from vibrant orange to fluorescent blue. The glow provides general illumination, but no heat, to 50' for eight hours. A light rod can only be used once. A package of 1d6 rods will be present.

Light Stick: A six-inch long, chemically-activated and hand-held stick of luminous liquid, these safety-lights glow intensely and can be seen through smoky, cloudy, and hazy weather. The light cannot be detected with infrared, and thus make ideal non-signature road flares or nightlights. Lightsticks come in a variety of fluorescent colors. A stick will provide 10 feet of illumination for up to 30 turns, thereafter being useless. A total of 2d6 sticks will be found.

Magnesium Firestarter: These are high quality magnesium starters, operable in even the wettest conditions. The starter consists of a magnesium bar, which when scraped produces magnesium shavings that are highly flammable. A built-in sparking rod is included.

Portable Stove: For individual use while camping or for survival in the wilderness, this is a small rectangular device with two burners attached to it, adequate to heat two small pots or pans. Foldout metal utensils are stored in a compartment in the device's side. There are many versions of this item available; some older models are powered by gas cylinders, but the majority are powered by electric cells. A portable stove weighs 5 pounds. **Power Source:** Power cell.

Survival Kit: This type of item was generally only issued to soldiers in the field, but many types are available. The typical kit contains a water-purification bag, a simple sewing kit, a book of 20 waterproof matches, a compass, four gobs of chewing gum, eight pieces of sweet candy (no nutrition, but raises energy level due to sugar content),

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a razor blade and holder, and a single ten-dose canister of *medi-spray*. A survival kit weighs 10 pounds.

Drugs, Chemicals, and Medical Devices

Advanced Drugs and Chemicals

Note that injected drugs will most often be found in ready syringes (see *Medical Devices*). Occasionally (15%), these drugs or chemicals will instead be found in a small bottle containing 2d4 doses that can be administered with an empty syringe. Pills are (90%) found packaged as single doses, but may be found in small bottles containing 1d4+1 pills (10%).

Antitox: This drug completely dilutes and cleanses poisons and chemical toxins from the system 2 rounds after injection and removes all negative effects.

Filter-Dose: This is an injected drug that dissolves and breaks-down foreign chemicals, toxins, and organisms in the bloodstream. It works just like *antitox*, but also works against biological agents and parasites.

Hercurin: This drug found in capsule or shot form increases muscle output. It provides a boost to Strength (+3) and Dexterity (+1). The ability boosts will last for 1d6x10 turns, but after the effects wane, it requires the character to rest for a period of 1 hour per 15 minutes the attribute boosts lasted. If no rest period is taken, the user must roll a d20. On a roll of 1-10 he loses 1 point of Strength permanently, and on a roll of 11-20 he loses 1 point of Dexterity permanently.

K-O Shot: This potent drug (akin to sodium thiopental, morphine, codeine, and opiates), forces the victim to make a save versus poison or be knocked out for 2d8 rounds. Upon waking, the user will be in a confused and suggestible state for 1d4 hours. Originally made to keep patients “under” during operations, it makes an effective subdual weapon as well!

Medi-Spray (I, II): This magnificent miracle drug is dispensed in small handheld canisters with a nozzle at one end and an activation button on the opposite side. Such canisters come in a variety of colors and shapes, but there are two main medical variations of the basic drug available, wound healing and spore neutralization. The first kind (I) sprays a liquid-form artificial “flesh” onto any wounded area, which quickly bonds and heals the wound (heals 2d8 hit points per dose); the second (II) sprays a white-cell agitator that fights any and all forms of spore infestation or other infections with 100% effectiveness. All *Medi-sprays* optimally have 10 doses of spray; they cannot usually be reloaded, and are disposable. Only one canister is found at a time.

Proton Energy Pill: This advanced stimulant/appetite suppressant fuels the user’s body with nutrients for 24 hours, and increases the user’s hit points by his

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Constitution score. It also blocks all sensation of pain for 4 hours. The extra hit points wear off with the drug, possibly killing the user if he is below zero hit points when the extra points are gone.

Rad-Purge Shot: This is a chemical that purges radiation from the beneficiary’s system each time it is injected. One shot is enough to heal the damage done to hit points by the effects of radiation. It must be administered within 30 minutes of a failed save versus radiation. This shot cannot bring a character back from the dead if he recently died from radiation exposure, and it does not reverse any mutations resulting from radiation exposure.

Stimshot A: This drug provides instant accelerated healing. One dose of *stimshot A* will heal 2d8+10 hit points instantly.

Stimshot B: This useful but dangerous drug is an improved version of the universal healing drug, *stimshot A*. It provides instant accelerated healing (2d8+10) as well as a boost to Willpower (+3) for 1d6x10 minutes. After the dose wears off completely, the user must rest for 1 hour per 15 minutes the Willpower boost lasted or he will suffer the permanent loss of 1d3 points of Intelligence.

Superegen: This is a drug that accelerates the healing process; this doubles the natural healing rate of the beneficiary’s wounds. The chemical remains active for 1d4+4 days.

Truth Serum: Actually a variety of available drugs (amobarbital, scopolamine, etc), “truth serums” often cause delirium, confusion, and the laxness of inhibitions. As a result, anyone injected by such a serum must make a save versus poison or succumb to interrogations.

Medical Devices

Diagnostic Scanner: This hand-held electronic device, when used within 10 feet of a given subject (the scanner must be directed towards the target), will scan its bloodstream, electric impulses, and general chemical content with a variety of sophisticated sensors. The scanner has a compressed memory bank filled with a large library of diseases and general illnesses, and the information gleaned from the scan is cross-referenced with its memory bank to diagnose whatever disease or sickness (if any) is affecting the target. The diagnostic scanner detects and accurately identifies diseases, chemical contaminant levels, the presence of parasitic infestations, radiation levels, broken bones, degenerative genetic illness, poison, etc.

Power Source: Beltpack.

Healing Pack: This phenomenal device appears to be a small hand-held pack with dials and lights on it, the size of an old-style calculator. The pack, when held over a serious wound and activated, begins to beep and blink, and almost “magically” heals the wound (in fact, it emits a specialized radiation wave that accelerates cellular

regeneration activity); it sutures open cuts, mends bones, replaces tissue, etc. A single discharge of energy heals the subject of 3d10 hit points instantly. The device requires power, however, and it cannot cure diseases, nullify poison, or bring subjects back from the dead. In addition, it has a flat 25% chance of malfunctioning if used on any form of mutant, instead inflicting 1d10 points of damage from its use. A *healing pack* weighs 2 pounds. **Power Source:** Minifusion cell.

Ready Syringe: These items are light plastic syringes. The syringe holds a single dose of any drug; these are empty (75%), and can be used to draw drugs from a bottle. A total of 3d4 syringes will be found in a package.

Regeneration Tank: This most advanced of all ancient medical devices is a large immovable tank, filled with a special chemical fluid that accelerates the regenerative capabilities of the human body. Any patient submerged in the *regen tank* is sustained by the chemical. The body is kept alive in much the same manner as in a womb, relying on umbilical support from the tank's machinery (these automatically attach to a patient). Fluid in the tank causes wounds to heal and ruptured or damaged organs to regenerate. Such devices require a great deal of power to operate, and the patient is effectively unconscious and vulnerable while immersed in the tank. The healing abilities of the tank are dependent on the damage suffered. A person with 50% of his hit points will always be healed (100% chance), with a 25% drop in the chance for every 1/4 of hit points lost from that point on. Fatal injuries are not reversed, but those with potentially fatal consequences, such as diseases, are.

Rumors abound about a special type of *regen tank* that was capable of bringing someone back from the dead if used within 24 hours of death. The existence of such a machine is up to the ML. **Power Source:** Power pack.

Robots

The term "robot" is a generic term that can indicate any of a variety of construct types. No robot should ever be randomly placed when selecting treasure. Robots should either be deliberately placed by the Mutant Lord, or rolled on a random encounter table. A robot can be roughly humanoid in form, or it may more closely resemble a vehicle. Much discretion is left to the Mutant Lord in creating robots, but several categories of features, with examples, are provided here to use as guidelines when designing a robot. The robot characteristics described below should be modified or added to as desired, and are purely optional. Typically, robots may have any number of hit dice (d8s) to determine their maximum hp, and AC scores will generally reflect how well armored they are. They may be equipped with any advanced weaponry. A few examples are provided at the end of this section.

Androids and Robots

For our purposes, androids are not robots. Androids are handled like PCs, NPCs, or monsters. When creating androids, the Mutant Lord should use the guidelines presented in the Characters section or use androids in the Monsters section as a guide. Sometimes there is a fine line between what is an "android" and what is a "robot," Mutant Lords should feel free to handle this as they see fit on a case by case basis.

Power Sources

Robots intended for long-term use are typically powered by a *radioactive battery*. Some smaller robot units may be powered by a *plutonium clip* or a *minifusion cell*, or a rechargeable battery that lasts 24 or 48 hours per charge.

Frames

Armature: The most basic of robot designs, armatures are essentially mechanical skeletons made of metal or some other material. They may be quite large, or the size of a small animal. This frame may actually resemble a human or animal skeleton, or it may just be a simple frame.

Biomorph: A biomorph frame is essentially a hard plastic or metallic casing, often in a shape that suggests a living creature. For example, a human, dog, cat, or chimpanzee, though the resemblance is vague.

Liquid-state: The liquid-state robot is a mass of metal alloy resembling liquid mercury. It contains a molecular network of subprocessors that interpret the central processor's instructions to form a nearly endless variety of shapes. The liquid metal can emulate radically different densities within the same form, meaning that the robot can feel like flesh on the outside, but be as solid as stone on the inside.

Being able to assume different forms does not allow the robot to duplicate appearances or abilities; a liquid-state robot cannot change its color any more than it can breathe fire. For example, if it assumes the shape of a human, the robot would appear to be a human made of metal. Furthermore, a liquid-state robot is limited to the qualities of its own components. A liquid-state robot equipped with a rotor for locomotion cannot simply change shape and acquire a pair of legs, for example. Unlike other robots, however, a liquid-state robot is capable of self-healing at a rate of 3 hp per day, assuming raw metal is available. Robots with these frames suffer +50% damage from heat-based attacks.

Locomotion

Note that base movement rates for these forms of locomotion must be assigned by the Mutant Lord. Many robots will move as fast as a normal human (120') or slower depending on the robot's characteristics and functions.

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Forced Air: The robot takes in air through a vent and forces it out beneath itself, allowing it to hover about an inch off the ground. It handles poorly and moves at half speed over poor surface conditions.

Legs (Multiple): The robot has three or more mechanical legs that allow it to walk, after a fashion. The robot moves at half speed when navigating obstructions, stairs, or poor surface conditions. Only robots equipped with legs can jump.

Legs (Pair): The robot is bipedal, walking on two legs as well as a human. Only robots equipped with legs can jump.

Propeller (Air): The robot has a propeller for air travel. It cannot travel on land without another mode of locomotion. If for some reason the robot's speed drops below its base speed during any given round, it falls.

Propeller (Water): The robot has one or more propellers for water travel. It cannot travel on land without another mode of locomotion.

Rotor: The robot is equipped with a rotor, like a helicopter's. It doesn't move as quickly as a robot equipped with an air propeller, but it can hover without falling.

Stationary: The robot cannot move at all. It is most likely bolted or otherwise secured in place. Factory robots are usually stationary.

Track: The robot follows a preset track and cannot deviate from that course. If the robot is somehow separated from the track, it becomes effectively stationary. The robot can maneuver over an obstacle only if the track leads over the obstacle, but if something obstructs the track, the robot comes to a halt.

Treads: The robot is equipped with a pair of tank-like treads that allow it to roll along over most terrain without significant difficulties. It can negotiate reasonably shallow steps, but stairs are beyond its abilities.

Wheels: Wheels are somewhat more effective than treads on level ground, but the robot moves at half speed when navigating poor surface conditions. Most wheeled robots have four, six, or eight wheels. Robots with wheels cannot jump or swim.

Casters: The robot moves about on spherical wheels, or casters. These are somewhat more efficient than wheels and enable the robot to change direction easily. Robots with casters cannot jump or swim.

Thruster: Thrusters use a miniature impulse engine to produce a stream of high-energy particles, contained and directed by magnetic fields. The exhaust is hot, but not dangerously so. Thrusters enable the robot to fly and hover.

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Inductor: Induction engine technology allows the robot to move about on a thin cushion of artificial gravity. The thrust does not enable the robot to corner quickly, but it can hover and float above liquid surfaces.

Manipulators

Without some kind of manipulating appendage, robots cannot lift or move objects. Manipulators can be as crude as a simple probe or as complex as a five-fingered hand. Some manipulators may be used as weapons, which can inflict anywhere from 1d4, 1d6, 1d8, 1d10, to 1d12 hp damage or more.

Claw: Claws resemble pincers, but the opposed surfaces cover the length of the appendage. Claws suffer the same handicaps as pincers when attempting tasks involving manual dexterity, but they deal greater damage.

Jaws: Usually, only robots modeled after creatures with bite attacks have jaws. Robotic jaws are essentially large clamps with teeth.

Pincer: A pincer is a two-fingered, claw-like appendage that focuses all the grip strength on a pair of opposed surfaces, rather like a pair of tongs. Pincers allow the robot to manipulate and lift objects without much difficulty, but objects specifically made for humanoid hands (like firearms) are usually beyond the pincers' ability to operate. At the ML's discretion, tasks involving manual dexterity suffer a -4 penalty for a robot equipped with pincers.

Probe: Similar to a special-use gripper, a probe is simply an instrument of some kind, meant to measure torque, temperature, or some other factor.

Special-Use Gripper: The robot has a manipulator designed for a specific task. When the robot uses a special-use gripper for a task other than its intended task, the robot suffers a -4 penalty on the roll if the check involves manual strength or dexterity.

Basic Hand: A hand is a step up from a claw, in that it has more digits, usually three or four, total. Hands are a bit more adaptable as well, imposing only a -2 penalty when attempting tasks involving manual dexterity.

Advanced Hand: Advanced hands are essentially the same in structure as human hands, though some might have additional fingers for specialized work. Advanced hands suffer no penalties when attempting tasks involving manual dexterity.

Armor

Although composed of durable alloys or resilient plastic polymers, robots are easily damaged. For this reason, combat models are usually equipped with some form of armor, depending on the robot's frame.

