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Terrors of the Twisted Earth

by Dominic Covey



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TERRORS OF THE TWISTED EARTH

A Darwin's World Creature Sourcebook v2.0

Creator: Dominic Covey

Writer: Dominic Covey

Editor: Chris Davis

Additional Editing: Charles Rice, John Shaw

Cover Art: V. Shane

Interior Art: V. Shane, Tony Parker, Storn A. Cook

Layout: Chris Davis

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CHAPTER I: INTRODUCTION

The wastelands that comprise the Twisted Earth of DARWIN'S WORLD are home to myriad of horrendously-mutated beings, from intelligent character-types worthy of interaction to simply the cannibalistic or predatory creatures that prey on the weak or solitary. Dangers other than the ever-present radiation and the chemically contaminated ecosystem do exist out there, and are rightly feared by all folk of sound mind.

This sourcebook, the *Terrors of the Twisted Earth*, is only meant to give a mere *sampling* of the kind of mutated beasts that pose threats to player characters in DARWIN'S WORLD. A description is given of each infamous creature, along with game statistics so that they may be pitted against characters if the referee so wishes.

PRESENTING CREATURES OF THE TWISTED EARTH – SO BEWARE!

My rather simple-minded colleague, who at this very moment operates the single remaining press in all of the known world, right here in the bustling backsteets of the "free city" of Styx, has for once finally hit the nail on the head. It was he who wrote the title of this book, a book I have dedicated to describing the many mutant monsters and abominations of the Twisted Earth.

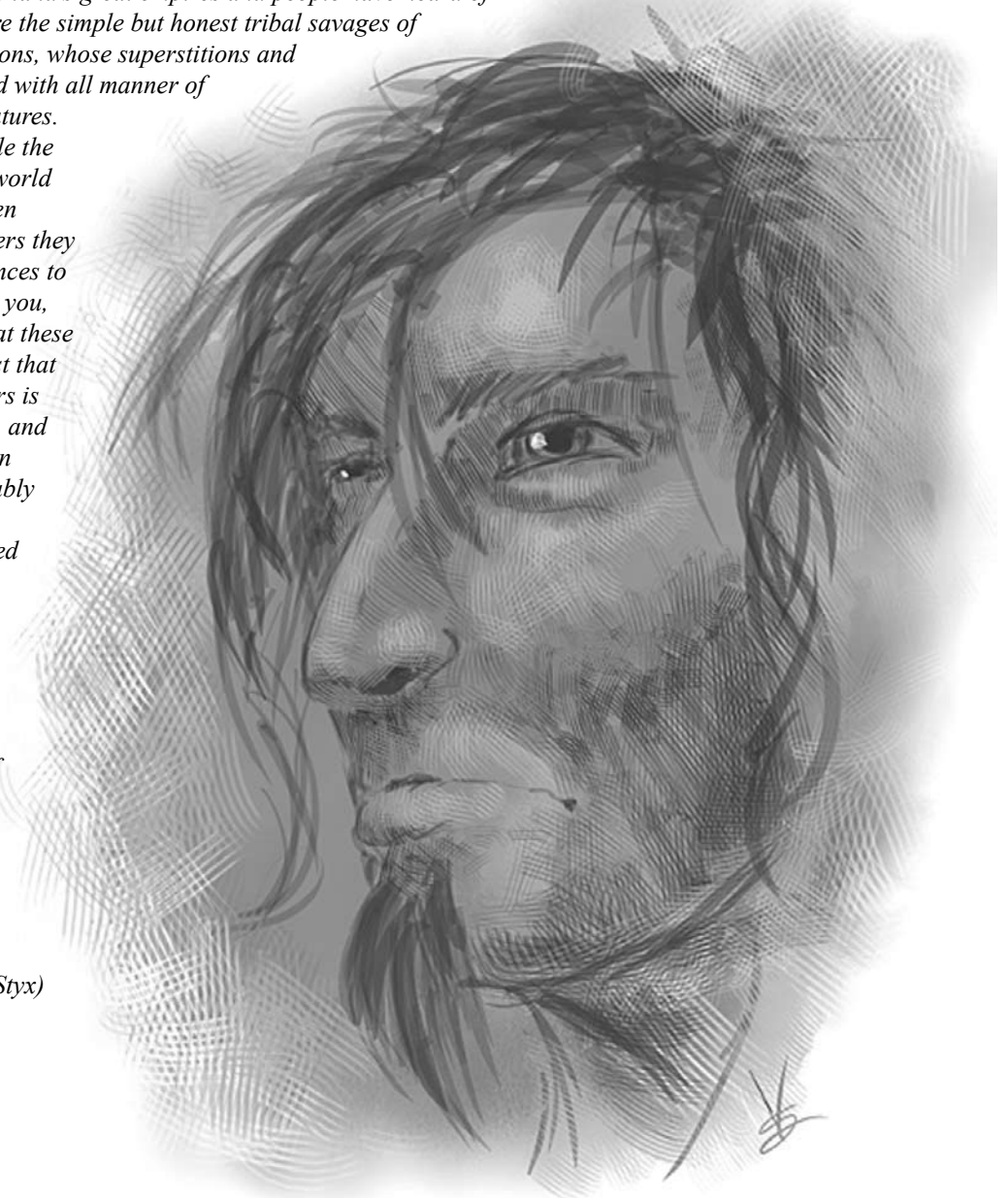
As with the gazetteer released in installments from this very press, so too is this guide meant to serve and protect the wanderer and traveler of the Twisted Earth from its many inherent dangers. In my own travels as a sandwalker among the wastes, I have seen many bizarre and often nightmarish creatures, and through my dealings with the land's great empires and people have heard of many more. Helpful too were the simple but honest tribal savages of the world's many desert regions, whose superstitions and mythological cycles are filled with all manner of stories of such fabulous creatures.

Though among some people the dangerous creatures of our world are reviled, respected, or even worshipped, and among others they are simply considered nuisances to trade and military conquest, you, dear reader, should know that these specimens of new life are just that – new life. This world of ours is changing, by the generation, and the poison the Ancients left in their violent wake will probably never fade away.

The mutant things described in this guide are just a sampling of this humble author's observations in the wasteland; there are sure to be many bizarre variants, and entirely new species, living in far-flung corners of this toxic world of ours.

*Beware.
-Bixby*

*Terrors of the Twisted Earth
(Printed in the Free City of Styx)*



CHAPTER 2: MUTANT CREATURES

ABOMINATION

Large Aberration

Hit Dice: 4d8+16 (34 hp)

Initiative: +0

Speed: 10 ft

AC: 16 (+0 Dex, +7 natural, -1 size)

Attacks: 4 slams +6 melee

Damage: Slam 1d4+6

Face/Reach: 5 ft by 10 ft / 5 ft

Special Qualities: Accelerated white blood cell activity, amorphous, dark vision, photosensitive, frightful presence

Saves: Fort +5, Ref +1, Will +1

Abilities: Str 18, Dex 10, Con 18, Int 5, Wis 5, Cha 3

Skills: Hide +3, Listen +2, Move Silently +3, Spot +2

Feats: Multiattack

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 5-8 HD (Large); 9-12 HD (Huge); 13-16 HD (Gargantuan)



No two *abominations* appear the same, but all are essentially grotesque bulks of knotted flesh, cancerous tissue, and malformed limbs, as if assembled hastily or carelessly by some mad doctor's hand.

Among the more advanced and malevolent groups of the Twisted Earth, genetic experiments are not an uncommon practice, often in an attempt to breed "super-mutant" warriors or to refine a specific trait in the next generation. These experiments, carried out by such groups as the terrible Savants, are not always successes, although this fact is little known among the brain-dead children of the wasteland. Those subjects who prove too difficult to slay, or whose intelligent minds have not yet succumbed to madness (and thus do not warrant immediate termination or abortion), are often discarded secretly, their bloated, ghastly bodies expelled into the darkness of the night.

In appearance, these "abominations" vary considerably, but all are horrendous and warped. Most have been totally altered, bearing little or no resemblance to human beings. After their first mutation has failed, the scientists often use the same subject for more and more experiments, since it is already deemed a "lost cause". Cat-like eyes, long tendrilous tongues, jagged fangs, warped and ragged claws, and thick warty skins are most common. Other features might include atrophied tentacles, an odd deformed wing or two (although incapable of flight), a fat lazy tail, etc.

One abomination looks entirely different from the next, for their grotesque mutations are never the same.

Numerous large, cat-like eyes (for seeing in the darkness) sprout all over the creature's amorphous torso. These things seem to congregate only in darkness, as if ashamed of their twisted, disgusting appearance.

Lashing, whirling tentacles or pseudopods feel and probe the air around them; certainly these comprise a battery of bizarre sensory apparatus, not unlike antennae.

-Bixby

COMBAT

Abominations attack blindly and violently by flailing whatever workable limbs they still possess; badly mutated arms, feeble legs, and knotted, jointed tentacle-like pseudopods. Though afraid of light, the creature is truly horrific to behold when fully illuminated.

Accelerated White Blood Cell Activity (Ex): As the mutation of the same name. Fast healing 5.

Amorphous (Ex): An abomination is not subject to critical hits. It has no clear front or back, so it cannot be *flanked*.

Dark Vision (Ex): Abominations have darkvision with a range of 60 feet and low-light vision.

Frightful Presence (Ex): The abomination can inspire terror by charging or attacking. Affected creatures must succeed at a Will save (DC 11) or become shaken, remaining shaken until they leave the area of effect.

Photosensitive (Ex): Abominations are susceptible to bright lights and strong illumination (including torches), and must make a Will save (DC 12) or be forced to flee from the light source. A direct flash against an abomination (e.g. from a dazzle rifle) will effectively *blind* the creature without a save.

TRAINING AN ABOMINATION

Some mutant groups have been known to “train” abominations to act as guards. Training an abomination to remain in one area and regard a master (or group of masters) as anything other than food requires a successful Handle Animal check (DC 30 at all ages). The creature must be well-fed and well-treated by its would be master(s) for at least a month before an attempt can be made to domesticate it.

An abomination cannot be ridden.

ALBINO APEMAN

Medium-Size Humanoid

Hit Dice: 3d8 (14 hp)

Initiative: +3 (+3 Dex)

Speed: 30 ft, climb 10 ft

AC: 15 (+3 Dex, +2 natural)

Attacks: 2 slams +2 melee; or thrown rock +3 ranged

Damage: Slam 1d3+2; thrown rock 1d4+2

Face/Reach: 5 ft by 5 ft / 5 ft

Special Qualities: Dark vision, photosensitive, scent

Saves: Fort +3, Ref +6, Will -1

Abilities: Str 14, Dex 16, Con 11, Int 6, Wis 6, Cha 6

Skills: Balance +5, Climb +4, Hide +5, Listen +1, Move Silently +4, Spot +1

Feats: Multiattack

Climate/Terrain: Any underground

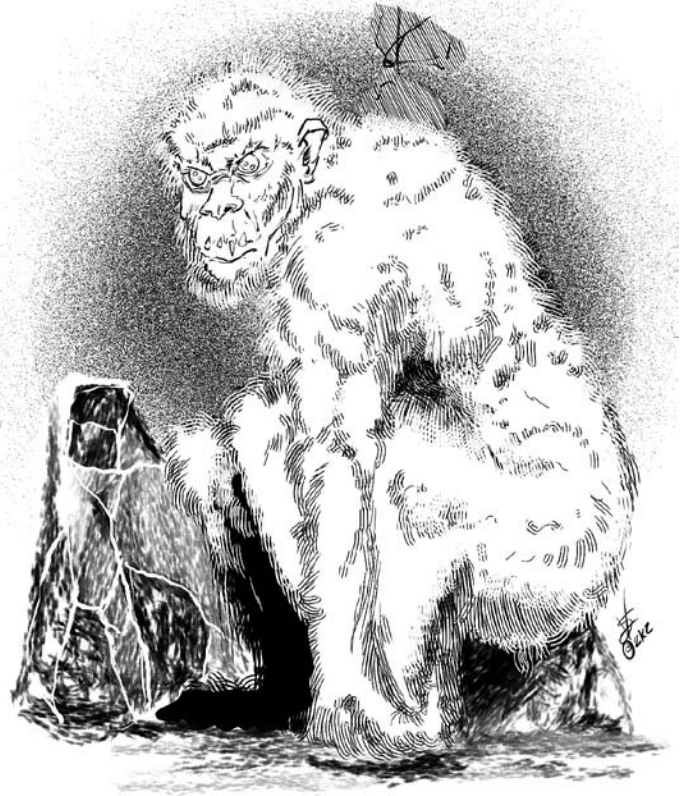
Organization: Pair, family (2-5), or pack (5-20)

Challenge Rating: 1

Treasure: Standard

Alignment: Always neutral

Advancement: 4-6 HD (Medium)



These abnormal ape-creatures are not unlike mutated chimpanzees, adapted to a dark and savage existence underground.

The hands of such creatures have developed opposable thumbs, and what thin fur remains has changed to a pale wispy white, covering almost head to toe in a soft, bristling coat. Exposed skin on an albino apeman is generally pinkish and pale, while the eyes are a glazed white, yellow, or lambent blue. Jagged teeth fill the vicious mouth of the creature.

Albino apemen are primitive, savage creatures that dwell in darkness, afraid of light (a torch thrust at them will cause them to flee unless cornered or particularly brave), and employing only the crudest of tools and weapons – thrown rocks, sticks, and other scavenged implements.

Albino apemen typically congregate in large “clans” of their own kind, dominated by a powerful male that has bested all others in physical feats of prowess and strength. Those that bicker, argue vocally, or disobey the simple commands of the tribe leader are often beaten or outright killed by the dominant male.

Albino apemen are incapable of speech.

I have heard stories of creatures such as these hiding in the deep recesses of caverns beneath the mountains of the wasteland. Some say these beasts are the descendants of animals kept by the Ancients for their amusement. When the Fall came they were freed; yet shunning the blighted land of the surface, they retreated to deep caves where they became what they are today.

Other superstitious stories, however, suggest these are not mere animals, but are actually descended from humans who were stricken by horrific diseases and mutagens during the Fall, and descended into darkness where they began to revert to a savage, albino, and animal shape...

-Bixby

COMBAT

Albino apemen fight in much the same manner as semi-intelligent jungle apes, using cunning and stealth to hide, listen, and wait in ambush.

Dark Vision (Ex): Albino apemen have darkvision with a range of 60 feet and low-light vision.

Photosensitive: Albino apemen are susceptible to bright lights and strong illumination (including torches), and must make a Will save (DC 12) or be forced to flee from the light source. A direct flash against an albino apeman (e.g. from a dazzle rifle) will effectively *blind* the creature without a save.

AMOEBA, BUBBLE CELL

Large Ooze

Hit Dice: 4d10+27 (49 hp)

Initiative: +0

Speed: 1 ft

AC: 9 (-1 size)

Attacks: Electric shock, +3 ranged

Damage: Electric shock 5d6

Face/Reach: 5 ft by 10 ft / 10 ft

Special Attacks: Electric shock

Special Qualities: Energy altering cell structure, confusion stingers, blindsight

Saves: Fort +4, Ref +1, Will -4

Abilities: Str -, Dex 10, Con 16, Int 1, Wis 1, Cha -

Skills: -

Feats: -

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 5-7 HD (Huge), 8-10 HD (Gargantuan)

A truly odd creature, said to inhabit the infamous Purple Desert in packs like land-borne clouds strewn across the glowing sand fields.

The central "bubble" appears to be the creature's brain; but each cell in fact seems to add power and sentience to the whole.

Stingers that numb the senses and reflexes of the creature's prey ring the individual cells. Beware the largest specimens, for these are said to be able to generate powerful discharges of electricity.

-Bixby

The bubble cell amoeba is a remarkable inhabitant of the most radiated corners of the wasteland; it is, in effect, a giant colony of cellular structures that inherit intelligence as it grows in size and number.

The bubble cell starts small, usually with a single bubble-like cellular form (the size of a volleyball or larger) and translucent in color. Inside can be seen an odd black core emanating numerous veiny structures. A web of ugly greenish-gray growth extends from the base of the cellular body, sensing motion in the air and ground around it.

As the bubble cell begins to grow, its first primary cell splits into a sister cell, adding to its size. Both cells work in conjunction, adding to the creature's complexity and range of senses. This also adds to its ability to affect the world around it. As more cells grow from the base, the bubble cell becomes capable of even more complex functions. More advanced abilities (such as power draining) require more complex processes, and thus more cells are required to perform these functions. A bubble cell is only truly dangerous when it becomes fully grown, as it becomes able to generate electric pulses from its central dominant cell, and its tentacle sensing polyps become able to grasp and draw in fresh prey for consumption by its mass.

COMBAT

Bubble cell amoebas are only dangerous once they have reached a mature stage; prior to this they appear only as gelatinous globs with little movement or sentience. Once it has fully developed, however, the amoeba is capable of generating powerful electric effects.

Confusion Stingers (Su): Any creature coming into physical contact with one or more cells of an amoeba becomes *confused* (as the spell) for 1d6 rounds if a Fortitude save (DC 18) is failed.

Electric Shock (Su): A mature bubble cell amoeba's primary form of defense is the generation of a powerful electric shock. The shock is made as a ranged touch attack, capable of striking a single target per round up to 20 ft distant.

Energy Retaining Cell Structure (Ex): A bubble cell absorbs directed energy attacks made against it, just like the mutation of the same name (but with a DC 16). It can also use the absorbed energy to heal itself in the normal manner.

Blindsight (Ex): An amoeba's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: As an ooze-type creature, bubble cell amoebas are immune to poison, sleep, paralysis, and stunning. They have no clear front or back and therefore are not subject to critical hits or flanking. Oozes of all kinds have the blindsight quality. They are also immune to mind-influencing effects (charms, compulsions, and morale effects).

These truly monstrous things appear to have been given abnormal gigantism due to the effects of radiation in their particular environment.

The creature is composed of what seems to be an acidic substance, eating at the flesh of its organic prey. Entire persons can be swallowed whole, the remains of which are often seen through its translucent mass.

Natural sunlight (or perhaps the UV coming through the weakened atmosphere) seems to pain these creatures, for stories speak of such giants being forced back into the earth from whence they came by the air of the surface world.

-Bixby

AMOEBA, GIANT

Gargantuan Ooze

Hit Dice: 12d10+102 (168)

Initiative: -2 (-2 Dex)

Speed: 5 ft, swim 10 ft

AC: 4 (-2 Dex, -4 size)

Attacks: 1d3 pseudopods +16 melee

Damage: Pseudopod 2d8+11

Face/Reach: 30 ft by 30 ft / 15 ft

Special Attacks: Acid, improved grab, swallow whole

Special Qualities: Random attacks, blindsight, tremorsense

Saves: Fort +10, Ref +2, Will -1

Abilities: Str 32, Dex 6, Con 22, Int -, Wis 1, Cha 1

Skills: -

Feats: -

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always neutral

Advancement: 13-20 HD (Gargantuan)

There are numerous forms of this kind of living organism, ranging from humongous animate globs of protoplasmic "ooze", to gigantic, sprawling amoebas forced to watery locales to support their monstrous weight.

Likewise they range in color and camouflage, from bright green to a dull ochre, sickly yellow to lifeless, often translucent gray. Giant amoebas are found in many climates and areas, but mostly reside underground or underwater where they are protected from the harmful effects of ultraviolet radiation – which appears to be of particular concern to the growth and life of these beings.

Giant amoebas actually comprise a range of creatures, from animate fungal growths of colossal size, to literally giant one-celled creatures that feed mindlessly off other forms of life by dissolving and absorbing tissue on contact. All such creatures are immune to fear, of course, but often seem to act in a very cunning fashion (they are, in fact, drawn towards bodily heat, and cannot actually "stalk" their prey as is often claimed by underground folk).



COMBAT

Giant amoebas attack by forming pseudopods to reach out and grab prey to consume.

Acid (Ex): A creature swallowed whole by a giant amoeba begins to be digested immediately. A target so grappled suffers 1d6 points of damage, per round, until consumed or he breaks free. A victim killed by acid wounds is completely dissolved.

Improved Grab (Ex): To use this ability, the giant amoeba must hit with one of its pseudopod attacks. If it gets a hold, it can attempt to swallow the foe.

Ooze: As an ooze-type creature, giant amoebas are immune to poison, sleep, paralysis, and stunning. They have no clear front or back and therefore are not subject to critical hits or flanking. Oozes of all kinds have the blindsight quality. They are also immune to mind-influencing effects (charms, compulsions, and morale effects).

Random Attacks (Ex): A giant amoeba creates 1d3 pseudopods each round, which can attack separate targets (and separate targets only), in any direction.

Blindsight (Ex): An amoeba's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Sensitivity (Ex): A giant amoeba suffers damage from exposure to ultraviolet light. The creature must make a Fortitude save (DC 30) or suffer 4d8 points of damage per round of exposure; even if it saves successfully, the amoeba suffers 1d8 points of damage and will attempt to flee and hide from the UV source to prevent further deterioration of its form.

Swallow Whole (Ex): A giant amoeba can try to swallow a grabbed opponent of Medium-size or smaller size by making a successful grapple check. Once inside, the opponent takes 1d6 points of crushing damage plus 2d6 points of acid damage per round from the creature's digestive juices. A swallowed creature cannot climb out, but may attempt to cut its way out. This is done by using claws or a Small or Tiny-slashing weapon to deal 25 points of damage to the creature (AC 20). Once the creature exits, fluid action closes the hole; another swallowed opponent must cut its own way out.

A giant amoeba can hold one Medium, two Small, four Tiny, etc. opponents.

BLINDWORM

Large Beast

Hit Dice: 4d10+16 (34 hp)

Initiative: +1 (+1 Dex)

Speed: 10 ft, swim 15 ft, burrow 5 ft

AC: 19 (+1 Dex, -1 size, +9 natural)

Attacks: Bite +7 melee

Damage: Bite 2d6+8

Special Qualities: Tremorsense

Face/Reach: 5 ft by 10 ft / 5 ft

Saves: Fort +8, Ref +5, Will -3

Abilities: Str 20, Dex 12, Con

18, Int 3, Wis 3, Cha 3

Skills: Hide +2*, Listen +0,

Spot +0

Climate/Terrain: Any aquatic or marsh

Organization: Solitary

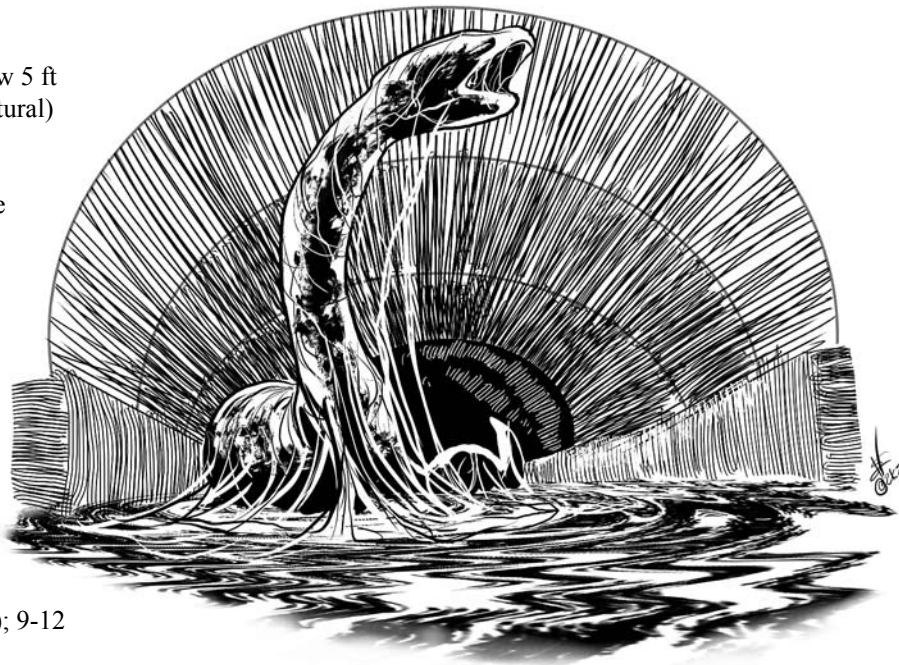
Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Large); 9-12

HD (Huge)



The blindworm is a giant mutated creature known to infest dark, polluted, and watery haunts. Resembling a huge bloated worm with a thick leathery hide, mottled gray and brown and lacking any eyes whatsoever, the creature writhes through heaps of floating trash searching for rats and other prey to feed upon.

A horror of the sewers and polluted rivers of the ancient cities, blindworms can reach sizes of twenty feet or more. My observations have only placed them at 15'-18', but larger specimens are certain to exist in more ideal environments (such as areas where the 'worms have become the dominant life form).

The thick hide is difficult to pierce with even the most powerful firearms. The coloration, gray and brown, helps the creature blend perfectly with the rotted refuse of sewer tunnels and flooded subterranean waterways.

The ringed mouth is an unusual development, unlike any other creature known to this observer. It appears to permit the blindworm to burrow through the ground.

-Bixby

The blindworm prefers watery locales due to its clumsy body shape, which is more adept at swimming through water. However, the giant ringed maw of the blindworm also permits it to burrow through loose soil and, to some extent even hard rock.

Blindworms are particularly common among water-logged tunnels and flooded sewers, where they can grow large without competition.

COMBAT

Blindworms sense movement through even the slightest vibrations in the air. When ready to strike, the blindworm rises from hiding (usually underwater or among heaps of like-colored garbage/rotted vegetation), plunging down with full force onto its prey.

Tremorsense (Ex): A blindworm can automatically sense the location of anything within 60 feet that is in contact with the ground or water.

Skills: *The coloration of the blindworm affords the creature a +8 racial bonus to Hide checks when in watery or junk-strewn areas.

BLOB

Huge Ooze

Hit Dice: 4d10+36 (58 hp)

Initiative: -2 (-2 Dex)

Speed: 5 ft, swim 10 ft

AC: 8 (-2 Dex)

Attacks: Slam +12

Damage: Slam 2d6+13 and acid 2d6

Special Attacks: Acid, blindsight, immunities, improved grab, radiation, swallow hole

Special Qualities: Camouflage, protoplasmic growth, regeneration 5, resistant, semi-dormancy

Face/Reach: 15 ft by 15 ft / 10 ft

Saves: Fort +5, Ref -1, Will -4

Abilities: Str 29, Dex 6, Con 19, Int -, Wis 1, Cha 6

Feats: -

Climate/Terrain: Any marsh, underground, or aquatic

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 5-12 HD (Huge); 13-20 HD (Gargantuan); 21-28 HD

The product of man's nuclear wars, the animation of refuse and radioactive sludge by unknown contaminants that would be lethal to even the hardest of pre-war life. The blob is an insidious form of life driven only by a primitive hunger to eat, grow, and continue to consume everything around it.

The blob is a bizarre form of life created no doubt by the massive chemical, biological, and nuclear poisoning of the world from the Fall. Part chemical sludge, part disease, and given abnormal life and size by radiation, it is truly a horror of the post-apocalyptic world.

A typical blob is a huge morass of soupy brown ooze, a slimy mass given shape and weight by garbage, refuse, and unknown toxic substances from decades past. The thing behaves much like an amoeba or similar simple life form, seeking only to consume and spread, growing as it does with each new meal, until it has devoured all that it can reach, before dying and slowly decomposing.

Blobs are found only in the most chemically-defiled and contaminated areas, such as lakes near ancient industrial centers, flooded sewer systems, underground dump sites for radioactive materials, etc.

COMBAT

Blob creatures attack by forming masses of pseudopod-like ooze to lash out, engulf, or overrun fleeing prey. A powerful mix of acid and radiation kills next to everything it meets, the jellified essence of which gives strength and life to the creature.

Acid (Ex): The melee touch attack of a blob is acidic and dissolves organic material and metal. Any successful hit deals acid damage; 50 points of damage per round to wood or metal objects. Armor and clothing dissolves immediately unless a Reflex save (DC 19) is made. 20 points of damage is dealt against stone per round of contact.

