

Gregorius21778:

20 Weird, Irradiated Encounters for a Mutated, Post-Apocalyptic Swamp



Version 1.1; created by Kai Pütz
(c) 2017



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How to use this supplement:

As the name already suggests, **20 Weird, Irradiated Encounters** provides you with an list of themed encounters that you may use as a random encounter table (d20). Not all of them are detrimental, included are

- ✓ Harmless, scenic encounters (well, harmless on their own, that is!)
- ✓ Environmental obstacles/hazards
- ✓ Encounters build around mutant-beasts that are not part of the Mutant Future(tm) core rules
- ✓ Two encounters build around “old friends” from the Mutant Future(tm) core rules.

Since all of these are supposed to happen in the same swamp (wherever YOU may locate it), a lot of them are linked to another. Four of them are marked with an **(i)** for “individual”. If such an encounter is rolled a second time, it should either be re-rolled (as it was a special encounter that was only meant to happen once) or it will have a different effect the second time (as the PC are interacting with a certain group within the area). Some of the creatures encountered are specially adapted to the swamp and will not suffer negative effects from moving in this terrain (marked with an * after the encounter).

That is all that needs to be said. Now, ...enjoy!

01# Non-Dangerous Animals (d8)

1# 2d6 large wading birds* that occupy a wide, water-covered clearing. There is a 1 out of 6 chance that the PC may surprise them, and thereby have a chance to shoot one or more for dinner. Each of them is equal to two rations once roasted.

2# A large, blue crayfish that moves about in the mud while it is on its way from one body of water to the next. It will put up its pincers when the characters come close, but will be no match for a PC. It is poisonous if eaten raw (class 3 poison), if cooked a human will still suffer is bowel movements and vomiting (-1) on all rolls for the rest of the day).

3# 5d6 tree-dwelling rodents who have build a nest colony in three adjacent trees. They look a bit like rats, but have slender hands (with thumbs) instead of mere paws. They will hiss and yatter to scare the characters away, and even attack those who try to climb up to their globe-like nests (same stats as for a rat swarm), but will flee to the next tree and abandon their young as soon as the first of them are killed.

4# 2d6+2 small deer with mottled, gray-brown-green fur. There is a 1 out of 6 chance that the PC may surprise them, and thereby have a chance to shoot one or more for dinner: each of them is equal to five rations once dressed.

5# 1d8 common ducks* (see wading birds, but each of them is only equal to half a days ration)

6# A 2-foot dragonfly* that will buzz about curiously, fly in front of a random PC and even goes face to face with him or her. The insect only feeds on other insects and very small game, and is thereby no danger to the PC. It has AC 5 (due to Agility) and will fly away shortly after being attacked. Otherwise, it will follow the characters out of curiosity till the next encounter. If a psychic PC tries to contact it, the mutant will learn that it is about as smart as a house cat, but twice as cruel and curious.

7# A white ooze that the characters encounter near the roots of a dead tree. This thing is completely harmless (it only digests already dead or dying plant-matter), but if the characters have encountered a black ooze in the past, they might not be willing to take chances.

8(i)# A giant turtle, about the size of a compact car. It is intelligent, but does not care about anything but moving, eating, sleeping and not being bothered. If the characters bother it, it will just retreat into its shell (AC: 4).

02# Thick Mud

The area the characters move through is a knee-deep field of thick mud. The GM should double the travel time for the current section/hex, and at the end of it the PC will be exhausted and need to rest at least a turn. A further encounter may be rolled for (to see if the characters encounter something in the thick mud).

03# Gnats, Gnats and.... more Gnats!

There are always gnats and other flying insects in a swamp, but the characters now find themselves beset by a cloud of small bloodsuckers. All characters but plants, robots and mutants with fur must pass a **Saving Throw vs. Poison** or will suffer from a mild fever after 2d6 turns (a disease transmitted by the insects, infected characters have to re-roll all successful test for Surprise till they had at least six hours of rest).