A robot can be equipped with a suit of removable armor (identical in form and function to armor worn by organic

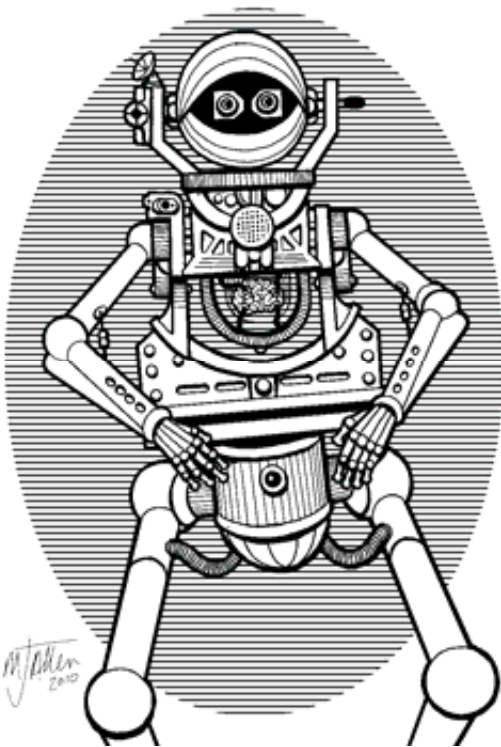
characters), or it can have armor integrated into its frame. A robot may be limited to one type or another depending on its shape, size, and frame. Liquid-state robots cannot have armor of any sort.

Removable Armor

Anthropomorphic robots sometimes wear removable suits of armor, if they are of appropriate size. These armor types could be primitive or advanced.

Integrated Armor

This type of armor is welded or otherwise fixed securely to the robot's frame. Different types of integrated armor are presented below. Only one type of armor can be installed on a given robot.



Alumisteel Armor (AC 4): This easy-to-acquire alloy is lightweight and reasonably strong.

Duraplastic Armor (AC 5): Duraplastic armor is made of advanced plastic polymers, like carbon fiber and high-grade fiberglass. Although relatively cheap and light, it doesn't offer tremendous protection.

Duralloy Armor (AC 3): Duralloy armor is harder, heavier, and more durable than alumisteel.

Crystal Carbon Armor (AC 1): This material was "grown" in orbital laboratories. It is a crystal carbon and composite fiber material that outperforms neovulcanium (see below) on the battlefield.

Neovulcanium Armor (AC 2): Similar to duralloy, neovulcanium uses plasma-forging techniques to create an alloy of unparalleled resilience.

Megatanium Armor (AC -1): Sandwiched layers of crystal carbon and neovulcanium held in a magnetic matrix, megatanium represents the apex of robot armor. It is exceedingly hard and durable.

Reactive Armor (AC 1): Consisting of layers of insulating gel or compressed gas between cerametal sheets, reactive armor provides the same protection as crystal carbon armor but was considerably cheaper and easier to produce.

Sensors

Robots are unable to perceive their surroundings without a sensor system of some kind. Without sensors, they are effectively blind and deaf. A robot without visual sensors suffers a -4 penalty on all attack rolls.

Class I Sensor System: This sensor system includes a low-res video camera and a basic audio receiver (effectively a robotic ear). Robots with this package receive a penalty of -2 to hit.

Class II Sensor System: This sensor system includes a video camera with *thermal vision*, capable of discerning creatures and objects by their heat signatures. It also includes a basic audio receiver and a crude chemical sniffer (a series of filters that detect free-floating chemical residues).

Class III Sensor System: This sensor system includes hi-res video sensors, a hi-fidelity audio sensor, a chemical vapor scanner, and a pressure sensor that enables the robot to perform tasks requiring manual dexterity.

Class IV Sensor System: This sensor system includes hi-res video sensors with *night vision* (out to 60'), hi-fidelity audio sensors, a chemical vapor scanner, pressure sensors, and either a ladar or sonar system. Ladar uses laser detectors and ranging sensors to rapidly play low-powered laser beams across the robot's surroundings, allowing it to locate targets. Sonar sensors are used mostly in subaquatic environments, but the technology works almost as well in the air. By bouncing sound waves off objects and measuring the length of time it takes to receive an echo, sonar can produce a clear image of the robot's surroundings. A robot with this sensor package receives a +1 to hit when using ranged weapons.

Class V Sensor System: This sensor system includes hi-res video sensors with *night vision* (out to 120'), hi-fidelity audio sensors, a chemical vapor scanner, pressure sensors, and short-range radar that allows a robot to not only perceive its surroundings but also target more effectively. A robot with this sensor package receives a +1 to hit when using ranged weapons.

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Class VI Sensor System: This sensor system includes hi-definition video sensors with *night vision* (out to 120') and *thermal vision* (out to 90'), acoustic audio sensors, a chemical vapor scanner, pressure sensors, and multiband radar that uses multiple concurrent radar signals in different frequencies to gather more data. A robot with this sensor package receives a +2 to hit when using ranged weapons, and +1 to initiative.

Nerve Web: The nerve web is an advanced sensor array that simulates the function of an organic nervous system. This sensor system includes a full-spectrum eye with *night vision* (out to 180 feet), *thermal vision* (out to 90'), a full-frequency ear, a sophisticated olfactory sensor, tactile and gustatory sensors, and multiband radar. A robot with this sensor package receives a +2 to hit when using ranged weapons, and +2 to initiative.

Mental Programming

Robots will have one of the following forms of intelligence.

Programming: A robot with programming is not creative or adaptable. It may have some problem solving capability, but it primarily is programmed with certain tasks and responses to stimuli. A cleverly programmed robot may appear to be intelligent on first impression, but with longer exposure the limits of the robot's responses will be perceived.

Artificial Intelligence: A robot with artificial intelligence has a true thinking, learning, problem-solving mind. It has a will of its own. These robots are very adaptable, and are capable of any of the same mental tasks that a human being can perform.

Accessories

AV Recorder: This audio and video recorder unit uses the robot's video and audio sensors to record and store information.

AV Transmitter: A remote audio-visual unit consists of a video camera and microphone connected to the robot's visual and audio sensors, with a transmitter to send the information to a computer or a remote control unit (see Remote Control Unit, below). The AV transmitter includes a transmitter with an effective range of three miles. This unit does not allow a remote operator to control the robot (but see Robolink, below). It merely allows the operator to see and hear what the robot sees and hears.

Fire Extinguisher: This unit ejects enough extinguishing chemicals during 1 round to put out a fire in a 10'x10' area. A robot's extinguisher tank holds a number of shots of chemical spray based on the robot's overall size, at the Mutant Lord's discretion.

Internal Storage Unit: The robot has an insulated compartment for storing foreign objects. The compartment size is determined by the Mutant Lord.

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Loading Mechanism: A loading mechanism allows a robot to reload a single handheld weapon as a full-round action. The mechanism can hold enough ammunition to reload the weapon three times, whether it is a slug thrower or an energy weapon.

A robot can have multiple loading mechanisms—one for each weapon it carries.

Remote Control Unit: Referred to colloquially as a "remcon," this handheld, self-powered control stick has a small video screen and audio receiver built into it. It also comes in the form of a mechanical gauntlet worn on the hand.

The remcon allows its operator to control a specific robot from afar. For it to work, the robot must be equipped with an AV transmitter and a robolink adjusted to the same frequency as the remote control unit.

Using a remcon to activate or deactivate a robot takes 1 round. Using it to make the robot move or attack is a full-round action for the operator.

Robolink: This unit is usually only installed on a robot with no intelligence of its own. It allows a remote operator to control a robot's actions from afar. It also enables the operator to shut down and activate the robot. The effective range of the robolink's transmitter is 1,000 feet. To control a robot equipped with a robolink, the operator requires a remote control unit (see above).

Tool Mount: This mount is usually attached to the end of a robotic appendage and sports a single tool. A tool mount easily adjusts to house different kinds of tools, but it can hold only one tool at any given time. Liquid-state robots, due to their amorphous nature, cannot have tool mounts.

Vocalizer: This unit enables a robot to speak any language it is programmed with.

Weapon Mount: Robots that lack the proper manipulators to grasp weapons are suitable candidates for weapon mounts. Liquid-state robots, due to their amorphous nature, cannot have weapon mounts.

A weapon mount can be attached to almost any part of a robot's frame. Any weapon can be mounted on the weapon mount. However, a robot-mounted weapon cannot be used as a hand-held weapon, or vice versa. A weapon mount has compartments for storing ammunition.

Magnetic Feet: The robot comes with electromagnetic grippers that allow it to cling to ferrous surfaces, including iron and steel. The robot using its magnetic feet can climb with a movement of 40'.

Self-destruct System: Designed for robots in military and espionage roles, self-destruct systems ensure that the robot cannot be captured, analyzed, and reprogrammed. The default self-destruct system is rigged to detonate when the

robot is reduced to 0 hit points, but it can be modified to trigger under certain circumstances, such as if a code word is uttered. The self-destruct system obliterates the robot regardless of how many hit points it has left. A robot destroyed by its own self-destruct system has no salvageable parts.

The robot's self-destruction triggers an explosion of shrapnel that deals collateral damage to creatures within 10' of the robot. Damage can range between 1d6 to 10d6, depending on how powerful the self-destruct charge is and whether it is intended to injure or kill as many beings near it as possible.

Holo Screen: A holo screen unit projects a holographic image around the robot, making it appear as something else of roughly similar proportions occupying the same amount of space. For instance, it could make a robot look like an outcropping of rock or make a small robot look like a small animal.

Although the holographic projection appears real, physical objects can pass through it without difficulty. If the robot moves, the holographic image moves as well. Attacks made against the robot suffer a penalty of -1, since the actual shape of the robot may differ from the projected image.

Inertial Inhibitor: The inertial inhibitor generates a thin magnetic field that radiates out from the robot, slowing the velocity of potentially damaging weapons and projectiles. Damage dealt from projectiles or shrapnel is reduced by 50%, but any energy-based damage is unaffected.

Self-repair Unit: A self-repair unit enables a robot to repair itself by replacing damaged parts with cannibalized or replicated ones. A robot with a self-repair unit can spend 1 hour repairing itself, and this restores 1d10 points of damage. A robot cannot use this unit to repair another robot.

Photon Screen: Using a series of light reflectors molded to the robot's frame, this unit bends light around the robot, rendering it invisible. Any items carried by the robot also become invisible. Any being attacking an invisible robot suffers -4 to hit.

Robot Repair Unit: The RRU enables a robot to repair itself or another robot by replacing damaged parts with replicated new ones. In the latter case, the robot making the repairs must be adjacent to the damaged robot. The robot must spend a full round to repair itself or another robot, and this restores 1d10 points of damage.

Robot Weapon Rules

A robot can be armed with manipulators, handheld weapons, mounted weapons, or any combination of the three. However, during any given round of attacks, it must choose whether to attack with its manipulators, handheld weapons, or mounted weapons, as it cannot switch

between them during the same round, unless otherwise decided by the Mutant Lord.

A robot armed with handheld weapons follows the normal rules of combat, attacking as a monster of its hit dice number.

Sample Robots

Assault Bot

Assault bots are heavily armored and heavily armed. They are capable of battering down doors, or cutting them with built in cutting torches. They are equipped with non-lethal *irritant gas grenades*, *photon grenades*, and *smoke grenades*, all of which are used to provide cover and distraction for their human counterparts. In addition to these non-lethal weapons, the assault bot is equipped with a built in rifle (1d12 damage) and shotgun (3d6/2d6/1d6 damage).

Hit Dice: 30

Frame: Biomorph

Locomotion: Legs (Pair)

Manipulators: Basic Hand

Armor: Crystal Carbon (AC 1)

Sensors: Nerve Web

Mental Programming: Programming

Accessories: loading mechanism (2), vocalizer, magnetic feet

Weaponry: rifle (automatic), shotgun, photon grenade (non-lethal), flash grenades, irritant gas grenades, smoke grenades

Exterminator Bot

These simple robots were used to hunt and kill assorted vermin. They can vary in size from that of a small cat to a large dog. They have between four and eight legs, which also serve as housings for an array of manipulators. The robots carry grenade-like charges of nerve gas and irritant gas, holding 10 charges of each in a heavily armored internal chamber. They can carry between 20-30 shotgun rounds, depending on size. The shotgun is capable of firing every other round.

Hit Dice: 7

Frame: Biomorph

Locomotion: Legs (Multiples)

Manipulators: Claws, jaws, pincers

Armor: Duraplastic (AC 5)

Sensors: Class II

Mental Programming: Programming

Accessories: loading mechanism

Weaponry: irritant gas charge, nerve gas charge, shotgun

Interpreter Bot

These androids are programmed with knowledge of all languages known to humanity before the apocalypse. Whenever an interpreting bot is in the presence of two or more beings speaking different languages, the robot will interpret for each creature in turn. The advanced brain

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scanners implanted in the robot can look for signs of understanding in the brain of the listener as well as the speaker. It is possible that some interpreting bots have reprogrammed one another with any languages that emerged after the apocalypse, while others may have had their programming hopelessly scrambled.

Hit Dice: 10

Frame: Biomorph

Locomotion: Legs (pair)

Manipulators: Advanced Hands

Armor: Duraplastic (AC 5)

Sensors: Nerve Web

Mental Programming: AI

Accessories: Advanced brain scanners

Weaponry: None

Mechanical Field Operative (MFO)

This robot was a precursor to the EMAs. An advanced remcon unit is used to control it at great distances. A special pair of gloves allows the controller to utilize the manipulators of the MFO, and a microphone allowed him to communicate with others through the suit's external speaker system. A complete advanced remcon system must be used to control these types of robots.

Hit Dice: 20

Frame: Armature

Locomotion: Legs/Jets

Manipulators: Advanced Hands

Armor: Duralloy (AC 3)

Sensors: Class VI

Mental Programming: Operated by remcon.

Accessories: AV recorder/transmitter, fire extinguisher, vocalizer.

Weaponry: Any two of the following: laser pistol, laser rifle, grenade launcher (30 grenades), plasma pistol, micro-missile launcher (20 micro missiles).

Mining Bot

These robots were used in large mining operations that were, for one reason or another, too dangerous for human beings. The mining bot is an 6' tall, roughly humanoid torso on top of a 4' tall treaded platform, for a total height of 10'. Mining bot heads come in a variety of shapes, including pyramids and cubes. Each of these heads has a red circular eye on each face. The multiple long arms of the mining bot have interchangeable manipulators made completely out of neovulcanium to withstand great temperature or pressure, usually a pneumatic jackhammer mount, a shovel mount, a torch mount, and a boring mount. The jackhammer can inflict 2d10 damage, the shovel 3d6, the torch 3d10, and the mounted boring tool 3d6+6.