A weapon that strikes a blob, after doing damage, will dissolve unless the wielder makes a Reflex save (DC 19).

Blindsight (Ex): An amoeba's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Camouflage (Ex): Creatures of this type blend perfectly in with rubbish heaps, trash pits, polluted lakes, etc. So long as the creature does not move, it is considered *invisible* (if it moves, the effect is negated).

Immunities: Having adapted to life in a harsh radiated environment, the blob is immune to radiation (as well as heat generated by radiation).

Improved Grab (Ex): To use this ability, the blob must hit with its pseudopod attack. If it gets a hold, it can attempt to swallow the foe.

Ooze: As an ooze-type creature, blobs are immune to poison, sleep, paralysis, and stunning. They have no clear front or back and therefore are not subject to critical hits or flanking. Oozes of all kinds have the blindsight quality. They are also immune to mind-influencing effects (charms, compulsions, and morale effects).

Protoplasmic Growth (Ex): Each time a blob injures an organic opponent, it receives hit points equal to one half the damage it inflicted in that attack. For every forty hit points gained from its melee attacks, the creature permanently gains +4 Strength and Constitution, and increases in size by one category (maximum of +8 at Colossal size).

Radiation (Ex): A blob infers Rads upon any victim swallowed whole (see below).

Regeneration (Ex): Regeneration 5. Fire deals normal damage to a blob.

Resistant (Ex): Due to its protoplasmic makeup, a blob only suffers half damage from piercing and bludgeoning attacks.

Semi-Dormancy (Ex): In full daylight, blobs become semi-dormant; sluggish and slow. In these conditions they can move or attack, but not both. This dormancy isn't apparent during dusk or dawn, or while the creature remains submerged under water.

Swallow Whole (Ex): A blob can try to swallow a grabbed opponent of Medium-size or smaller size (or Large for a Gargantuan blob, Huge for a Colossal blob) by making a successful grapple check. Once inside, the opponent takes 1d6 points of crushing damage plus the normal acid damage from being in contact with the creature, per round. In addition, the radioactivity of the creature infers 1d4x50 Rads every round.

A swallowed creature can only attempt to cut its way out of the blob, since it quickly engulfs the prey in its shapeless matter. Escape is done by using claws or a Small or Tiny-slashing weapon, to deal 25 points of damage to the creature (AC 18). Once the creature exits, fluid action closes the hole; another swallowed opponent must cut its own way out.

A blob can hold one Medium, two Small, four Tiny, etc. opponents in its body. This increases proportionately with the blob's ever-growing size.

The creature appears to be a mass of everything poisonous and toxic to the natural environment; truly these creatures must be a curse spawned by the carelessness of the Ancients!

Acid, radiation, and poison ooze. The touch of the filmy secretion created by the blob-like entity is enough to dissolve organic flesh in seconds. Victims literally "melt" on contact – a most monstrous sight to behold!

These things support their weight by living in watery environs. Apparently the creature can swim better than it can pull itself along dry land.

-Bixby



The primitive people of the wasteland often speak of the "Carrion Raptors", a giant flightless bird that appears to be evolved from the carrion eaters of the past. They are a particularly feared enemy on the fringes of the Burning Sands region, where they are known to gather in packs to attack small caravans and even tribal villages.

-Bixby

CARRION RAPTOR

Large Animal

Hit Dice: 3d8+9 (23 hp)

Initiative: +4 (+4 Dex)

Speed: 45 ft

AC: 18 (+3 Dex, +6 natural, -1 size)

Attacks: 1 bite +3 melee

Damage: Bite 1d10+3

Face/Reach: 5 ft x 5 ft / 10 ft

Special Qualities: Tearing beak

Saves: Fort +4, Ref +7, Will +4

Abilities: Str 14, Dex 19, Con 16, Int 2, Wis 16, Cha 6

Skills: Jump +5, Listen +7, Spot +9*

Feats: -

Climate/Terrain: Any temperate, desert, and plains

Organization: Pair or covey (2-5)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4-7 HD (Large)

These large flightless birds are fast, vicious predators that roam the wasteland seeking prey, stopping only to nest temporarily.

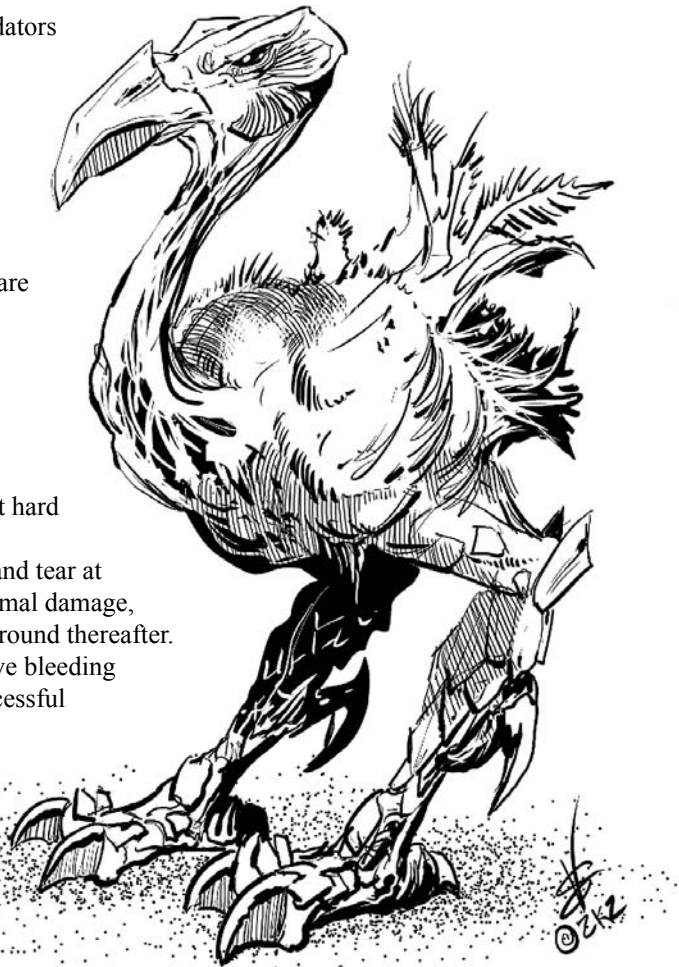
A large feathered body rises from thickly armored legs, ending with strong talons that grip well. A long bald neck rises from the body, ending in a small featherless head with cruel eyes and sharp curved beak. The body of the bird is a dark brown, but the head and neck are a bright red.

COMBAT

Carrion Raptors are cunning pack hunters that use their numbers and speed to their advantage, darting in at their prey and then drawing back. These tactics ensure the birds safety and make it hard for prey to resist.

Tearing Beak (Ex): Carrion Raptors dart in and tear at prey with their jagged beaks. In addition to normal damage, a beak wound bleeds for 1 point of damage per round thereafter. Multiple wounds from the beak cause cumulative bleeding damage. The bleeding can be stopped by a successful Heal check (DC 15) or the application of appropriate medicine.

Skills: *Carrion Raptors gain a +8 racial bonus to Spot checks in daylight.



CH'KIT

Ch'kit Drone

Large Beast

Hit Dice: 3d10+6 (22 hp)

Initiative: +0

Speed: 30 ft, fly 45 ft (good)

AC: 14 (-1 size, +5 natural)

Attacks: Claw +4 melee; or any weapon +1 ranged

Damage: Claw 1d6+3; or by weapon

Face/Reach: 5 ft x 5 ft / 10 ft

Special Attacks: -

Special Qualities: Regeneration 2, resistances, spiky hide

Saves: Fort +5, Ref +3, Will +2

Abilities: Str 16, Dex 11, Con 15, Int 12, Wis 12, Cha 12

Skills: Climb +7, Craft (any) +8, Jump +8,

Knowledge (nature) +7*, Listen +8, Perform +4

Feats: -

Ch'kit Warrior

Large Beast

Hit Dice: 4d10+16 (38 hp)

Initiative: +0

Speed: 30 ft, fly 45 ft (good)

AC: 16 (-1 size, +7 natural)

Attacks: 2 claws +7 melee; or any weapon +2 ranged

Damage: Claws 1d8+5; or by weapon

Face/Reach: 5 ft x 5ft / 10 ft

Special Attacks: Acid spittle

Special Qualities: Blind, blindsight, regeneration 5, resistances, spiky hide

Saves: Fort +8, Ref +4, Will +1

Abilities: Str 20, Dex 10, Con 18, Int 8, Wis 10, Cha 10

Skills: Climb +14, Jump +9, Listen +8

Feats: Multiattack

Climate/Terrain: Any underground

Organization: Solitary, brood (2-5), nest (5-20), or drove (20-40)

Challenge Rating: 2 (4 for *warriors*)

Treasure: Standard

Alignment: Usually lawful neutral

Advancement: 4-5 HD (Large), 5-7 (Large)

The *ch'kit* are a race of oversized mutant insects, similar to the more generic race known as “mutant bugs”, but different in a number of ways. The *ch'kit* are a single society of insectoids made up of two main “castes” (drones and warriors), and live in self-imposed isolation in deep desert cavern systems beneath the Forbidden Lands and the foothills of the Big Rocks. Expert cultivators, the insect-like *ch'kit* are knowledgeable in growing fungus for consumption as well as medicine to treat their ill.

A typical *ch'kit* looks very much like a huge mantis-like bug, with a small head atop a thin neck, attached to a large segmented body. Coloration of the eyes is usually a striking leaf green, while the body is orange or dun in color, with vestigial horn protrusions breaking through the carapace at various spots. The typical specimen from the warrior caste, however, is far larger than the common drone, possessing a deeper black chitin and terrible eyes of a chromatic, opal color. Both castes possess large insect wings that enable them to fly at tremendous speeds through their underground passages, while the warrior caste also has an additional pair of legs to maintain balance while fighting.

I had the pleasure of traveling with a Ch'kit drone for a time during my adventures among the Deserts of Nowhere, and learned much in his company. The drone told me little of his people in our short time as companions, but from what I gathered they are a unique race of intelligent insects that live deep beneath the earth in underground cavern systems that rival the greatest cities of our wasteland, in both size and activity. What impressed me most was the gentleness of these creatures – despite their fearsome appearance – and their eagerness to share their vast knowledge of natural medicines with the people of the surface world.

-Bixby

Despite their large size, however, the ch'kit are a peaceful race that wishes to dwell in relative isolation, only making contact with other communities on rare occasion to trade. Recluses, these rather benevolent “bug-people” are often tempted to share their knowledge of fungus and subterranean plants with outsiders when word of plagues or epidemics reach their corner of the world. Possessing unusual sympathy even for outsiders, they are often motivated to make contact to help – a fact that often leads them into danger.

COMBAT

In combat the ch'kit usually employ their physical appendages to do harm. The few ch'kit who leave their communities to “see the world” sometimes take up the arms of outsiders to either fit in, or complement their own strengths.

Acid Spittle (Ex): Warrior ch'kit have the ability to generate a stream of acidic spittle that can be focused on a nearby target. Once every four rounds, in place of other attacks, a warrior ch'kit can make a ranged touch attack up to 30 feet away, inflicting 1d6+6 points of acid damage, plus 1 point per round for five successive rounds.

Blindsight (Ex): Warrior ch'kit are naturally blind, but their lack of vision is remedied by their Blindsight abilities.

Regeneration (Ex): Ch'kit of both breeds have the ability to regenerate injuries and lost limbs. For drones, this ability is 2 hit points per round; for warriors, 5 hit points per round. They can also reattach severed limbs in the manner of a troll.

Resistances (Ex): All ch'kit have natural resistances. All ch'kit suffer only ½ damage from acid-based attacks, including their own breath weapons. In addition, it takes twice the level of radiation to affect a ch'kit like a human or mutant (thus, their Rad thresholds are twice normal).

Skills: *Ch'kit drones gain a +4 racial bonus to Knowledge (nature) checks when concerning fungus, mushrooms, and underground agriculture.

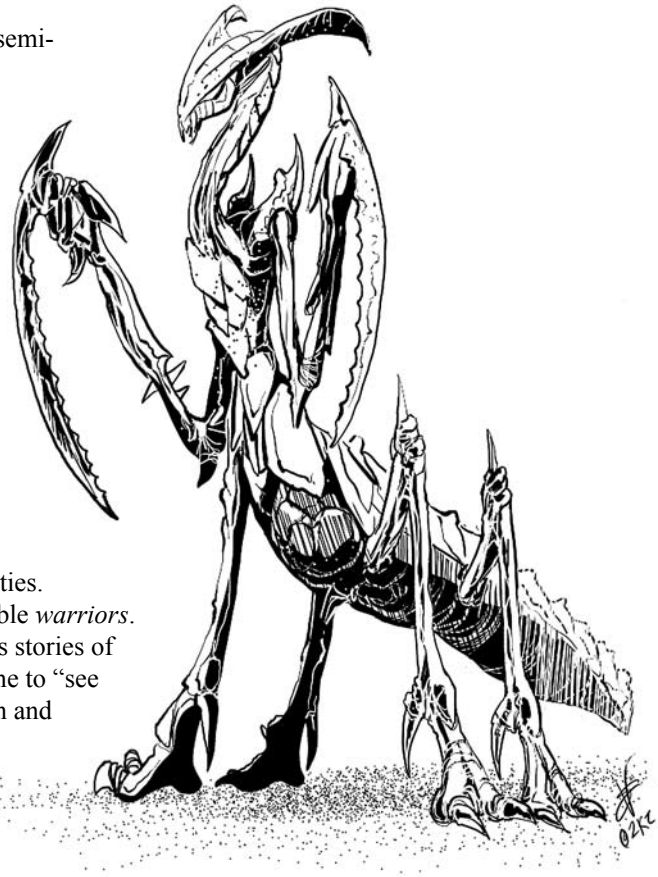
Spiky Hide (Ex): Anyone coming into physical contact with a ch'kit (either grappling or engaging in unarmed combat) provokes a special attack from the creature, made with its normal chance to hit. A successful strike causes 1d6 points of piercing damage. This is a free action.

CH'KIT SOCIETY

The ch'kit, despite rumors to the contrary, are a semi-civilized culture in their own right, dwelling in complex underground warrens and caverns beneath the deserts and mountains of the Twisted Earth. Here, far removed from the ravages of the surface world, these intelligent, peaceful insects have brought to life a new, alien appreciation for art, music, and other pursuits. Free from attack and the deprivations that continue to erode civilization above the earth, the ch'kit have a burgeoning “civilization” that would surprise most surface-dwellers.

Due to their two very different “breeds”, the ch'kit have, over the generations, organized into two separate “castes”. The majority of the ch'kit are *drones*, workers and laborers, who see to the maintenance of ch'kit caves and communities. Protecting them are the larger and more formidable *warriors*.

Every once in a great while, a ch'kit who hears stories of the great deserts and open spaces, will leave home to “see the world”. Most are motivated by a compassion and sympathy for the stories they hear. Almost like “knights errant”, these ch'kit often wander for years seeking to learn of the surface people and help them in some way, before returning home as heroes.



CYNEMIE

Tiny Animal

Hit Dice: 1/2 d8 (2 hp)

Initiative: +4 (+4 Dex)

Speed: 20 ft, burrow 5 ft

AC: 16 (+4 Dex, +2 size)

Attacks: Claw +2 melee

Damage: Claw 1d3-1

Face/Reach: 2 ½ ft x 2 ½ ft / 0 ft

Special Qualities: Panicked rage, telepathic link

Saves: Fort +1, Ref +5, Will -3

Abilities: Str 8, Dex 18, Con 10, Int 5, Wis 5, Cha 2

Skills: Listen +1, Spot +6

Feats: -

Climate/Terrain: Any desert or plains

Organization: Colony (5-20), Troop (20-40), Horde (40-60), or Army (61-80)

Challenge Rating: ½

Treasure: None

Alignment: Always neutral

Advancement: -

A frequent sight in the deserts far from the trade routes, cynemies are a common food item of many tribal societies. Resembling weasels or gophers, cynemies live in burrows beneath the ground. A cynemie burrow will always have one or more of the creatures "on guard" near the entrances, whose job it is to alert the rest of the community to approaching danger. Though an angry pack of cynemies can be a threat when they assemble to fight off predators, knowledgeable tribal folk seem to have ways to snatch them from their burrows without danger.

-Bixby

A favorite food source of many tribal communities in the Deserts of Nowhere region, *cynemies* are a race of diminutive furry creatures descended from the prairie dogs of the American desert.

Possessed of an unusual level of intelligence, as well as some modest degree of psychic, *cynemies* live in abundance in the wilder areas of the Twisted Earth. In specific, they create vast networks of small underground tunnels (and caves), into which they retreat to store food, feed, breed, and raise their young.

A typical *cynemie* burrow (or "town") can cover anywhere from two to five miles in area, with numerous tight tunnels and warrens connecting various chambers and sub-chambers. A typical town will have four to five funnel-shaped holes leading to the surface, where a single *cynemie* will be stationed, keeping an eye out for danger.

Cynemies look something like prairie dogs, but with thin, ferret-like bodies covered in patchy auburn fur, and narrow black eyes. *Cynemies* have unusually long claws, long sharp teeth, and an enormously aggressive temper that is "triggered" when danger threatens their community.

COMBAT

If a single *cynemie* detects a threat to the community, it will send out a neural "beacon" to alert the entire nest to danger. When this "beacon" is activated, it has the effect of sending the entire colony into a kind of aggressive rage that is necessary to fight off attacking predators.

Panicked Rage: When the *cynemie* telepathic link raises the attack warning, all *cynemies* that hear the alarm instantly enter into a panic induced rage. Enraged *cynemies* temporarily gain +4 Strength, +4 Constitution, and a +2 morale bonus on Will saves, with a -2 penalty to AC. Like the normal rage ability, this raises the *cynemie's* hit points by 2 for the duration. In addition, a raged *cynemie* makes two claw attacks per round, instead of one, at their regular attack bonus. The *panicked rage* of a colony will continue until the threat is defeated.

Telepathic Link: *Cynemie* colonies are united by a special telepathic link. When one *cynemie* senses danger, it alerts the entire colony through a mental "warning alarm" (as a free action). All *cynemies* within 1 mile will be instantly alerted to the call and know the precise direction from which it came.

CYNEMIE SOCIETY

Cynemie towns usually consist of numerous chambers that are regimented to serve the entire colony ("coterie"), either as breeding chambers, sleeping areas, food storage, etc. Activity within the town is often regular, with dogs moving through the burrows with frequency.

In addition to more frequently used entrances and exits, a typical *cynemie* mound will also have two to three secret, concealed tunnel exits. These exits are spread far and wide, radiating out from the central mound complex, through which the entire population can escape in case of flood, smoke (a common trick used by tribals to drive them out and find their secret exits), or rally to attack.

DEATH SENTINEL

Gargantuan Aberration

Hit Dice: 22d8+198 (297 hp)

Initiative: +4 (+4 Improved initiative)

Speed: 5 ft, burrow 15 ft

AC: 10 (-4 size, +4 natural)

Attacks: Bite +24 melee; 5 tentacles +22 melee

Damage: Bite 4d6+12; tentacle 1d6+12 and stun

Face/Reach: 20 ft by 20 ft / 20 ft

Special Attacks: Stun

Special Qualities: Immunities, tremorsense

Saves: Fort +15, Ref +6, Will +8

Abilities: Str 34, Dex 10, Con 29, Int 2, Wis 2, Cha 10

Skills: Hide +20, Listen +12, Move Silently +12, Spot +6

Feats: Alertness, Improved Grab, Improved Initiative, Multiattack

Climate/Terrain: Any desert

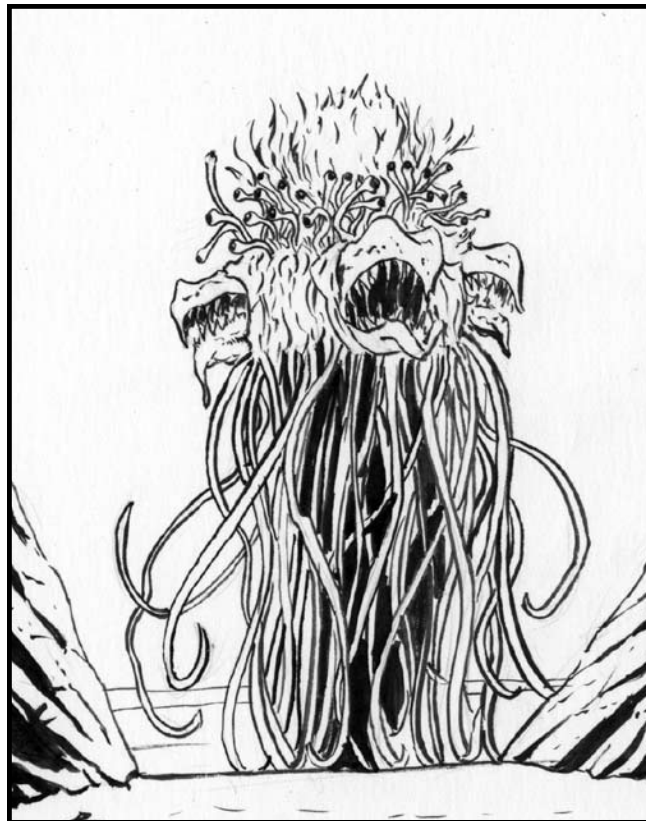
Organization: Solitary

Challenge Rating: 21

Treasure: None

Alignment: Always neutral

Advancement: 23-25 HD (Gargantuan)



This horrible jellyfish-like creature, actually composed of millions of symbiotic organisms, is one of the most frightening known to inhabit the mutated wastelands of the Twisted Earth. Typically found only in the most radiated or desolate stretches of unbroken and radiated deserts, the death sentinel explodes from beneath the surface to attack unwitting prey with vicious cunning and relentless aggression, moved by the hunger of its millions of cooperative cells.

The death sentinel appears to be a towering column of tentacle polyps, atop which stands a fleshy “trunk” fourteen to twenty feet in diameter. This giant trunk is marked by four huge fanged mouths (one in each cardinal direction away from the center of the thing), and a ring above this of multiple black eyes (each roughly the size of a man’s head). Atop

the thing sprouts another column of tentacles, though these lash about and writhe, acting as the primary senses of the death sentinel, sensing motion in the air. Numerous smaller tentacles sprout from beneath this upper forest of features like a moving “beard”, lined with microscopic nematocysts that stun prey as they are brought to the mouth for consumption.

COMBAT

This most ferocious of desert mutations is a virtual killing machine, with numerous tentacles lined with stunning stingers, and the ability to sense movement even while buried underground.

Improved Grab (Ex): To use this ability, the death sentinel must hit with at least one tentacle attack. If it gets a hold, it automatically deals bite damage.

Immunities: Having adapted to life in a harsh radiated environment, the death sentinel is immune to radiation (as well as heat generated by radiation).

Stun (Ex): A hit by one of the sentinel’s tentacles forces the victim to make a Fortitude check (DC 15) or be *stunned* for 1d4 rounds.

Tremorsense (Ex): A death sentinel can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: A sentinel has a +2 racial bonus to Hide and Move Silently.

The huge trunk and tentacles of this legendary creature are in fact millions of conjoined organisms, not unlike microscopic “wasps” in a great “hive”. Each cellular structure serves the whole, however, the entirety bent on shrew-like ingestion of all living matter nearby.

Stories speak of the sentinel’s ability to literally “burst” from the sand to take prey by surprise. This is certainly done by powerful muscular action, a testament to the beast’s awesome strength.

Numerous tentacles serve unknown purposes, but certainly these include sensing movement and vibration while underground, smelling scents while above ground, and perhaps even stunning prey as they are drawn towards the huge maw.

-Bixby

DESERT ANEMONE

Huge Plant

Hit Dice: 8d8+40 (76 hp)

Initiative: +4 (+4 Improved initiative)

Speed: Immobile

AC: 8 (-2 size)

Attacks: Tongue lash, +13 melee

Damage: Tongue lash 2d4+13 and stun

Face/Reach: 10 ft x 5 ft / 15 ft

Special Attacks: Improved grab, stun, swallow whole

Special Qualities: Plant, blindsight,

Saves: Fort +11, Ref +1, Will +3

Abilities: Str 28, Dex 8, Con 20, Int -, Wis 13, Cha 9

Skills: -

Feats: Improved Initiative

Climate/Terrain: Any temperate, warm, desert, forest, or marsh

Organization: Solitary or cluster (2-5)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 9-11 HD (Huge)



The desert anemone is a well-known danger to traders, merchants, and wanderers of the wasteland. Often clustered in small “forests” or “groves”, these anemone have become a particular threat to travelers because they are quite common around the few precious desert oasis. Their presence along the trade routes appears to be increasing, suggesting that the movement of merchants may have brought anemone seedlings mistakenly (or perhaps deliberately) with them in their migrations.

The anemone looks remarkably similar to a sea anemone, but often more than 12 or 15 feet high, its coloration ranging from plain dun to lime green or even a vibrant lemon. A “collar” of bristly white spines grows about the top of its tubular “mouth”. Hidden within its mouth is an elongated “tongue”. It has a huge root-like trunk that disappears into the sand below it.

The anemone only attacks when it senses a victim is within the range of its extendable tongue. The anemone conceals two or three tentacles beneath the collar of spines that can dart out and help grasp a creature already in its tongue, aiding this main appendage in drawing it up and into the circular mouth at the beast’s top. A creature dragged in this manner is drawn through the spiny collar, being jabbed by the spines. The spines themselves are simply a cellulose sheath containing potent neurotoxins that act to paralyze the victim as he is drawn in – hopefully preventing a struggle. Once the victim reaches the mouth he is dropped into the large vase-shaped interior, which contains numerous cavities along the fleshy walls that emit a constant stream of acids - literally dissolving the victim as he struggles to get free.

These creatures are especially feared because once a victim is drawn into its maw, it is next to impossible to get him out before it is too late.

COMBAT

The desert anemone uses its elongated prehensile tongue to lash onto prey and swallow them whole.

Blindsight (Ex): Desert anemones have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Improved Grab (Ex): To use this ability, the desert anemone must hit with its tongue lash attack. If it gets a hold, it automatically stuns, and can attempt to swallow the foe.

Plant (Ex): Plants are immune to poison, sleep, paralysis, stunning, and polymorph. They are not subject to critical hits or mind-influencing effects.

Creatures like this monstrous plant once lived in vast numbers on the floors of the world’s oceans. How they made the transition to life on dry land is a mystery, but perhaps it is only a resemblance they share.

The anemone stands taller than two or three men, with wide fluctuations in color. Still, the typical variety is able to blend in with the tropical foliage of most oasis areas.

The creature attacks by extending an elongated tongue from within its body. Victims brought within are slowly digested in the anemone’s acid sack.

-Bixby

Stun (Ex): A creature brought to the anemone's mouth is affected by its stunning quills, forcing the victim to make a Fortitude check (DC 15) or be *stunned* for 1d4 rounds.

Swallow Whole (Ex): A desert anemone can try to swallow a grabbed opponent of Medium-size or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of acid damage per round from the anemone's digestive juices. A swallowed creature can climb out with a successful grapple check. This returns it to the lip of the anemone's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). A desert anemone's juice sack can hold one Medium, two Small, four Tiny, etc. opponents.

DESERT HORSE

Large Animal

Hit Dice: 3d8+9 (22 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 60 ft

AC: 14 (-1 size, +1 Dex, +4 natural)

Attacks: 2 kicks +4 melee, bite -1 melee

Damage: Kick 1d3+3, bite 1d3+1

Special Qualities: Scent, stampede, tremorsense

Face/Reach: 5 ft by 10 ft / 5 ft

Saves: Fort +6, Ref +4, Will +2

Abilities: Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6

Skills: Listen +4, Spot +10

Feats: Improved Initiative

Climate/Terrain: Any desert

Organization: Solitary, pair, or pack (5-20)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: -



The desert horse resembles the common horse in most respects, but the harsh environment of the Twisted Earth has forced it to evolve to survive.