04(i)# Monkeys of the Swamp

The characters encounter 1d12 ape-like creatures that are gathering food in the swamp. They are similar to chimpanzee but a bit smaller and with a greenish-brown fur (the green comes from a kind of alga that grows on them and is a additional nutrient supply for these mutant animals). Unless a random roll determines a friendly reaction, the ape/s will try to scare the PC off by yelling and throwing sticks. If encountered in greater number, the apes will even attack (see stats below), but will flee as soon as they lost one of their number. If encountered again after a fight, there will be 2d6+8 apes, armed with thick tree branches that they swing like clubs. If the first encounter was non-hostile, it will be just another group of 1d12 that will be gathering food in the swamp.

Alignment: Neutral

Movement: 120'(40')

Armor Class: 7

Hit Dice: 2

Attacks: 1; and 1 (punches and then teeth; or just a tree branch)

Damage: 1d4 / 1d4+1 or 1d6+1 (punches; teeth; tree branch)

Save: L1

Moral: 6

05# Yellow Spit-Toad

A fat, yellow toad with orange eyes, black spots and the size of a sitting American Pitbull. The creatures is highly poisonous and thereby unafraid of other creatures. If anything comes with 10'range that it feels bothered by (like, a nosy PC) it will attack with a spit of poisonous slime (that this animal mutant developed instead of a large tongue) which is an attack with a class 10 contact poison. The toad is HD 1, AC:9 and may attack 1d4 times before it has no slime left (it will gather a new "load" after one turn).

06# Spearbeak Birds*

These are slender, man-sized wading birds, similar to a crane but with ocher-white plumage of the body and black feathers at the head (males only) as well as the end of the wings (both genders). Their most impressive features are their long, rapier-like beaks that they use to hunt fish and to defend themselves. The birds are rather territorial and will attack on a reaction roll of *unfriendly* or worse. Otherwise, they will as soon as they feel threatened.

No. Encountered: 1d6

Alignment: Neutral

Movement: 120'(40')

Armor Class: 9

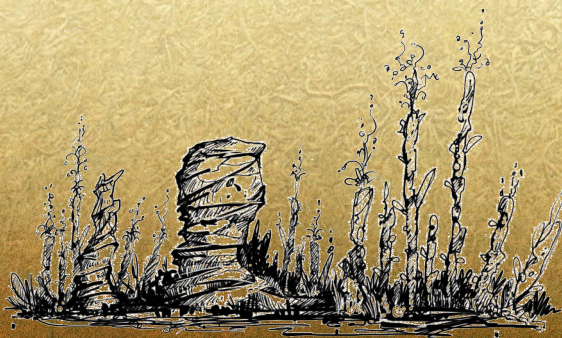
Hit Dice: 1

Attacks: 1 (spear beak)

Damage: 1d6 (half damage if the target wears anything better than leather armor)

Save: L1

Moral: 5



07# Blind Mudlurker

The Blind Mudlurker is an eyeless, amphibious brown-black dork, 9 feet long from its round head to its stubby tail, and with an impressive double-row of triangular teeth. It lurks in the mud (often underwater) till it senses movement close by. Then, it attacks furiously for 2d6 rounds. If this was not enough to defeat its prey (or if it failed a Moral test after receiving damage), it will try to retreat. While the Mudlurker is soft and easy to hurt, its flesh regenerates quickly. Its maw hosts numerous dangerous bacteria, and any character bitten by the creature must **Save vs. Poison** at the end of combat. If the Saving Throw is failed, the wound will begin to inflame after 2d6 hours, unless the deep bites were thoroughly disinfected before (potent medicine or 1 point of damage from cauterization). After inflammation has set in the infected body part must be removed (if possible), a dose of Antitox (or a similar drug) is needed. Without treatment, the PC must pass a Saving Throw at the beginning of each new day. A failure means death after 2d6 hours by a sudden fever and a subsequent heart attack, three successful Saving Throws in a row mean that the inflammation will be overcome by the end of the next day.

Alignment: Neutral

Hit Dice: 4 (+6)

Damage: 1d8 / 1d4 (bite, tail sweep)

Moral: 8

Movement: 120'(40')

Armor Class: 8

Attacks: 2 (Bite and a tail sweep against enemies at the rear)

Save: L1

Special: Regenerates 2 hit points per round.