Hit Dice: 350 hp

Frame: Armature

Locomotion: Treads

Manipulators: Interchangeable, usually pincers

Technological Artifacts

Armor: Alumisteel (AC 4)

Sensors: Class III

Mental Programming: Programming

Accessories: Fire extinguisher, remote control unit

Minor Enforcement Bot

These robots were responsible for writing parking tickets, and discouraging jaywalking, littering, and other minor infractions. They do not generally have any weaponry, but will take photos or record video of those breaking the law. If it is possible, the enforcement bot will then follow the lawbreaker around asking for identification and trying to give them a ticket.

Hit Dice: 10

Frame: Armature

Locomotion: Treads

Manipulators: Basic Hands

Armor: Duraplastic (AC 5)

Sensors: Class III

Mental Programming: Programming

Accessories: Ticket receipts, facial recognition, retina scanner, credit input

Weaponry: None

Repair Bot

These boxy looking robots are programmed to repair all kinds of technology, including guns, vehicles, and even nuclear reactors. One repair bot is usually programmed to repair a type of object or broad group of machines. Repair bots of all sizes can be found in the ruins of manufacturing plants and other industrial settings. If a repair bot is presented with an object that it is programmed to repair, and any replacement parts necessary, it will be able to repair an item 100% of the time. While the repair bot is working on a project, it will show pictures of the replacement parts that it requires on a small view screen, complete with detailed schematics. Repair bots are also capable of verbalizing the requirements for the repairs they are currently involved in.

Hit Dice: 30

Frame: Armature

Locomotion: Casters

Manipulators: Assorted probes, special use grippers, advanced hands

Armor: Alumisteel (AC 4)

Sensors: Class III

Mental Programming: Programming

Accessories: Internal compartment (tool storage), robot repair unit, variable tool mounts

Weaponry: None

Riot Bot

These robots were responsible for fortifying the front lines when the police encountered rioting, and are packed with a dizzying array of non-lethal weaponry and powerful armor. Their arsenal includes a grenade launcher (usually full of non-lethal grenades), and four long, multi-

articulated arms that act as stun batons. The hands of a riot bot are capable of carrying any kind of weapon. When riot bots see someone breaking the rules programmed into their memory banks, they will try to subdue and hold them until the authorities arrive to set them free.

- Hit Dice: 20
- Frame: Armature
- Locomotion: Treads
- Manipulators: Advanced Hands
- Armor: Duralloy (AC 3)
- Sensors: Class III
- Mental Programming: Programming
- Accessories: facial recognition, retina scanner
- Weaponry: irritant gas grenades, smoke grenades, four stun batons

Robo-Turret

The robo-turret is a defensive weapon that was utilized in and around important government installations. It is equipped with a number of sensors and weaponry, which will vary depending on the turret’s location. These turrets are column shaped with two “arms” that function as the turret’s main weapons.

- Hit Dice: 50
- Frame: Armature
- Locomotion: Stationary
- Manipulators: None
- Armor: Duralloy (AC 3)
- Sensors: Class IV
- Mental Programming: Programming
- Accessories: loading mechanisms for its weaponry, internal storage unit full of ammunition.
- Weaponry: robo turrets generally have two of one type of firearm (primitive or advanced), plus one heavy weapon such as a grenade launcher with 20 grenades, or a micro missile launcher with 20 micro missiles.

Vehicles

In general, the Mutant Lord should place vehicles when appropriate, rather than determine their presence randomly.

Primitive Vehicles

It will be rare to find combustion vehicles, much less vehicles of this kind in working order. Many operated on petroleum-based fuels, which do not survive the long passage of time. All combustion vehicles travel on the ground, and can be found in various forms of motorcycles, cars, vans, and trucks. Very rare examples of combustion helicopters or planes might be found. Some rare examples of solar powered ground vehicles might exist, conceivably in working order.



Advanced Hover Vehicles

These vehicles are more common, as they were the vehicles in use at the time of the apocalypse. They travel by use of an antigravity inductor engine, typically fueled by a mini-fusion cell. They come in similar forms to more primitive vehicles, including hoverbikes, hovercars, hovertrucks, and hoverbusses. Some vehicles could have robotic controls, with programmed behavior or even artificial intelligence. Vehicles may have armor and other characteristics similar to robots (see above).

Vehicles		
Name	Top Speed	Hit Points
Primitive		
Motorcycle	200 mph	20
Bus	160 mph	30
Car	240 mph	30
Truck	170 mph	35
Helicopter	120 mph	35
Small Prop Plane	300 mph	30
Small Jet Plane	560 mph	45
Advanced		
Hoverbike	250 mph	15
Hoverbus	200 mph	45
Hovercar	300 mph	28
Hovertruck	250 mph	35

SECTION 8: Mutant Lord Lore

World War III. The Great Plague. Armageddon. The rumors are plentiful, the explanations woefully scant. The end happened far enough in the past that even the oldest person in your village was born into a world that bore only a crumbling resemblance to what it once must have been. The Earth has been irrevocably changed, and the truth of history has taken a back seat to the necessity of survival in the mutant future!

Predicting the Mutant Future

Mutant Future does not posit any particular ending to the world, instead leaving such details to the Mutant Lord, who may have an idea of how the end of civilization came about. The fundamental thematic underpinnings of Mutant Future are threefold:

1. A technologically advanced civilization suffered a catastrophic collapse some time in the distant past, plunging mankind into a primitive technological state that has lasted for centuries. Over time, the general level of technology in the wasteland has returned to medieval levels, except in special cases where highly advanced or primitive societies have existed in almost total seclusion.
2. The ancient ruins of the pre-apocalypse civilization still stand, and examples of their advanced technology can be discovered if one knows where to look. Much of this technology is far too advanced for the inhabitants of the wasteland to rebuild or restore, but they can sometimes successfully figure out how to use the artifacts to their advantage. These technological artifacts have become the treasures of the future.
3. Whatever brought about the end of civilization also gave rise to strange mutated creatures of all types, making the wasteland a dangerous place to live, but also a place of great adventure for those brave enough to explore it.

With these core concepts in mind, you can run a game of *Mutant Future* without ever worrying about how the world came to be as it is. To most of the inhabitants of the mutant future it doesn't really matter what happened. Many are simply too concerned about their day-to-day survival to ponder the myriad mysteries of the past. It is hard to find time for a history lesson when you've got a pack of carnivorous plants attacking your livestock.

If you plan to have players spend the bulk of their time exploring ruined complexes and rarely, if ever, interacting with others, the question of what lies beyond the complex may well be moot. It can be fun to play in a shared world

that grows as it is explored, but that need not always be the focus of play.

Some Mutant Lords will want to draw maps, populate the areas that the player characters are likely to visit, and write up concrete and detailed histories that explain the strangeness of the mutant future. Below are some broad considerations that Mutant Lords should take into account if they decide to design a world in which the player characters will adventure.

Populated Areas

Humans in the wasteland will often band together for companionship and protection. Eventually, some of these groups become large enough that it becomes too unwieldy a process to move about and they settle down, forming small communities. Many types of these communities can exist in the wasteland, and they will vary in size and composition.

Every group of humans and intelligent mutants that forms such a society will have its own laws, customs and social expectations. You can have villages that will turn away any mutant, or that hate pure humans to the point of trying to exterminate them whenever they are encountered. Perhaps all of the members of a society are worshipers of a specific object or deity, and require that anyone wishing to join them profess their fealty to this higher power. Maybe a group of centuries-old androids still wait in the ruins of an old military complex for orders that will never be given. In general, assume that the larger societies are more likely to be diverse, even if only begrudgingly so.

The inhabitants of the wasteland still eke out a living through basic farming, unless they are lucky enough to have settled in an area where some kind of large robotic food factory or automated farm is located. Unless this is the case, there will be farmland and livestock nearby, no matter the size of the town.

Villages

Villages are the smallest of the populated areas, having between 30-800 inhabitants. The small size of villages can be attributed to the fact that they are newly formed, or that some villages are found in out of the way places, the members rarely venturing out of the surrounding area. Others may grow slowly because the inhabitants are very particular about who they cohabitate with, turning away those who might join based on any number of religious, racial, or other factors.

Villages are primitive and usually agrarian, having very few technological devices if they have any at all. Any technology they do have will be of the non-weapon variety. Villages are often led by religious figures (shaman,

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priestesses and the like), and have some kind of warrior class distinction. They may be prone to superstitions and distrustful of outsiders, and there is always the possibility that they will be taken and sold as a source of slave labor, or otherwise taken advantage of by more advanced populations who do discover them.

The player characters are generally assumed to come from villages.

Towns

Towns are usually built piecemeal from the remnants of a previously inhabited infrastructure. It is rare to find an entire town that has been built from the ground up by its current population. The larger the population, the more likely it is that the makeup is diverse. A small town can still manage to be exclusive, but it becomes much harder to police your population when it becomes significantly large.

Small Towns

A small town has a population of 801-4,500. In general, assume that societies of this size will have a small group of individuals who enforce rules and laws, and a smaller group of people that serve as a governing body. It is entirely possible that the groups are one and the same.

Medium Towns

A medium town has a population of 4,501-12,000. A medium town will have a larger police force, and will generally have some kind of governing body separate from law enforcement. There may be religiously or racially segregated areas in a medium sized town, either by choice or by law. For a town to grow to this size, there have to be plenty of resources to go around.

Cities

A city is any area with a population above 12,000. These locations will have all kinds of luxuries not found in the smaller areas, and may even have inhabitants that have grown up without ever having had to face the harshness of the wastes. Cities will always have diverse populations, but the same possibilities of racial and religious segregation exist. These large societies are often known of and talked about for miles around, and may actually have an import/export economy with nearby settlements.

Law and Order

While the notions of law and order may seem strange in the context of the *Mutant Future* wastelands, it becomes rapidly apparent that they are necessary in the larger societies outlined above. There are always people looking to take advantage of the weak and defenseless, and there are those who are so maladjusted or mutated that they present a danger to everyone they come in contact with. The police or militia force is the institution formed to protect people from one another.

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Police forces in wasteland societies are generally formed from the strongest and most able-bodied of their number. It is also possible that those who own the most technologically advanced weaponry become the de-facto police force, dishing out punishment as they see fit. The police forces in the wastelands may be lauded as heroes, or labeled as vicious tyrants with laser pistols and badges.

The forms of punishment meted out by law enforcement can take any form the ML wishes. Many punishments will involve the infliction of physical harm, such as branding or beating, but some societies may simply levy fines or even exile criminals for particularly egregious infractions, never allowing them to return.

Religion in the Wasteland

It is not uncommon for a village to be under the guidance of a shaman, priestess, or some other kind of religious figure. After all, it is the charisma of such an individual that brings people into the fold. The religions of the wasteland are as varied as its inhabitants. There are religions that worship technological artifacts, sects that believe the world is in the throes of divine punishment, and Zen wanderers who practice pacifism and asceticism. Intelligent creatures may even have their own religions, whose customs and practices may seem completely alien to humankind.

Religious extremism is not uncommon in the wasteland. As many people try to make order out of the chaos around them, they may resort to fanatic adherence to principles or slavish devotion to some individual or cause. Perhaps your world is teeming with roving bands of warring religious sects fighting for supremacy and followers, or maybe religion is simply the salve that eases the souls of the weary at the end of the day.

Wasteland Hazards

Disease (Optional)

It is possible that diseases from the pre-apocalypse world have also mutated, becoming more virulent, communicative, and damaging. The inclusion of wasteland diseases is at the discretion of the Mutant Lord. If the Mutant Lord decides to include diseases in the campaign or adventure, there are a few questions that should be considered.

What types of diseases are common locally?

The ML need not make an exhaustive list of all possible wasteland diseases, but knowing which ones might affect people living in a specific area is a good idea. The locals will be aware of these diseases, and have a bevy of treatments available for them, treatments which have been developed over long periods of time through trial and error and passed down through generations. Diseases will probably not be known by their proper medical names, but

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have likely been given more descriptive names by those familiar with them.

How are diseases treated?

Medicine can be rare in the mutant future, but the local shaman or medicine man will likely have natural cures or medicines developed over time to treat specific ailments. Perhaps the healing of superflu, for example, requires poultices made from the bark of the skinner tree, or consumption of a soup made with the meat from an eye dog. The strange biology of plants and animals in the wasteland can result in all manner of strange combinations actually working to cure disease or ease the suffering of the afflicted. Such requirements can also lead to hunting adventures when a rash of disease springs up in the PCs' village.

The efficacy of primitive disease treatments is up to the ML, but any effective treatments can offer bonuses to the saving throw, or lower the amount of damage caused by the disease by an amount decided by the Mutant Lord.

How are people infected with diseases treated?

Depending on the disease, some societies may decide that quarantine or banishment is prudent, while others may simply kill those with diseases that are known to have high rates of lethality, either out of compassion for the person with the disease, or out of self preservation for those who are not sick. Individuals with leprosy, for example, may be driven out of the town or village, or perhaps sequestered in a location where others afflicted with the disease are living. Perhaps this banishment is an act of cruelty, or maybe the society still takes care of these sick folks by leaving them food and other sundries while still maintaining a safe distance.

Mutants

The wastelands are known to be full of mutated plants and creatures that pose a serious threat to the unwary traveler. Much of the landscape consists of long stretches of empty wilderness punctuated by crumbling roadways and decayed buildings, and it is in this wilderness that mutant creatures make their lairs.

Because it is so dangerous to travel, most who explore the wastes do so with one or more companions. It is also necessary to carry a weapon with you at all times when traveling, lest you find yourself facing some strange creature with your bare hands. Oftentimes, when one wishes to travel a great distance, it is necessary to hire a scout or guide, and sometimes someone with advanced weaponry to fight alongside you when the going gets tough.

Most settled areas will be aware of the mutant creatures and plants that are local, and will be able to warn

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travelers. They may even have domesticated some of the mutant creatures to use as beasts of burden.

Radiation

There are many areas in the wasteland that are saturated with highly potent radiation. Travelers will often find such areas devoid of all creatures except those who have become immune to the effects of radiation through mutation. These areas will also be void of human activity, as any group of people that stay for an extended period of time will move on when they start exhibiting signs of radiation poisoning, such as hair falling out, lesions on the skin, and internal bleeding. However, it is entirely possible that one might find a group of radiation resistant mutant humans living in such an area to take advantage of the natural dissuasive effects of the radiation.