The familiarity of the beast has diminished somewhat over time, with the development of slitted nostrils to filter out sand particles in high winds, and the transformation of the hooves to pads for steadier footing on sand. The eyes have changed as well, growing in size and bulging from the head, protected by thick eyelids with sweeping camel-like lashes to shield from the biting wind. The size and slow re-positioning of these dome-shaped eyes permits the creature to detect the slightest shift or movement in the sand around it, warning it against subterranean attack from burrowing creatures that move beneath the surface of the desert in the manner of aquatic predators.

Desert horses are among the more common steeds of primitive peoples, being relatively abundant in the wasteland. Tribal folk, as well as certain merchant groups, use them exclusively as mounts and beasts of burden.

COMBAT

A desert horse will attack furiously to free itself from an unexpected attack; they otherwise prefer to flee.

Padded Feet (Ex): Desert horses have developed special padded feet to permit easy travel over sandy and unstable ground. A desert horse receives a +2 racial bonus to all Balance, Jump, and Move Silently checks on sandy terrain.

Stampede (Ex): If alarmed, desert horses flee in a random direction (but always away from a perceived source of danger). They literally run over anything of size Medium or smaller that gets in their way, dealing 1d8 points of damage for each five horses in the herd. A successful Reflex save (DC 16) halves the damage.

Tremorsense (Ex): A desert horse gains this ability only in sandy, desert environments, and its sense only extends to vibrations made through the ground it moves on, not through the air.

TRAINING A DESERT HORSE

Desert horses caught in the wild are relatively easy to tame as steeds, requiring a willing beast and a successful Handle

Animal check (DC 15 for a foal, DC 18 for an adult). A desert horse can fight while carrying a rider, but the rider cannot also attack unless he succeeds at a Ride check (DC 10).

Carrying Capacity: A light load for a desert horse is up to 230 pounds; a medium load, 231-460 pounds; a heavy load, 461-690 pounds. A desert horse can drag 3,450 pounds.

DOOM HARVESTER

Huge Vermin

Hit Dice: 5d8+5 (27 hp)

Initiative: +1 (+1 Dex)

Speed: 60 ft

AC: 12 (+1 Dex, +3 natural, -2 size)

Attacks: Bite, +9 melee, pincer, +4 melee

Damage: Bite 2d6+8, pincer 1d6+8

Face/Reach: 15 ft x 15 ft / 10 ft

Special Attacks: Improved grab

Special Qualities: Vermin

Saves: Fort +9, Ref +2, Will -3

Abilities: Str 27, Dex 13, Con 20, Int -, Wis 2, Cha 10

Skills: Listen +3, Spot +5

Feats: -

Climate/Terrain: Any plain or desert

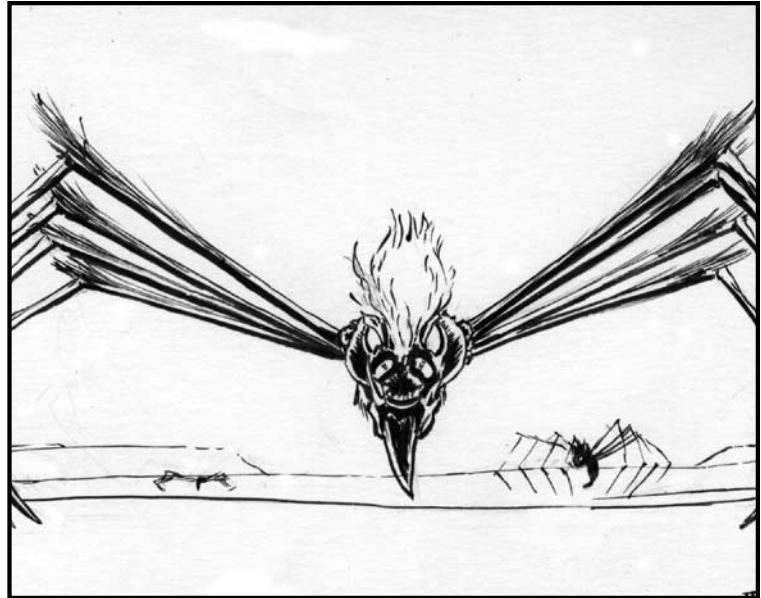
Organization: Brood (2-5) or swarm (5-20)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 6-8 HD (Huge)



The “doom harvester” is a species of nightmarish mutant arachnid that is feared by all who know their name – or have seen them scrambling across the plains or dunes in their hungry, scampering packs.

The doom harvester is some perverse mutation of the diminutive harvest spider (the so-called “daddy-long-legs”), grown to gigantic size (standing some five feet off the ground and having a leg-span of twelve to fifteen feet) as a result of the world’s poisonous radiation. The central body of the creature is also vastly changed, bearing a tremendous maw complete with rows of diamond-shaped teeth, two large eyes, and numerous whip-like polyps running the length of the back which shiver and shift like reeds in the wind. This bizarre body extends down in the rear, curving back towards its front, ending in a wicked horn-like spike.

Doom harvesters always travel in large packs. They attack anything on sight, moving swiftly in a large pack towards the creature(s) with mouths open, almost as if trawling the desert for prey to snatch up in their maws. Being drawn into the mouth of one of these creatures is almost always fatal, for the prey is dragged up, minced by the piranha-like mouth, or pinned by its pincer and drawn back into the pack to be shared by the group - certain to be torn from limb to limb.

COMBAT

Doom harvesters typically hunt in large sweeping packs to overwhelm prey. They are cunning enough to take some and flee, with other members guarding their retreat or drawing away attention until captured prey can be eaten.

Improved Grab (Ex): To use this ability, the doom harvester must hit with its pincer attack. If it gets a hold, it automatically deals bite damage.

Vermin: Immune to mind-influencing effects.

The overall shape of this creature suggests it is a gigantic mutation of the common harvester spider.

The mouth is positioned in such a way as to literally “scoop” up prey like a trawler. Curious diamond-shaped teeth rend flesh quite efficiently, mincing struggling victims in a matter of seconds.

Odd polyps, set all over the creature’s body, appear to sense nearby movement through motion in the surrounding air. Using an elongated spike, the harvester impales prey, allowing it to hold a victim in place for a ghastly feeding frenzy.

-Bixby

ETHEREAL FLYER

Tiny Aberration

Hit Dice: ½d8 (4 hp)

Initiative: +10 (+10 Dex)

Speed: Fly 40 ft (perfect)

AC: 22 (+10 Dex, +2 size)

Attacks: Bite, +1 melee

Damage: Bite 1d4-1

Face/Reach: 2 ½ / 0 ft

Special Qualities: Immunities, invisibility, blindsight

Saves: Fort +2, Ref +12, Will -2

Abilities: Str 8, Dex 30, Con 11, Int 2, Wis 2, Cha 5

Skills: -

Feats: Flyby Attack, Lightning Reflexes

Climate/Terrain: Any desert

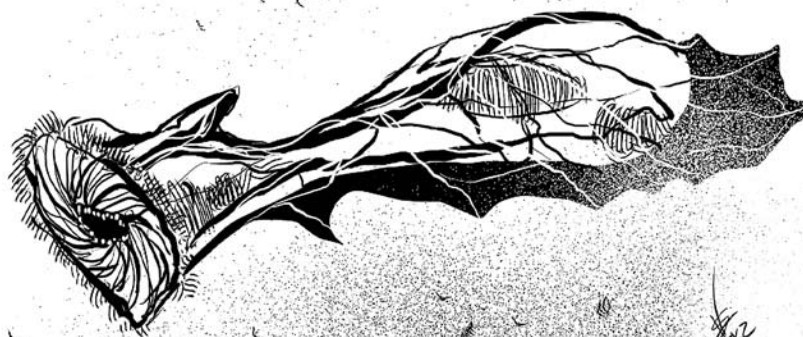
Organization: Solitary, brood (2-5), swarm (5-20), or flotilla (20-40)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 1-2 HD (Small)



The “ethereal flyer” is a beautiful, if horrific, example of the extent to which mutated life has become in the wasteland in its hottest spots of radiation. A unique species, this beast floats about on the slightest of winds, preying on small flying creatures and, if exceptionally hungry, larger land-borne prey like a leech.

The ethereal flyer looks like an elongated translucent “trumpet” that soars gracefully and silently through the air. At one end is the vicious circular lamprey-like mouth cavity, surrounded by a sensitive mane of bristles that monitor air temperature, pressure, and current - vital to its ability to glide. From this spiral numerous thin writhing tentacles, the tips of which glow like dancing fireflies (these are used to attract bugs and small flying creatures to the oncoming maw of the flyer; they cannot themselves attack). The actual body, roughly vase-shaped, trails behind it, pulsing and contracting with each moment.

The spine of the creature forms the vase shape, but is kept fluid, only becoming rigid to force hydrogen (drawn in through the mouth and extracted by a diaphragm behind the mouth) from a special “colon”. Rigidity is maintained because the spine/ribs are really veins, the high pressure of the blood keeping them rigid. By controlling the pressure the spines become fluid once more until more hydrogen is expelled, acting to channel the force in the needed direction, keeping the thing eternally afloat in the air.

COMBAT

Ethereal flyers typically only hunt for creatures their size or smaller, such as bugs, birds, etc. On rare occasions, however, flyers have been known to opportunistically feed on the weak or wounded, especially if present in large numbers (where they congregate in a whirling spiral to feed en masse off a single large subject).

Invisibility: Instead of illuminating itself to attract prey, the flyer can purge itself of all photo luminescent cells to appear completely *invisible*. It can do this at will as a free action.

Blindsight (Ex): An ethereal flyer can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 100 feet.

Immunities: Having adapted to life in a harsh radiated environment, the flyer is immune to radiation (as well as heat generated by radiation).

A truly unique creature, seen only from afar in my own observations, for its environment is always filled with the deadliest radiation. Ethereal flyers are described by many desert tribals as the spirits of the Ancients, but this certainly must be the most primitive superstition!

Through a spyglass these things can be seen to hover, swoop, and literally float, chasing after insects and other small flying creatures. Strange polyps surrounding the creature like a web are actually photo luminescent glands that appear effective in luring animal prey to the thing's mouth.

-Bixby

FRAXX STEED

Large Beast

Hit Dice: 3d10+9 (25 hp)

Initiative: +1 (+1 Dex)

Speed: 35 ft

AC: 12 (+1 Dex, -1 size, +2 natural)

Attacks: Claw, +5 melee

Damage: Claw 1d6+6

Face/Reach: 5 ft x 10 ft / 5 ft

Special Qualities: Sensitive

Saves: Fort +6, Ref +6, Will -3

Abilities: Str 18, Dex 12, Con 17, Int 2, Wis 2, Cha 5

Skills: Listen +2, Sense Motive +2, Spot +2

Feats: Alertness, Lightning Reflexes, Run

Climate/Terrain: Any temperate, warm, desert, plains, or hill

Organization: Covey (2-5) or pack (5-20)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: -



The *fraxx steed* is a common sight on the Eastern Plains. A tall and curious creature that, despite its bizarre appearance, is actually quite manageable, and frequently used by primitive peoples as a trustworthy (if flighty) mount.

The fraxx looks something like a tall white or pink ostrich; its legs ending in large black talon feet. A bumpy crest, spaced widely apart between bumps, runs down its back and down a whipping lizard-like tail. Its neck, several feet in length, is shaggy with white fur, beginning in a thick collar at the base and ending in a curious spider-like head at the top. Two large mandibles (for rending the flesh of rabbits and other small prey, not humanoids), six large black eyes, and two sensory antennae sprout from this final appendage.

Mutant communities commonly domesticate the fraxx as a steed, for it can reach tremendous speeds and can carry a lightly armored man on its back with little difficulty. Although carnivorous, it seldom attacks humanoid prey, preferring the taste of rabbits or similar mutated versions to form the majority of its diet. Fraxx steeds are popular as mounts, due to the lure of their soft fuzzy fur (which is more comfortable to ride on than a horse), and the soft bleating “squibble-dee” sound they make when mounted.

COMBAT

Fraxx steeds are not violent creatures, and like horses, will generally flee if threatened.

Sensitive (Ex): A fraxx steed has an innate precognitive ability to sense life-threatening danger; this can take the form of coming enemies, a sandstorm, radiated areas, or a poisoned water source (just examples). A fraxx steed will get noticeably uneasy and (if not controlled by a rider) flee the area if it makes a Sense Motive check (DC determined by the GM).

TRAINING A FRAXX STEED

Many desert communities employ fraxx steeds as light and swift mounts, especially among cadres of scouts or outriders on the edge of friendly territory. Fraxx, if they can be caught, are relatively easy to domesticate, requiring a successful Handle Animal check (DC 17 for a young fraxx, DC 20 for an adult). A fraxx can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC 12).

Carrying Capacity: A light load for a fraxx steed is up to 150 pounds; a medium load, 151-300 pounds; a heavy load 301-450 pounds. A fraxx can drag 2,250 pounds.

A fabulous creature, bizarre in appearance and yet one of mutantkind's best friends. The fraxx has been a loyal beast of burden, mount, and friend to many a traveler, myself included.

Talons are used to catch the small prey the fraxx feeds upon; rabbits, squirrels, and rats. The spider-like head is a curious trademark of the creature, but its rather diminutive mandibles are only used to rend flesh for consumption; the fraxx has no poison.

-Bixby

It is with some loathing that I find myself writing of these creatures, beings all travelers of the Twisted Earth are no doubt familiar with. Wretched things...

Ghouls often appear hunchbacked, or perhaps simply a life of skulking in shadows has given them a warped shape. They are roughly humanoid, but their faces are a mask of mocking and mercilessness.

-Bixby

GHOUL

Medium-size Humanoid

Hit Dice: 2d8 (9 hp)

Initiative: +0

Speed: 20 ft

AC: 10

Attacks: Bite, +1 melee, 2 Claws, +0 melee

Damage: Bite 1d4, Claws 1d4

Face/Reach: 5 ft / 5 ft

Special Qualities: Dark Vision

Saves: Fort +3, Ref +3, Will -1

Abilities: Str 11, Dex 10, Con 11, Int 11, Wis 8, Cha 3

Skills: Listen +5, Spot +2

Feats: Alertness, Blind-Fight, Multiattack

Climate/Terrain: Any urban

Organization: Solitary, pair, gang (2-5), pack (5-20), or mob (20-40)

Challenge Rating: 1

Treasure: Standard

Alignment: Always evil

Advancement: By character class

The term “ghoul” is used almost universally throughout the radiated wasteland to refer to a particularly hated breed of mutant humans that are marked for devouring their own kind and the flesh of other sentient life forms for sustenance.

Ghouls vary in appearance, but usually possess strange pallid features (due to their imbalanced diet) and luminous eyes (pink, white, or yellow in most cases) that cannot bear the burn of strong illumination. It is because of their photosensitivity that ghouls are not as great a threat as they might be, for they are nocturnal cannibals that rarely emerge during the day, and then only in the shelter of buildings or in sewer tunnels where they can roam free, unseen.

Ghouls form into savage cannibal communities. They are tricky hunters and prey - experts at blending into the terrain (especially in city ruins, where their tatty robes seem to blend in with the rest of the decay perfectly). Some communities have standing bounties for ghouls. Others mount organized campaigns against these wretched monsters to eradicate them from the area - such campaigns are seldom fully effective, as ghouls prefer to melt away and remain unseen rather than face the enemy in the open...

COMBAT

Ghouls (especially when in packs) prefer to attack at night, first extinguishing a community’s light sources, then creeping up through sewer grates, passages dug into cellars, or simply in massed charges over walls and through gates.

Dark Vision: Ghouls have darkvision with a range of 60 feet and low-light vision.

GHOUL SOCIETY

Ghoul clans (or, more properly termed, “packs”) are among the greatest dangers to the relatively weak groups who congregate in the imaginary safety of the old city ruins that dot the Twisted Earth. Ghouls, thriving unchecked for generations in the shadows of the great skyscrapers, often amass in great numbers, feeding off of all neighboring people with cruel savagery.

Ghoul packs are typically led by a single leader, usually the strongest specimen but sometimes the smartest and most cunning.

GHOUL CHARACTERS

Those Ghouls that manage to rise above the rest learn to utilize sneak attack tactics and stealth, and thus the favored class for Ghouls is scav. Ghouls can come from Feral, Primitive, Resentful, or Radical backgrounds. The Level Adjustment of a ghoul character is +0.

GRONT

Large Beast

Hit Dice: 4d10+28 (50 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 30 ft

AC: 16 (-1 size, +7 natural)

Attacks: Bite, +10 melee

Damage: Bite 1d8+10

Face/Reach: 5 ft x 10 ft / 5 ft

Saves: Fort +11, Ref +4, Will +1

Abilities: Str 25, Dex 11, Con 25, Int 2, Wis 2, Cha 10

Skills: Balance +1, Climb +1, Jump +1, Move Silently +2

Feats: Improved Initiative, Iron Will

Climate/Terrain: Any temperate, warm, desert, plains, or hill

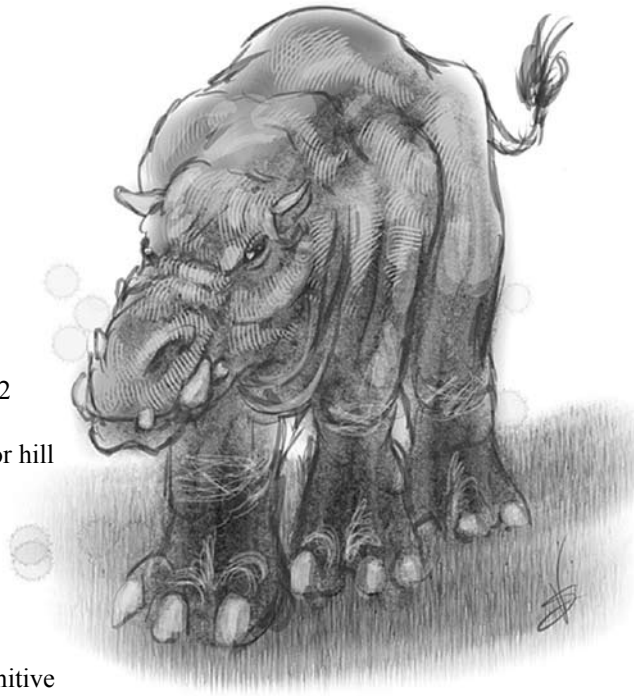
Organization: Solitary or pair

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Large)



The *gront* is a somewhat common war beast used by primitive peoples across the wasteland, in a manner not unlike war or hunting dogs.

The origins of this well-known mutant beast are not really known, but it is generally believed they were some kind of amphibious animal which was forced to evolve to life on land to survive the great drying up of the world after the Fall. The gront is a large dog-like thing (generally the size of a large stocky horse), naked of fur and possessing thick fatty flesh almost identical to a warthog. Its head is remarkably ugly; an extended vicious snout kept constantly drooling by seemingly over-active saliva glands. Huge jagged tusks and gnashing molars sprout from the gront's mouth; its eyes are curiously pink and red. It has a short naked tail, but its sturdy horse-like legs end in hirsute pads that spread out to displace the beast's weight on unsteady surfaces - such as sand. This gives the gront much better traction and control when running over sand dunes.

The gront is a notoriously ornery creature that attacks furiously even at the mere approach of other creatures. Gronts even attack their own kind if this personal bubble is invaded. Despite this the gront is sought after by the people of the wasteland as a war creature, as these vicious things can be tamed with some rigorous training to act as guard animals, hunting beasts, and even light riding mounts. Their toughness, aggressiveness, and ability to walk sure-footed on even the most uneven terrain actually makes them ideal in these roles.

COMBAT

Gronts are tough, mean, and grumpy creatures that do not shun combat, even if outnumbered or faced with much larger opponents.

Padded Feet: Gronts have developed special padded feet to permit easy travel of sandy and unstable ground. A gront receives a +8 racial bonus to all Balance, Jump, and Move Silently checks on all terrain types.

TRAINING A GRONT

Various peoples of the wasteland value gronts as war beasts and guard animals. Training a gront to recognize a master requires the beast be willing, and the would-be master pass a Handle Animal check (DC 23 for a young gront, or DC 30 for an adult). A gront, used as a steed, can fight with a rider, but the rider cannot also attack unless he succeeds at a Ride check (DC 12).

Carrying Capacity: Though seldom used as steeds, a gront may be ridden. A light load for a gront is up to 75 pounds; a medium load, 76-50 pounds; and a heavy load, 151-225 pounds. A gront can drag 1,125 pounds.

A truly ugly beast, the gront is nonetheless the favored war beast of many tribal cultures, from the Deserts of Nowhere all the way south to the edges of the Far Desert.

I have seen holodisks with creatures similar to the gront portrayed before the Fall. They were called "hippopotamus". Other beasts that seem similar include wild boar, war ponies, and even the largest dogs. It seems impossible to pin down a single ancestor of the gront.

Padded feet - a development seen in many desert creatures - permits the gront to retain its footing even on tumultuous terrain.

-Bixby

HELIOGRYPH

Large Aberration

Hit Dice: 4d8+12 (30 hp)

Initiative: +1 (+1 Dex)

Speed: Fly 30 ft. (good)

AC: 10 (-1 size, +1 Dex)

Attacks: 2 acid darts, +3 ranged

Damage: Acid dart 2d6

Face/Reach: 5 ft x 10 ft / 15 ft

Special Attacks: Acid

Special Qualities: Blindsight, immunities

Saves: Fort +4, Ref +2, Will +0

Abilities: Str 19, Dex 13, Con 16, Int 2, Wis 2, Cha 5

Skills: -

Feats: Point Blank Shot, Rapid Shot*

Climate/Terrain: Any desert, plains, and underground

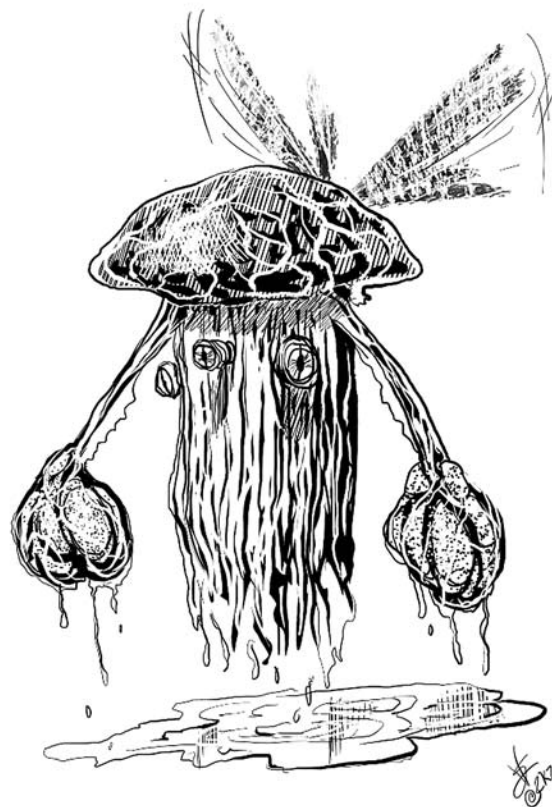
Organization: Solitary or brood (2-5)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 5-7 HD (Large); 8-10 HD (Huge)



The heliogryph is among the most unique life forms of the Twisted Earth.

The “heliogryph” is an awful thing that is known to exist in the most radiated places of the world, in areas utterly devastated by the wars of the Ancients. Some legends describe them as a particular danger to corium miners, for they are said to dwell in the radiated ruins of old molten reactors as well.

Another of the most bizarre creatures I have ever come across, heliogryphs are also among the most dangerous. Thankfully they seem reluctant to live anywhere but underground.

On examination, the creature proves quite strange. Two inflated “globes”, attached to the main trunk, act as bellows to propel darts of acid-coated cartilage at the heliogryph’s intended prey.

A singular huge mass (which I call the “flower”) rests atop the creature’s head and inflates or deflates to maintain altitude. Through some lighter than air gas produced by its metabolism, the heliogryph is able to float about like a hummingbird.

A mass of tentacles, almost like veiny drapery, only seem to be useful in sucking up the dissolved tissue of fallen prey. They lack the strength to lash out or entangle like one might expect.

Finally, large, moth-like wings located about the tail flutter with a haunting buzz. They propel the floating ‘gryph about.

-Bixby

The heliogryph looks like a mass of grayish flesh pulsing with animate life, huge chunky purple veins and twitching arteries running beneath the clear film of translucent mucus covering the entire form. This mass has a collection of writhing fat tentacle growths sprouting from the body almost like legs, rising up to form a “trunk” pierced with three cyclops-like eyes that blink and narrow with random purpose. The “head” is a great “flowering” mass of tissue, like a gigantic mushroom-shaped brain. Two appendages stretch from this like fleshy tubes, at the end of which hang pulsing bubbles of flesh that resemble giant balloons. At the beast’s rear are a pair of broad fluttering insect wings that propel it along.

A special gland in the head (the “flower”) generates helium, filling this round cavity allowing it to hover. The two rear wings flutter like propellers, pushing the creature along as it moves. The tentacles, which at first seem like legs, merely hang down a few inches above the earth, groping for prey that unfortunately pass beneath it.

The two balloon-like organs at the end of the creature’s “arms” are in fact fleshy air bladders, which are inflated by a gland similar to the helium organ in the thing’s brain. Here chunks of special cartilage (grown inside the creature much like a pearl) are spewed, coated in the thing’s gross acidic innards, which are propelled out of the air bladder and at prey, much like a dart fired from an air gun. The cartilage darts are composed of a hard chitinous organic matter that is highly corrosive in nature, eating through flesh and tissue in seconds.

The heliogyph is a totally mindless thing, seeking only to prey on what it can dissolve; floating over to suck it up through its many tentacles. These voracious tentacles attack creatures drawn underneath the heliogyph, though the thin straw-like openings are only mildly serrated (they mainly suck, not bite).

COMBAT

The heliogyph attacks by firing volleys of corrosive gelatin cartilage, in the form of small organic “projectiles”. The heliogyph can generate up to forty darts every 24 hours.

Acid (Ex): Once a heliogyph’s acid darts have struck a target, they continue to eat away at the wounds they inflict. A target so hit suffers one point of damage per hit, per round, for six consecutive rounds. A victim killed by multiple acid wounds is dissolved, likely to be sucked up by the creature’s tentacles.

Blindsight (Ex): A heliogyph can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 100 feet.

Rapid Shot (Ex): *A heliogyph will generally only use this ability if faced with multiple enemies.

Immunities: Having adapted to life in a harsh radiated environment, the heliogyph is immune to radiation (as well as heat generated by radiation).

HEAP TURTLE

Gargantuan Animal

Hit Dice: 16d8+112 (184 hp)

Initiative: +0

Speed: 20 ft, swim 20 ft

AC: 20 (+14 natural, -4 size)

Attacks: 1 bite +20 melee

Damage: Bite 4d8+18

Face/Reach: 30 ft x 30 ft / 10 ft

Special Qualities: Burst of speed, debris, sharp beak

Saves: Fort +17, Ref +5, Will +5

Abilities: Str 35, Dex 10, Con 25, Int 2, Wis 10, Cha 4

Skills: Hide +9, Listen +5, Swim +13

Feats: -

Climate/Terrain: Any aquatic, forest, underground, or urban

Organization: Solitary

Challenge Rating: 16

Treasure: Special

Alignment: Always neutral

Advancement: 17-20 HD
(Colossal)

On the surface the “heap turtle” looks like any ubiquitous pile of scrap and garbage, typical of junk heaps that litter the ancient cities and ruins of the Twisted Earth.

When prey comes enough for the creature to spot it, the heap turtle reveals itself for

what it really is – a gigantic shelled beast covered in a layer of refuse that conceals its awful appearance. The creature attacks by thrusting its hideous mutated head outwards in a flash, to take an immense bite out of unsuspecting prey.