08(i)# Half-Sunken Robo-Truck

A small Robo-Truck somehow ended up in this swamp. It is by now half sunken-in and partially covered in moss and vines. The cargo compartment is still locked. It takes a test for **Force Doors** with a (-1) penalty to break open the doors (and two failed tests in a row mean that the character will not be able to open it). Inside, the characters will find a lot of goods that have rusted and rotted to the point of uselessness, but a **Search** (one turn) will reveal some boxes with still usable items: the GM rolls one time on the **Power Sources Table**, two times on the **Foodstuff Table** and three times on the **Gizmos Table**. The noise the character make as they pry open the cargo compartment will attract unwanted attention, and while the PC search the truck they will encounter... (d6)

1-3 Monkeys of the Swamp

4-5 1d3 Mansquitos of the Swamp

6 Squealer

09# Rushberries

The characters come across 1d3 globular bushes with blue-green leaves and fists-sized purple-blue berries (3d6 on each bush). The berries taste sweet and have a stimulating effect (+1 damage, +1 hit point per berry healed during a rest, +1 "virtual" hit point per berry). The damage bonus and the "virtual" hit points only last for 1d3 turns, and during this time the PC needs to re-roll all successful tests for **Surprise** and **Technology**, as he or she finds it hard to concentrate. Afterwards, the damage bonus and virtual hit points are removed, but the ill effects will last for a further 1d6 turns. In addition, any character that consumed more than one Rushberry within one turn must **Save vs Death** at the end of the turn (-1 per berry). If the Saving Throw is failed, the character will become the victim of a shock for (1d6+number of berries) minutes during which he or she suffers spasm, cramps and foams at the mouth (counts as helpless).

10# Juicevines

Juicevines are light green, fleshy liana that are found growing in clusters. When they are cut or torn, a clear juice wells up that tastes as sweet as it smells and heightens the vigor (+2 Strength for 1d6 turns). Sadly, the sweet smell of both the juice and the sweat of those that are under its effect attracts gnats and other blood sucking insects (d8):

- 1-4 The next encounter happens without a random roll and is **Gnats, Gnats... and More Gnats!**
- 5-6 ...AND 1d3 **Mansquitos of the Swamp** (see 13#; they appear 1d6 turns later)
- 7-8 While the increase in blood sucking insects is notable, it is not game relevant.

11# Giant Reed Field

In front of the the character is a large patch of watery ground with an abundance of reed growing on it, each individual plant up to 9 feet high. Moving around the edges of the field will double the travel time for the hex/section, moving through it means that the characters may be easily ambushed by whatever they encounter inside (d8 instead of d6 to determine Surprise, tests are only made for the characters). Inside the field, the characters will encounter... (d10)

- 1-3 Non-Dangerous Animals (#01)
- 4 Monkeys of the Swamp (#04)
- 5-7 Giant Reed Mantis (#12)
- 8-0 Nothing

12# Giant Reed Mantis*

The Giant Reed Mantis is an 8 feet tall mix of a Praying Mantis and a stick insect: its body parts are incredibly thin. As frail as the physiology might look, the strength the creature can bring to bear is incredible. The Giant Reed Mantis may stand still for hours and be mistaken for just another (mutant) plant (+1 chance to Surprise a target in a swamp, +3 in a Giant Reed Field) and will attack with a grab of its front legs (that does 1d6 damage). If successful, the victim is held tight to the body and will be unable to act on its own round unless it frees itself with a successful **Force Doors** test. If the victim does not free itself, the mantis will move back at 3 / 4 of its normal movement speed while starting to eat the victim alive (1d4 points of damage per turn). It will let go if it is hit.