Ruins

The ancient complexes left over from the long gone civilization are ripe for exploration and looting. Many kinds of buildings and facilities were left standing, some may still even be operational, running under the guidance of hordes of robots or androids who are unaware that they are toiling away in a ruined world. Here is a brief list of possible ruins that the Mutant Lord might place in his landscape:

- Airports
- Armories
- Bomb Shelters
- Clone Banks
- Factories
- Hotels/Resorts
- Mass production farms
- Medical Facilities
- Military Bases
- Mines
- Missile Silos
- Nuclear Facilities
- Power Plants
- Shopping Malls
- Spaceports

Anything could lurk within the walls of these ruins. It is even possible that the buildings have been repurposed by more recent inhabitants and then abandoned. Military facilities might be in complete ruins depending on the history decided upon by the ML. For instance, if a nuclear war caused the fall of mankind, it is likely that military bases were hit by the most powerful weapons, leaving them drenched in varying levels of deadly radiation.

Offworld Adventures

Another possibility open to MLs is that of offworld adventures. It could be that the entire game takes place not on Earth, but within the ruins of some heavily populated offworld colony that suffered a catastrophic fate. Perhaps the Earth is fine, but the characters are stranded in an abandoned moon base or on some distant terraformed planet, doomed to never return to Earth for some mysterious reason. The characters could be trapped within the confines of a large space station or ship, only discovering that fact after they have been adventuring for some time.

Scenarios for Ruins

Adventurers should have a motive for delving into a set of ruins or adventuring in any other location. In smaller ruins that will only be used for one adventure, the reason for being there will be over once the goals of the adventure are reached. However, the Mutant Lord will have to develop multiple scenarios for more extensive areas that the characters keep coming back to. The characters should learn more rumors or legends about the deeper levels of an underground complex, or find clues throughout the area about other regions with ruins. In addition, any inhabited ruins should be considered a “living” place. The Mutant Lord must keep track of how the player characters alter the environment, and how resident monsters or mutants may change in number, type, or behavior in response. Larger ruins will evolve through time just as the characters will by adventuring there.

The following general scenario themes are good places to start in developing motives for the characters to go adventuring.

Exploration is a common theme in adventures. Characters might want to explore an area on their own, or they might be hired. Sometimes the purpose of exploration is simply to seek technological artifacts, chart a previously unknown place, or to clear an area of danger.

Fighting mutants or destructive beings is one possible theme. Characters might be hired to destroy monsters or mutants that have overrun a location, or a powerful evil that has developed. They might be hired to remove mutants that have taken over a revered or desired place.

Fleeing a location is another theme. If the characters have been imprisoned before the adventure begins, they will need to find a way to escape. Possibilities include escape from wrongful imprisonment, escape from slavers, or escape from an intelligent mutant that might serve the characters for dinner.

Dimensional doorways or offworld portals are another good adventure hook. Technological or psionic gateways can lead to new and unique locations, or even new worlds or times, assuming the ML allows this kind of superscience technology. Characters will sometimes encounter strange technological gates (teleporters), which could lead to new areas of ruins, to riches, or even certain death!

Rescue missions could be undertaken if the characters are hired to rescue others who have somehow become imprisoned or enslaved, which can happen frequently in the harsh post-apocalyptic world.

Seeking a degenerate mutant race is another adventure possibility. Often this scenario involves a race of humans or animals that have been isolated underground and mutated for so long they have become evil and monster-like, terrorizing local communities or occupying areas rich in technological artifacts.

Quests are usually undertaken at the request of a powerful or rich patron, like a merchant local boss. Such quests could be to recover specific kinds of technology, or destroy some form of opposition.

Adventure Locations

After the adventure location has been chosen, the Mutant Lord must think about whether certain monsters or mutants might be more likely to haunt the location. Then, the map of the location will be drawn. Usually graph paper will be used, and a scale must be decided on. A good rule is to make each square on the graph paper equal to 10 feet. The Mutant Lord will then design the ruins to suit the kind of location chosen. It might consist of twisting tunnels in a cavern, endless rooms in a dank underground complex, or hallways and rooms in a ruined building above ground. If the Mutant Lord is using a large play mat with grids on it for using figurines, the map will be drawn at a scale of 1” square equals 5 feet. This provides an appropriate scale for use with typical 25 mm scaled figurines.

Stocking Ruins

After the map for the location has been drawn, the Mutant Lord must stock, or fill, the ruins with dangerous mutants, traps, and valuables. The Mutant Lord can choose where to place these, based on the nature of the adventuring location, or roll randomly on the Ruins Stocking Table. Roll on the table for each room in the ruins. The result indicates what will be found in each room. Each result will also have a certain probability of being accompanied with valuables.

Ruins Stocking Table

Roll d00	Contents	Valuables
01-30	Empty	15%
31-60	Monster	50%
61-75	Trap or Hazard	30%
76-00	Unique*	Variable

*The Mutant Lord should plan a unique result carefully. This result could include special encounters or special areas that stand out from encounters in most other rooms.

When a "monster" result is obtained on the above table, the Mutant Lord must roll for a random monster. See the random monster tables at the end of Section 6. If valuables are present, the treasure will be determined based on the Treasure Hoard Class of the monster encountered, or from the Unprotected Treasure Table.

Unprotected Treasure Table

Roll d00	CP	SP	GP	Artifact (1)
01-60	2d8 x100	2d4 x100	1d4 x10 (50%)	3%
61-80	2d8 x100	2d6 x100	1d6 x100 (50%)	5%
81-90	2d10 x100	2d8 x100	2d4 x100 (50%)	7%
91-95	1d10 x1000	1d8 x1000	3d4 x100	9%
96-99	1d10 x2000	1d8 x2000	1d4 x1000	15%
00	1d10 x4000	1d8 x4000	2d4 x1000	20%

When unprotected treasure is indicated in a room, it should seldom be lying about and easily seen, unless the area is very isolated and has likely gone unexplored by others. Generally, this kind of treasure has been hidden, possibly by monsters or NPCs. The treasure will usually be hidden by burial, a secret recess, or some other hiding place. When money is indicated, some values can be substituted with an equivalent currency, should there be some money in circulation from the old civilization.

Traps

There are many possibilities for what kind of traps to place in ruins. Below are some classic examples that can be modified to make them less predictable. These are likely to have been placed by other mutants, NPCs, or left behind by the Ancients.

Primitive Traps

Basic Arrow Trap: An arrow fires from a hidden location, attacking as a Level 1 character, for 1d6 hp damage.

Bricks from Ceiling: Each character in a 10 foot radius must save versus stun attacks or suffer 2d6 hp damage.

Camouflaged Pit Trap: A pit is 10 feet or more deep (1d6 hp damage per 10 feet).

Poison Dart Trap: A dart fires from a hidden location, dealing 1d4 hp damage, and the character must save versus poison or die.

Poison Needle Trap: The character must save versus poison or die.

Portcullis Trap: The character must make a DEX check or suffer 3d6 damage from the falling portcullis. The way will then be blocked, and group members may be separated.

Rolling Rock Trap: A rock rolls out from a hidden location, and the characters must save versus stun attacks or suffer 2d6 damage.

Scything Blade Trap: Characters must save versus stun attacks or suffer 1d8 damage.

Spiked Pit Trap: This is similar to other pit traps, but the character will fall on 1d4 spikes, dealing 1d6 damage each in addition to falling damage.

High-Tech Traps

Anti-Gravity Trap: This trap might be triggered by activating a mechanism, like a door, or from an automated motion sensor. The gravity within the trapped area is instantly reversed, causing characters to "fall" up. Characters suffer 1d6 hp damage per 10' fallen. This trap may be combined with other dangers, such as *vibro blades* that retract from the ceiling, for an additional 10 hp of damage.

Cryo-Freeze Trap: This trap is most often in the form of a pit trap. A character falling into a cryo-freeze trap falls into a 10'x10' chamber that seals automatically. Characters are instantly frozen, and remain this way until they can be freed. The original purpose of such a trap was to neutralize intruders in an environment where it might take some time for authorities to investigate the intrusion.

Decompression Pit: This could be a 10'x10' pit in the floor, or even a small room that seals shut. All air is evacuated, creating a vacuum. Characters suffer 1d4 hp damage each round, in addition to the possibility of suffocation. Characters suffocate in CON/2 rounds (round down).

Electrocution Trap: This could be a trapped door or wall, that when contacted delivers an electric shock that inflicts 4d6 hp damage. A save verses energy attacks reduces damage by half.

Gas Trap: When characters enter an area, a gas trap is triggered that can be a random poison class of gas (30' radius), or it can mimic the effects of a *blood agent grenade*, a *nerve-toxin grenade*, or a *bio-toxin bomb*.

Laser Gun Trap: These *laser guns Mk I* retract from the wall or ceiling, firing on characters within range. They attack as HD 4 monsters and deal 5d6 hp damage with

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each blast. They have an AC of 5 and can be destroyed after suffering 12 hp damage each.

Plasma Trap: This trap can be a pit that seals itself, or a small room. When characters enter, an explosion equal to a *plasma grenade* goes off.

Projectile Trap: Similar to the *laser gun* trap, *automatic rifles* retract from the walls or ceiling, targeting characters in range for 1d12 hp damage per hit. They attack as HD 4 monsters. They have an AC of 5 and can be destroyed after suffering 15 hp damage each.

Radiation Trap: A radiation-emitting globe drops and suspends from the ceiling, releasing a blast of radiation (randomly determine the class) to harm characters within 50'. The globe will continue to release a blast each round. It has an AC of 5 and can be destroyed after suffering 30 hp of damage.

Warp-field Scything Blade Trap: This trap is a high-tech version of the scything blade trap, but is a warp-field blade similar to a *warp-field sword*, but larger and in the shape of an axe. Characters must save versus stun attacks or suffer 30 hp damage from the swinging warp-field blade.

Finishing the Ruins

The Mutant Lord should take care to describe rooms and passageways as they fit the environment. How do areas smell? What do they look like? What creatures live here, and what evidence do they leave behind? The Mutant Lord should add enough description to keep players interested in the ruins, but should not go so far that the description is too deep and becomes tiresome. One option is to fully describe only a small proportion of the rooms. These rooms would include rooms with special or unique encounters. The remaining rooms, while they may have monsters and treasure, can be similar to one another in description. Unimportant random details can be made up during actual game play. However, anything significant which is made up on the spot must be written down to maintain consistency if the characters return to the same room.

Wilderness Design

The Mutant Lord does not need to detail an entire continent at one time! It is much easier to describe a relatively small area, like part of a continent or a an area covering a few hundred miles, to start with. Many adventurers will spend their entire careers within only several hundred miles.

When creating an area, the Mutant Lord has to decide how the land is shaped. It is best to use hex graph paper, which can be found on the internet and printed on a home printer if hex paper is difficult to find at the store. The Mutant Lord must consider many questions. Where are the shorelines? Is this area part of a continent, or a series of islands? Is the area saturated in radiation? If so, how intense is it? Next, decide on the climate. Is the climate

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temperate or tropical? The area can be based on real-life geography, or simply created from scratch. Mapping can begin, making note of mountains, grasslands, rivers, jungles, and other types of terrain or features.

Once the overall geography is mapped, decide which areas are inhabited by humans or mutants, and by what type. Humans will live nearly anywhere, but pure humans will tend to be most concentrated in better environments, while mutant humans and mutant animals may be pushed off into less desirable wasteland.

When placing villages or towns, it is useful to have a guide for how large different kinds of settlements are. Below is a good set of guidelines, repeated from earlier in this section.

Population Size	Settlement Type
30-800	Village
801-4,500	Town, Small
4,501-12,000	Town, Medium
12,001+	Town, Large

The Mutant Lord may place settlements at many locations on the map, but he only needs to develop additional ideas for the group's starting city. Details can be worked out for surrounding cities, as the need requires.

The starting, or base town, is noted and some ruins can be situated near this base town. The base town will have a mayor, sheriff, or authority of some title. There could be churches for prominent religions, and a city militia that will vary in size and power depending on the size of the settlement.

Additional small details should be described to add extra flavor to the immediate area. Are there any prominent legends or rumors? What are the personalities of the local leaders? Are there nearby dangers, like bands of mutant brigands? The Mutant Lord may want to create special wandering monster tables for areas that are unique.

Wandering Monsters

Monsters live in hallways and rooms within ruins, or in caves, forests, or grasslands in the wilderness, or other locations. However, monsters do not only stay where they live. They also wander, hunt, and explore. Therefore, when the characters are exploring ruins, the Mutant Lord will roll 1d6 every 2 turns, and a result of 1 indicates that a wandering monster is encountered. This check is only made 3 to 4 times per day of game time in wilderness adventuring. As mentioned in a previous section, when monsters appear inside of ruins they will be 2d6 x10 feet away from the characters, and when in the wilderness monsters will be encountered at 4d6 x 10 yards away. When an encounter is indicated, roll on the appropriate wandering monster table from the tables provided at the end of Section 6: Monsters. For an additional challenge, the Mutant Lord might roll an additional 1d20 for each

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encounter. A roll of 1 or 2 indicates that the monster encountered will be 1 hit die higher, while a roll of 3 indicates that the monster will be 2 hit dice higher.

Wilderness Wandering Monsters

The chances of encountering a wandering monster in the wilderness vary depending on the type of terrain. When checking for wandering monsters in a wilderness adventure, roll 1d6 as indicated previously, but consult the table below to determine if an encounter occurs. If an encounter occurs, consult the tables at the end of Section 6 to roll for the kind of monster encountered.

Terrain	Encounter occurs on...
Plains, Town, Settled	1
Air, Desert, Forest, River	1 or 2
Hills, Sea	1 or 2
Mountains, Swamp, Jungle	1-3

Advice for the Mutant Lord

The following guidance is offered to help the Mutant Lord make decisions during game play about several different common issues.

Characters and Treasure

Ultimately it is up to the players to decide how their characters will divide treasure and technological artifacts they find on their adventures. However, there are several possibilities that can be offered. One option is to **divide treasure evenly**. All money can be divided by the number of characters present. Hirelings may accept a 1/2 share, but any less and the hireling will suffer penalties to his morale roll at the end of the adventure.