Underneath the trash and debris that covers the creature’s shell, the heap turtle resembles a humongous hard-shelled monster, ranging from light dun to brown in color. The creature excretes a natural gluey substance with which it camouflages itself by rubbing against trash, collecting all sorts of detritus to cleverly cover its gargantuan form.

I have only heard stories of these legendary creatures, often known only as “lurkers” to the people who dare to plumb the ruins of the Ancients.

The creature itself seems to resemble a gigantic turtle, which rather cunningly hides in heaps of trash and organic refuse, waiting to ambush prey. When it senses the approach of a potential “meal”, from the heap of covering garbage it thrusts its massive beaked head, which from all accounts sounds able to snap a man completely in half!

-Bixby



COMBAT

Heap turtles are ambush hunters. They wait camouflaged until their prey comes within reach and then attack ferociously with their immensely powerful bite.

Burst of Speed (Ex): The heap turtle can act with a tremendous burst of speed 3/day. This gives the creature +4 Initiative and double movement for three rounds.

Debris (Ex): The debris on the heap turtle helps conceal it as well as providing armor against attacks. Roll 1d10 at the beginning of the encounter to determine the amount of junk that is covering the shell at that time. This number serves as an enhancement bonus to the creature's Hide skill, as well as an additional armor bonus to its Armor Class.

Sharp Beak (Ex): The sharp beak of the heap turtle increases the critical threat range of the bite attack to 19-20.

Treasure: Heap turtles do not normally collect treasure, but some items of use may still be found scattered about or stuck to its shell as part of its camouflage. Such treasure will usually be in the form of *Junk Items* (or similar low-value scrap).

I have heard only tales of these hateful abominations. It is said they live only in the heart of old cities, where they can assemble to do their evil deeds without threat of being destroyed by outsiders. It is said that hermavs brutalize their captives in unimaginable ways, mutilate them, and invariably execute them after days of the most mind-shattering tortures. It is no wonder these ghastly "things" are hunted down wherever they are found!

-Bixby

HERMAV

Medium-sized Humanoid

Hit Dice: 3d8 (13 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft

AC: 15 (+2 Dex, +3 studded leather)

Attacks: Spiked chain +2 melee; or *submachine gun* +4/+4 ranged

Damage: Spiked chain 2d4; or *submachine gun* 1d10

Face/Reach: 5 ft x 5 ft / 5 ft

Special Qualities: Mutations

Saves: Fort +1, Ref +5, Will +2

Abilities: Str 11, Dex 14, Con 11, Int 12, Wis 12, Cha 14

Skills: Hide +4, Intimidate +4, Jump +2, Move Silently +3, Ride +4

Feats: Power Attack

Climate/Terrain: Any urban or desert

Organization: Gang (2-5) or Pack (5-20)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Hermavs are a disturbing race of mutant crossbreeds that are just becoming numerous among the wastes. Cast-outs of various communities, hermavs are marked for expulsion because of a single unifying characteristic – they are all born *hermaphrodites*.

Considered “monsters” and “abominations” by their own birth people, under certain circumstances individual hermavs come together, find other cast-outs with similar “mutations”, and form violent, briefly-lived communities. But like many other groups turned out or thrown away by their people, they harbor and cultivate a burning desire for revenge, which often turns into sadism and murderous hatred for all those they consider “normal”.

Hermavs vary in appearance depending on their specific community origins, but as a group they are all misfits who have both male and female characteristics combined. This often manifests in a distorted, husky voice, long feminine hair, distorted facial and body features, and both sets of male and female genitals. To terrify their enemies, and to play on their “outcast” persona, they often take to wearing lewd suits of leather, rubber, and open chain that show off their hermaphroditic bodies – to grotesque effect. Strangely applied pigments, war paint, tattoos, and body piercing are also common adornments for these strange wasteland predators.

COMBAT

Hermavs fight savagely and fiercely against their hated prey (“normals”, i.e. people who lack the hermaphroditic trait), using all sorts of weapons. Since most only have access to more primitive weapons, engagements are usually in the form of ambushes and brutal melees.

Mutations: Individual hermavs may, at the GM's discretion, have mutations (and defects) similar to first generation mutants.

HERMAV SOCIETY

Hermav communities range from small encampments in the desert, to larger enclaves among the necropolis (the unusual number of hermavs being reported is evidence that hermaphroditic mutation is on the rise). Like most communities, hermavs are generally led by the strongest or most brutal member of their peer group, but cunning and charisma also play an important role in who leads their bands. Hermavs only accept members of their own race into their communities, mutilating and killing (in a most sadistic fashion) all “normals” who dare intrude upon their territory.

Most hermav enclaves occupy old ruins, with a central area where the hermavs can meet to prepare for war and engage in wild celebratory gatherings. At such decadent and debauched revels (where all manner of unnatural acts are performed on captives, as well as amongst themselves), heavy drink, lascivious dancing, and obscene orgies are generally the rule. When hermavs muster for war, they usually ride bareback on horses, or piloting fleets of wildly painted vehicles.

HERMAV CHARACTERS

The favored class for hermavs is raider. Hermav savagery precludes all background options except for Resentfuls and Radicals. The Level Adjustment of a hermav character is +0.

LIFE LAMPREY

Small Aberration

Hit Dice: 2d8 (9 hp)

Initiative: +3 (+3 Dex)

Speed: swim 40 ft

AC: 15 (+3 Dex, +1 size, +1 natural)

Attacks: Bite +3 melee

Damage: Bite 2d4

Face/Reach: 5 ft x5 ft / 5 ft

Special Qualities: Blindsight, immunities

Special Attacks: Improved grab, radioactive venom

Saves: Fort +2, Ref +5, Will -4

Abilities: Str 10, Dex 17, Con 11, Int 2, Wis 2, Cha 2

Skills: Listen +2, Spot +2

Climate/Terrain: Any aquatic

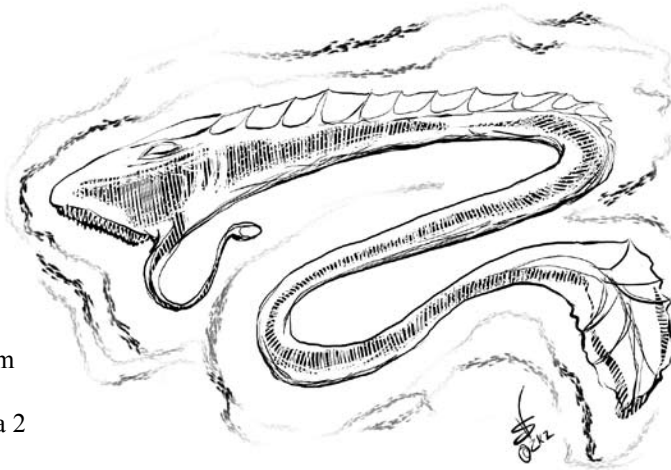
Organization: Pair or brood (2-5)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Small); 5-6 HD (Medium)



The “life lamprey” is a curious water creature that I believe is evolved from the eel or aquatic snake of the ancient world. The creature itself glows with an unnatural radiance, and can often be seen swimming quickly in dark waterways or the murkiest of pools like a quick flash of “light”.

They say when a life lamprey attaches itself to a victim, it fills him with the “red fever”, and drains his life away. Even for those who manage to escape the watery trap of a life lamprey, death by thirst and delirium follows only a few days later.

-Bixby

These hideous aquatic creatures look like giant bloated lamprey eels or sleek finned “leeches”, but give off a distinctive *glow* as they swim – or soar - through the water.

Such creatures have a sucker-like mouth with rings of needle-like teeth, allowing it to attach itself to victims and inject a potent radiated substance into their bloodstream - causing death (or at least extreme sickness) over a period of time. This method of attack is usually reserved for large water creatures (who cannot easily tear the thing from their backs); for smaller foes, the lamprey typically only *bites*.

COMBAT

A life lamprey will attack its prey with its voracious bite and needle-sharp teeth. Prey resistant to one or two bites will likely be injected with its *radioactive venom*.

Attach (Ex): A life lamprey that hits with its bite attack latches onto the opponent’s body with its powerful jaws. An attached life lamprey loses its Dex bonus to AC while attached. A life lamprey must be attached to use its radioactive venom.

Radioactive Venom (Sp): Once it has a hold, a life lamprey can inject its prey with a lethal dosage of radiation. Each round that it attempts this, the life lamprey afflicts such a victim with 1d20x10 Rads.

Immunities: Having adapted to life in a harsh radiated environment, the lamprey is immune to radiation (as well as heat generated by radiation).

LURKING PANTHER

Medium-Size Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +4 (+4 Dex)

Speed: 40 ft, climb 20 ft

AC: 17 (+4 Dex, +3 natural)

Attacks: Bite +6 melee; 2 claws +1 melee

Damage: Bite 1d6+3; claw 1d3+1

Face/Reach: 5 ft by 5 ft / 5 ft

Special Attacks: Pounce, improved grab, rake 1d3+1

Special Qualities: Scent

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6

Skills: Balance +12, Climb +11, Hide +13*, Listen +6, Move Silently +9, Spot +10*

Feats: Weapon Finesse (bite, claw)

Climate/Terrain: Any temperate and warm forest

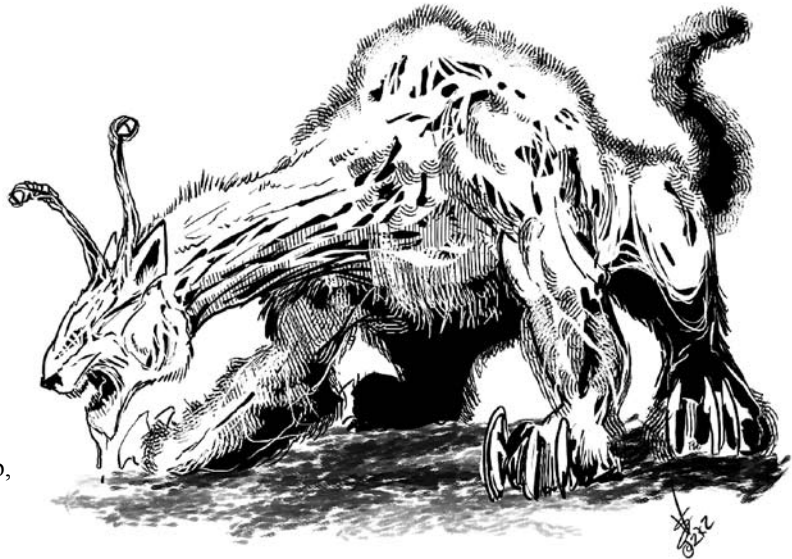
Organization: Solitary or pair (2)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 4-5 HD (Medium)



The *lurking panther's* long spindly neck allows it to observe its prey's movements by placing the head high above, often among a tree's branches or poking through thick underbrush or sand; in addition, its eyes sit on the end of pliable stalks, which further allow it to conceal its body behind cover and still observe unseen.

Descended from the mountain lions and puma of the old American wilderness, the lurking panther has had to evolve certain features to compete with the more dangerous predators of the world.

The lurking panther can remain in hiding while observing its prey, as it has developed an elongated neck to peer around corners or through forest foliage.

Eyes on extendable stocks rise from the head, allowing the panther even greater visibility, allowing it to keep its smallish body out of sight until it is sure its prey is caught unaware.

-Bixby

Only when it is sure it has surprise will the lurking panther pounce. It uses its considerable body size to overpower its prey, tearing at it with its paws, keeping its head back until the opponent is pinned - at which time its mouth descends and begins to feed.

The body of the lurking panther looks like a largish black cat, with somewhat of a pronounced "hump" (like a buffalo). Its rear paws are particularly strong, allowing it to pounce on prey. The front paws are equipped with ripping claws.

COMBAT

Lurking panthers use the same methods as their feline ancestors to hunt - hiding, watching, and waiting.

Improved Grab (Ex): To use this ability, the lurking panther must hit with its bite attack. If it gets a hold, it can rake.

Pounce (Ex): If a lurking panther leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A lurking panther that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+1 damage each. If the panther pounces on an opponent, it can also rake.

Skills: A lurking panther's elongated neck permits it to hide perfectly and still watch its opponents. This gives it a +4 racial bonus on Spot and Hide checks.

MARIONETTE WORM

Tiny Aberration

Hit Dice: 4d8+8 (26 hp)

Initiative: +2 (+2 Dex)

Speed: 5 ft

AC: 17 (+2 Dex, +2 size, +3 natural)

Attacks: 1d3 tentacles +6 melee

Damage: Tentacle 1d6+1

Face/Reach: 2 ½ ft x 2 ½ ft / 5 ft

Special Attacks: Extension, frightful presence, genetic metamorphosis

Special Qualities: Random attacks, regeneration 5

Saves: Fort +3, Ref +3, Will +5

Abilities: Str 12, Dex 14, Con 14, Int 2, Wis 12, Cha 12

Skills: Move Silently +7

Feats: Multiattack

Climate/Terrain: Any aquatic, desert, plains, forest, marsh, urban, or underground

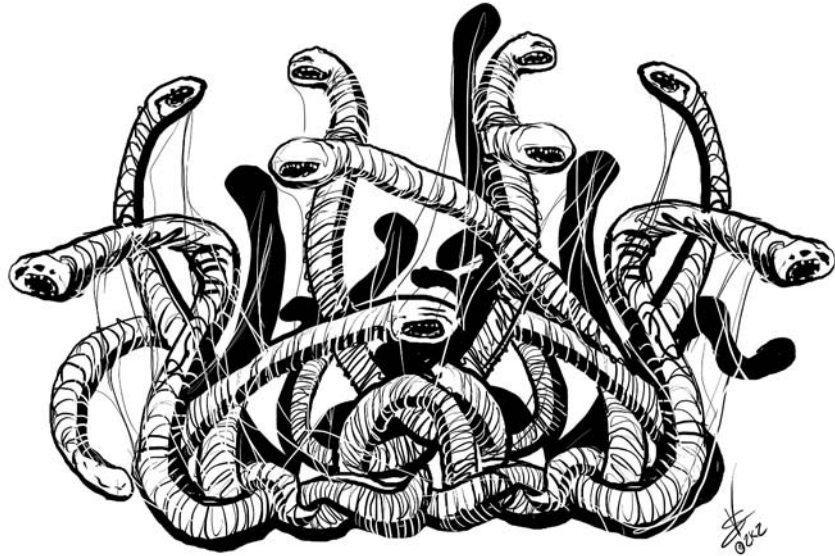
Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Tiny)



The “marionette worm” is actually a parasitic infestation bio-engineered during the time of the Ancients, designed to infest food source animals and livestock. Due to mutation, the marionette worm was able to pass to humans and other creatures, and is now a widespread danger.

In its natural, mature state, the marionette worm is merely a mass of rubbery, worm-like tentacle growths, with seemingly no real “core” or “body”. These mutable extensions, which end in lamprey-like mouths, infest the stomach of an infected host; slowly consuming its genetic material and taking total control over its body. Like a puppet, the host creature soon becomes merely a vehicle for the marionette worm to get around and find new prey to transfer itself to.

Typical prey for the marionette worm include wild dogs, coyotes, ravaging hounds, and other small forest and wilderness animals – creatures that can often cover a good amount of territory in a short time (allowing the creature to cross the wide deserted spaces of the wasteland to find new hosts). Raccoons, badgers, and even rats often fall prey to these creatures as well, allowing the worm to slip into humanoid settlements unnoticed.

Fortunately the marionette worm can only maintain its control over a dead victim’s corpse for a few days, at which time it must emerge and find a new host.

COMBAT

The marionette worm attacks by lashing with its tooth-ringed tentacles. Once a victim is killed (or knocked unconscious), the marionette worm slides down its throat and enters the stomach cavity where it begins to consume the host’s genetic material and take complete control of its motor functions.

Extension (Ex): By forfeiting all other attacks during a given round, the marionette worm can absorb some of the extra tentacle mass to create one long tentacle with a reach of 10 feet. This allows it to attack over obstacles or at a distance, if needed.

Frightful Presence (Ex): By taking a full round action, the marionette worm splits open the body of its host and throws out a number of tentacles which lash angrily at the air. This acts as the ability, *frightful presence* (DC 13), except that even if the opponent saves, she is still *shaken*.

I have heard wild stories from tribal hunters living in the foothills of the Big Rocks that speak of a “demon” that inhabits the body of forest animals – raccoons, deer, and even bears. The demon only shows itself for what it is when a human or mutant host comes near; at which time it tries to “possess” the new body. Once this transformation is complete, the creature takes control of a new host and begins to hunt again...

I do not believe in such supernatural nonsense, of course, but there must be some truth to these stories (which have become alarmingly more numerous in recent years). All attempts to glean a more precise description of this creature seem futile, however.

-Bixby

Genetic Metamorphosis (Ex): Similar to the mutation of the same name, this allows the marionette worm to inhabit and physically control the body of a Tiny, Small, or Medium-size victim it has killed (with the same time limit) like an automaton. When a marionette worm assumes a new form, the new form is often either seemingly rabid and voracious (in the case of smaller hosts), or zombie-like (in man-sized forms, as these are harder for the creature to maintain and control). The marionette worm assumes all of the physical characteristics of the host creature (but not skills, special abilities, or feats) as long as it remains in control.

Random Attacks (Ex): When not inhabiting a host, a marionette worm can attack with 1d3 individual tentacles each round, which can attack separate targets (and separate targets only) in any direction.

Regeneration (Ex): A marionette worm has the ability to regenerate 5 hit points per round. It can also reattach severed tentacles in the normal manner.

MONGOLIANT

Large Giant

Hit Dice: 5d8+25 (48 hp)

Initiative: +0

Speed: 20 ft

AC: 15 (+3 natural, -1 size, +3 studded leather)

Attacks: Greataxe +9 melee; or javelin +2 ranged

Damage: Greataxe 1d12+8; javelin 1d6+5

Face/Reach: 5 ft by 5 ft / 10 ft

Special Qualities: Dark vision, mutant body

Saves: Fort +11, Ref +1, Will +1

Abilities: Str 21, Dex 11, Con 21, Int 10, Wis 10, Cha 9

Skills: Listen +6, Spot +5

Feats: Great Fortitude

Climate/Terrain: Any underground

Organization: Pair, bunch (2-5), colony (5-20), or band (20-40)

Challenge Rating: 4

Treasure: Standard

Alignment: Always evil

Advancement: 6-9 HD (Large); 10-12 HD (Huge)



“Mongoliant” are giant mutants. These deformed creatures are typically underground dwellers, but sometimes they have

been known to inhabit old areas of strong radioactive concentration (including waste dumps, sewers, etc).

Mongoliant generally shun light but are not actually adversely affected by it (unlike many subterranean creatures).

Mongoliant were once humans, but have now become the most heinous of mutants - their gigantic deformed bodies are covered in patches of loose stringy hair; their skin hangs in loose folds and seas of gross, unsightly bumps. Eyes are moved randomly about the face in each different individual; knobby teeth sprout abruptly from chins and jaws and even foreheads, breaking painfully through the leathery, tumored hide. Warts are abundant on most mongoliant, and multitudes of writhing fingers and toes sprout from their malformed human hands and feet. No two mongoliant look alike, though their general hunched-over figures and deformed appearance is universal. They are truly hideous beings.

Mongoliant are, generally speaking, quite stupid, making use of only the most primitive tools. They are cannibalistic in nature. Some few mongoliant groups have managed to figure out more advanced technology, however, and use this newfound knowledge (and new-found egotism) to conquer other, meeker races for consumption or booty. No groups of mongoliant are known to foster kindness or respect for other communities.

I have only heard a handful of stories relating to these terrible things, which by all accounts appear to be hulking, brutish monsters that bear only a slight resemblance to the humans they apparently evolved from. Gigantic, strong, and grotesque, they are said to possess a burning hatred for all other groups of man and mutantkind.

-Bixby

COMBAT

Mongolians prefer to fight through brute force, utilizing strength *and* numbers to win the day.

Dark Vision (Ex): Mongolians have darkvision with a range of 60 feet and low-light vision.

Mutant Body (Ex): Because mongolians have eyes and ears all over their deformed bodies, they cannot be flanked, affected by sneak attacks, or taken by surprise.

MONSTROUS COCKROACH

Medium Vermin

Hit Dice: 2d8 (9 hp)

Initiative: +2 (+2 Dex)

Speed: 40 ft

AC: 15 (+2 Dex, +3 natural)

Attacks: Bite +2 melee

Damage: Bite 1d8+1

Face/Reach: 5 ft by 5 ft / 5 ft

Special Qualities: Malleable, scent, vermin

Saves: Fort +3, Ref +2, Will +0

Abilities: Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2

Skills: Hide +8, Move Silently +8, Spot +8

Feats: Weapon Finesse (bite)

Climate/Terrain: Any underground or ruins

Organization: Solitary, pair, bunch (2-5), nest (5-20), school (2-40), or plague (40-60)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-5 HD (Large), 6-8 HD (Huge)

Various stories speak of gigantic mutant specimens of this all too familiar pest. Reports of monstrous roaches reaching lengths of three to five feet are not uncommon among the world's necropoli.

-Bixby

The Ancients once said that after a nuclear war, the only thing left would be the cockroaches. While this was not completely accurate, cockroaches did survive in far more vast numbers than any other form of life on the planet.

And now they're mutated.

Though one might not expect it, cockroaches are among nature's most fantastic creations. Prolific, robust, and survivable in even the most extreme conditions, they are true survivors. Adaptable unlike any other species, they can survive tremendous climatic changes, disasters, and upheavals of the food chain.

On the Twisted Earth, man's disgust of cockroaches has given way to a palpable fear of much larger and more dangerous specimens said to dwell in the old city ruins throughout the wasteland. Travelers to these forbidden graveyards speak of mutant aberrations that grow to be as large as dogs or even people, living alongside countless millions of their smaller brethren in places no longer visited by man. In some areas, it is said, the cockroaches are so numerous that they create a seething, hissing, black carpet that can stretch for a full city block or more.

COMBAT

Though these creatures tend to feed off of insects and other smaller creatures, their unchallenged authority in many urban areas often causes them to become bold – and an attack by these hideous things is not an unknown occurrence. Giant mutant cockroaches attack in massed numbers whenever possible, skittering towards and all over their prey with amazing speed and ferocity.

No giant cockroach has been reported to be any larger than a pony or man.

Malleable (Ex): Cockroaches of all sizes are able to fit into and move through spaces not normally suited for their bodies. A cockroach may squeeze its form to pass through an area one-half its actual size without penalty.

Vermin: Immune to mind-influencing effects.

MUTAGON

Huge Beast

Hit Dice: 16d10+80 (168 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 30 (-2 size, +21 natural, +1 Dex)

Attacks: Bite +18 melee

Damage: Bite 5d6+12

Face/Reach: 10 ft x 20 ft / 10 ft

Special Attacks: Breath weapon, improved grab, swallow hole

Special Qualities: Burst of speed, night blindness

Saves: Fort +15, Ref +11, Will +7

Abilities: Str 26, Dex 13, Con 21, Int 2, Wis 15, Cha 10

Skills: Listen +10, Spot +10

Feats: -

Climate/Terrain: Any desert and plains

Organization: Solitary or pair

Challenge Rating: 16

Treasure: Standard

Alignment: Always neutral

Advancement: 17-22 HD (Huge)



The fabled “mutagon” is a notorious dinosaur-like mutant reptile that reigns supreme over most other life forms on the Twisted Earth.

A purely predatory eating machine, the mutagon looks like a humongous cross between a crocodile and hippopotamus. It is, however, far more complex and fascinating than a mere crossbreed. The mutagon’s large blubbery body is covered in fine black scales that generate protein when subjected to natural light, giving the creature near-constant energy throughout the day. Long horn-like spikes run the length of its curved spiny back, and even jut from

the creature’s face to impale prey (as if to prevent escape from its massive maw). The head itself is the most horrendous part of the mutagon, a giant engine of destruction. Huge crunching jaws complete with rows of curved teeth form the main weapon of the creature, capable of breaking horses in a single bite. Two pale baleful eyes sit on either side of the head, but these seem almost vestigial when the entire face is taken in at a first glance.

As if its appearance weren’t enough, chlorophyll in the creature’s exterior scales also produce oxygen, which is channeled through sub dermal arteries to an interior oxygen organ in the neck. This neck fuels a magnificent fire-breathing organ in the beast’s throat, which is ignited by the clacking of the thing’s mighty jaw bone. When it grinds its movable jaw, the oxygen being forced through the throat ignites and shoots out in a brief jet of flame.

It is no doubt that the mutagon is at the top of the food chain, being larger than most other creatures and certainly a voracious hunter. It is widely feared by humanoids in the wasteland for its tremendous size and strength.

The mutagon has a shrew-like appetite that forces it to continuously hunt; luckily for it, its energy-generating scales permit it to be active throughout daylight hours. Its prey are mainly beasts such as othydont, fraxx steeds, and gronts, though it will certainly devour horses and mutant humanoids if given the chance.

Though I have never personally seen a “mutagon”, my dealings with the tribals of the Far Desert have made me believe they likely do exist. This entry is based upon numerous stories and hunter’s tales describing the colossal creature.

Elements of dinosaur, crocodile, and hippopotamus seem to blend together to create the ultimate nightmare of reptilian mutant. Scales are uniformly black, and spines or horns are often described as enhancing its formidable prowess in battle.

Tribal warriors often claim the mutagon can breathe goutts of flame, but this must certainly be a tall tale!

-Bixby

COMBAT

The mutagon is an almost invincible machine of destruction, for its maw is capable not only of a lethal bite, but also of swallowing smaller prey whole and generating a breath weapon of burning heat.

Breath Weapon (Su): A mutagon can breath a cone of fire. This conforms roughly to the dimensions of a regular dragon cone (but only to 30 ft length). A mutagon's breath inflicts 6d6 points of fire damage (DC 24; Reflex save for half). Once used, a mutagon cannot breathe again for 2d4 rounds.

Burst Of Speed (Ex): Once every ten rounds the mutagon can generate a tremendous burst of speed, increasing its ground movement to 60 ft (base).

Improved Grab (Ex): To use this ability, the mutagon must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, it can attempt to swallow the foe.

Night Blindness (Ex): As the mutation of the same name. Mutagon's remain largely inactive at night.

Swallow Whole (Ex): A mutagon can try to swallow a Medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes 2d8+8 points of crushing damage per round plus 8 points of acid damage from the mutagon's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The mutagon's gizzard can hold two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

While the mutagon has an opponent in its gizzard, it cannot use its breath weapon.

MUTANT BUG

Medium-Size Humanoid

Hit Dice: 2d8+4 (13 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft, swim 10 ft, burrow 5 ft

AC: 17 (+2 Dex, +5 natural)

Attacks: Bite +3 melee; or any weapon +3

Damage: Bite 1d6+2; or by weapon

Face/Reach: 5 ft x 5 ft / 5 ft

Special Attacks: Poison

Special Qualities: Dark vision, hive mind, tremorsense

Saves: Fort +2, Ref +2, Will +2

Abilities: Str 15, Dex 15, Con 15, Int 15, Wis 15, Cha 9

Skills: Climb +3, Hide +3, Knowledge (technology) +2, Listen +7*, Move Silently +5,

Spot +5*, Wilderness Lore +3

Feats: Alertness*, Blind-Fight

Climate/Terrain: Any

Organization: Brood (2-5), nest (5-20), drove (20-40), or horde (40-60)

Challenge Rating: 1

Treasure: None

Alignment: Always lawful evil

Advancement: By character class

The typical mutant bug is something exceptional, even among the many mutant species of this radiated world. If you ever come across one, note the enlarged insect head, the advanced development of the front limbs (into manipulative digits) – both indicative of the growing intelligence in these once-normal bugs. Though largely vestigial due to evolution of its arms and brain, a mutant bug's mandibles are still capable of inflicting a painful poison.