Alignment: Neutral

Hit Dice: 5 (-4)

Damage: 1d6 / 1d4 (Grab / Bite)

Moral: 7

Movement: 150'(50')

Attacks: 1 (Grap or Bite, see above)

Save: L3

Armor Class: 8

13(i)# Mansquitos of the Swamp

This swamp is home to a small group of Mansquitos (see p.82 MF core rules) that all live in a very large, hollow tree (a trunk with more than six feet in diameter), into which higher branches they have build small nest cocoons out of liana, twigs and dried mud. There are eleven of them in total, and they may be encountered roaming the swamp in groups of 1d3 as they hunt for blood. In a hunter group, there is always one who is armed with a long spear with a sharpened metal piece as a tip (1d6 damage) and a net (made of liana) that is large and strong enough to catch an adult human once it has been paralyzed. If two encounters with the Mansquitos of the Swamp are rolled for in a row or if they are encountered for the third time, the PC will have stumbled upon their tree lair. There will always be (11 minus 1d6) Mansquitos (unless some have been killed before, in which case the number is reduced accordingly). Half of them will be swollen with blood, and they will have three spears and numerous nets available. There is 40% chance that there are currently 1d3 Monkeys of the Swamp as well, who may be found half dead and bound in nets high up in the tree.

14(i)# The Irritable Tree

The characters will come past a massive mammoth tree whose large branches block next to all of the light, and thereby prevented the growth of most other plants around its trunk. Its roots are clearly visible on the surface and spread over the whole ground for up to five meters around. While the characters walk under it (or just walk by) the Mammoth Tree (who is a sentient plant mutant) will try to use **Neural Telepathy** on them.. and will react irritated: "You!!...how can it be that YOU think like I do.. You are SWIFTPEST!" It will be disgusted at first, but if the characters explain what they are, it will become curious. "...really..?! ...tell me....more!" If the characters do not tell the tree more about them, their life and adventures, it will become angry and attack them with a **Shriek(Plant)** mutation. After a turn, the characters may try to leave again, but have to make a reaction roll first: on a result of indifferent or worse, the Tree will demand that they stay and tell it more. If they leave instead, it will attack as mentioned above (unless the result was "indifferent", in which case the tree will only become foul mouthed in regard to "**those useless, impatient SWIFTPESTS!**"). The tree itself has an AC of 4, Willpower of 14, 60 hit points and Save L:6

15# Glowing Mist

The area the characters enter is shrouded in a strangely glowing white mist, also daylight shines on it. The mist reduces sight to about 20' and dampens sound... but instead of being cold, one feels like one would slip under a warm blanket. It is in fact an agglomeration of mutated micro-organisms that feed on energy, usually those that is provide by sunlight. While it will not harm the PC directly, the glowing mist will drain 1d6 x3% of the remaining charge of every battery or energy cell the PC carry along, and robots will suffer a (-1) penalty on all rolls while they are in the mist as well as up to three turns afterward. If the PC want to skirt the mist, increase their travel time for the hex/section.

16# Swamp Gas

The characters enter an area of the swamp with foul swamp gases, a fact that the characters may notice by a strange smell (1 out of 6 chance). If they continue in this direction, each PC will need to **Save Throw vs Poison** after three turns. Those who pass will merely feel light headed and a bit dizzy (-1 penalty for the next 2d6 turns) while those who fail will feel sick and weak (-2 penalty and the temporary loss of 2d6 points of Constitution). Avoiding the dangerous area will add 2d6+3 turns to the characters travel time.

17# Giant Water Lily

In a small pond of stagnant water a giant Water Lily of rosy color swims. Its head-sized bloom extrudes a pleasant and attracting smell. Those who wade over to the mutated plant (the pond is only 4 feet deep at its deepest point) and inhale the smell deeply will become immune to all sensations of pain for two hours and gain a number of additional "virtual" hit points equal to half their Constitution (which wear off after two hours, too!).

18# Gnarly Treespider*

This thin legged arachno-mutant has a body diameter of about two feet and legs with a length of three. Its carapace imitates the structure and color of the trees of the swamp and it is next to impossible to spot while it hides on them (d10 instead of d6 in regard to **Surprise**). Instead of building webs, the creature spits a potent nerve poison (Class 5 poison) at its victim (from up to five feet away) while it dances around them. It may attack up to five times like that before its venom sacks are emptied (at which point it will retreat after 2d6 rounds, by climbing up the nearest tree).

Alignment: Neutral
Hit Dice: 3
Damage: as class 5 poison

Movement: 150'(50')
Attacks: 1 (Poison spit, see above)
Save: L1

Armor Class: 6
Moral: 8

19# Traps!