One good method for dividing artifacts is to allow each character to take turns picking from several items by rolling a d20 to determine the choosing order (high roll goes first). This might be rerolled after each round of choosing, to give players a chance to choose earlier on subsequent picks.

Character versus Player Knowledge

It must always be kept in mind that the characters do not always know what the players know. The player may read about all the monsters in this book (this is discouraged), but his character may not act on this knowledge. A character may learn from game experience, but should never know the weaknesses of monsters he has never encountered or heard about in the game.

In addition, monsters should be physically described when encountered, but their names and other abilities should not be stated. The Mutant Lord should never reveal how many hit points monsters have in an encounter, or reveal other details about the monsters that are not immediately visible. When a monster surprises the characters, the

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characters will not immediately know what is attacking them.

Artifacts should be treated much like monsters, in that they should be described, but their names should never be given away freely. The characters must discover on their own what kind of items they have found, and a player cannot assume that a current character knows about artifacts that a past character of his had learned to operate.

Character Wealth

One of the main objectives of characters in adventuring is obtaining wealth and artifacts. To keep this as a perpetual ambition, the Mutant Lord will need to find ways to encourage spending, or take money from characters in various ways.

Characters might be encouraged to donate some of their wealth to churches or cults. Other situations may arise, such as adventurer taxes imposed by local leaders. Players may be allowed to buy minor artifacts at very high prices. Extreme measures for taking away wealth, such as a major theft, should be imposed rarely. If these methods are used too often, the players will not have fun.

Impossible Tasks

Unless a proposed action is completely out of the question, a character's attempt to do something should have some small chance of success. Many actions can be ruled based on ability checks. Otherwise, the Mutant Lord might assign a small percentage chance of success to some actions that seem nearly impossible, or in situations where the ML wishes to allow for dumb luck. In these cases, 5% or 10% might be an appropriate chance.

Mutant Lord as Judge

Although the players can and will make suggestions or dispute rulings, the Mutant Lord must be the final judge. All suggestions can be heard, but the players must understand that once all considerations have been made, the final ruling will stand. There are rules in this game for many situations, but there will be situations that either could not be covered here or simply were not anticipated. In these instances, the Mutant Lord must use his judgment to decide the odds an action will succeed or an event will come to pass.

Having said this, it must be remembered that the Mutant Lord needs to be neutral in his decisions. The goal of the game is to have fun, whatever fate may await the characters, but the Mutant Lord does not take sides with either the characters, the monsters, or the NPCs.

Monsters and NPCs in Play

Only unintelligent monsters or mutants should be played unintelligently. Intelligent monsters and NPCs have their own motives, thoughts, and strategies. They will use the

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same kinds of tricks the PCs might use to gain an advantage.

Monsters and NPCs may form alliances with other monsters and NPCs, and they may hire guards. Monsters are in a fight for survival just like the PCs are, and they should be played by the Mutant Lord as if they have just as much to lose as the PCs. Monsters and NPCs that survive encounters with the PCs may hold grudges, and may hunt the group down or wait for an opportunity to strike.

Random Rolls

There are many occasions when the Mutant Lord will roll for random outcomes to situations. Discretion must always be used, not just to maintain some degree of consistency in play but also to maintain some balance. This is not to say that the players should not be challenged, but occasionally the dice may indicate a result that is inappropriate for the situation. The dice are a tool, not the final authority. Final authority always rests with the Mutant Lord. The Mutant Lord should usually witness the rolls of the players, but he should keep his rolls hidden from them. This way, the players cannot guess why the Mutant Lord might be rolling at a particular time, or what kind of die is rolled. In fact, he may occasionally roll for no reason just to keep the players on their toes.

Sample Scenario:

“Mine of the Brain Lashers”

This section illustrates the process of stocking a location by following the advice presented earlier. This is a small scenario that will likely be used for only one or a few adventures.

The Scenario: “Fighting Mutants”

For this scenario we choose to feature a lair of brain lashers. A group of three brain lashers has taken up residence in the hills of a nearby community. Over the last few years people from the community have been disappearing while traveling through the hills. Recently, an entire water merchant wagon disappeared, causing the community to hire a local group (the PCs) to investigate the happenings.

The brain lashers have been ambushing the locals, using the mutation *ancestral form* to revert them into *Homo erectus*, and enslaving them for the mining operation in the hills. The PCs should be hired by the local community for 500 gp (or equivalent currency) to find the missing water merchant wagon and hopefully find the answer to why locals have been disappearing.

Brain lashers are from an alternate universe, an alien world with different laws of physics. They are a highly advanced race, and the main reason they have not taken over the world is that most of their advanced technology does not function in the world of the mutant future. They

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have come to this place and time to extract valuable metal from the earth, which is lacking on their home world. The mine they have in the hills is really an excavation for a cache of buried metallic ruins of the Ancients. The *Homo erectus* are used to extract the metal, after which the brain lashers take the metal back to their home world.

The Mine

The first step to creating the mine is to think about how big it will be, and what specific contents to include. Since this is a small introductory scenario, it is decided that the location will have ten areas. This is probably large enough for a game session lasting a few hours.

The map is drawn, using a scale of 1 square = 10'. The primary creatures involved in this adventure are brain lashers and *Homo erectus*, so no random monsters will be consulted. A roll is made to see how many brain lashers are present, based on their monster description, and a 3 is rolled. Next, a roll is made to see how many *Homo erectus* are present, resulting in 26. The higher number is rolled from their monster description, since this is their “lair.”

Stocking the Mine

Area 1: First the Mutant Lord rolls d00 (on the Ruins Stocking Table) to determine the contents of area 1, the mine entrance. The result is 91, a unique encounter. Since the brain lashers have advanced alien technology, we decide to place a scanner at the entrance, which detects creatures that are not *Homo erectus* and hidden laser guns target intruders.

Area 2: A result of 42 on the Ruins Stocking Table indicates there is a monster. Two of the *Homo erectus* will be placed here, armed with long swords and ready to attack any intruders.

Area 3: A result of 61 results in the presence of a trap or hazard. Since this area must be safe enough for the *Homo erectus* to pass through frequently, a trap will not be placed here. Instead, we place a lead chest against the east wall. It contains radioactive waste with class 8 radiation.

Area 4: It is decided that this area will be the bunk room for the *Homo erectus* slaves.

Areas 5, 6, 7: These areas contain large pits, where metal is being excavated.

Area 8: A result of 82 indicates a unique encounter. It is decided that two brain lashers here, monitoring a portal to the brain lasher home world.

Area 9: A result of 35 indicates a monster. This area will be the brain lasher living quarters.

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Area 10: A roll will not be made for this room, deciding it will be temple of sorts, with a copper statue of a brain lasher idol or god. The last brain lasher will be here.

Finally, since water merchants were the most recent people enslaved, there will be several barrels of water located in area 8. In addition, a roll for treasure is made using the appropriate treasure horde classes belonging to the brain lashers.

Treasure: 12 gp, regeneration tank, medi-spray II, healing pack, stimshot A.

Mine Description

The mine will have a steady flow of *Homo erectus* walking in and out, carrying buckets of rocks and soil, to be dumped outside near the mine. Since most of the slaves are unhappy about their condition, they will carry on about their business even if the PCs approach, unless ordered to attack by the brain lashers. There are a total of 26 *Homo erectus* on site.

Area 1: This entrance area has a sensor array that chemically “sniffs” DNA. If any non-*Homo erectus* enter the mine, two hidden laser pistols (equivalent of Mk II, 6d6 hp damage) retract from the walls and open fire. They are located on the north and south walls, 20’ into the cave. They attack as if they are level 4 characters. They have AC 5, and can take 12 hp damage each before being destroyed.

Area 2: These two alcoves each contain one *Homo erectus*. They receive special treatment from the brain lashers, and willingly guard the area. They will immediately attack intruders.

Homo erectus (2) [AL N, MV 120’ (40’), AC 8, HD 6, #AT 1, DG 2d4, SV L2, ML 7]

Area 3: This room contains a lead box that is 3’ x 2’ x 1’. It was unearthed from the pit in area 5 and discarded here. It contains solid radioactive waste; any character opening the box or within a 20’ radius of the open box must save versus radiation or suffer the effects of class 8 radiation.

Area 4: This is the bunk room, and will be empty of slaves during the day. The room contains no valuables. The door is ordinary and unlocked.

Areas 5,6,7: These rooms contain the pits from which the excavations are taking place. Rope ladders lead to the bottom of each pit, and buckets of rocks and soil are hauled up by ropes. Pieces of metal, when found, are similarly hauled to the surface. All dirt is carried outside, to be dumped nearby. The hole is 200’ deep in area 5, 100’ deep in area 6, and 250’ deep in area 7.

Area 8: This room contains several wooden carts, some empty and some full of metal scrap. Two brain lashers sit

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in a technological contraption, with “helmets” of sorts connected by wire to two large metal pillars. The machine amplifies the brain lashers’ *plane shift* ability, holding a 15’ portal open between the metal pillars indefinitely. *Homo erectus* slaves occasionally take a cart full of scrap through the portal to the brain lasher home world. Beyond the portal one might spot glimpses of alien red vegetation, under a red sky.

When PCs enter this area, the brain lashers will order the slaves to attack. A total of 2d4 of the *Homo erectus* will be present; the rest will be outside the mine carrying dirt, or inside the pits. The brain lashers will cast off their helmets and join in the fray. The planar portal will remain open for 2d4 turns after the brain lashers disconnect from the helmet. They will attempt to flee through the portal if the PCs are winning the battle.

Brain Lashers (2) [AL C, MV 120’ (40’), AC 5, HD 9, #AT 1, DG special, SV L9, ML 9, *Mutations:* ancestral form, mind thrust, plane shift, possession, precognition, thermal vision]

Homo erectus (2d4) [AL N, MV 120’ (40’), AC 8, HD 6, #AT 1, DG 2d4, SV L2, ML 7]

Area 9: The door to this room is unlocked. This is the brain lasher living quarters. When the door is opened, warm red light pours forth; its source is a series of large red lights on the ceiling. The room is very humid, oval shaped, and full of bizarre red vegetation, with a path leading down the center of the room. There is a door on the east wall and a 2’ deep, 10’ diameter pool of green water is at the south wall. It contains yellow frog-like creatures and a mass of their gelatinous eggs. The pool is the equivalent of a brain lasher pantry. Near the west wall there are three small oval fountains, where the brain lashers retire in the evening. A small iron box on a stone pedestal contains 12 gp, 1 can of medi-spray II, a healing pack, and one syringe containing a dose of stimshot A.

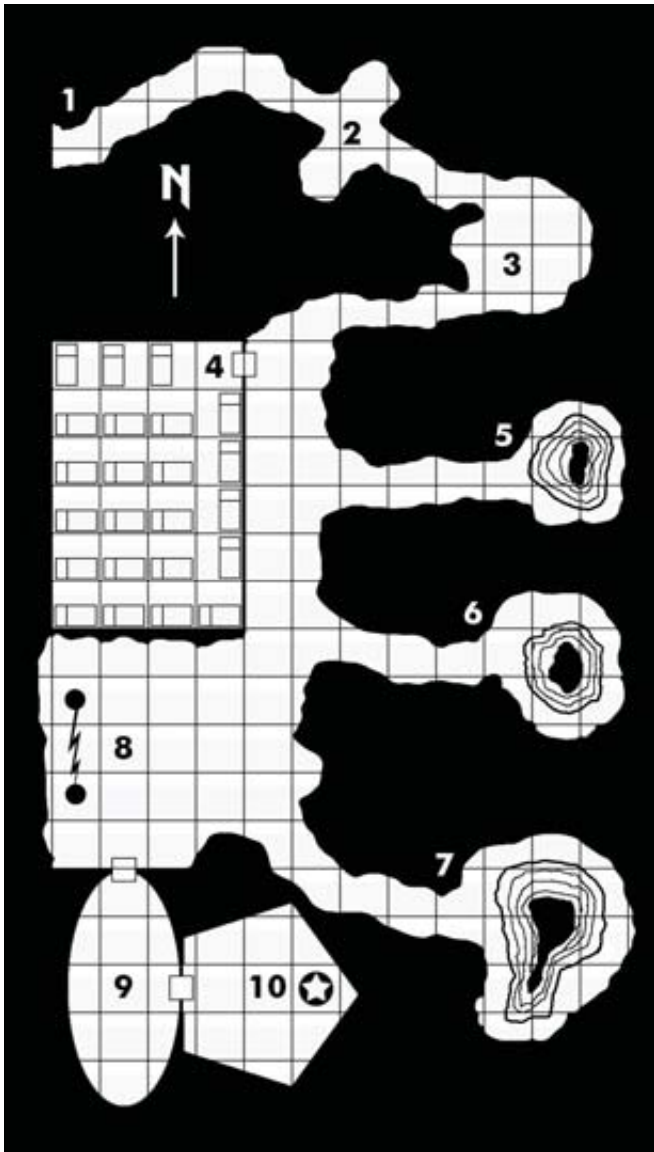
Area 10: The door to this room is unlocked. This large pentagonal room is filled with the same strange light as area 9. A 10’ tall copper statue is on a pedestal near the east wall. A single brain lasher is here, seeming to kneel in prayer at the statue. In actuality the statue is a neural amplifier that sends thoughts back to the brain lasher home world, to report to the creatures’ leader. If the PCs enter, the brain lasher will automatically be surprised the first round, but will attack on the subsequent round.

This room also contains a functioning *regeneration tank* near the north wall. It was recovered several weeks ago from the pit in area 7, and is now used to keep the slaves in good physical condition so that they do not need to be replaced as often. However, the *power pack* that is used to fuel the tank is damaged, and will continue to function for 2d4 more months before it goes dead.

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A total of six 30 gallon barrels full of water are stacked against the south wall, stolen from the water merchants. They may fetch a fair reward for their recovery.

Brain Lasher (1) [AL C, MV 120' (40'), AC 5, HD 9, #AT 1, DG special, SV L9, ML 9, *Mutations: ancestral form, mind thrust, plane shift, possession, precognition, thermal vision*]



Sample Wilderness Map

The map provided may be placed anywhere on earth; in fact, it could be placed on an alien planet! The default assumption is that the land has a typical temperate climate, with four seasons. Only a few communities appear on the map, and the Mutant Lord should feel free to add or change any details. The setting is meant to be wide open for development in any direction, to fit the Mutant Lord's milieu. There are no large governments assumed in this map or setting, only independent settlements that govern themselves.