-Bixby

“Mutant bugs” resemble man-sized giant ants, roaches, mantis, or locusts, but with some obvious changes. All true mutant bugs have a centaur-like appearance, with a head and torso, two upper arms with opposable digits, and two to three pairs of legs on the lower thorax. Their color is as varied as human coloration, but greens, browns, and blacks are by far the most common hues.

Though often viewed as little more than gigantic mutant aberrations when encountered by man and mutant humanoids, mutant bugs are actually highly intelligent creatures, albeit of a kind not readily acceptable to common sentiment and morality. In the ruins of the Necropolis (old Los Angeles), it is said they even possess a thriving “hive” numbering nearly a thousand or more.

In addition to being uncanny “mimics” of existing technology (making exact replicas and working copies), mutant bugs are also said to be masters of biogenetic development – breeding newer, tougher species of giant insect as servitors and laborers, or developing weapons and artifacts from living tissue and organisms. Examples include living body

armor that regenerates to heal wounds, weapons that fire parasitic projectiles, etc.

Mutant bugs use the live bodies of captured creatures to incubate their young, who after hatching devour the incapacitated victim from the inside-out while still in the larval stage. This fact, combined with their alien intelligence and pseudo-culture, makes them an enemy to nearly all warm-blooded creatures.

COMBAT

In combat mutant bugs are often armed with primitive weapons, even muskets, or even more advanced articles of a perverse biological creation.

Dark Vision (Ex): Mutant bugs have darkvision with a range of 60 feet and low-light vision.

Hive Mind (Ex): Mutant bugs share a “hive mind” with members of the same species, as well as certain other mutant bugs employed as laborers, servants, or soldiers. If one is aware of danger, they all are. If one of them is not flat-footed, none of them are.

Poison (Ex): Mutant bugs confer a mild poison with their bite; Fortitude save (DC 13), initial and secondary damage 1d2 Dexterity.

Tremorsense (Ex): A mutant bug can automatically sense the location of anything within 60 feet that is in contact with the ground or water.

MUTANT BUG SOCIETY

Mutant bugs are a threat to all the races of mutantkind, for they alone appear truly prepared for the grim tasks of reforming the world in their chosen way. Quick learners, in only a few generations they have proven able to not only unlock, but also reinvent, the technologies of the Ancients. But instead of dreaming of some lost way of life or lamenting their mutated forms, they are driven by a coldly efficient hive mentality to dominate not only all the world, but all the creatures in it. To this end they willingly accept their own individual deaths if it serves the race, and genetically breed monstrous creations to better serve the hive.

Of all the races bred by these creatures, mutant bugs themselves are the least specialized, instead being equipped to deal with a wide variety of tasks. Mutant bugs bear the duty of scientific development, examination, and advancement. Others, such as giant mutant beetles, are used as heavy soldiers in war with the more intelligent bugs in support.

MUTANT BUG CHARACTERS

The favored class for Mutant Bugs is thinker, but they also have entire castes of aristocrats and experts as well. Small numbers also serve as guardians, but the task of warfare and defense is usually relegated to slave and servitor species (all manner of monstrous vermin). Players making mutant bugs as characters may only choose from Visionary Reinventor or Advanced community backgrounds. The Level Adjustment of a mutant bug character is +3.



NIGHT TERROR

Medium-Size Ooze

Hit Dice: 2d10+10 (21 hp)

Initiative: +0

Speed: 20 ft

AC: 16 (+6 natural)

Attacks: Acid touch +2 melee

Damage: Acid touch 2d6

Special Attacks: Acid

Special Qualities: Blindsight, regeneration 3, resistant, sensitivity

Face/Reach: 5 ft by 5 ft / 5 ft

Saves: Fort +0, Ref +0, Will -3

Abilities: Str 12, Dex 10, Con 10, Int 4, Wis 4, Cha 6

Skills: Hide +1, Listen +0, Move Silently +2

Feats: -

Climate/Terrain: Any ruin

Organization: Solitary or bunch (2-5)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: -



These frightening mutant humanoids dwell underground during the day, only emerging under the cover of night. They exist only among the ruins of cities, apparently due to their supposed origins among people who fled to the urban sewers during the Fall to escape death by fire – only to succumb to degeneration and mutation over the generations.

Whatever the truth, in appearance a night terror appears to be an almost skeletal humanoid form, jet black in color (so dark as to look like it's glistening from head to toe in oil), with awful green slime dripping from its mouth, nostrils, and eyes. The touch of these creatures transmits part of their slimy form to the unwilling host, eating him alive with fiendishly-acidic properties. In fact, the night terror's body is essentially just a vehicle for the semi-intelligent slime that has consumed it within.

During the day, these creatures become weaker, losing much of their bodily consistency in direct sunlight, slowly becoming thinner and thinner due to some extreme photosensitivity in their cellular structure. Night terrors will attempt to flee to the cover of darkness if at all possible, and if prevented will slowly wither and die.

COMBAT

A night terror attacks by touching its opponent, transmitting ooze-like slime from its interior. This slime is reconstituted once the victim is slain and devoured.

Acid (Ex): The melee touch attack of a night terror secretes a digestive acid that dissolves organic material and even metal. Any successful hit deals acid damage; 50 points of damage per round to wood or metal objects. Armor and clothing dissolves immediately unless a Reflex save (DC 19) is made. 20 points of damage is dealt against stone per round of contact.

A weapon that strikes a night terror, after doing damage, will dissolve unless the wielder makes a Reflex save (DC 19).

Blindsight (Ex): A night terror's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Ooze: As an ooze-type creature, night terrors are immune to poison, sleep, paralysis, critical hits, and stunning. They may be flanked, however, and are not immune to mind-influencing effects.

A rather curious form of mutant life, most certainly controlled like a "puppet" by some semi-intelligent slime being within the corpse itself.

Any part of the body visibly excreting slime should be avoided at all costs, due to the potentially lethal acidity of this strange ooze.

-Bixby

Regeneration (Ex): Fire deals normal damage to a night terror. If a night terror loses a limb or body part, the lost portion can be re-attached instantly or regrows in 4d6 minutes.

Resistant (Ex): Due to its mostly liquid interior, a night terror only suffers half damage from piercing attacks.

Sensitivity (Ex): A night terror suffers damage from exposure to natural light. The creature must make a Fortitude save (DC 15) or suffer 1d4 points of damage per round of exposure; even if it saves successfully, the creature suffers 1 point of damage and will attempt to flee and hide from the light to prevent further deterioration of its form.

Few travelers of the wasteland are unaware of the othydont, a quite common sight in herds throughout the wastes.

The creature is a monster of destruction. Unusual jaws, which run vertically (instead of horizontally like almost all other forms of animal life), clamp shut like a colossal bear trap. The othydont's pasty hide is almost as pliant as rubber. Tribals report it is almost impossible to kill with spears and javelins.

The adult othydont is covered in huge "blisters" (actually pustules) filled with an odorous fluid. Apparently this is part of the creature's defense against pack hunters or large predators. Unbelievably, some tribal folk are known to cultivate othydont fluid for a kind of body paint, to protect their warriors in battle against many of the desert's other predatory beasts.

-Bixby

OTHYDONT

Large Beast

Hit Dice: 5D10+35 (63 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft

AC: 20 (+1 Dex, -1 size, +10 natural)

Attacks: Bite, +9 melee

Damage: Bite 4d6+10

Face/Reach: 5 ft x 10 ft / 5 ft

Special Attacks: Improved grab, stampede

Special Qualities: Reactive hide, scent

Saves: Fort +11, Ref +5, Will +1

Abilities: Str 24, Dex 12, Con 24, Int 2, Wis 11, Cha 4

Skills: Listen +8, Spot +5

Feats: -

Climate/Terrain: Any desert and plains

Organization: Pair, family (2-5), or pack (5-20)

Challenge Rating: 6

Treasure: None

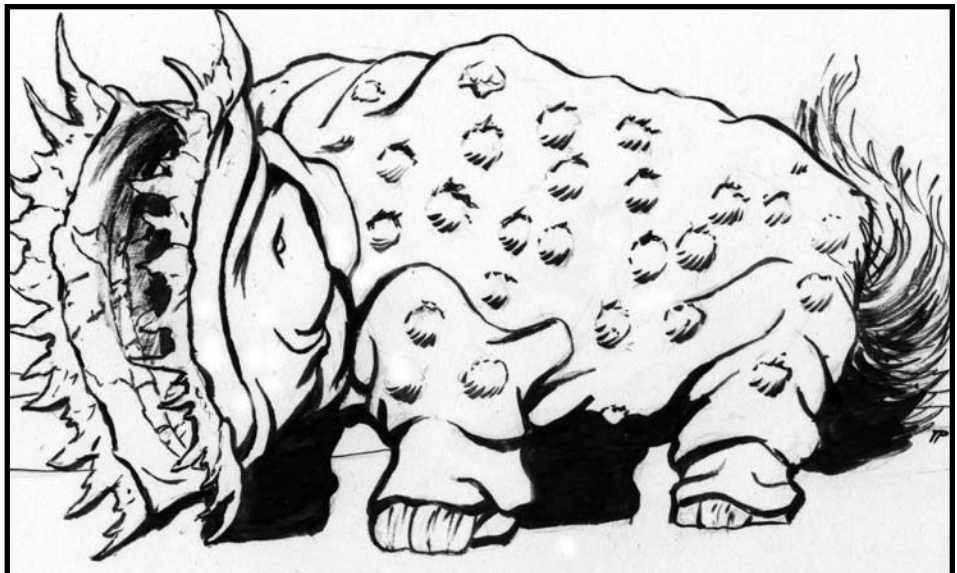
Alignment: Always neutral

Advancement: 6-10 HD (Large)

Certainly one of the most aberrant mutant life forms in the wasteland, the *othydont* is a large bison-like monster, naked except for a long bustling tail trailing behind it almost like a raccoon. Though unprotected by thick fur, shaggy flabs of fat and tough flesh hang from the creature's exterior, protecting it from those quicker creatures that might maneuver to its sides.

The othydont's head is a ghastly contraption designed for death - a giant vertical maw lined with sharp ripping fangs that can tear a man's arm off with a single, powerful bite. Its small yellowish eyes are protected in a peculiar manner - they are suspended in the fatty tissue, and thus sink in as if on a rubbery tether if gouged or clawed. Two huge flabs of flesh act as primitive ears as well.

The othydont also has one other defense, one that makes the creature particularly avoided by other predators. Huge pimple-like growths burst through the shabby layer of flesh on the creature's hide, turning into enormous domed cysts



that constantly leak an acidic puss. Though certainly painful for the beast, when attacked these huge growths explode if punctured, ejecting a nauseating fluid into the mouths and eyes of predators.

The othydont usually attacks in a very simple manner, by locating a single target and rushing it. It will bypass other potential prey while it seeks this target out, even to the point of ignoring direct attacks against it (its fleshy hide and pus defense make it very capable of doing this without worry). It will bite the prey and clamp on, slowly moving its twin jaws up and down to shred the prey to pieces.

The jawbones of the othydont are prized by the savages of the Deserts of Nowhere region who use them as serrated “swords” in ritual combats to the death. They are most common in this region, their numbers drastically reduced in other areas.

COMBAT

The othydont is a relatively calm creature, but when disturbed proves to be enormously powerful.

Improved Grab (Ex): To use this ability, the othydont must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, it automatically inflicts bite damage on the pinned target until it relinquishes its hold.

Reactive Hide (Ex): Any hit against an othydont has a 1 in 4 chance of rupturing a pustule on its hide, which emits a stream of nauseating fluid on everyone within a 10 ft. Cone emanating from the side struck. All opponents within the area must make a Fortitude save (DC 15) or become nauseated for 1d4 hours.

Stampede (Ex): An alarmed herd of othydons flee in a random direction (but always away from a perceived source of danger). They literally run over anything of size Medium or smaller that gets in their way, dealing 1d12 points of damage for each five othydons in the herd. A successful Reflex save (DC 16) halves the damage.

I have not seen the beast the savage tribals call the “pit creature”, but stories abound of huge monstrosities dwelling in many of the radiated and chemically tainted ruins of the Ancients.

No matter how vague or implausible the tale, a wise sandwalker should always take heed of local superstitions and mind the abodes of such legendary beasts.

-Bixby

PIT CREATURE

Huge Aberration

Hit Dice: 7d8+35 (67 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 20 ft

AC: 13 (+1 Dex, -2 size, +4 natural)

Attacks: Bite +10 melee, claw +8 melee

Damage: Bite 2d8+7, claw 2d4+7

Face/Reach: 10 ft by 5 ft / 15 ft

Special Qualities: Dark vision, immunities

Saves: Fort +10, Ref +3, Will +1

Abilities: Str 25, Dex 12, Con 21, Int 9, Wis 9, Cha 5

Skills: Hide +10, Listen +7, Spot +7

Feats: Blind-Fight, Cleave, Improved Initiative, Multiattack, Power Attack

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 8-10 HD (Large)

These creatures are exceedingly rare, living only in subterranean areas of intense radiation - underground waste dumps, contaminated nuclear silos, and sewers flooded with radiated pollutants.

The pit creature appears to be a radiated, large mutated canine-



creature, though its fur has all but sloughed-off revealing wet translucent skin beneath – like the thin transparent flesh of a grape. Black veins and greenish muscles pulse and contort beneath this oozing epidermis, creating a nauseating fluidity. It stands two to four meters tall, with a vaguely crocodilian head terminating in an oozing snout.

It lives primarily in dark deep places, scavenging dead bodies and anything else that wanders into its lair. Covered in oozing, melting flesh, its very body is impregnated with massive radiation, it favors polluted and radiated areas (such as silos or nuclear waste dumps) to dwell in.

The creature is a voracious killer and predatory hunter, stalking its prey silently or ambushing from the heaps of radioactive rubble it often hides in.

COMBAT

A pit creature typically attempts to ambush its prey, hiding among the filth and junk it prefers to dwell within.

Dark Vision (Ex): Pit creatures have darkvision with a range of 60 feet and low-light vision.

Immunities: Having adapted to life in a harsh radiated environment, the pit creature is immune to radiation (as well as heat generated by radiation).

Plantmen are strange plant-like beings composed primarily of what appears to be grass, fungus, and lichen.

A plantman has yet to be seen with (or at least reported as having) weapons more advanced than the simplest stone axes and javelins.

-Bixby

PLANTMEN

Medium-Size Plant

Hit Dice: 1d10+1 (7 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft

AC: 12 (+2 Dex)

Attacks: Shortspear +1 melee; or javelin +2 ranged

Damage: Shortspear 1d8+1; javelin 1d6+1

Face/Reach: 5 ft by 5 ft / 5 ft

Special Attacks: Alkaline spittle, mind-affecting spores, special growths

Saves: Fort +3, Ref +4, Will +2

Abilities: Str 13, Dex 14, Con 12, Int 8, Wis 14, Cha 8

Skills: Climb +2, Hide +4*, Listen +3, Move Silently +3, Spot +3

Feats: -

Climate/Terrain: Any underground

Organization: Pair, family (2-5), or pack (5-20)

Challenge Rating: ½ (CR 3 for “spore-carriers”)

Treasure: Standard

Alignment: Always neutral

Advancement: By character class

These fascinating life forms are literally piles of living, animate vegetation. “Plantmen” are vaguely humanoid-shaped, but have bodies made of shaggy vegetation and fungus instead of flesh and blood, with long strands of loose “grass” comprising their outer hide. A withered, turnip-shaped head with wide greenish or orange eyes and a stand of weed-like “hair” sit atop the head. Irregular patches of chlorophyll on their bodies give them an overall greenish coloration.

It is unknown how such creatures came to be, or how they can even exist in their current state, but it is likely they are a direct product of the same radiation that affects mutant animal life to the extremes seen throughout the Twisted Earth. Even stranger is the fact that they possess a rudimentary form of primitive intelligence that allows them to manipulate items such as spears, axes, and basic objects.

All plantmen are capable of emitting streams of alkaline-based paste to burn the flesh of organic enemies.

COMBAT

Plantmen, though able to fight with spears, javelins, and other primitive weapons, also possess a number of innate or special abilities.

Alkaline Spittle (Ex): As a partial action, a plantman can spit a corrosive stream of alkaline at one target as a ranged touch attack (up to 20’ distant). On a successful hit, this attack form inflicts 2d4 points of corrosive damage. On a critical hit of 19-20, this also indicates the target is *blinded*. The alkaline burns (and blindness) last until normally treated. This ability can be used once per day.

Mind-Affecting Spores (Ex): Some special plantmen, usually one per tribe, can emit powerful spores to affect living creatures that pose a threat. Spores, unless otherwise noted under spell effect, only affect one target up to 30' distant. These abilities can be used as a full-round action by such a specimen, reproducing one of the following effects (creature's choice) – *dominate monster* (once per day), *confusion* (twice per day), *calm animal*, *speak with plants*, or *stinking cloud* (these latter three abilities limitless times per day). The DC of these abilities is 13.

Plant (Ex): Immune to poison, paralysis, and stunning. Not subject to critical hits.

Skills: *The coloration of a plantman affords the creature a +8 racial bonus to Hide checks when in vegetated or overgrown surroundings.

Special Growths: One out of every hundred or so plantmen is born with the ability to produce special berries, growths, or fruit that can be “picked” and used to benefit a living creature (usually their own warriors). Typical effects of such growths include – *goodberry*, *delay poison*, *cure light wounds*, etc.

PLANTMEN SOCIETY

Plantmen generally congregate in insular “tribes” in moist and misty forest areas (or in hot moist underground caverns, ancient garbage dumps, etc), set far from centers of other habitation and generally secluded from sight. Alien in mentality and motivations, it is apparent they are very isolationistic as well.

Larger and more intelligent plantmen are said to possess the ability to emit special *spores*, but there will seldom be more than one or two of these “enhanced” plantmen in a given community. Plantmen with these special spores often occupy revered positions in plantman society, as “shamen” or “chiefs”. It is not uncommon to find a tribe of these folk who cultivate other forms of vegetable/fungus life to act as guardians, pets, or surrogates for certain roles. Examples include oozes for war animals, or shriekers/violet fungi to guard certain approaches to their lairs.

PLANTMAN CHARACTERS

Xenophobic and afraid of the influence of outsiders, plantmen favor the protective guardian class (their favored class). Plantman characters may only come from Primitive or Resentful backgrounds. The Level Adjustment of a plantman character is +1 (+2 if it's a spore emitter).



PROBING WADDLER

Small Beast

Hit Dice: 5d10 (27 hp)

Initiative: +3 (+3 Dex)

Speed: 20 ft

AC: 15 (+3 Dex, +1 size, +1 natural)

Attacks: Probe, +8 melee

Damage: Probe 1d8+6 and paralysis

Face/Reach: 5 ft x 5 ft

Special Qualities: Dark vision, paralysis, intelligence drain

Saves: Fort +4, Ref +7, Will -3

Abilities: Str 18, Dex 17, Con 11, Int 2, Wis 2, Cha 10

Skills: Hide +7, Spot +1, Listen +1, Move Silently +2, Swim +1

Feats: -

Climate/Terrain: Any underground

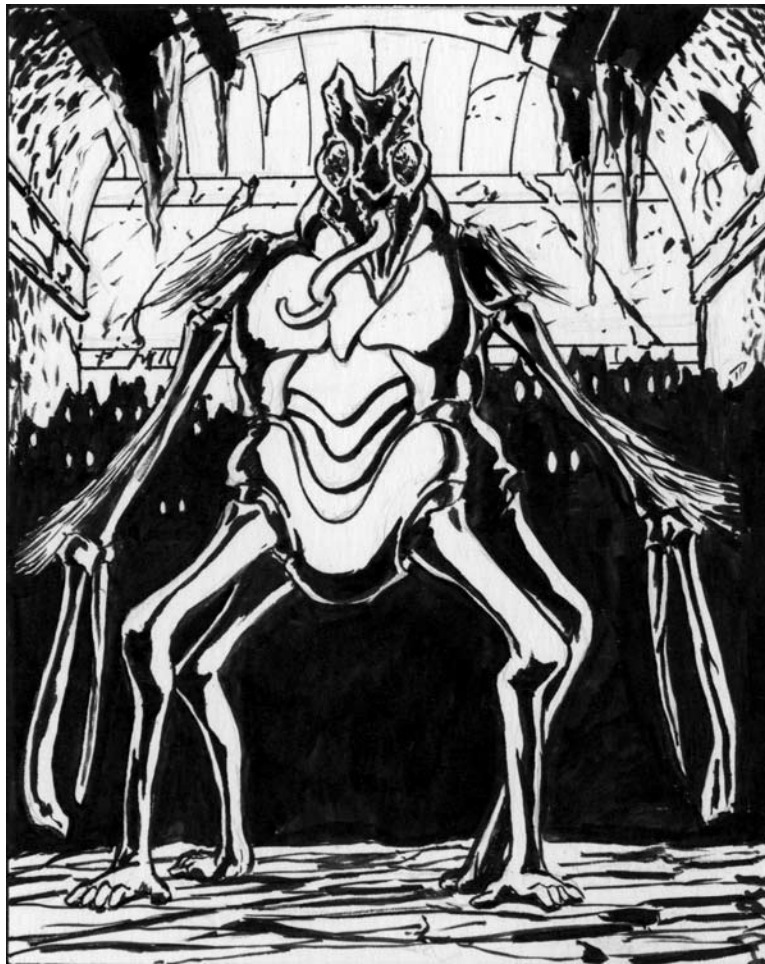
Organization: Solitary or pair

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 6-7 HD (Medium-size)



Probing waddlers are actually a monstrous combination of man and insect.

These grotesque creatures are, thankfully, uncommon though legend has it they dwell in large numbers in great cool caverns and complexes beneath many cities, preying on other subterranean prey.

The creature gets its name from two sources, the first being its waddle. As it walks on four thin legs (ending in child-like hands), the creature waddles about with some difficulty supporting its rather large girth. The second part of the creature's name comes from the long extendable trunk (or proboscis) that emerges from a vagina-like opening in the creature's facial exterior. This "probe" is used to sink into the flesh of unsuspecting or disabled prey and drain its body fluids - on which the probing waddler feeds.

The eyes of the probing waddler, large and insect-like, are valued as priceless jewelry in some communities, for once hollowed out they make perfect spherical adornments of a deep azure or glittering black.

Hard to spot among the watery ruins of old tunnels and city sewers. Probing waddlers are squat and quite stealthy, making little sound as they crawl about in darkness.

Beware the proboscis of the creature, for with a strong stab it can penetrate even thick armor, through the skull, to liquefy the brain.

-Bixby

COMBAT

The waddler attacks with its *proboscis*, which slips into the skull of its opponent. Once the victim is subdued the probing waddler sucks up its mushy brains through this elongated implement.

Dark Vision (Ex): Probing waddlers have darkvision with a range of 60 feet and low-light vision.

Paralysis (Ex): When a waddler attacks with its proboscis, a successful hit causes *paralysis* in a victim if a Fortitude save (DC 18) is failed. This paralysis remains until the waddler is done feeding or is interrupted, in which case it withdraws its proboscis and the victim is free.

Intelligence Drain (Ex): When a waddler attacks with its proboscis, a successful hit causes a loss of 1d4 points of *permanent* Intelligence (no save), due to the brain of the victim being jellified and sucked out. As with all ability score loss, the effect is doubled on a critical hit with its proboscis. The waddler is also healed 5 points for each round of draining (10 on a critical hit).

PROX BEAST

Large Beast

Hit Dice: 2d10+6 (17 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft

AC: 13 (-1 size, +1 Dex, +3 natural)

Attacks: Bite, +4 melee, 2 hooves +2 melee

Damage: Bite 1d8+4, Hooves 1d4+2

Face/Reach: 5 ft x 10 ft / 5 ft

Special Attacks: Improved grab

Special Qualities: Aware, blindsight, swallow whole

Saves: Fort +6, Ref +4, Will -1

Abilities: Str 19, Dex 12, Con 17, Int 3, Wis 8, Cha 10

Skills: Listen +5, Spot +2

Feats: Alertness, Multiattack

Climate/Terrain: Any

Organization: Solitary or pair

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-5 HD (Large)

One cannot say with any confidence what, exactly, these creatures evolved from. Apparently they exist only on the outskirts of the radiated Purple Desert.

Weird antennae growing abruptly from the creature's body appear to allow it "see" in all directions. The segmented body indicates an ability to digest numerous victims at the same time. Stories have been told of humanoid remains being found in the bellies of a prox, so it seems they are indeed man-eaters.

-Bixby

The *prox beast* is a gross combination of hog, horse, and lamprey. They are rare, only seen now and again along the fringes of the Purple Desert.

The prox beast has the slick fleshy body of a gigantic hog, with the hoofed legs of a horse (the rear legs look a little more like those of a bull). A ridge of bumpy spinal protrusions run the length of the prox's back, while the head - a giant trunk of thick shaggy muscle - extends out only so far before tapering to a giant lamprey-like fanged maw. A long "organ tongue", oozing with vile saliva, drops from the mouth and hovers in the air, acting as an olfactory probe (i.e. it smells). Antenna with tiny crab-like eyes rise from above the mouth, while an additional pair rises from above the rump. These latter, however, are not eyes, but actually ultra-sensitive hydrogen-filled membranes that detect the slightest vibration.

The prox generally attacks creatures its size or larger with its sucker-like mouth, ripping flesh with each motion of its circular jaws, drinking minced flesh and blood for sustenance. It can also kick powerfully with its forelegs against resisting prey. Smaller creatures may simply be swallowed whole by the voracious beast, and a special segmented rib cage (separated into three separate cavities) allow it to consume a number of creatures at one time in this manner for later digestion.

The prox can sense motion around it through the sensors on its rear quarters, and is a voracious killer.

COMBAT

The prox attacks with its gaping maw, attempting to swallow smaller targets and avoiding larger prey.

Aware (Ex): A prox beast cannot be *flanked*.

Blindsight (Ex): A prox beast can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 40 feet.

Improved Grab (Ex): To use this ability, the prox beast must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, it automatically inflicts bite damage on the pinned target until it relinquishes its hold.

Swallow Whole (Ex): A prox can try to swallow a Small-size or smaller opponent by making a successful grapple check. The swallowed creature takes 1d8+4 points of crushing damage per round plus 4 points of acid damage from the prox's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 10 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The prox beast's gizzard can hold two Small, four Tiny, eight Diminutive, or sixteen Fine or smaller opponents.



PURPLE ANGLER

Huge Beast

Hit Dice: 8d10+40 (84 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 10 ft, burrow 10 ft

AC: 11 (-2 size, +3 natural)

Attacks: Bite +12 melee

Damage: Bite 2d6+12

Face/Reach: 10 ft x 20 ft / 10 ft

Special Attacks: Improved grab, lure, swallow hole

Special Qualities: Immunities, tremorsense

Saves: Fort +11, Ref +6, Will +2

Abilities: Str 26, Dex 10, Con 21, Int 2, Wis 10, Cha 5

Skills: Listen +5, Spot +5

Feats: Improved Initiative

Climate/Terrain: Any desert and plains

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always neutral

Advancement: 9-11 HD (Huge); 12-15 HD (Gargantuan)



The hideous “purple angler” gets its name not from its body coloration, but the weirdly-mutated desert from which it comes - the infamous Purple Desert (once the industrial heartland of America, now a radiated desert of shifting glowing sands).

The creature looks like a giant fleshy toad, half-immersed in the sand, supporting its huge blubbery girth with four squat legs. The massive head (which makes up more than half the body) is composed entirely of mouth, with rings of needle-sharp teeth. Above this sit trumpet-like nostrils (like a moray), behind these sitting two lethargic and near-blind eyes.

The purple angler’s back and long string-like tail (which is always trailing behind it, often buried beneath the sand) are covered in motion sensing polyps, which can detect even the slightest movement in the sand or in the nearby air, allowing it to sense prey despite its optical disabilities.