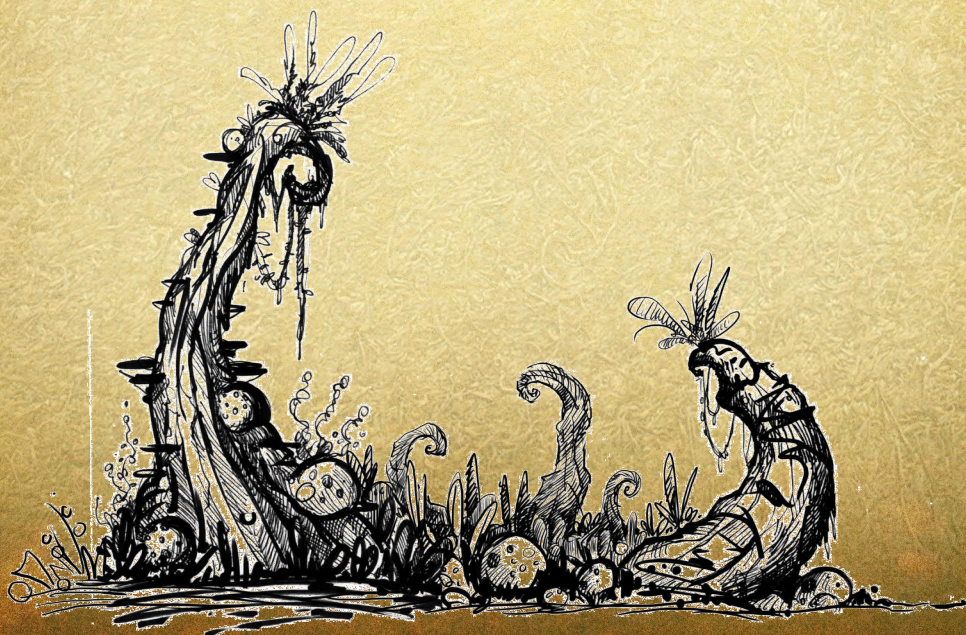
Squealer (see below) has set up primitive (but yet effective) traps in different parts of the swamp, and the characters have just stumbled upon one such. The GM should first determine the kind of trap (see below) and then roll a d6 for every character (in marching order). The first one that a 1 or 2 is rolled for springs the trap, if no such result is rolled the GM may want to check if any of the characters sees what they just have passed (1 out of 6 base chance). Squealer checks his traps regularly, and the PC may encounter him (and even lay an ambush for him) if they wait near a trap for 2d6 hours.

- 1-2 A concealed six foot pit with wooden spikes at the ground and a wooden support structure for the walls: 1d4 points of damage. If the a victim tries to climb out all by itself, it will end up half buried in lose dirt and muddy earth as the support structure gives.
- 3-4 A bend-back branch with numerous wooden spikes that is released by a trip wire made from sinew: 3d6 damage, half that much on a successful Ability Test vs. Dexterity.
- 5-6 A concealed net with a heavy counter weight that will pull the victim up and leave him or her dangling from the branches of a nearby swamp tree, snared and helpless.

20(i)# Squealer



Squealer is a lone pigman (see p.88, 30 hit points) that lost its group and has not found another group to join. Besides, he hates everybody and knows that everybody hates him even more! The swamps are his home now, he moves around in a self-made ghillie suit and tries to hunt and capture animals or monkeys while he does his best to avoid the Mansquitos. He makes a good job at both tasks: the monkeys fear him as "the devil-thing" and the Mansquitos don't even know that he exists. If he meets the characters, they won't be able to surprise him (he senses are keen from his constant life in danger) and he hides and sneaks so well that he gets a +2 bonus to surprise the characters. If he does, it means that he is able to hide from them and to follow them till their next encounter (and the roll might be repeated then, GM's choice). He will study them, and either attack the PC from behind while they are in trouble or wait till they camp, so that he may attack a lone guard. Aside from the ghillie suit, Squealer wears a large survival knife and a wire garrote.



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