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Some areas of the map contain radiation symbols. There is no set radiation level for these areas, and the background radiation could change from one hex to another. These areas are assumed to be mostly barren, possibly with twisted, unhealthy grass growing, but the Mutant Lord could devise flourishing radiation-resistant oases. Brief descriptions of the settlements follow.

Settlements

New Portsmouth: This large settlement has a population of approximately 4,600. The town has a thriving fishing economy, and is ruled by a council of pure humans and mutant humans. A militia of 300 individuals is always available for defense, with 1,000 possible in a time of crisis. New Portsmouth is xenophobic, accepting humans and mutant humans, but mutant animals and mutant plants are viewed with suspicion. Legend has it that the city originated in Old Portsmouth centuries before, but some great disaster occurred making the area uninhabitable.

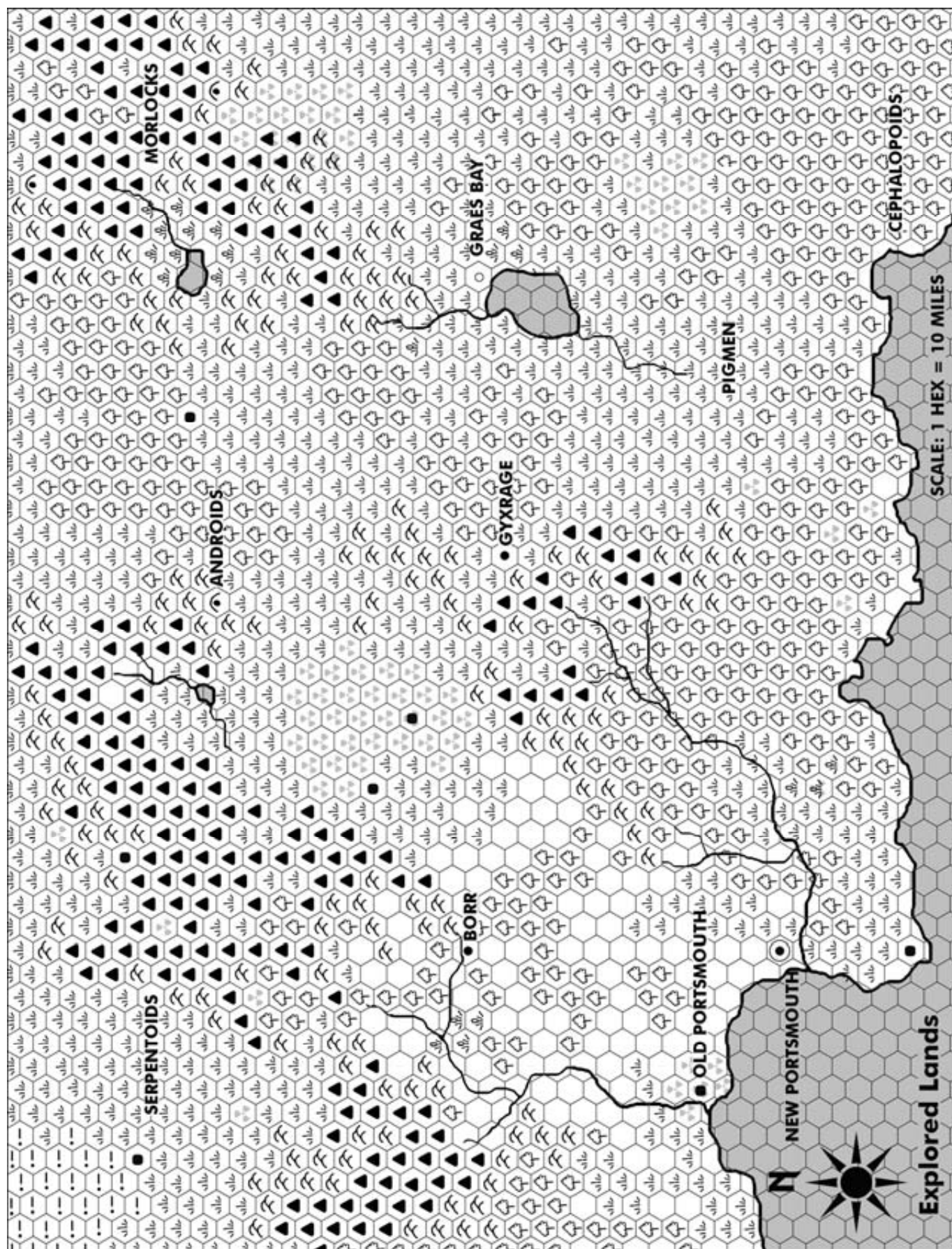
Borr: This small town has a farming economy, and it uses the river to trade with New Portsmouth. It has a population of 900, and a standing militia of 50 individuals. Borr can draw up a 200 person militia in a time of crisis. The town is a melting pot of all different sorts of races, whether mutant humans, mutant animals, or pure humans. Although not favored, intelligent mutant plants are tolerated.

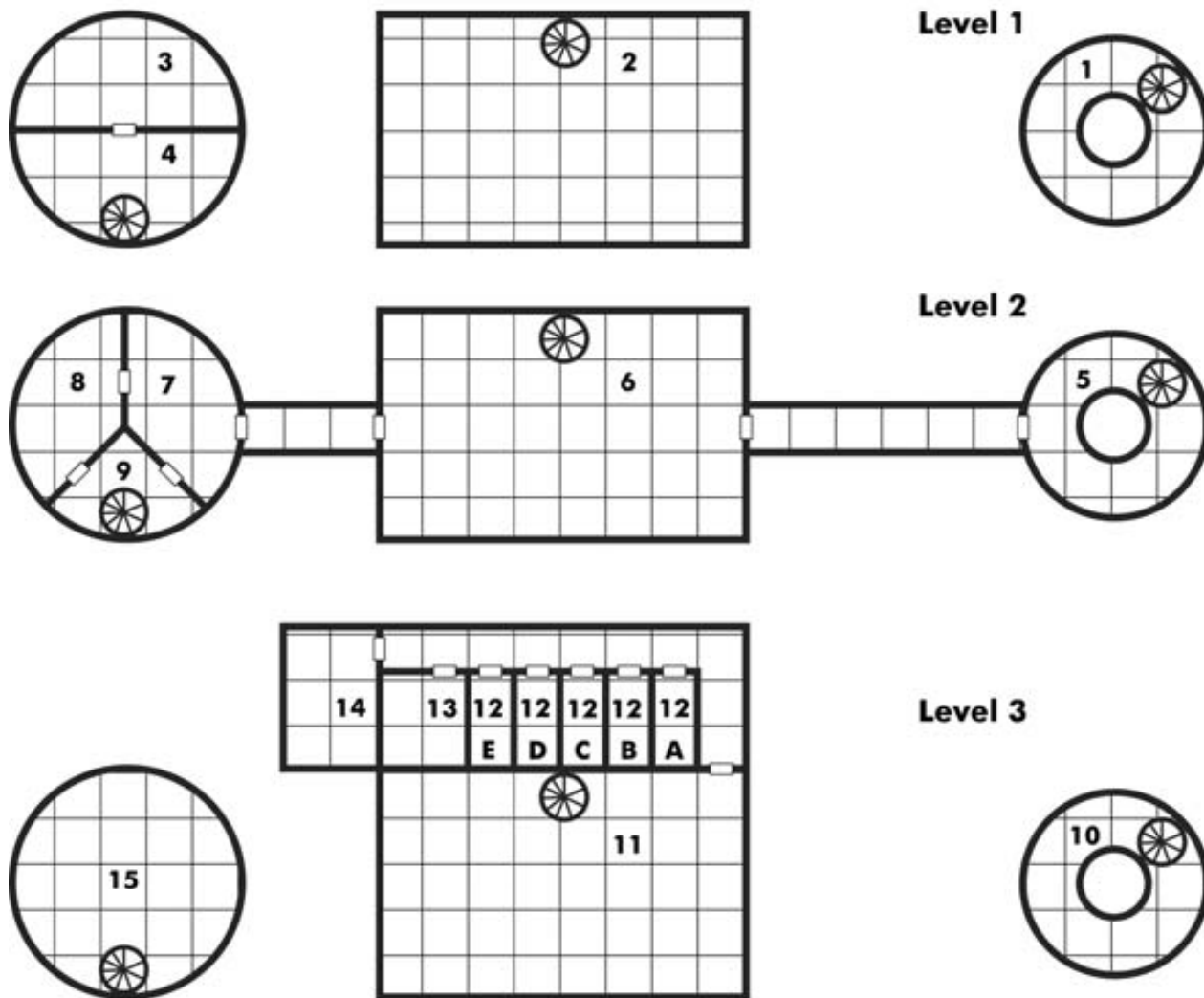
Gyxrage: This community consists of a constantly fluctuating population, usually numbering just over 800. It has a standing militia of 50, and is ruled by a powerful mutant human. However, most day to day justice is dealt with by the populace. In a true crisis, as many as 150 individuals might stand in the town's defense. The legendary founder of the town was a retired scholar and pioneer, Nerst Gyxrage, for which the town is named. The economy of Gyxrage relies on farming and trading, and this out of the way town is a hub for explorers and junk dealers.

Graes Bay: This village has a population of 200, and a militia of 10 with 50 available in a crisis. The economy is based on fishing and farming.

Map Key

	Mountains		Large Town
	Hills		Medium Town
	Caves		Small Town
	Forest		Village
	Grasslands		Ruins
	Swamp		Radioactive
	Jungle		
	Desert		





Sample Missile Silo and Fallout Shelter

This missile silo map is provided to give Mutant Lords an adventure location that can be stocked and fleshed out in detail. This silo would have served as both a missile launch point and a fallout shelter. Room names are assigned to each area below, but these may be altered as desired. SCALE: 1 Square=10 feet

1. ENTRANCE, LAUNCH SECTION
2. GREENHOUSE AND FISH FARM
3. ARMORY
4. STORAGE
5. LAUNCH SECTION
6. CONTROL ROOM
7. COMPUTERS

8. POWER ROOM
9. EMPTY
10. LAUNCH SECTION
11. LOUNGE
12. BARRACKS
13. BARRACKS
14. STORE ROOM
15. AIR and WATER RECYCLING
16. LAUNCH SECTION
17. LAUNCH PAD

SECTION 9: Mutants & Mazes

It is inevitable that some game groups will want to fully blend *Mutant Future* with *Labyrinth Lord*. Well, why not? It is a simple matter to directly compare terms between games, but the real challenge lies in navigating around the power assumptions. *Mutant Future* is a high-powered game. It is assumed from the start that characters are fully capable of survival in a dangerous post-apocalyptic world. Because of this, mutants have instant access to very powerful damage-dealing mutations, not to mention a high number of hit points.

These guidelines assume that the reader is interested in converting a game fully to *Labyrinth Lord*, where the characters begin as low-powered adventurers and work their way up in power over time. So it is clear that to do this the mutants need to be scaled back to a comparable power level. The guidelines presented here attempt to remain true to the assumptions in *Labyrinth Lord*. Mutants and other character types are treated as race classes, much like elves, dwarves, and halflings from *Labyrinth Lord*. This is the best way to maintain something resembling balance between classes.

Basic Conversion Notes

Abilities: abilities between the two games are nearly the same. Willpower (WIL) in *Mutant Future* is the same as Wisdom (WIS) from *Labyrinth Lord*. If using the *Labyrinth Lord* terms, WIS is the ability used in mental combat.

Saving Throws: Comparing saving throws is very straight forward. When a character from one game or another must make a saving throw, refer to the table below for the direct equivalent:

Character Saving Throws	
<i>Mutant Future</i>	<i>Labyrinth Lord</i>
Energy Attacks	Breath Attacks
Poison or Death	Poison or Death
Stun Attacks	Petrify or Paralyze
Radiation	Wands
*See below	Spells or Spell-like Devices

*There is no *Mutant Future* equivalent to Spells or Spell-like Devices. Use the equivalent level from the Fighter saving throw table for Spells or Spell-like Devices in *Labyrinth Lord*.

Characters

Abilities: Character generation should be handled as normal. Use the appropriate dice for determining ability scores, based on the *Labyrinth Lord*'s preference. Note that in *Mutant Future* CON does not provide a bonus to hit point numbers. Since characters will be following a more standard progression of level similar to *Labyrinth Lord*, use the CON hp level adjustments from *Labyrinth Lord* for all mutant and replicant characters.

Classes: In this style of play, it is necessary to slightly change the available classes. Since most androids are inorganic constructs (and not as subject to positive physical change through time), they are not included as character options. They are best left to use in the roles of NPCs and monsters. However, one may play a replicant character, since they are organic and are just as capable of changing over time as any other organic character. Treatment of mutations in games compatible with *Labyrinth Lord* is different. Mutations are scaled to advancement by level, as detailed further below. This is in contrast to how mutations are fully operational right away in a standard *Mutant Future* game. Refer to the *Labyrinth Lord* styled class listings below for creating characters.



Mutant (Human, Animal)

Requirements: None
 Prime Requisite: STR
 Hit Dice: 1d6
 Maximum Level: 12

Mutants may be mutant humans or animals as described in *Mutant Future*, but these mutants are the same "class," consideration of reaction adjustments aside. All mutant humans and animals select or roll for (*Labyrinth Lord*'s discretion) one class 3 beneficial mutation (50% physical or mental), two class 2 beneficial mutations (50% physical or mental), and three class 1 beneficial mutations (all physical).

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Mutant humans and animals may then choose to take either one class 3 mutation drawback (50% physical or mental for each) and one class 1 mutation drawback (all physical), or two class 2 mutation drawbacks (all physical). In addition, mutant animals may choose one natural attack as described in *Mutant Future*.

Mutant Plant

Requirements: None
Prime Requisite: STR
Hit Dice: 1d6
Maximum Level: 12

Mutant plant characters are assumed to be mobile and to have a means of communicating, seeing, and manipulating objects that is roughly comparable to a human. Mutant plants may select or roll for one class 3 beneficial mutation (roll 1d6; 1-2 physical, 3-4 mental, 5-6 plant), two class 2 beneficial mutations (50% physical or mental for each), and three class 1 beneficial mutations (50% physical or plant for each).

Characters may then choose to take either one class 3 mutation drawback (roll 1d6; 1-2 physical, 3-4 mental, 5-6 plant) and one class 1 mutation drawback (all physical), or two class 2 mutation drawbacks (all physical).