Finally, the purple angler has a long limb extending from atop the head to dangle just a few feet in front of its giant maw, which is equipped with a special photo luminescent lure. This lure emits a steady glow that attracts less intelligent creatures and allow the purple angler to draw them towards its deadly jaws.

A particularly insidious creature, the purple angler hides beneath the sand with only its lure above the surface.

The lure can be seen up to a mile away at night, drawing animals and even curious men from afar to investigate. The huge mouth is able to swallow whole the largest prey for digestion.

-Bixby

COMBAT

The purple angler attacks by lunging at prey attracted to its shimmering lure.

Dark Vision (Ex): Purple anglers have darkvision with a range of 60 feet and low-light vision.

Improved Grab (Ex): To use this ability, the purple angler must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, it can to swallow the foe.

Lure (Ex): The angler has an appendage that it can cause to glow; creatures with an Intelligence of 3 or less that spot the lure must make a Will save (DC 12) or be hypnotically drawn to the angler. The charm is broken only after the angler attacks.

Immunities: Having adapted to life in a harsh radiated environment, the purple angler is immune to radiation (as well as heat generated by radiation).

Swallow Whole (Ex): An angler can try to swallow a Medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes 2d8+8 points of crushing damage per round plus 8 points of acid damage from the angler's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The purple angler's gizzard can hold two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Tremorsense (Ex): An angler can automatically sense the location of anything within 60 feet that is in contact with the ground.

RAD WOLF

Medium-Size Animal

Hit Dice: 4d8+8 (26 hp)

Initiative: +1 (+1 Dex)

Speed: 50 ft

AC: 15 (+1 Dex, +4 natural)

Attacks: Bite +6 melee

Damage: Bite 1d6+3

Face/Reach: 5 ft x 5 ft / 5 ft

Special Attacks: Radiated, trip

Special Qualities: Immunities, scent

Saves: Fort +6, Ref +5, Will +2

Abilities: Str 16, Dex 12, Con 15, Int 5, Wis 12, Cha 6

Skills: Listen +5, Move Silently +4, Spot +5, Wilderness Lore +5*

Feats: -

Climate/Terrain: Any desert, plains, or ruin

Organization: Pair, gang (2-5), or pack (5-20)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 5-6 HD (Medium); 7-9 HD (Large)



During my visit to the fabled City of Lights, a Brotherhood associate of mine, an elderly monk named "Brother Nuke", explained to me his people's reliance on the creatures known as "rad wolves". Relatives of the decrepit ravening hounds, rad wolves were seen by the Brotherhood as a superior breed of mutated canine, and to their minds embodied the spirit of their Holy Order – that strength comes from mutation.

-Bixby

"Rad wolves" resemble *ravening hounds* in many ways, but unlike these pathetic misfits, rad wolves are survivors – hardier specimens of wolf, coyote, or wild dog that have grown strong (and smart) from the effects of their unnatural evolution.

Rad wolves appear to have benefited from radiation where other races weaken, dwindle, or die off altogether. These particularly hardy individuals resemble natural creatures such as wolves (or similar canines), but are marked by an unnatural greenish "glow" emanating from their milky white eyes and gaping, fanged maws. They are also generally healthier than most desert animals, and possess a modest intelligence that has been described as both cunning and clever.

The Brotherhood of Radiation is known to capture unusually strong and admirable specimens of this race and train them to serve as guard animals and beasts of war. Their own reverence for radiation, and their frequent exposure to it in their bizarre rituals, makes them adapted to life alongside these otherwise deadly wasteland beasts. Rad wolves, for their part, seem to take to such adoption well, and serve as loyal companions in Brotherhood armies and garrisons.

COMBAT

Rad wolves fight with boldness due to their own increased physical stature and their withering, radiated breath.

Immunities: Having adapted to life in a harsh radiated environment, the rad wolf is immune to radiation (as well as heat generated by radiation).

Radiated (Ex): Rad wolves are intensely radiated creatures, and contact (such as being bitten) with a rad wolf can be deadly. Each time a rad wolf successfully makes a bite attack its victim accumulates 100 Rads.

Skills: *Rad wolves receive a +4 bonus to Wilderness Lore checks when tracking by scent.

Trip (Ex): A rad wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the rad wolf.

TRAINING A RAD WOLF

As stated above, the Brotherhood of Radiation often employs rad wolves as pets and guardians. Training a rad wolf to recognize a master requires the beast be willing (which usually requires some kind of neural contact or telepathy), and the would-be master pass a Handle Animal check (DC 18 for a young rad wolf, or DC 23 for an adult).

RATBITE

Small Aberration

Hit Dice: 1d8 (4 hp)

Initiative: +3 (+3 Dex)

Speed: 20 ft

AC: 14 (+1 size, +3 Dex)

Attacks: Bite, +1 melee, claw, +1 melee

Damage: Bite 1d6-1, claw 1d3

Face/Reach: 5 ft x 5 ft / 5 ft

Special Qualities: Dark vision, stampede

Saves: Fort +0, Ref +3, Will -2

Abilities: Str 7, Dex 17, Con 11, Int 2, Wis 2, Cha 5

Skills: Balance +1, Jump +1, Move Silently +1

Feats: Run

Climate/Terrain: Any underground

Organization: Nest (5-20) or band (20-40)

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Small)

Ratbites are common mutant creatures that dwell primarily in dark subterranean tunnels and caverns beneath the earth, generally wherever refuse and moisture accumulate to make an ideal “atmosphere” for the beings. Sewers are perfectly suited to their tastes, especially those with labyrinthine passages that allow them to sneak around in relative secrecy.

Ratbites appear to be short (three feet tall at most) mutant monstrosities, consisting of a fat fleshy central “trunk”, from which sprouts two sinewy human-like “arms” that support the creature as it hops about. These arms end in three-fingered paws; they have no thumbs, and are thus incapable of keen manipulation. The main trunk itself is composed mainly of the ratbites’ serrated maw, as well as two or three white or yellowish eyes running vertically above the eager, chattering mouth.

Ratbites are highly social creatures that thrive much like ants or other organized life forms, forming communities in their respective niche (in general, damp and refuse-ridden sewers in which they can move about and hide without being noticed by more dominant life forms). They are vicious creatures despite their short size, and very cunning as well. In most ratbite encounters, a single ratbite will be encountered (actually just a forward scout), which will come very near the opponent and examine it, hopping about it and summing it up with a series of curious grunts and chirps. The ratbite



then mysteriously pulls away and the encounter apparently ends.

As the opponent moves on, the ratbites return in force (usually their whole number, though young seldom participate) and attack viciously, tearing at the transgressor with their razor-sharp teeth and beating it with their padded legs - one leg supporting it like a flamingo while the other tears at the victim's flesh. Ratbites are carnivorous, generally hunting true rats and other small prey, but metabolize at a high rate - any large prey being felled would certainly be used as food on the spot.

COMBAT

Seldom will a ratbite attack alone, instead preferring to scuttle away and warn the rest of its pack with whistles and barks. Only then will the ratbite herd gather to fight, surrounding prey, swarming them, or goading them into areas of even greater danger.

Dark Vision (Ex): Ratbites have darkvision with a range of 60 feet and low-light vision.

Stampede (Ex): Ratbites can attack by swarming, usually only doing so when in large numbers. They literally run over anything of Medium-size or smaller that gets in their way, dealing 1 point of damage for each five ratbites in the herd. A successful Reflex save (DC 16) negates the damage.

These little nasties appear to be quite an infestation among the sewers of the old cities. Ruin-pickers often speak of being driven out of the best hiding places by hordes of these bizarre vermin.

A cluster of eyes – usually anywhere from two to four – run the length of the ratbite's odd torso.

The arms serve both as manipulative appendages as well as the ratbite's sole means of locomotion.

-Bixby

RAVENING HOUND

Medium-Size Animal

Hit Dice: 2d8+4 (13 hp)

Initiative: +1 (+1 Dex)

Speed: 35 ft

AC: 14 (+1 Dex, +3 natural)

Attacks: Bite +3 melee

Damage: Bite 1d6+3

Face/Reach: 5 ft by 5 ft / 5 ft

Special Qualities: Pack boldness, pack mentality, scent

Saves: Fort +5, Ref +4, Will +1

Abilities: Str 15, Dex 12, Con 15, Int 2, Wis 12, Cha 6

Skills: Listen +5, Move Silently +4, Spot +5, Wilderness Lore +1*

Feats: -

Climate/Terrain: Any desert, plains, forest, hill, mountains, marsh, underground, or ruin

Organization: Gang (2-5) or pack (5-20)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-5 HD (Medium-size); 6-8 HD (Large)

Sickly, malnourished, and ghastly in appearance, ravening hounds are a well known danger – and nightmare – in the wasteland.

Ravening hounds are, as best as anyone can tell, the poor cast-out descendants of the dogs, coyotes, and wolves of the Twisted Earth. Like mankind, the canine suffered too from the nuclear wars of the Fall, leaving a legacy of dying, bestial brood known to post-apocalyptic man as “ravening hounds”.

No one is sure if ravening hounds are a breed of their own, or if they are cast-out members of wild packs in the desert wilderness. It is conceivable that, at birth, relatively healthy animals will drive off those bearing the sickly traits and



These ghoulish predators are clearly directly descended from the canines of the pre-Fall world.

Gaping mouth, cyst-clouded eyes, and jagged fangs; they suffer from many of the same painful mutations evidenced among men.

-Bixby

cannibal hunger of this sub-species, leaving them to fend for themselves – and eventually find others of a kind – on their own.

Ravening hounds are especially dangerous to small parties and lone wanderers in the desert, where they often congregate in violent, savage packs to hunt. They are also known to congregate in city ruins as well, their tortured, pitiful howls calling through the urban ashes for a release from their hell of tormented “half-life”.

Ravening hounds look like dogs, coyotes, or even wolves, but badly mutated. Fur, and even skin, has sloughed off on parts of the body, leaving only wet tumored musculature beneath. Ague in the bones has left huge bumps and misshapen limbs forcing the creature to walk with a pained limp. Eyes have almost universally clouded over with cysts by maturity, yet remarkably glow with a subtle green radiance by night. Their sense of smell is quite keen, permitting them to track prey even from a great distance.

These creatures are known especially for their savage thirst for blood and hunger for flesh. When a pack congregates for the hunt, they become truly relentless pursuers.

COMBAT

Ravening hounds attack in the manner of dogs, hounding their prey, probing for weakness, before moving in for the kill. Biting is their primary form of attack.

Pack Boldness (Ex): In groups of three or more, ravening hounds become immune to *fear*, even fear created by neural effects.

Pack Mentality (Ex): In groups of three or more, ravening hounds act as one. The highest initiative roll is used for *all* hounds in a pack.

Skills: *Ravening hounds receive a +4 bonus to Wilderness Lore checks when tracking by scent.

A nightmare in more ways than one to the people of the wasteland, the sandman is a degenerate human being driven beneath the desert surface by more powerful predators.

Sandmen are photosensitive, thus the pale white eyes and withered, troglodilian features. Hair is usually long, white, and pale, filthy and flecked with rubbish.

Since they subsist on the flesh of surface-dwellers, they appear to have developed jagged claws and wickedly shaped teeth. A sandman closing in on its victim, with mouth looming open and claws extended, is a truly horrific sight to witness.

-Bixby

SANDMAN

Medium-size Humanoid

Hit Dice: 2d8 (9 hp)

Initiative: +0

Speed: 30 ft, burrow 10 ft

AC: 10

Attacks: Bite, +1 melee, 2 claws, +0 melee

Damage: Bite 1d4, claws 1d3

Face/Reach: 5 ft x 5 ft / 5 ft

Special Qualities: Photosensitive, tremorsense

Saves: Fort +3, Ref +3, Will +1

Abilities: Str 11, Dex 10, Con 11, Int 11, Wis 12, Cha 3

Skills: Listen +7

Feats: Alertness, Blind-Fight, Multiattack

Climate/Terrain: Any underground

Organization: Pack (5-20) or mob (20-40)

Challenge Rating: 1

Treasure: Standard

Alignment: Always evil

Advancement: By character class

This species of mutants (almost legendary in some places as a kind of “boogie-men”) inhabit dark subterranean caves and tunnels beneath the desert. They are called “sandmen” because they are expert burrowers, hollowing out vast lairs beneath the ground in which they dwell.

Sandmen look something like normal humans, but with long white hair and blue or gray skin. Very primitive (having been cut off from the rest of mutantkind for generations), they are a degenerate race that lives little better than ancient cavemen, using clubs and flint spears rather than firearms and the like. Many consider them an offshoot of ghouls.

Sandmen are photosensitive due to their prolonged existence underground, and shun the surface world - they will

never emerge (unless there is virtually no hope of remaining underground), though in some cases they may do so to snatch prey. Sandmen are quite adept at devising special lures or trapdoors (just like a trapdoor spider); when a victim approaches the door, the sandmen waiting lunge out and grab it, dragging it down to be consumed or ravaged.

COMBAT

Sandmen attack in large groups, usually by setting traps in the desert, such as sinkholes to suck the unwary down, which lead to their subterranean lairs.

Photosensitive (Ex): Sandmen are susceptible to bright lights and strong illumination (including torches), and must make a Will save (DC 12) or be forced to flee from the light source. A direct flash against a sandman (e.g. from a dazzle rifle) will effectively *blind* the sandman without a save.

Tremorsense (Ex): A sandman can automatically sense the location of anything within 60 feet that is in contact with the ground.

SANDMEN SOCIETY

To the people of various desert regions, there is no greater fear than the sandmen. While the open desert, with its wide dunes and clear plains, appears to the untrained eye to be safe with plenty of warning, those from the wasteland know better. For beneath the sands potentially lie the burrows and unseen warrens of the sandmen, who work ever-steadily to snatch the people of the surface for their next meal.

Sandmen are known to form into large clans and tribes, often dwelling in a central cavern deep beneath the earth where they keep their women and children; these latter often being responsible for preparing “food” for communal meals. Males busy themselves regularly with excavating new tunnels, maintaining existing passages, scouting out the surface world by night, and luring potential prey into ambushes for the good of the entire sandman community.

SANDMAN CHARACTERS

A sandman’s favored class is warrior, though at least a handful out of every tribe will advance as guardians (with all the respective abilities to protect their community). Sandmen may only come from Feral or Primitive backgrounds. The Level Adjustment of a sandman character is +2.



SCREAMER

Medium-size Undead

Hit Dice: 4d12 (26 hp)

Initiative: -2 (-2 Dex)

Speed: 15 ft

AC: 8 (-2 Dex)

Attacks: Claw, +4 melee

Damage: Claw 1d3+1

Face/Reach: 5 ft / 5 ft

Special Attacks: Burns, immunities, radiation

Special Qualities: Glow, no vitals, undead

Saves: Fort -, Ref +4, Will +0

Abilities: Str 12, Dex 6, Con -, Int 2, Wis 2, Cha 2

Skills: Listen +2, Spot +2

Feats: Alertness, Blind-Fight

Climate/Terrain: Any

Organization: Solitary, pair, or bunch (2-5)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: -



The presence of a *screamer* is always foretold by the telltale green glow surrounding it, and the tortured moans and screams emitted from its gaping mouth.

These nightmarish creatures are feared throughout the wasteland, though luckily they are few and far between. Screamers were once human beings, horribly mutated and impregnated with massive doses of radiation. Through some unknown process, screamers arise after death to shamble about in the night, in search of living flesh to consume or ravage with their burning, radiated touch. Screamers are incredibly difficult to kill, as to touch them (or to be touched by them) causes terrible burns and certain radiation poisoning.

No one likes to fight screamers. No one.

The wilderness tales of "screamers" are not mere myths, for I have seen them myself.

Apparently these are long-dead corpses animated by some unknown phenomenon of radiation. The glow surrounding them is almost blinding, visible for hundreds of feet.

Screamers are best known for the eerie "wail" they emit from their permanently open mouths. Though sometimes mistaken for the wind, if this cry is so much as heard in the distance, it is best to flee than to find out its actual origin.

-Bixby

COMBAT

Screamers will generally be impregnated with radiation, which they emit through radioactive emissions to burn opponents in hand-to-hand contact.

Burns (Ex): Any hit by a screamer's claws causes intense burning and welting due to the creature's abnormal body temperature. In addition to normal damage, a hit will also incur 1d6 points of heat damage on a successful hit.

Glow (Su): A screamer emits a powerful, tell-tale glow and moan that automatically alerts opponents whenever the creature comes within 100'.

No Vitals (Ex): Shots against a screamer must do more than hit vital areas, since the creature isn't alive to feel it. As a result, a screamer is immune to criticals and sneak attacks. They also have a damage reduction of 5.

Radiation (Ex): On a successful melee hit, in addition to physical damage the screamer impregnates its opponent with lethal gamma radiation; 1d20x10 Rads per successful strike.

Undead: Screamers are essentially undead, and thus are immune to poison, sleep, paralysis, stunning, disease, death effects, and mind-affecting phenomena. Likewise, screamers are immune to critical hits, subdual damage, ability damage/drain, and are immune to anything requiring a Fortitude saving throw.

Immunities: Having adapted to life in a harsh radiated environment, the screamer is immune to radiation (as well as heat generated by radiation).

SHADOW PEOPLE

Medium-Size Humanoid

Hit Dice: 3d8+6 (19 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft

AC: 12 (+2 Dex)

Attacks: Falchion +4 melee, javelin +4 ranged

Damage: Falchion 2d4+2, javelin 1d6+2

Special Attacks: Neural blast, neural fear

Special Qualities: Neural telepathy

Face/Reach: 5 ft by 5 ft / 5 ft

Saves: Fort +5, Ref +3, Will +3

Abilities: Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills: Climb +3, Concentration +4, Hide +5*, Jump +3, Listen +1, Move Silently +3, Spot +1, Wilderness Lore +6*

Feats: Improved Initiative

Climate/Terrain: Any hill, mountains, and desert

Organization: Pair, company (2-5), or patrol (5-20)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class



Little is known of these mysterious desert people, known as “shadows” for their uncanny ability to disappear into the terrain of sand dunes, canyon cliffs, and mountains that ring the monumental regions of the Trader Pass and Big Hole.

Shadow people appear to be a separate race of degenerate human, vastly more primitive than even the savage humanoid tribals of the wasteland. Stories say they live in secretive and isolated villages in the mountains, in caves or even among the ruins of old Pueblo dwellings in long forgotten gorge country, but the truth of this cannot be easily discerned. It is known that they travel in small bands wherever they go, seldom making contact with others unless their need is great; raids against small or weakened caravans or lone travelers are rare but not unknown, however. When they attack, shadows appear to want only food, water, and mounts.

Shadows appear as tall lanky humans, almost anemically thin. Skin is dusky, almost sandy in color, mottled with dark freckles. Eyes are a curious pale green, however, flecked white. It is said staring into the haunting mutant eyes of a shadow is sure to bring a quick death in a matter of hours, but this is almost certainly a legend concocted by the tribals of the low country.

Shadows generally wear long cloaks to cover their bodies, with hoods and sinister scarves to draw over their faces to protect against the harsher elements. These long bedouin-style robes permit them to keep their large primitive weapons concealed until needed.

I have seen these shadowy people only from a great distance. Primitive weaponry adorns the shadow hunter. I wonder if they are capable of far more, given time and the tools?

A hood, with some kind of mask or breathing screen always covers the face. Such is the case with all close encounters with this mysterious people. Their true appearance is open to speculation.

A sureness of stride among the jagged rocks, canyons, and cliff country suggests a familiarity with the treacherous desert environment unlike that seen by even the most backwards tribal. They are truly people of the sands.

-Bixby

Covered in a thick phlegm-like “ooze”, the creature glistens with obscene body movements. The stench produced by this ooze is reportedly quite poisonous.

The creature drags itself along on two powerful arms. Its other appendages seem to have no real purpose. Two enormous eyes adorning the beast appear to be utterly blind.

-Bixby

COMBAT

Shadows are capable of normal physical attacks, but their true strength lies in their battery of mental mutations.

Neural Blast (Ex): As the mutation of the same name. The Will DC to resist is 13.

Neural Fear (Ex): As the mutation of the same name. The Will DC to resist is 13.

Neural Telepathy (Ex): As the mutation of the same name. Shadow people use this ability to great effect when coordinating attacks and ambushes in total silence.

Skills: *Shadow people receive a +4 racial bonus to Hide and Wilderness Lore skill rolls.

SHADOW PEOPLE SOCIETY

Obscure legends among the insular Far Traders speak of cautious observations of these mythical people, legends that say they are a race consumed by strange traditions and superstitions, with beliefs in magic and a practice of mentalism among all ranks of their primitive society. More powerful members of their clannish tribes are claimed to have gained greater mastery of the mind, possessing telekinetic abilities and even the alleged ability of prophecy.

Shadow people speak no known language (all communication is done through telepathy).

SHADOW PEOPLE CHARACTERS

The favored class for the elusive shadow people is guardian. They do have specialized “castes” for commoners and experts also, but these are seldom seen outside the boundaries of their hidden villages. Characters of this type may come from Feral or Primitive communities only. The Level Adjustment of a shadow person character is +3.

SLIME MOLE

Large Beast

Hit Dice: 6d10+18 (51 hp)

Initiative: +0

Speed: 10 ft

AC: 12 (-1 size, +3 natural)

Attacks: Bite, +8 melee

Damage: Bite 2d8+6

Face/Reach: 5 ft x 10 ft / 5 ft

Special Qualities: Accelerated white blood cell activity, dark vision, stench

Saves: Fort +8, Ref +5, Will +2

Abilities: Str 19, Dex 10, Con 16, Int 6, Wis 11, Cha 11

Skills: Hide +3, Listen +8, Spot +5

Feats: Blind-Fight

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral

Advancement: 7-9 HD (Large); 10-14 HD (Huge)



The “slime mole” is a grotesque creature that dwells in subterranean areas away from the light, for it is sensitive to the sun’s damaging rays. Its naked form is fragile and pink, despite its size, bearing only short tufts of coarse hair and sporting many rubbery warts.

The slime mole gets its name from its mole-like head and the sheen of clear yolk-like ooze that coats its body. Two large white eyes (utterly blind to visual light) are set into the putrid flesh of the face, while two huge “arms” support its

weight and drag it along wherever it goes. Behind it twitch and writhe two fat, useless tentacles, while a second pair of undeveloped arms rise from the back, writhing slowly and methodically with some unknown purpose.

Slime moles are carnivorous beasts with a keen sense of smell and the ability to see into the ultraviolet spectrum. Due to their blindness and general sensitivity, however, these large beasts generally shun contact with other creatures unless their dominance is assured - they will generally not attack at once unless they are surprised or directly threatened by a creature's intrusion. Otherwise the slime mole will retreat and observe the new being before deciding to attack. When it does, its attacks are usually blunt and brutal, as it uses the brunt of its massive girth and its huge jagged teeth to crush and tear.

COMBAT

The slime mole generally attempts to attack by surprise, either through hiding and waiting for prey, or burying itself in debris to explode out in a lunge-attack.

Accelerated White Blood Cell Activity (Ex): As the mutation of the same name. Fast healing 5.

Dark Vision (Ex): Slime moles have darkvision with a range of 60 feet and low-light vision.

Stench (Ex): A slime mole generates an awful stench that affects all within 50'. Those within this area must make a Fortitude save (DC 16) or suffer a morale penalty of -2 to all to-hit and damage rolls due to nausea.

Sensitivity (Ex): A slime mole suffers minor damage from exposure to natural light. The creature must make a Fortitude save (DC 30) or suffer 1d4 points of damage per round of exposure; even if it saves successfully, the slime mole will generally attempt to flee and hide from the light source to prevent further injury.

SNOFFLE HOG

Medium-size Beast

Hit Dice: 3d10+12 (28 hp)

Initiative: +2 (+2 Dex)

Speed: 40 ft

AC: 20 (+2 Dex, +8 natural)

Attacks: Gore, +6 melee

Damage: Gore 1d6+6

Face/Reach: 5 ft x 5 ft / 5 ft

Special Attacks: Quills

Special Qualities: Scent, stubborn

Saves: Fort +7, Ref +5, Will -2

Abilities: Str 18, Dex 14, Con 18, Int 4, Wis 4, Cha 4

Skills: Listen +5

Feats: Improved Bull Rush, Power Attack

Climate/Terrain: Any plains

Organization: Solitary, pair, or family (2-5)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 4-5 HD (Medium-size)

The snuffle hog is a common site in the wasteland, in small packs or herded by tribals.

Bristling with porcupine-like quills, and adorned with numerous spiky tusks, the 'hog is quite ugly.

-Bixby

The "snuffle hog" is a particularly repugnant beast that dwells in both plains areas and the few remaining dry forests of the land.

The snuffle hog is recognizable by its huge boar-like body, porcupine quills, and quadruple upturned tusks. It is also known for the mass of wrinkled leathery flesh on the nose (which prevent it from being scarred by prey impaled on its tusks), and its tiny little black eyes set in fatty slits well back on the skull.

Snuffle hogs are simple creatures, being vicious, untamable herbivores. While they are generally content to devour dry grasses and even the most prickly desert cactus, they are easily alarmed by the approach of unwanted intruders, and defend their territory viciously. Their typical tactic is to charge and impale with the tusks, else gore and gore and gore again.

Some communities use snuffle hogs as food, either hunting them in the wild or keeping them in well-fortified pens for regular slaughter.

COMBAT

The snuffle hog attacks in a manner not unlike a wild boar, charging and goring.

Quills (Ex): Any unarmed attack (or grapple attempt) made against a snuffle hog has a 1 in 4 chance of causing a reciprocal 1d6 points of damage (x2 crit) to the attacker.

Stubborn (Ex): A snuffle hog continues to fight without penalty even if dying or disabled. Upon reaching -10, however, it is killed.

TERMINAL

Medium-Size Humanoid

Hit Dice: 2d8-2 (7 hp)

Initiative: -1 (-1 Dex)

Speed: 30 ft

AC: 9 (-1 Dex)

Attacks: 2 claws +3 melee

Damage: Claw 1d4+3

Face/Reach: 5 ft by 5 ft / 5 ft

Saves: Fort +1, Ref +1, Will -2

Abilities: Str 16, Dex 8, Con 8, Int 6, Wis 6, Cha 6

Skills: Listen +1, Move Silently +0, Spot +0

Feats: -

Climate/Terrain: Any ruin

Organization: Solitary, bunch (2-5), or swarm (5-20)

Challenge Rating: ½

Treasure: None

Alignment: Usually chaotic evil

Advancement: By character class

“Terminal” is a name given to any devolved, corrupted, or deformed mutant whose mental state borders on the edge of a frenzied, mindless, brain-death. Internal corruption and mutation inevitably spells a short, tortured life, hence the name.

Recognized from an early stage as having little or no chance of surviving in their birth community, they are mercilessly cast out to relieve the inevitable strain on resources

No two terminals look entirely the same. Useless, withered, or deformed appendages sprout from abnormal places. Having a body crippled by mutation and genetic disease, the terminal has only a few years to live its painful, pitiful life.

-Bixby

they would have been. These doomed mutants, often retarded or simply brain damaged beyond a working semblance of human intelligence, seldom live long on their own, but under certain circumstances they indeed do. Little more than idiotic “animals”, they often descend into homicidal violence and even cannibalism to survive. No terminal lives longer than 15-20 years, due to a disastrous combination of defective mutations that only get progressively worse as they grow; cystic fibrosis, ontogenesis imperfecta, leukemia, bone ague, tumors, elephant-man disease, etc.

The actual appearance of a terminal can range from the merely unsettling to the truly ghastly. Bodies outwardly wracked with warped deformities, withered limbs, misplaced features, and even the possibility of an aborted Siamese symbiosis leaves them among the most monstrous creatures alive. Heaving under a body weight poorly supported by their own crippled shape, and gasping huskily due to internal corruptions that will inevitably claim them, they are a nightmarish reminder of the curse mutation brings with it.