Replicant

Requirements: STR 9
Prime Requisite: STR
Hit Dice: 1d8
Maximum Level: 9

Replicants roll or choose (Labyrinth Lord's discretion) one class 1 beneficial mutation (physical) and one class 2 beneficial mutation (50% physical or mental). Replicants receive a +2 bonus to saving throws versus heat and cold based attacks.

Character Advancement: Since the power level is scaled down, all mutants and replicants begin play with 1 HD. Refer to the chart below for character advancement in replacement for the charts from *Mutant Future*:

Mutant and Replicant Level Advancement		
Experience	Level	Hit Dice
0	1	1
3,001	2	2
6,001	3	3
12,001	4	4
24,001	5	5
48,001	6	6
96,001	7	7
192,001	8	8
492,001	9	9
892,001	10	+2 hp only*
1,392,001	11	+4 hp only*
2,392,001	12	+6 hp only*

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Note that characters will receive experience point adjustments based on prime requisites as described in *Labyrinth Lord*, even though prime requisites do not exist in *Mutant Future*. All mutants and replicants advance in saving throws and ability to hit as indicated in *Mutant Future*. This is the equivalent of advancement as Fighters.

Human/Animal Mutations

Physical Mutations

Beneficial	
Roll d10	Class 1
1	Aberrant Form
2	Dwarfism
3	Echolocation
4	Epidermal Photosynthesis
5	Gigantism
6	Night Vision
7	Prehensile Tail
8	Spiny Growth
9	Thermal Vision
10	Ultraviolet Vision
Roll d00	Class 2
01-11	Energy Retaining Cell Structure
12-22	Fragrance Development
23-33	Increased Balance
34-44	Increased Physical Attribute
45-55	Increased Sense
56-66	Natural Armor
67-77	Optic Emissions (bright eyes)
78-88	Shriek
89-95	Toxic Weapon
96-00	Unique Sense
Roll d12	Class 3
1	Chameleon Epidermis
2	Complete Wing Development
3	Density Alteration (Self)
4	Dermal Poison Slime
5	Dual Headed
6	Energy Ray
7	Metamorph
8	Optic Emissions (gamma eyes)
9	Parasitic Control
10	Quickness
11	Reflective Epidermis
12	Regenerative Capability
Drawbacks	
Roll d10	Class 1
1-2	Albinism
3-4	Bizarre Appearance
5-6	Obese
7-8	Pituitary Deformation
9-10	Simian Deformity

Mutant Future

Roll d10	Class 2
1-2	Epidermal Susceptibility
3-4	Frailty
5-6	Increased Caloric Needs
7-8	Poison Susceptibility
9-10	Prey Scent
Roll d8	Class 3
1	Hemophilia
2	Pain Insensitivity
3	Pain Sensitivity
4	Reduced Immune System
5	Reduced Oxygen Efficiency
6	Sensory Deficiency
7	Slow Mutant
8	Vision Impairment



Mental Mutations

Beneficial	
Roll d12	Class 2
1	Ability Boost
2	Acute Hyper Healing
3	Combat Empathy
4	Empathy
5	Increased Willpower
6	Intellectual Affinity
7	Know Direction
8	Mental Barrier
9	Mental Phantasm
10	Metaconcert
11	Mind Thrust
12	Neural Telepathy
Roll d00	Class 3
01-04	Accumulated Resistance
05-08	Ancestral Form
09-13	Body Adjustment

Mutants & Mazes

14-18	Control Light Waves
19-22	Control Weather
23-26	Damage Turning
27-32	Density Alteration (Others)
33-36	Disintegration
37-41	Dual Cerebellum
42-46	Flight, Psionic
47-50	Force Screen
51-54	Force Screen, Greater
55-58	Killing Sphere
59-64	Neural Telekinesis
65-69	Plane Shift
70-74	Possession
75-78	Precognition
79-82	Mind Reflection
83-86	Quick Mind
87-92	Teleport
93-96	Temperature Control
97-00	Vampiric Field

Drawbacks

Roll d20	Class 3
1-3	Atrophied Cerebellum
4-6	Dual Cerebellum (Defective)
7-8	Mind Reflection (Defective)
9-11	Negative Empathy
12-14	Phantasmal Damage
15-17	Phobia
18-20	Weak Will



Plant Mutations

Beneficial	
Roll d00	Class 1
1	Natural Vegetal Weapons
2	Projectile Thorns
3	Class 2
4	Dermal Acid Sap
5	Injected Poison Sap
6	Prehensile Tendrils

Roll d6	Class 3
1	Carnivore
2	Chameleon Metamorph
3	Grenade-like Fruit
4	Poisonous Spores
5	Radioactive Emissions
6	Thermal Emissions
Drawbacks	
Roll d6	Class 3
1-3	Nocturnal
4-6	Thermal Sensitivity

Mutations

Mutations are grouped by approximate power level, and in some cases their effects are adjusted for game balance. Mutations (both beneficial and drawbacks) are grouped into three classes. Class 3 mutations are the most powerful (or harmful), class 2 are approximately moderate, and class 1 are the least powerful. Note that all drawbacks are effective beginning at 1st level. These notes supersede any conflicting mutant descriptions from *Mutant Future*.

Physical Beneficial Mutations

Aberrant Form

Mutation Class: 1

Level Available: 1

Enlarged Parts: This functions as written, but only up to +2 damage may be gained.

Xenomorphism: This functions as written.

Extra Parts: This functions as written.

Natural Weapon: This is always 1d6 damage.

Chameleon Epidermis

Mutation Class: 3

Level Available: 1

This mutation functions as written.

Complete Wing Development

Mutation Class: 3

Level Available: 1

This mutation functions as written.

Density Alteration

Mutation Class: 3

Level Available: 7

This mutation functions 1 time per day for a duration of 7+1d4 turns. Note that the Labyrinth Lord may apply attack penalties if lowered density results in an extremely small overall size.

Dermal Poison Slime

Mutation Class: 3

Level Available: 1

This mutation begins at poison class 1 and increases by one poison class for every four levels. For example, at 5th

level it is poison class 2, and at 9th level it is poison class 3. Note that this slime may not be used to coat weapons, as it does not retain its potency for long when removed from the body.

Dual headed

Mutation Class: 3

Level Available: 1

This mutation functions as written.

Dwarfism

Mutation Class: 1

Level Available: 1

This mutation functions as written.

Echolocation

Mutation Class: 1

Level Available: 1

This mutation functions as written.

Energy Ray

Mutation Class: 3

Level Available: 4

This mutation functions as written, but is usable 3 times per day.

Energy-retaining Cell Structure

Mutation Class: 2

Level Available: 3

This mutation functions as written, but is usable 3 times per day.

Epidermal Photosynthesis

Mutation Class: 1

Level Available: 1

This mutation functions as written.

Fragrance Development

Mutation Class: 2

Level Available: 1

This mutation functions as written.

Gigantism

Mutation Class: 1

Level Available: 1

This mutation functions as written.

Increased Balance

Mutation Class: 2

Level Available: 1

This mutation functions as written.

Increased Physical Attribute

Mutation Class: 2

Level Available: See below

Increased Strength: This is available at level 3 and is usable 1 time per day for every 2 character levels (a 7th level character can use this 3 times per day).

Mutant Future

Increased Dexterity: This is available at level 1.

Increased Constitution: This is available at level 1 but the character only receives +1 hp per level and +2 to saving throws versus poison.

Increased Sense

Mutation Class: 2

Level Available: 1

This mutation functions as written.

Metamorph

Mutation Class: 3

Level Available: 7

This mutation functions as written. Note that a character must choose the animal type at character creation despite the fact that the mutation does not manifest until 7th level. If magic exists in the campaign world, this mutation functions in a similar way (but with no restricted duration) as the magic-user spell *polymorph self*.

Natural Armor

Mutation Class: 2

Level Available: 1

This mutation functions as written.

Night Vision

Mutation Class: 1

Level Available: 1

This mutation functions as written.

Optic Emissions

Mutation Class: 2, 3

Level Available: See below

Bright Eyes: This is available at 5th level and may be used 2 times per day.

Gamma Eyes: This is available at 5th level, deals 1d6 hp damage per character level, and is usable 3 times per day.

Parasitic Control

Mutation Class: 3

Level Available: 7

This mutation functions as written, but is usable 1 time per day.

Prehensile Tail

Mutation Class: 1

Level Available: 1

This mutation functions as written.

Quickness

Mutation Class: 3

Level Available: 5

This mutation is usable 1 time per day for 1d4+1 rounds.

Reflective Epidermis

Mutation Class: 3

Level Available: 3

Mutants & Mazes

This mutation grants a +2 to saving throws versus the damage type at 3rd level. The mutation grants a 50% reduction of damage at 5th level, and 100% immunity at 7th level.

Regenerative Capability

Mutation Class: 3

Level Available: 1

The regenerative capability remains as written, but the character heals 1 additional hp per character level per day, to a maximum of 10.

Shriek

Mutation Class: 2

Level Available: 1

This mutation functions as written.

Spiny Growth

Mutation Class: 1

Level Available: 1

This mutation functions as written, except all spines deal 1d6 damage.

Thermal Vision

Mutation Class: 1

Level Available: 1

This mutation functions as written.

Toxic Weapon

Mutation Class: 3

Level Available: 5

This mutation functions as written, but can deal no more than 1d6 hp damage per character level, or incapacitate no more than 10 HD of victims for 1d4 turns. Any effect is usable 3 times per day.

Ultraviolet Vision

Mutation Class: 1

Level Available: 1

This mutation functions as written.

Unique Sense

Mutation Class: 2

Level Available: 1

This mutation functions as written.

Physical Mutation Drawbacks

Albinism

Mutation Class: 1

This mutation functions as written.

Bizarre Appearance

Mutation Class: 1

This mutation functions as written.

Epidermal Susceptibility

Mutation Class: 2

This mutation functions as written.

Mutants & Mazes

Frailty

Mutation Class: 2

This mutation functions as written, but extra damage should be no more than +2 per die (determine randomly).

Hemophilia

Mutation Class: 3

The character may only heal 1 hp per day, and the character loses 1 hp per round from blades or piercing weapons, but not blunt weapons.

Increased Caloric Needs

Mutation Class: 2

This mutation functions as written.

Obese

Mutation Class: 1

This mutation functions as written.

Pain Insensitivity

Mutation Class: 3

This mutation functions as written.

Pain Sensitivity

Mutation Class: 3

The character receives 1 extra point of damage per attack.

Pituitary Deformation

Mutation Class: 1

This mutation functions as written.

Poison Susceptibility

Mutation Class: 2

This mutation incurs a -2 to saving throws versus poison.

Prey Scent

Mutation Class: 2

This mutation functions as written, and general either doubles the chance of an encounter or increases the frequency of random encounter checks by a factor of 2.

Reduced Immune System

Mutation Class: 3

Characters suffer a -2 to saving throws against disease, and when infected they suffer twice the duration.

Reduced Oxygen Efficiency

Mutation Class: 3

This mutation functions as written.

Sensory Deficiency

Mutation Class: 3

This mutation functions as written.

Simian Deformity

Mutation Class: 1

This mutation functions as written.

Mutant Future

Slow Mutant

Mutation Class: 3

This mutation functions as written.

Vision Impairment

Mutation Class: 3

This mutation functions as written.

Mental Beneficial Mutations

Ability Boost

Mutation Class: 2

Level Available: 1

This mutation functions as written, but the duration is 1d6 rounds.

Accumulated Resistance

Mutation Class: 3

Level Available: 1

This mutation functions in a similar way to the way it is written, but the hit point pool is equal to 3 hp per character level.

Acute Hyper Healing

Mutation Class: 2

Level Available: 3

This mutation functions as written.

Ancestral Form

Mutation Class: 3

Level Available: 11

This mutation functions as written.

Body Adjustment

Mutation Class: 3

Level Available: 5

This mutation functions 1 time per week, and an additional time per 3 levels above 5.

Combat Empathy

Mutation Class: 2

Level Available: 1

This mutation grants +1 to attack and +1 to damage at level 1, and an additional +1 to damage at level 3 and level 5.

Control Light Waves

Mutation Class: 3

Level Available: 5

This mutation functions as written, but is usable only 3 times per day.



Control Weather

Mutation Class: 3
Level Available: 10

This mutation functions as written.

Damage Turning

Mutation Class: 3
Level Available: 5

This mutation functions as written, but the maximum that may be turned is 1d6 per character level and begins with a base of 2d6.

Density Alteration (Others)

Mutation Class: 3
Level Available: 7

This mutation functions as written, but may be used only 1 time per day with a duration of 2d4 turns.

Disintegration

Mutation Class: 3
Level Available: 11

This mutation functions as written, but is usable 1 time per day.

Duel Cerebellum

Mutation Class: 3
Level Available: 1

This mutation functions as written, but does not grant additional mental mutations.

Empathy

Mutation Class: 2
Level Available: 1

This mutation functions as written, but is usable on one person for every two character levels of the mutant. For example, the character may affect 2 people at level 3, 3 at level 5, etc.

Flight, Psionic

Mutation Class: 3
Level Available: 5

The mutant may fly with a movement of 120' for 2d4 turns 1 time per day.

Force Screen

Mutation Class: 3
Level Available: 7

This mutation functions as written.

Force Screen, Greater

Mutation Class: 3
Level Available: 9

This mutation functions as written.

Increased Willpower

Mutation Class: 2
Level Available: 1

This mutation functions as written.

Intellectual Affinity

Mutation Class: 2
Level Available: See below

Martial Affinity: This mutation grants +1 to hit at level 1, and an additional +1 to hit at 3rd, 6th, and 9th level.

Tinkerer Affinity: This mutation affects technology rolls as written. A character may construct fine weapons (non-magical) with a +1 bonus at 3rd level, +2 at 5th level, and +3 at 7th level. Note that these weapons are merely well crafted, and do not afford any ability to strike creatures that are ordinarily immune to damage from non-magical weapons.

Bartering Affinity: This mutation functions as written, and is available at 1st level.

Mutants & Mazes

Killing Sphere

Mutation Class: 3
Level Available: 10

This mutation functions as written, but is usable only 1 time per week.

Know Direction

Mutation Class: 2
Level Available: 1

This mutation functions as written.

Mental Barrier

Mutation Class: 2
Level Available: 1

This mutation grants +1 in defense of mental attacks at level 1, and an additional +1 at 3rd, 6th, and 9th level. The character may sense other creatures with mental mutations as written at 1st level.

Mental Phantasm

Mutation Class: 2
Level Available: 5

This mutation is usable 1 time per day.

Metaconcert

Mutation Class: 2
Level Available: 1

This mutation is usable 1 time per day.

Mind Thrust

Mutation Class: 2
Level Available: 1

This mutation is usable 1 time per day for 1d6 hp damage at level 1. At level 3 it may be used 2 times per day for 2d6 damage, and at level 5 it may be used 3 times per day for 3d6 damage.

Neural Telekinesis

Mutation Class: 3
Level Available: 9

This mutation functions as written.

Neural Telepathy

Mutation Class: 2
Level Available: 3

This mutation functions as written.

Plane Shift

Mutation Class: 3
Level Available: 9

This mutation functions as written.

Possession

Mutation Class: 3
Level Available: 9

Mutant Future

This mutation functions as written, but is usable 3 times per day.

Precognition

Mutation Class: 3
Level Available: 3

This mutation functions as written.

Mind Reflection

Mutation Class: 3
Level Available: 7

This mutation functions as written.

Quick Mind

Mutation Class: 3
Level Available: See below

At first level the character receives the bonus to technology rolls. At 7th level the mutant may know when someone is lying without error, and at 9th level the mutant gains the resistance to mental attacks.

Teleport

Mutation Class: 3
Level Available: 9

This mutation may only be used 1 time per day.

Temperature Control

Mutation Class: 3
Level Available: 5

This is available at 5th level, and deals a maximum of 1d6 hp damage per character level. It is usable 3 times per day.

Vampiric Field

Mutation Class: 3
Level Available: 12

This mutation functions as written, but may only be used for 3 consecutive rounds per day.

Mental Mutation Drawbacks

Atrophied Cerebellum

Mutation Class: 3

This mutation functions as written.

Mind Reflection (Defective)

Mutation Class: 3

This mutation functions as written.

Negative Empathy

Mutation Class: 3

This mutation functions as written.

Phantasmal Damage

Mutation Class: 3

Damage is only doubled from the first successful attack against the mutant in a single encounter.

Mutant Future

Phobia

Mutation Class: 3

This mutation functions as written.

Weak Will

Mutation Class: 3

This mutation functions as written.

Plant Beneficial Mutations

Some plant mutations are not included here because they are irrelevant to PCs or they overlap with Human/Animal mutations to such a degree that they have been excluded so that they can be rolled in those categories. In standard *Mutant Future* games, all mutants are given much wider latitude, so some mutations are excluded here to make all mutations overall more consistent and useful in game terms.

Carnivore

Mutation Class: 3

Level Available: 1

This mutation grants one mouth with one bite attack at first level. As the mutant goes up in level additional mouths sprout at 3rd level, 5th level, 7th level, and 9th level. The character may attack with all of "his" mouths in the same round, but may not combine any bite attack with any other weapon.

Chameleon Metamorph

Mutation Class: 3

Level Available: 1

This mutation functions as the human/animal mutation *chameleon epidermis*.

Dermal Acid Sap

Mutation Class: 2

Level Available: 1

Acid damage from this mutation begins at 1d6 hp damage. At 5th level it is 2d6, and it is 3d6 at 9th level. Note that this acid may not be used to coat weapons, as it does not retain its potency for long when removed from the body.

Grenade-like Fruit

Mutation Class: 3

Level Available: 5

At 5th level the mutant plant begins to produce 3 mutated fruits per day that may be thrown up to 50'. They explode when they make contact with any object, dealing 1d6 hp damage from seed shrapnel and radiation damage of a class equal to one fewer than the character's level to all beings within 10'. For example, a 5th level character inflicts 4d6 radiation damage from class 4 radiation. A saving throw is allowed for half damage from the radiation.

Mutants & Mazes

Injected Poison Sap

Mutation Class: 2

Level Available: 1

For all practical purposes this mutation functions exactly like the human/animal mutation *dermal poison slime*.

Natural Vegetal Weapons

Mutation Class: 1

Level Available: 1

This mutation functions as written, but any natural weapon inflicts 1d6 hp damage.

Poisonous Spores

Mutation Class: 3

Level Available: 1

This mutation begins at poison class 1 and is usable once per day. Poison class and frequency increases by one for every four levels. For example, at 5th level it is poison class 2 and can be used twice per day, and at 9th level it is poison class 3 and is usable three times per day. The cloud affects all creatures (friend or foe) within 10'.

Prehensile Tendrils

Mutation Class: 2

Level Available: 1

This mutation grants *constrictive tendrils* that are 10' long. They deal 1d6 damage.

Projectile Thorns

Mutation Class: 1

Level Available: 1

This mutation functions as the human/animal mutation *spiny growth*.

Radioactive Emissions

Mutation Class: 3

Level Available: 5

This mutation is usable three times per day. It inflicts one radiation class of damage per character level. The range is 50', and victims who succeed in a saving throw versus radiation take half damage.

Thermal Emissions

Mutation Class: 3

Level Available: 5

This mutation is usable three times per day, and only one beam of energy is emitted per use. It inflicts 1d6 hp damage per character level.

Plant Mutation Drawbacks

Nocturnal

Mutation Class: 3

This mutation functions as written.

Thermal Sensitivity

Mutation Class: 3

This mutation functions as written.

MUTANT FUTURE

CHARACTER SKETCH OR SYMBOL

Character Name

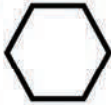
Character Type

Alignment

Level

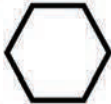
Experience

ABILITIES



STRENGTH

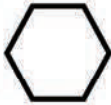
Mod. to hit, damage, force doors



DEXTERITY

AC Mod.

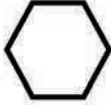
Missile Attack



CONSTITUTION

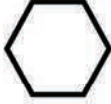
Poison Save
Modifier

Radiation Save
Modifier

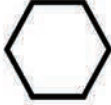


INTELLIGENCE

Technology
Modifier

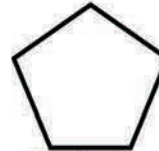


WILLPOWER

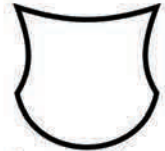


CHARISMA

Reaction
Adjustment



Hit Points



Armor Class

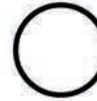
SAVING THROWS



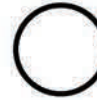
ENERGY ATTACKS



POISON OR DEATH



STUN ATTACKS



RADIATION

Mutations and Special Abilities:

Armor Class

0	1	2	3	4	5	6	7	8	9

Roll 1d20
to hit

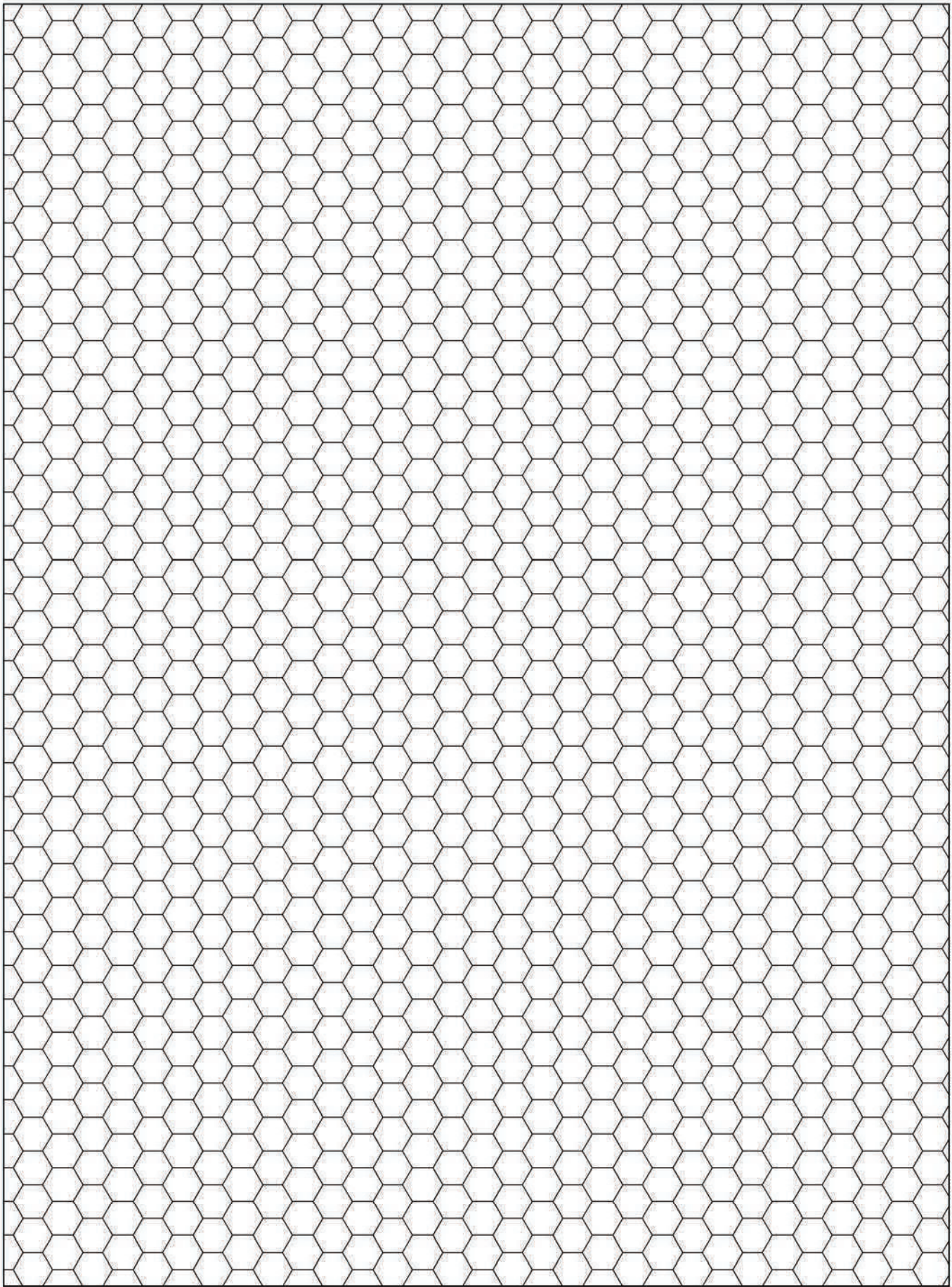
MUTANT FUTURE

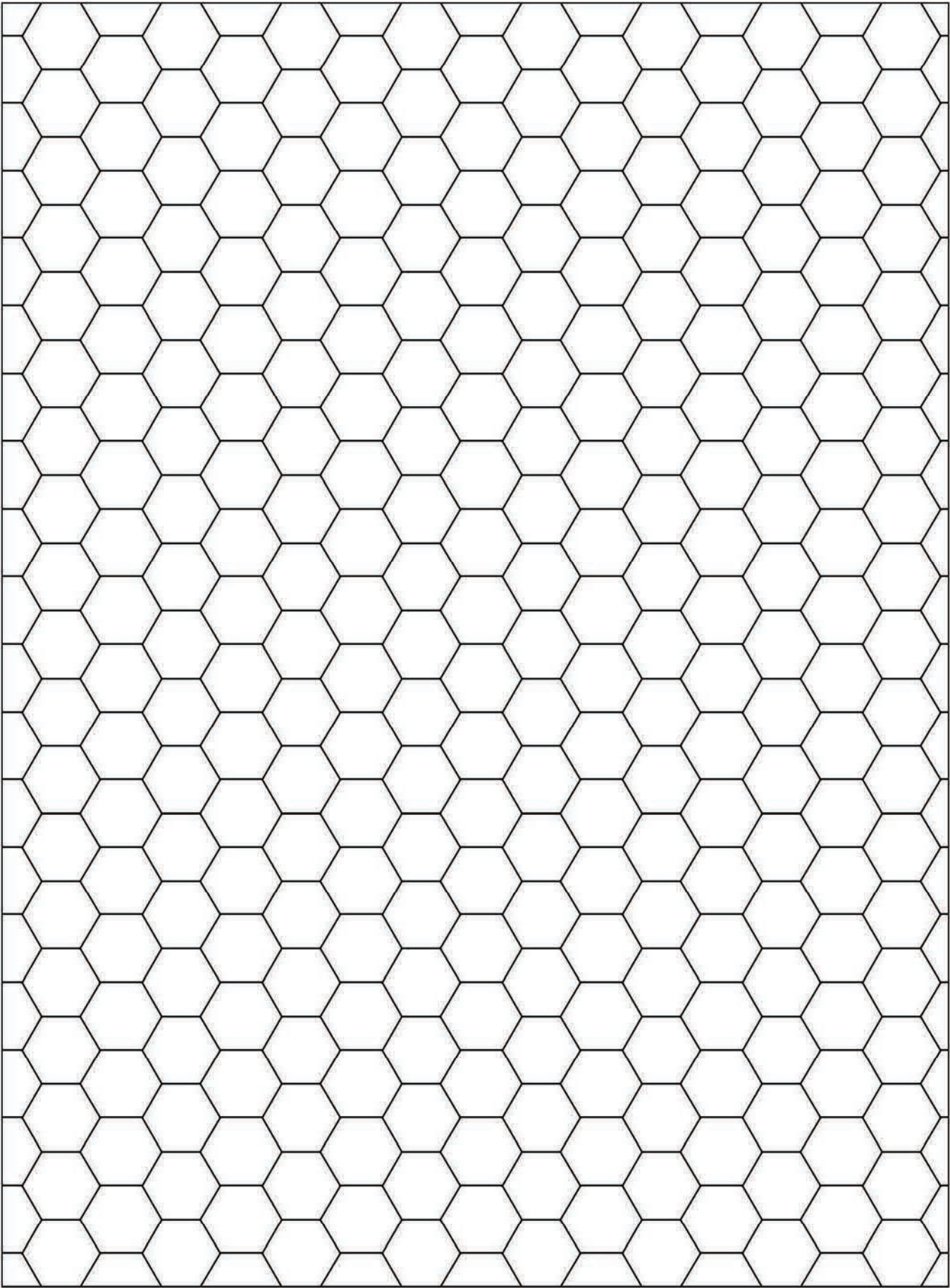
WEAPONS and EQUIPMENT

Notes, areas explored, mutants encountered, notable NPCs

FOLLOWERS and HIRED SPECIALISTS

MONEY and TRADE ITEMS





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