COMBAT

Terminals attack by using their immense strength to tear victims literally apart, before degenerating into a slobbering orgy of feasting.

TERMINAL CHARACTERS

Forced to fend for themselves, whether alone or in packs, the favored class for terminals is scav. Terminals may only come from Feral or Primitive backgrounds. The Level Adjustment of an terminal character is +0.

TERMINAL, ABORTION

Medium-Size Humanoid

Hit Dice: 1d8-1 (4 hp)

Initiative: -2 (-2 Dex)

Speed: 5 ft, swim 10 ft

AC: 8 (-2 Dex)

Attacks: Claw +1 melee

Damage: Claw 1d4+1

Face/Reach: 5 ft by 5 ft / 5 ft

Special Attacks: Baleful cry

Special Qualities: Partial actions only

Saves: Fort +1, Ref +0, Will -2

Abilities: Str 12, Dex 6, Con 8, Int 4, Wis 4, Cha 4

Skills: Hide +0, Listen +1

Feats: -

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 1/3

Treasure: None

Alignment: Always chaotic evil

Advancement: 2-5 HD (Medium)

Truly ghastly things, which I've only ever seen once.

The creature appears like a fetus prematurely discharged from the womb. A trail of gross tissue and viscera trails behind it like a vestigial, useless tail.

The creature moves through the use of its feeble arms, dragging itself pitifully along and leaving a trail of slime in its path.

Worst of all is the creature's cry. Oh, the awful cry! I shall never forget that awful cry!

-Bixby

One of the more disturbing variations of the "terminal" mutant is the *abortion*.

Oftentimes the very birth of a mutant child is enough to kill the mother, especially among those communities without access to medicine, but in some extremely rare cases the naturally-aborted fetus, possessed of mutant strength and capabilities, still clings to life even after being removed from the womb. The resultant creature, usually deemed "cursed", is promptly cast out to die. Often the case in the violation of tribal taboos on crossbreeding with unrecognized foreigners and outsiders, the aborted beast does not die as one might expect. Some few manage to survive through pure chance, feeding off of insects, small animals, and anything else that comes their way.

Abortions that somehow survive to maturity are hideous to behold. Though actual body form and appearance can vary widely, generally what at first appears to be a poorly-formed humanoid soon proves to be something far worse; the torso abruptly ends and trails off in a long serpentine mass of fused viscera that lags sluggishly behind it where legs should have been. Abortions of this most common kind must use their arms to drag themselves pitifully along, feeling out for potential prey to feed them.

COMBAT

Abortions attack pitifully and weakly anything that comes within reach.

Baleful Cry (Ex): As a standard action, abortions can emit a wail not unlike that of an infant, but so distorted and grotesque as to make even the hardest opponent pause in disgust and disbelief. Those within 50' of the abortion must succeed at a Will save (DC 12) or be *shaken* for 1d4 rounds thereafter.

Partial Actions Only: Due to a crippling form, abortions can only perform partial actions.

TERROLOPS

Huge Beast

Hit Dice: 10d10+50 (105 hp)

Initiative: +7 (+3 Dex Improved, +4 Initiative)

Speed: 40 ft

AC: 29 (-2 size, +3 Dex, +18 natural)

Attacks: Bite, +13 melee, 2 claws, +11 melee

Damage: Bite 2d6+8, 2 claws 2d4+4

Face/Reach: 10 ft x 20 ft / 10 ft

Special Attacks: Improved grab, rend 2d6+12

Special Qualities: Chameleon

Saves: Fort +12, Ref +10, Will +3

Abilities: Str 26, Dex 16, Con 20, Int 11, Wis 11, Cha 11

Skills: Climb +13, Hide +9, Jump +9, Listen +7, Spot +7

Feats: Awareness, Cleave, Improved Initiative, Improved Trip, Multiattack, Power Attack

Climate/Terrain: Any plains

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 11-12 HD (Huge)



The *terrolops* is a nightmarish predator that inhabits the deserts but generally only emerges at night. Some have been known to come out during the daylight hours, but only in areas (such as rocky crags or mountain cliffs) where it can quickly retreat to the cover of darkness for safety.

The *terrolops* looks like a giant chitinous “torso” mounted on the thorax of a great naked spider. The whole of the thing is taken up by a great circular maw, above which rests its single, terrible eye (usually pink or red in color). Two huge mantis-like appendages come out from the torso, ending in wicked saber-like blades that can rend a man in two with a single motion. Running back along the chitin are spikes, thwarting opponents that might approach from the rear. Though it possesses but two thin spider-like legs, the creature is incredibly fast. It is known to leave a tell-tale trail of gross yellow slime behind it wherever it goes (this comes from the dormant web-spinning gland of the beast that still generates a non-functional “goo”).

The infamous hunter, the “terrolops”, bears a resemblance to a gigantic spider, but with a huge central mouth more like a lion. Gigantic scythe-like arms work in conjunction to grasp and rip apart the creature’s prey.

A trail of slime dribbles from the terrolops as it goes. This is certainly the result of some failed evolution of its arachnid web-spinning glands.

-Bixby

COMBAT

The *terrolops* is a vicious, gargantuan creature that attacks using spider-like cunning and stealth. Its twin scythe-like claws permit it to twist, spin, and stun its prey.

Chameleon (Ex): A *terrolops* is able to blend in with background color and texture. If the *terrolops* uses a full-round action, it may turn *invisible*. This invisibility is lost as soon as the creature moves.

Improved Grab (Ex): To use this ability, the *terrolops* must hit a Medium-size or smaller opponent with both claws. If it gets a hold, it inflicts two claw hits automatically on the following round, and forces the opponent to make a Fortitude save (DC 14) or be *stunned* for 1d2 rounds following the attack.

Rend (Ex): If a *terrolops* hits a single target with both claw attacks on the same round, it automatically rends for an additional 2d6+12 points of damage.

TWO-HEADED MUTANT BEAR

Large Animal

Hit Dice: 6d8+24 (51 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft

AC: 16 (-1 size, +1 Dex, +5 natural)

Attacks: 2 claws +11 melee, 2 bites +9 melee

Damage: Claw 1d8+8, bite 2d8+4

Special Attacks: Improved grab

Special Qualities: Accelerated white blood cell activity, bloodlust, scent, two-headed

Face/Reach: 5 ft by 5 ft / 5 ft

Saves: Fort +9, Ref +6, Will +3

Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Skills: Listen +5, Spot +8, Swim +14

Feats: Multiattack

Climate/Terrain: Any forest, hill, mountains, and underground

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 7-10 HD (Huge)



The majestic and magnificent brown bear that once roamed the mountains and forests of the American continent are all but gone now, replaced by diminishing numbers of shattered, mutant descendants that are more a horror than the animal they once were. The mutant bear shares many of the well-known characteristics of its previous incarnation, albeit to a much greater degree. The hunger, ill-temper, and territorial nature of the bear is only increased in the mutant, driven as it is by painful mutation and physical deterioration to the verge of cruel insanity.

The most common aberration of the common bear appears to be a two-headed mutant, of which frequent reports have been heard of in the foothills of the Big Rocks. These two-headed beasts are a source of great fear among tribal folk in the mountain valleys, who say these beasts are terrifically violent, unafraid of man (or mutant), and almost berserk when filled with a lust for blood.

COMBAT

Like a normal bear, the mutant bear typically barrels straight into combat to bite or claw.

Accelerated White Blood Cell Activity (Ex): As the mutation of the same name. Fast healing 5.

Bloodlust (Ex): A mutant bear can smell blood and fear. If any still-living creature within 100' has suffered at least one point of hit point damage, the creature will enter a rage, attacking and pursuing madly until either it or the wounded opponent is dead. It gains +4 Strength, +4 Constitution (adds 12 temporary hit points), and -2 AC for the duration. This rage cannot be ended voluntarily.

Improved Grab (Ex): A mutant bear that hits with both claws on the same target can automatically make two bite attempts on the same victim as a free action.

Two-Headed (Ex): A two-headed mutant bear cannot be *flanked*.

Creatures such as this once populated the wilderness of the pre-Fall world, but even then were diminishing because of the poison of the Ancients' industry and wars.

-Bixby

UNDERLING

Small Humanoid

Hit Dice: ½d8 (3 hp)

Initiative: +3 (+3 Dex)

Speed: 20 ft

AC: 14 (+3 Dex)

Attacks: Shortspear -2 melee; or dart +3 ranged

Damage: Shortspear 1d8-2; dart 1d4

Face/Reach: 5 ft x 5 ft / 5 ft

Special Qualities: Dark vision, photosensitive

Saves: Fort +0, Ref +5, Will +0

Abilities: Str 7, Dex 17, Con 10, Int 8, Wis 6, Cha 8

Skills: Hide +9, Listen +1, Move Silently +5, Spot +1

Feats: Blind-Fight

Climate/Terrain: Any underground

Organization: Gang (2-5) or pack (5-20)

Challenge Rating: ½

Treasure: None

Alignment: Usually evil

Advancement: By character class



These creatures appear like little “men” (usually no more than three-and-a-half feet high), with pasty white skin like softly glowing marble, and lucid blue eyes lacking pupils whatsoever. “Underlings” often have wild heads/beards of wispy white hair, and a mouth filled with ill-kept, ugly yellowish fangs.

Underlings are a race of dwarfed underground men, who (it is typically speculated) are the descendants of Ancient men and women who retreated to relatively secure caves and cavern systems in the mountains and wilderness to sit out the Fall - but never re-emerged. Having abandoned their former ways and civilization, they degenerated into what they are now, diminutive stumplings driven by cannibal hungers and violent territorial ambition.

Underlings always work in groups, having mastered mass stealth and ambush tactics better than most creatures (they will always attack with numerical superiority if possible). If they ever did have the intelligence of men, they have apparently lost it, now only utilizing the most rudimentary of weapons.

Dwarfism among these folk is universal. Whether this is a product of a diminished diet and exposure to the world above, or a necessary development for life in the cramped tunnels and warrens of the deep underworld can only be guessed.

Heads of wild white hair, solid blue or white eyes, and feral features are a common feature of these pygmy troglodytes.

Simple and savage, small spears, javelins, and short spiked clubs are the limit of the underling’s ingenuity.

-Bixby

COMBAT

Underlings are notorious for their use of stealth and massed ambush when making their move.

Dark Vision (Ex): Underlings have darkvision with a range of 60 feet and low-light vision.

Photosensitive (Ex): Underlings are susceptible to bright lights and strong illumination (including torches), and must make a Will save (DC 12) or be forced to flee from the light source. A direct flash against an underling (e.g. from a dazzle rifle) will effectively *blind* the creature without a save.

UNDERLING SOCIETY

Like many more primitive mutant races, underlings are no different in their need for community and secure shelter. Dwelling underground, they often choose cave or cavern systems that permit easy egress to other tunnels beneath the earth, or even to the surface, should their existence be found out and they require an escape. Usually an underling group will be ruled by a powerful chief, but sometimes they instead follow the wisest of the group (wisdom meaning an ability to find water, provide food, treat diseases, deliver children, etc).

UNDERLING CHARACTERS

An underling’s favored class is warrior, though at least one leader out of every tribe will advance as a guardian. Underlings may only come from Feral or Primitive backgrounds. The Level Adjustment of an underling character is +0.

UTARN

Medium-size Aberration

Hit Dice: 3d8+3 (17 hp)

Initiative: +6 (Dex, Improved Initiative)

Speed: 30 ft

AC: 12 (+2 Dex)

Attacks: Bite, +2 melee

Damage: Bite 1d2

Face/Reach: 5 ft x 5 ft / 5 ft

Special Attacks: Impregnation, paralysis

Special Qualities: Scent, blindsight

Saves: Fort +4, Ref +5, Will -3

Abilities: Str 11, Dex 15, Con 13, Int 5, Wis 5, Cha 5

Skills: Hide +7, Jump +5

Feats: Improved Initiative

Climate/Terrain: Any underground

Organization: Solitary, pair, or brood (2-5)

Challenge Rating: 3

Treasure: Standard

Alignment: Always neutral

Advancement: 4-5 HD (Medium-size); 6-8 HD (Large)



The grotesque creature known as the “utarn” is a creeping, spider-like, hermaphroditic monster that thrives solely on a voracious carnivorous diet. The creature stands on six chitinous legs, scuttling about towards a given prey. Its body is an elongated mass of wrinkles and creased oily fat (much like exposed blubber), at the back of which stands a pair of fat egg sacks, the thin opaque skin over it stretched obscenely tight. When the utarn is pregnant, these celled masses can be seen to pulsate and contort with the movement of the young inside.

The utarn’s head is protected by a collar of a unique sponge-like tissue that may act like a giant “olfactory sense gland” - it is pierced with numerous holes and porous entrances. At the front of this an elongated trunk of ribbed flesh may emerge (like a turtle from its shell), at the end of which is a circular lamprey-like maw, oozing slime - this slime is a potent toxin that strangles the nerve system and forces the victim into paralytic shock.

The utarn is a mindless creature that simply feeds. There is a good chance that a given utarn will be *pregnant*, and thus will seek to excrete its rubbery eggs into the paralyzed body of any victim, letting it live to become a carrier of these eggs. The victim’s body warmth brings them fully to incubation, at which time they hatch inside the body and devour the host from within.

COMBAT

The utarn is a grotesque creature that more often seeks to impregnate opponents rather than eat them.

Blindsight (Ex): An utarn can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 40 feet.

Impregnation (Ex): Once a victim has been successfully *paralyzed*, a succeeding hit indicates a transference of eggs to the paralyzed host. The utarn can only lay its eggs in a paralyzed victim, and once inserted can only be surgically withdrawn with a Knowledge (Medicine) check, DC 20. A shot of *Filter-Dose* will flush the eggs from the body of the victim as well. Otherwise, the victim dies in 2d6 days.

Paralysis (Ex): Those hit by an utarn’s bite must succeed a Fortitude save (DC 13) or be paralyzed for 2d6 minutes.

My observations have shown the utarn to be a prolific breeder, spending almost its entire life consumed with passing on its young. Food and survival seem to be secondary concerns for this monstrous mutant lifeform.

The saliva fluid of the utarn appears to affect the nervous system of its prey, freezing the poor creature in place through excruciating spasms and eventual full-body paralysis.

Two large sacks on the creature’s hind area contain its dozens of larval young, ready to be injected into its paralyzed prey. A victim used as an incubator usually dies within two weeks, slowly eaten from within by the young carried inside.

-Bixby

WILD MAN

Medium-Size Humanoid

Hit Dice: 1d8 (5 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft

AC: 12 (+2 Dex)

Attacks: Club +0 melee, javelin +2 ranged

Damage: Club 1d6, javelin 1d6

Face/Reach: 5 ft by 5 ft / 5 ft

Special Qualities: Duck, spider climb

Saves: Fort +2, Ref +4, Will -1

Abilities: Str 10, Dex 14, Con 10, Int 8, Wis 8, Cha 6

Skills: Hide +4*, Jump +1, Listen +0, Move Silently +3*, Spot +0

Feats: -

Climate/Terrain: Any ruin

Organization: Solitary, pair, bunch (2-5), pack (5-20), or mob (20-40)

Challenge Rating: ½

Treasure: None

Alignment: Usually neutral

Advancement: By character class



The race of *wild men* is one that inhabits the old ruins of the Ancients - the blasted cities that are all but forbidden to enter. Wild men appear like skulking men, wild manes of ghostly hair on their heads and twisted faces, their bodies covered only in rags and soiled trappings. They are commonly found scattered throughout urban ruins, emerging only at twilight, howling and crying out for the blood of those who trespass in the vicinity of their secretive abodes.

There are many stories that speak of these primitive savages, legends that say they are mentally stunted humans, remarkably close to true purebloods, who survived the Fall in the great cities. Without a civilization to bring them together they degenerated into cowardly shadows that now hide from more powerful mutant beings that sometimes enter the ruins to conquer.

Wild men are totally insane - their human outside is but a mask for the animal nature beneath. Incapable of speaking (beyond guttural grunts and chirps), they only utilize the most primitive of weapons (clubs, javelins) and are generally quite poorly organized.

Few people hold wild men in anything but contempt. Some groups have been known to hunt them for cruel and sadistic pleasure, as their ability to scurry, jump, and hide makes them entertaining prey.

COMBAT

Wild men are particularly cowardly, and will seldom engage in a fight unless cornered. Like rats, however, they can be quite difficult to best in a life or death struggle.

Duck (Ex): A wild man may make a Reflex save, DC 18, against any *one* ranged attack made against it during a round; success indicates the attack automatically misses.

Spider Climb (Ex): Due to a strange evolution of their hands and feet, wild men can literally climb up sheer surfaces, at will, as if affected by the spell, *spider climb*.

Skills: *Wild men receive a +4 bonus to these skills while among urban ruins.

WILD MEN SOCIETY

Though rumors speak of wild men congregating among lost ruins for communal gatherings, most dismiss these as pure myth. Most deny the idea of wild men possessing any real intelligence, and as such the idea of a "society" among these savages is considered almost laughable.

Few people have ever gotten a good look at a "wild man", but stories describe them as short, degenerate, human-like things with manes of wild wispy hair, white and tangled. Features are distorted; eyes are described as wide and "maniacal", as if they were some breed of nightmarish boogiemen prowling the darkness of the world's necropoli.

-Bixby

WILD MAN CHARACTERS

Wild men have warrior as a favored class. Some wild men are scavs, serving the dual purpose of foraging food and trinkets, and setting ambushes to dissuade their numerous predators. Characters of wild man stock may only choose a Feral background. The Level Adjustment of a wild man character is +1.

WINGED ONE

Medium-sized Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +2 (+2 Dex)

Speed: 20 ft, fly 60 ft (average)

AC: 17 (+2 Dex, +2 natural, +3 studded leather)

Attacks: Talon +2 melee; or any other weapon +2 melee; or javelin +3 ranged

Damage: Talon 1d4+1; or by weapon type; or javelin 1d6+1

Face/Reach: 5 ft x 5 ft / 5 ft

Special Attacks: Terrifying shriek

Special Qualities: Hover, wingover

Saves: Fort +1, Ref +5, Will +1

Abilities: Str 12, Dex 14, Con 12, Int 10, Wis 12, Cha 12

Skills: Intimidate +5, Spot +3, Wilderness Lore +2

Feats: Flyby Attack

Climate/Terrain: Any mountains

Organization: Pair, Covey (2-5), or Nest (5-20)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class



Winged ones are the bane of the few tribal communities that have migrated from the deadly, dangerous wastelands of the lower Twisted Earth, to the elevated slopes and high country of the Big Rocks.

Winged ones look roughly like sickly vultures or condors, with knobby misshapen limbs (like most other races, they often suffer from inherited diseases and mutation that are shared by all members of their “clan”) and only a patchy covering of broad, sickly feathers to cover their thin, vaguely humanoid bodies. Arms resemble functioning bird wings, but each also has a hand capable of manipulating weapons and complex objects. Winged ones possess a higher form of intelligence (compared to most airborne creatures), and besides making primitive weapons such as spears to arm themselves, they have been known to figure out rifles, pistols, and other advanced equipment. Winged ones also have legs, similar to a human’s, which permit them to walk (and run) if grounded.

These birdmen usually despise the “petty” creatures and humanoids that live in the valleys and low country of the Twisted Earth, considering them nothing more than food for the taking. Winged ones often take to the air in organized war-parties to raid; favored prey include small herd animals (such as goats and sheep) kept by tribal communities, as well as children, which are carried off to their distant nesting areas to be shared and eaten.

COMBAT

A winged one usually fights by swooping in and using its claws, or using some form of ranged weapon to throw from a height. Though they certainly prefer to stay airborne, a grounded Winged One will usually carry some form of melee weapon to defend itself, to break down a door, or to ensnare prey.

Hover (Ex): A winged one can halt its forward motion at will to hover in place, fly straight down, or fly straight up. While hovering it can strike with any hand-held weapons as well as a single talon attack.

Terrifying Shriek (Ex): The piercing cry of a winged one has the effect of

In my years of sandwalking I have heard many campfire stories of dangerous predators, but those known as the “winged ones” rank among the most terrifying in the hearts of the tribal folk. They are, as far as I can tell, descendants of the noble predator-birds of the past, given some manner of cruel intelligence and a will to wreak havoc on the “flightless” folk of the low country.

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causing fear in creatures with an Int score of 2 or less (Will save DC 13 to resist). A creature affected is *shaken* for 2d3 rounds. Performing the shriek is a standard action, and affects all creatures within a 30-foot cone. A shriek can only be generated once every four rounds.

Wingover (Ex): As the dragon ability of the same name, this permits the creature to change direction once each round, up to 180 degrees, in addition to other maneuvers.

WINGED ONE SOCIETY

These ruthless, carnivorous bird-folk live on majestic mountaintops and on the highest peaks of the Big Rocks, in semi-organized “clans” and “tribes”. Winged one clans are exceptionally brutal communities, as members solely respect the virtues of strength and the ability to kill competitors, among their leaders. Regimented with a strict pecking order that places the weakest warriors in subservient roles, and the most skilled as the leaders of the tribe, their way of life is also rich with strange traditions. These traditions (a form of stunted “religion”) typically interweaves a rudimentary understanding of mankind’s ways (and its violent end), with a hatred for the mutant races that have risen to reclaim the earth.

Winged one clans sometimes war with each other when hunting grounds are infringed upon, but otherwise concentrate their efforts instead on preying upon the hapless tribals of the mountains. Unable to fly, these disorganized communities are easy prey for these savage, cunning, and predatory avians.

WINGED ONE CHARACTERS

Some especially ambitious winged one individuals have been known to leave the cloud-laced mountain reaches of their ancestral hunting grounds, to find prey elsewhere. Some, having grasped the basics of “technology”, roam the deserts in search of weapons and interesting gizmos, either to bring back to their clan to place themselves on top as leaders (a winged one with a *laser rifle* could certainly intimidate his peers into electing him as leader), or to learn more about “the flightless people” of the low country.

The favored class for winged ones is raider, though weaker individuals will likely only be trained as warriors. Winged one characters may only come from a Primitive background.

The Level Adjustment of a winged one character is +3.

The true horror of these creatures is that they are the animate remains of the dead – the Ancient dead, still clad in their strange uniforms and costumes, or the recently slain, from among our own dwindling numbers. Rot, corruption, and degeneration of the flesh are common in plague zombies.

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ZOMBIE, PLAGUE

Medium-size Undead

Hit Dice: 2d12 (16 hp)

Initiative: -1 (-1 Dex)

Speed: 30 ft

AC: 11 (-1 Dex, +2 natural)

Attacks: Bite, +2 melee

Damage: Bite 1d6+1

Face/Reach: 5 ft by 5 ft / 5 ft

Special Qualities: Contagion, immunities, partial actions only, undead

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1

Feats: Toughness

Climate/Terrain: Any urban

Organization: Solitary, pair, gang (2-5), pack (5-20), or mob (20-40)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: -

Plague zombies are horrific undead creatures, re-animated with a shadowy semblance of life by the bizarre and unexplainable effects of a virulent super-disease, the cure for which has long been lost.

The “plague” that causes the animation of plague zombies was originally engineered by the Ancients just prior to the Fall. Though little is known of what the original strain was meant to do on unsuspecting civilian populaces, the effects of radiation apparently mutated the disease so that the scientists who originally developed it were helpless to stop its spontaneous spread. Within weeks, the test population (comprised of urban homeless from the escalating world war)

first subjected to the disease had spread the plague to others, and an epidemic of ghastly proportions swept across the country. Unable to control the new mutant plague, the scientists who recognized its danger retreated to bunkers beneath the earth to research a cure – but then the holocaust struck the entire world and the zombie threat was forgotten in the years of chaos following.

Plague zombies continue to exist in a mere handful of cities so far in the future – in general, they “live” only in true *necropoli*, cities where all living things have long perished. The nature of the plague zombie is simple – they know only hunger, and seek only to devour flesh. They have no conscience, intelligence, foresight, or even a drive for self-preservation; nor do they exhibit memory or anything resembling personality. Their drive is their sole motivating factor, and in the absence of living flesh to consume they merely shift about, idiotically and meaninglessly, in large packs throughout the miles of urban ruins.

Plague zombie flesh is kept semi-preserved by the virus that infests every inch of their rotted being. This permits a plague zombie to literally “live” for decades, even centuries with only a slow deterioration of its form. Most plague zombies still resemble what they were in life; a nurse, a soldier, a member of the urban homeless – but their flesh has turned grayish, greenish, or black over time, with gaping holes showing bone and dried viscera where irregular decay has slowly set in.

As if their appearance alone were not horror enough, plague zombies bear one final and chilling curse – the disease itself. A creature badly injured by a plague zombie inevitably contracts the plague, slowly turning him into a mindless, flesh-eating plague zombie in a matter of days...

COMBAT

Plague zombies are not particularly threatening to a well-prepared individual, but in large packs their sheer numbers can be overwhelming. Without any kind of true sentience (beyond a motivation to overcome and consume living creatures), they move and act stupidly and predictably.

Contagion (Ex): An opponent struck by a plague zombie bite must succeed at a Fortitude check (DC 20) or contract the plague. The plague remains dormant for 2d6 hours, but after that the victim becomes weak and delirious (and must remain bedridden). After an additional period of 2d6 hours, he becomes a zombie, losing all statistics, skills, feats, and other abilities and instead taking on the characteristics of a plague zombie.

Unlike other diseases, the contagion of the plague zombie cannot be cured by any known drug or device of the Ancients or their survivors. Once infected, there is no cure.

Partial Actions Only: Plague zombies can perform only partial actions, like regular zombies.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities: Having adapted to life in a harsh radiated environment, the plague zombie is immune to radiation (as well as heat generated by radiation).

TABLE 3-1: MONSTERS RANKED BY CHALLENGE RATING

Terminal, Abortion	1/3
Ratbite	1/3
Cynemie	1/2
Ethereal Flyer	1/2
Plantman	1/2
Terminal	1/2
Underling	1/2
Wild Man	1/2
Albino Apeman	1
Desert Horse	1
Fraxx Steed	1
Ghoul	1
Hermav	1
Monstrous Cockroach	1
Mutant Bug	1
Ravenging Hound	1
Sandman	1
Winged One	1
Carriion Raptor	2
Ch’Kit, Drone	2
Doom Harvester	2
Life Lamprey	2
Plague Zombie	2
Prox Beast	2
Abomination	3
Blindworm	3
Heliogryph	3
Lurking Panther	3
Plantman (Spore-Carrier)	3
Probing Waddler	3
Rad Wolf	3
Shadow People	3
Snuffle Hog	3
Utarn	3
Mongoliant	4
Ch’Kit, Warrior	4
Gront	4
Marionette Worm	4
Night Terror	4
Amoeba, Bubble Cell	5
Pit Creature	5
Screamer	5
Slime Mole	5
Othydont	6
Two-Headed Mutant Bear	6
Desert Anemone	7
Purple Angler	7
Blob	9
Terrolops	10
Amoeba, Giant	11
Heap Turtle	16
Mutagon	16
Death Sentinel	21

CHAPTER 3: NPC STATISTICS

This section is meant to provide quick, easy-to-use profiles for some of the more common NPC types likely to be encountered during a session of DARWIN'S WORLD.

Keep in mind that the statistics given are also generic enough to be placed anywhere, in any community or setting. The NPC examples are not given a *Background* type, and thus when assigning an NPC you should tailor their origins to suit the given circumstance. Remember that basic ability scores may change as a result of *Background*, as may certain skills.

NPC GUARDIAN

Starting Ability Scores: Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Increased Ability Scores: 4th, Dex 16; 8th, Dex 17; 12th, Dex 18; 16th, Dex 19; 20th, Dex 20.

Feats: 1st, Room-Broom, Point Blank Shot; 2nd, Precise Shot; 3rd, Rip A Clip; 4th, Weapon Focus (auto rifle); 6th, Weapon Specialization (auto rifle), Improved Initiative; 8th, Far Shot; 9th, “Feel” For Weapon; 10th, Improved Critical; 12th, Rapid Shot, Rip A Clip (Improved); 14th, Dodge; 15th, Mobility; 16th, Road Warrior; 18th, Endurance, Shot On The Run; 20th, Quickdraw.

Class Features: 1st, defender; 5th, called shot (+1d6); 9th, called shot (+2d6); 13th, called shot (+3d6); 17th, called shot (+4d6); 20th, shoot to kill.

Skills: Ride, Sense Motive, Spot.

Armor: Hide (1st–3rd), beast chitin (4th–11th), chain shirt (12th–13th), *advanced metal armor* (14th–20th).

Melee Weapon: Bayonet (1st–20th).

Ranged Weapon (type varies): Black powder rifle (1st), sport rifle (2nd–3rd), automatic rifle (4th), *automatic rifle w/ target modifications +1* (5th–6th), *automatic rifle w/ target modifications +2* (7th), *automatic rifle w/*

target modifications +2 and hi-powered modifications +2 (8th), *automatic rifle w/ target modifications +3 and hi-powered modifications +2* (9th), *automatic rifle w/ target modifications +3 / hi-powered modifications +2 and bipod* (10th), *automatic rifle w/ target modifications +3 / hi-powered modifications +4 and bipod* (11th), *automatic rifle w/ target modifications +3 / hi-powered modifications +4 / bipod and telescopic sight* (12th), *automatic rifle w/ target modifications +3 / hi-powered modifications +6 / bipod and telescopic sight* (13th–20th).

Other Gear: 20 rifle bullets (1st), one dose of *infusion of valor* (1st–20th), four doses of *juju salve* (1st), 30 rifle cartridges (2nd–5th), automatic pistol (2nd–20th), 10 pistol cartridges (2nd–20th), six doses of *juju salve* (2nd–3rd), eight doses of *juju salve* (4th–5th), two *fragmentation grenades* (6th–20th), 50 JHP rifle cartridges (6th–13th), ten doses of *juju salve* (6th–20th), four doses of *stimshot A* (7th), five doses of *stimshot A* (8th–20th), hand-held *communicator* (9th–20th), *infra-red goggles* (10th–20th), three doses of *stimshot B* (11th), five doses of *stimshot B* (12th–20th), 100 JHP cartridges (14th–20th), *magnetic shield A* (15th–17th), *power backpack* (15th–20th), *biomechanical targeter* (16th–20th), *pocket nurse* (16th–20th), *power cell* (16th–20th), *advanced breathing apparatus* (17th–20th), *magnetic shield B* (18th), *magnetic shield C* (19th–20th), *healing pack* (19th–20th), *minifusion cell* (20th).

NPC RAIDER

Starting Ability Scores: Str 14, Dex 15, Con 13, Int 12, Wis 8, Cha 10.

Increased Ability Scores: 4th, Dex 16; 8th, Str 15; 12th, Str 16; 16th, Dex 17; 20th, Dex 18.

Feats: 1st, Power Attack; 2nd, Point Blank Shot; 3rd, Road Warrior; 5th, Marauder; 6th, Room-Broom; 8th,

TABLE 2-1: NPC GUARDIAN

Lvl	hp	AC	Init	Spd	Bayonet (1d4)	Ranged (1d12)	F/R/W	Ri/Sen/Spt
1 st	12	15	+2	20 ft	+2 (+2 damage)	+3	+4/+2/+1	+4/+3/+5
2 nd	19	15	+2	20 ft	+3 (+2)	+4	+5/+2/+1	+4/+4/+6
3 rd	27	15	+2	20 ft	+4 (+2)	+5	+5/+3/+2	+5/+4/+7
4 th	34	18	+3	20 ft	+5 (+2)	+8/8	+6/+4/+2	+6/+5/+8
5 th	42	18	+3	20 ft	+6 (+2)	+10/10	+6/+4/+2	+7/+5/+9
6 th	49	18	+7	20 ft	+7/2 (+2)	+11/11/6	+7/+5/+3	+7/+6/+10
7 th	57	18	+7	20 ft	+8/3 (+2)	+12/12/7 (+2)	+7/+5/+3	+8/+6/+11
8 th	64	18	+7	20 ft	+9/4 (+2)	+13/13/8 (+2)	+8/+5/+3	+8/+7/+12
9 th	72	18	+7	20 ft	+10/5 (+2)	+17/17/12 (+2)	+8/+6/+4	+9/+7/+13
10 th	79	18	+7	20 ft	+11/6 (+2)	+18/18/13 (+2)	+9/+6/+4	+9/+8/+14
11 th	87	18	+7	20 ft	+12/7/2 (+2)	+19/19/14/9 (+4)	+9/+6/+4	+10/+8/+15
12 th	94	18	+8	30 ft	+13/8/3 (+2)	+19/19/19/14/9 (+4)	+10/+8/+5	+11/+9/+16
13 th	102	18	+8	30 ft	+14/9/4 (+2)	+20/20/20/15/10 (+6)	+10/+8/+5	+12/+9/+17
14 th	109	19	+8	20 ft	+15/10/5 (+2)	+21/21/21/16/12 (+6)	+11/+8/+5	+12/+10/+18
15 th	117	19	+8	20 ft	+16/11/6 (+2)	+22/22/22/17/13 (+6)	+11/+9/+6	+13/+10/+19
16 th	124	19	+8	20 ft	+17/12/7/2 (+2)	+23/23/23/23/18/14 (+6)	+12/+9/+6	+13/+11/+20
17 th	132	19	+8	20 ft	+18/13/8/3 (+2)	+24/24/24/24/19/15 (+6)	+12/+9/+6	+14/+11/+21
18 th	139	19	+8	20 ft	+19/14/9/4 (+2)	+25/25/25/25/20/16 (+6)	+13/+10/+7	+14/+12/+22
19 th	147	19	+8	20 ft	+20/15/10/5 (+2)	+25/25/25/25/21/17 (+6)	+13/+10/+7	+15/+12/+23
20 th	154	19	+9	20 ft	+21/16/11/6 (+2)	+25/25/25/25/22/18 (+6)	+14/+11/+7	+16/+13/+24

Exotic Weapon Proficiency (stun baton); 9th, Cleave; 11th, Dodge; 12th, Armor Proficiency (heavy); 14th, Mobility; 15th, Rapid Shot; 17th, Spring Attack; 18th, Far Shot; 20th, Track.

Class Features: 1st, chains and chaps (+1); 3rd, boarding party; 7th, slaver; 10th, bloodthirsty cry, chains and chaps (+2); 12th, no survivors; 18th, terrifying presence; 20th, chains and chaps (+3).

Skills: Knowledge (vehicle operation), Intimidate, Spot.

Armor: Studded leather w/ armor spikes (1st), beast chitin w/ armor spikes (2nd – 11th), *advanced metal armor w/ armor spikes* (12th – 20th).

Melee Weapon (type varies): Police baton (1st – 4th), *hand stunner* (5th – 7th), *stun baton* (8th – 20th).

Ranged Weapon (type varies): Shotgun (1st – 5th), submachinegun (6th – 7th), *submachinegun w/ target modifications +1* (8th), *submachinegun w/ target modifications +1 and hi-powered modifications +2* (9th), *submachinegun w/ target modifications +2 and hi-powered modifications +2* (10th – 12th), *submachinegun w/ target modifications +3 and hi-powered modifications +6* (13th – 20th), *grenade launcher* (19th – 20th).

Other Gear: 20 shotgun shells (1st – 5th), four *concussion grenades* (2nd – 5th), 60 rubber shotgun slugs (2nd – 5th); six doses of *juju salve* (2nd – 3rd), two *irritant gas grenades* (3rd – 20th), ten doses of *juju salve* (4th – 20th), *power clip* (5th – 7th), four doses of *stimshot A* (5th – 6th), 90 SMG cartridges (6th – 18th), 30 rubber SMG cartridges (6th – 20th), four *stun grenades* (6th – 20th), *power backpack* (8th – 10th), five doses of *stimshot A* (7th – 20th), three doses of *stimshot B* (7th), five doses of *stimshot B* (8th – 20th), *power fist* (11th – 20th), two *power backpacks* (11th – 20th), *autograpnel* (11th – 20th), *power cell* (11th – 18th), *infra-red goggles* (15th – 20th), *advanced breathing apparatus* (15th – 20th), *magnetic shield A* (16th), *power backpack* (16th -), *magnetic shield B* (17th),

biomechanical targeter (18th – 20th), *magnetic shield C* (18th – 20th), *pocket nurse* (19th – 20th), two *power cells* (19th – 20th), 90 glazer SMG cartridges (19th – 20th), *healing pack* (20th), *minifusion cell* (20th).

NPC SCAV

Starting Ability Scores: Str 8, Dex 15, Con 12, Int 13, Wis 14, Cha 10.

Increased Ability Scores: 4th, Dex 16; 8th, Dex 17; 12th, Dex 18; 16th, Dex 19; 20th, Dex 20.

Feats: 1st, Dodge; 3rd, Point Blank Shot; 6th, Rapid Shot; 9th, Mobility; 12th, Shot On The Run; 15th, Armor Proficiency (medium); 18th, “Feel” For Weapon (repeating crossbow).

Class Features: 1st, nature sense, sneak attack (+1d6); 4th, radiation sense; 5th, sneak attack (+2d6); 8th, canny defense; 10th, feign death, sneak attack (+3d6); 15th, sneak attack (+4d6); 16th, shadow in the open; 20th, sneak attack (+5d6).

Skills: Hide, Move Silently, Pick Pocket, Spot, Wilderness Lore.

Armor: Studded leather (1st – 14th), *ballistic nylon* (15th – 20th).

Melee Weapon: Quarterstaff (1st – 20th).

Ranged Weapon (type varies): Repeating crossbow (1st – 4th), *repeating crossbow w/ target modifications +1* (5th), *repeating crossbow w/ target modifications +2* (6th), *repeating crossbow w/ target modifications +2 and bipod* (7th), *repeating crossbow w/ target modifications +3 and bipod* (8th – 11th), *repeating crossbow w/ target modifications +3 / bipod / and telescopic sight* (12th – 20th).

Other Gear: Twenty crossbow bolts (1st – 5th), five doses of *juju salve* (1st – 20th), *survival kit* (1st – 20th), four *light rods* (1st – 20th), two *firestarter cubes* (1st – 2nd),

TABLE 2-2: NPC RAIDER

Lvl	hp	AC	Init	Spd	Melee (varies)	Ranged (varies)	F/R/W	VO/Int/Spt
1 st	11	16	+2	30 ft	+3 (+2 damage)	+3	+3/+2/-1	+5/+4/+3
2 nd	17	18	+2	20 ft	+4 (+2)	+4	+4/+2/-1	+6/+5/+4
3 rd	24	18	+2	20 ft	+5 (+2)	+5	+4/+3/+0	+7/+6/+5
4 th	30	19	+3	20 ft	+6 (+2)	+7	+5/+4/+0	+8/+7/+6
5 th	37	19	+3	20 ft	+7 (+2)	+8	+5/+4/+0	+9/+8/+7
6 th	43	19	+3	20 ft	+8/3 (+2)	+9/9/4	+6/+5/+1	+10/+9/+8
7 th	50	19	+3	20 ft	+9/4 (+3)*	+10/10/5	+6/+5/+1	+11/+10/+9
8 th	56	19	+3	20 ft	+10/5 (+3)*	+12/12/7	+7/+5/+1	+12/+11/+10
9 th	63	19	+3	20 ft	+11/6 (+3)*	+13/13/8 (+2)	+7/+6/+2	+13/+12/+11
10 th	69	20	+3	20 ft	+12/7 (+3)*	+15/15/10 (+2)	+8/+6/+2	+14/+13/+12
11 th	76	20	+3	20 ft	+13/8/3 (+3)*	+16/16/11/6 (+2)	+8/+6/+2	+15/+14/+13
12 th	82	21	+3	20 ft	+15/10/5 (+3)	+17/17/12/7 (+2)	+9/+7/+3	+16/+15/+14
13 th	89	21	+3	20 ft	+16/11/6 (+3)	+19/19/14/9 (+6)	+9/+7/+3	+17/+16/+15
14 th	95	21	+3	20 ft	+17/12/7 (+3)	+20/20/15/10 (+6)	+10/+7/+3	+18/+17/+16
15 th	102	21	+3	20 ft	+18/13/8 (+3)	+19/19/19/14/9 (+6)	+10/+8/+4	+19/+18/+17
16 th	108	21	+3	20 ft	+19/14/9/4 (+3)	+20/20/20/15/10/5 (+6)	+11/+8/+4	+20/+19/+18
17 th	115	21	+3	20 ft	+20/15/10/5 (+3)	+21/21/21/16/11/6 (+6)	+11/+8/+4	+21/+20/+19
18 th	121	21	+3	20 ft	+21/16/11/6 (+3)	+22/22/22/17/12/7 (+6)	+12/+9/+5	+22/+21/+20
19 th	128	21	+3	20 ft	+22/17/12/7 (+3)	+23/23/23/18/13/8 (+6)	+12/+9/+5	+23/+22/+21
20 th	134	22	+4	20 ft	+23/18/13/8 (+3)	+25/25/25/20/15/10 (+6)	+13/+10/+5	+24/+23/+22

* increased damage with subdual weapon only.

TABLE 2-3: NPC SCAV

Lvl	hp	AC	Init	Spd	Quarterstaff (1d6)	Crossbow (1d8)	F/R/W	Hi/MS/PP/Spt/WL
1 st	9	15	+2	30 ft	-1 (-1 damage)	+2	+3/+4/+2	+6/+6/+6/+6/+6
2 nd	14	15	+2	30 ft	+0 (-1)	+3	+4/+5/+2	+7/+7/+7/+7/+7
3 rd	20	15	+2	30 ft	+1 (-1)	+4	+4/+5/+3	+8/+8/+8/+8/+8
4 th	25	16	+3	30 ft	+2 (-1)	+6	+5/+7/+3	+10/+10/+10/+9/+9
5 th	31	16	+3	30 ft	+2 (-1)	+7	+5/+7/+3	+11/+11/+11/+10/+10
6 th	36	16	+3	30 ft	+3 (-1)	+8/8	+6/+8/+4	+12/+12/+12/+11/+11
7 th	42	16	+3	30 ft	+4 (-1)	+9/9	+6/+8/+4	+13/+13/+13/+12/+12
8 th	47	18	+3	30 ft	+5/0 (-1)	+11/11/6	+7/+9/+4	+14/+14/+14/+13/+13
9 th	53	18	+3	30 ft	+5/0 (-1)	+11/11/6	+7/+9/+5	+15/+15/+15/+14/+14
10 th	58	18	+3	30 ft	+6/1 (-1)	+12/12/7	+8/+10/+5	+16/+16/+16/+15/+15
11 th	64	18	+3	30 ft	+7/2 (-1)	+13/13/8	+8/+10/+5	+17/+17/+17/+16/+16
12 th	69	19	+3	30 ft	+8/3 (-1)	+15/15/10	+9/+12/+6	+19/+19/+19/+17/+17
13 th	75	19	+3	30 ft	+8/3 (-1)	+15/15/10	+9/+12/+6	+20/+20/+20/+18/+18
14 th	80	19	+3	30 ft	+9/4 (-1)	+16/16/11	+10/+13/+6	+21/+21/+21/+19/+19
15 th	86	18	+3	20 ft	+10/5/0 (-1)	+17/17/12/7	+10/+13/+7	+22/+22/+22/+20/+20
16 th	91	18	+3	20 ft	+11/6/1 (-1)	+18/18/13/8	+11/+14/+7	+23/+23/+23/+21/+21
17 th	97	18	+3	20 ft	+11/6/1 (-1)	+18/18/13/8	+11/+14/+7	+24/+24/+24/+22/+22
18 th	102	18	+3	20 ft	+12/7/2 (-1)	+21/21/16/11	+12/+15/+8	+25/+25/+25/+23/+23
19 th	108	18	+3	20 ft	+13/8/3 (-1)	+22/22/17/13	+12/+15/+8	+26/+26/+26/+24/+24
20 th	113	18	+4	20 ft	+14/9/4 (-1)	+24/24/19/14	+13/+17/+8	+28/+28/+28/+25/+25

white identity card (2nd – 13th), one dose of *sleeping potion* (2nd – 20th), *portable stove* (3rd – 20th), four *smoke grenades* (4th – 20th), two doses of *antitox* (4th – 20th), fifty *masterwork crossbow bolts* (6th – 20th), *map* (7th), two *photon grenades* (8th – 20th), *electronic notepad* (9th – 20th), *power cell* (9th – 10th), *web belt* (9th – 20th), *civilian medical kit* (10th – 20th), *metal detector* (11th – 20th), two *power cells* (11th – 12th), *infra-red goggles* (13th – 20th), *autograpnel* (13th – 20th), three *power cells* (13th – 18th), *yellow identity card* (14th – 20th), *advanced breathing apparatus* (16th – 20th), *stealth pack* (18th – 20th), *power backpack* (18th), *bollix pack* (19th – 20th), two *power backpacks* (19th – 20th), *pocket nurse* (19th – 20th), four *power cells* (19th – 20th), five doses of *stimshot A* (19th – 20th), five doses of *stimshot B* (19th – 20th), *healing pack* (20th), *minifusion cell* (20th).

NPC THINKER

Starting Ability Scores: Str 8, Dex 13, Con 10, Int 15, Wis 14, Cha 12.

Increased Ability Scores: 4th, Dex 14; 8th, Int 16; 12th, Con 11; 16th, Con 12; 20th, Int 17.

Feats: 1st, Improved Initiative; 3rd, Dodge; 6th, Mobility; 9th, Improved Disarm; 12th, Armor Proficiency (medium); 15th, Expertise; 18th, Improved Trip.

Class Features: 1st, first skill focus (GM's choice); 2nd, knowledge; 5th, dirty fighter, second skill focus (GM's choice); 6th, first exotic weapon proficiency (stun gun); 8th, inspire skill; 9th, identify; 10th, confusing tirade, third skill focus (GM's choice); 12th, second exotic weapon proficiency (GM's choice); 15th, protected by code, fourth

TABLE 2-4: NPC THINKER

Lvl	hp	AC	Init	Spd	Melee (varies)	Ranged (varies)	F/R/W	Cr/Heal/Kn/Pro
1 st	4	14	+5	30 ft	-1 (-1 damage)	+1	+0/+3/+2	+6/+6/+6/+4
2 nd	6	14	+5	30 ft	+1 (-1)	+2	+0/+4/+2	+7/+6/+7/+5
3 rd	9	14	+5	30 ft	+1 (-1)	+2	+1/+4/+3	+8/+6/+8/+6
4 th	11	15	+6	30 ft	+2 (-1)	+4	+1/+6/+3	+9/+6/+9/+7
5 th	14	15	+6	30 ft	+2 (-1)	+4	+1/+6/+3	+10/+6/+10/+8
6 th	16	15	+6	30 ft	+3 (-1)	+4	+2/+7/+4	+11/+6/+11/+9
7 th	19	15	+6	30 ft	+3 (-1)	+4	+2/+7/+4	+12/+6/+12/+10
8 th	21	15	+6	30 ft	+4 (-1)	+5 (+2)	+2/+8/+4	+14/+7/+14/+11
9 th	24	15	+6	30 ft	+4 (-1)	+5 (+2)	+3/+8/+5	+15/+8/+15/+12
10 th	26	15	+6	30 ft	+5 (-1)	+6 (+2)	+3/+9/+5	+16/+9/+16/+13
11 th	29	15	+6	30 ft	+5 (-1)	+6 (+2)	+3/+9/+5	+17/+10/+17/+14
12 th	31	15	+6	30 ft	+6/1 (-1)	+7/2 (+2)	+4/+10/+6	+18/+11/+18/+15
13 th	34	17	+6	20 ft	+6/1 (-1)	+7/2 (+2)	+4/+10/+6	+19/+12/+19/+16
14 th	36	17	+6	20 ft	+7/2 (-1)	+8/3 (+2)	+4/+11/+6	+20/+13/+20/+17
15 th	39	17	+6	20 ft	+7/2 (-1)	+8/3 (+2)	+5/+11/+7	+21/+14/+21/+18*
16 th	42	17	+6	20 ft	+8/3 (-1)	+9/4 (+2)	+6/+12/+7	+22/+15/+22/+19*
17 th	46	17	+6	20 ft	+8/3 (-1)	+9/4 (+2)	+7/+12/+8	+23/+16/+23/+20*
18 th	49	17	+6	20 ft	+9/4 (-1)	+10/5 (+2)	+7/+13/+8	+24/+17/+24/+21*
19 th	53	17	+6	20 ft	+9/4 (-1)	+10/5 (+2)	+7/+13/+8	+25/+18/+25/+22**
20 th	56	17	+6	20 ft	+10/5 (-1)	+11/6 (+2)	+7/+14/+8	+26/+19/+26/+23**

* +8 to one skill due to implant.

** +6 to all Int skill checks due to implant.

skill focus (GM's choice); 18th, third exotic weapon proficiency (GM's choice); 20th, fifth skill focus (GM's choice).

Skills: Craft (any three), Heal, Knowledge (any three), Profession (any two).

Armor: Studded leather (1st – 12th), *ballistic nylon* (13th – 20th).

Melee Weapon (type varies): Ranseur (1st), *masterwork ranseur* (2nd – 17th), *masterwork spiked chain* (18th – 20th).

Ranged Weapon (type varies): Repeating crossbow (1st – 6th), *stun gun* (7th), *stun gun w/ heavy capacitor unit* (8th – 20th).

Other Gear: 50 *masterwork* crossbow bolts (1st – 5th), two *stun grenades* (1st – 20th), two *smoke grenades* (2nd – 20th), five doses of *stimshot A* (2nd – 20th), three doses of *K-O shot* (3rd), *electronic notepad* (5th – 20th), *power cell* (5th – 13th), *power clip* (7th), two *power clips* (8th – 20th), *portable computer* (10th – 20th), *power pack* (10th – 20th), *language translator* (11th – 20th), *power backpack* (11th – 15th), *pocket nurse* (14th – 20th), two *power cells* (14th – 20th), one dose of *sustainer shot* (14th – 20th), one dose of *filter dose* (14th – 20th), *education cerebral bioelectronic implant* (15th – 20th), *magnetic shield A* (16th), two *power backpacks* (16th – 20th), *magnetic shield B* (17th), *magnetic shield C* (18th – 20th), *memory cerebral bioelectronic implant* (19th – 20th), *advanced breathing apparatus* (19th – 20th), *electronic skeleton key* (20th).

NPC TRADER

Starting Ability Scores: Str 8, Dex 13, Con 10, Int 12, Wis 14, Cha 15.

Increased Ability Scores: 4th, Dex 14; 8th, Dex 15; 12th, Dex 16; 16th, Dex 17; 20th, Dex 18.

Feats: 1st, Improved Initiative, Silver Tongue; 3rd, Combat Reflexes; 6th, Exotic Weapon Proficiency (*stun baton*); 9th, Weapon Focus (*stun baton*); 12th, Armor

Proficiency (*heavy*); 15th, Track; 18th, Sandwalker.

Class Features: 1st, bonus feat, protector; 2nd, spit polish; 3rd, ear to the ground; 4th, money talks; 5th, going once (x1.5); 10th, going once (x2), sucker every minute; 12th, read the signs; 15th, leadership; 18th, professional courtesy; 20th, going once (x3).

Skills: Bluff, Intimidate, Sense Motive, Spot.

Armor: Hide armor (1st – 13th), *ballistic nylon* (14th – 20th).

Melee Weapon (type varies): Sap (1st – 6th), *stun baton* (7th – 20th).

Ranged Weapon (type varies): Black powder rifle (1st), sport rifle (2nd – 4th), *sport rifle w/ target modifications +1* (5th - 7th), *sport rifle w/ target modifications +2* (8th), *sport rifle w/ target modifications +3 and hi-powered modifications +2* (9th), *sport rifle w/ target modifications +3 and hi-powered modifications +4* (10th), *sport rifle w/ target modifications +3 and hi-powered modifications +6* (11th - 16th), *sport rifle w/ target modifications +3 / hi-powered modifications +6 and targeting scope* (17th – 20th).

Other Gear: 20 rifle bullets (1st), two *stun grenades* (1st – 20th), four doses of *juju salve* (2nd – 20th), two doses of *K-O shot* (2nd – 20th), 30 rifle cartridges (2nd – 20th), two *irritant gas grenades* (3rd – 20th), 30 rubber rifle cartridges (3rd – 20th), two doses of *stimshot A* (4th – 6th), *power backpack* (7th – 11th), five doses of *stimshot A* (7th – 20th), *language translator* (12th – 20th), two *power backpacks* (12th – 14th), *electronic notepad* (13th – 20th), *power cell* (13th – 16th), *geiger counter* (15th – 20th), three *power backpacks* (15th – 20th), *advanced breathing apparatus* (16th – 20th), *pocket nurse* (17th – 20th), two *power cells* (17th – 20th), five doses of *stimshot B* (17th – 20th), five doses of *filter dose* (17th – 20th), five doses of *rad-purge shot* (17th - 20th), *magnetic shield A* (18th), *power backpack* (18th – 20th), *magnetic shield C* (19th – 20th), *coordination cerebral bioelectronic implant* (20th), *education cerebral bioelectronic implant* (20th).

TABLE 2-5: NPC TRADER

Lvl	hp	AC	Init	Spd	Melee (varies)	Ranged (varies)	F/R/W	BI/Int/Sen/Spt
1 st	6	14	+5	30 ft	-1	+1	+0/+1/+4	+6/+4/+6/+4
2 nd	9	14	+5	30 ft	+0	+2	+0/+1/+5	+7/+4/+7/+5
3 rd	13	14	+5	30 ft	+1	+3	+1/+2/+5	+8/+5/+8/+5
4 th	16	15	+6	30 ft	+2	+5	+1/+3/+6	+9/+5/+9/+6
5 th	20	15	+6	30 ft	+2	+6	+1/+3/+6	+10/+6/+10/+6
6 th	23	15	+6	30 ft	+3	+7	+2/+4/+7	+11/+6/+11/+7
7 th	27	15	+6	30 ft	+4	+8	+2/+4/+7	+12/+7/+12/+7
8 th	30	15	+6	30 ft	+5/0	+10/5	+2/+4/+8	+13/+7/+13/+8
9 th	34	15	+6	30 ft	+5/0	+11/6 (+2)	+3/+5/+8	+14/+8/+14/+8
10 th	37	15	+6	30 ft	+6/1	+12/7 (+4)	+3/+5/+9	+15/+8/+15/+9
11 th	41	15	+6	30 ft	+7/2	+13/8 (+6)	+3/+5/+9	+16/+9/+16/+9
12 th	44	16	+7	30 ft	+8/3	+15/10 (+6)	+4/+7/+10	+17/+9/+17/+10
13 th	48	16	+7	30 ft	+8/3	+16/11 (+6)	+4/+7/+10	+18/+10/+18/+10
14 th	51	18	+7	20 ft	+9/4	+16/11 (+6)	+4/+7/+11	+19/+10/+19/+11
15 th	55	18	+7	20 ft	+10/5/0	+17/12/7 (+6)	+5/+8/+11	+20/+11/+20/+11
16 th	58	18	+7	20 ft	+11/6/1	+18/13/8 (+6)	+5/+8/+12	+21/+11/+21/+12
17 th	62	18	+7	20 ft	+11/6/1	+18/13/8 (+6)	+6/+9/+12	+22/+12/+22/+12
18 th	65	18	+7	20 ft	+12/7/2	+19/14/9 (+6)	+6/+9/+13	+23/+12/+23/+13
19 th	69	18	+7	20 ft	+13/8/3	+20/15/10 (+6)	+6/+9/+13	+24/+13/+24/+13
20 th	72	18	+10	20 ft	+14/9/4	+22/17/12 (+6)	+6/+10/+14	+25/+13/+25/+14

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