

HYPERCORPS

WASTELAND

2019

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An introduction to an alternate timeline for *Hypercorps 2099*, a *5th Edition* compatible campaign setting and rule system that takes your game into the future—though in this timeline what lay ahead for Earth isn't superheroic cyberpunk but a world scorched by nuclear fire—the Wasteland!

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POCKETS OF EARTH ARE DECIMATED BY NUCLEAR WAR IN 1969 AFTER THE BAY OF PIGS ESCALATES INTO WORLD WAR 3 AND ATOMIC WEAPONS ARE UNLEASHED ACROSS THE PLANET. THE *ALTER SAPIENS* OF THE WORLD PUT ASIDE THEIR DIFFERENCES AND USE THEIR ABILITIES TO CREATE SAFE HAVENS ACROSS THE GLOBE, SAVING THOSE THEY CAN FROM NUCLEAR DEVASTATION. ALMOST A CENTURY AND A HALF HAS PASSED SINCE THE ATOMIC APOCALYPSE AND THROUGH TIRELESS SCIENTIFIC EFFORT, AREAS OF THE WORLD ARE BECOMING LIVABLE ONCE MORE AND CIVILIZATION IS CREEPING OUT TO SEEK OUT LIFE UNDER THE SUN ONCE AGAIN—THOUGH DOING SO MEANS SURVIVING IN THE WASTELAND AND MANY BELIEVE THEY WERE BETTER OFF LOCKED AWAY IN THEIR SHELTERS.

THE VAST MAJORITY OF THE SURFACE'S POPULATION DIED IN THE HORRORS OF THE NUCLEAR ONSLAUGHT OR THE MADNESS THAT FOLLOWED IT WHEN IN 2076 A DIMENSIONAL FLUX RIPPLED ACROSS THE PLANET. THOSE FEW INSIDE OF THE SHELTERS AND SAFE FROM THE RADIATION SEETHING ACROSS THE WORLD FOUND THEY WERE EMPOWERED TO BE SMARTER, TOUGHER, AND STRONGER THAN THEIR ANCESTORS, GIFTED WITH ABILITIES LIKE THE *ALTER SAPIENS* THAT SAVED THE HUMAN RACE. SURVIVORS ON THE APOCALYPTIC WASTELANDS, HOWEVER, GAINED POWERS THAT CURSED THEIR ALREADY SICKLY BODIES AND TRANSFORMED THEM INTO HORRIFYING MUTANTS, PREDATORIAL MORDORS, MINDLESS WALKERS RAVENOUS FOR FLESH, OR WORSE. THE CHAMPIONING OF SCIENCE IN THE SHELTERS OVER THE LAST 140 YEARS WAS OFTEN SEEN AS THE LAST RAY OF HOPE FOR THE PLANET BUT IN ACTION THESE UNDERGROUND LABORATORIES ADD TERRORS TO THE LANDSCAPE MORE OFTEN THAN NOT, UNLEASHING SURVIVORS MADE INTO FREAKISH EXPERIMENT SUBJECTS OR RELEASING AUTOMATONS GONE MAD.

HUMANITY'S DISPARATE TRIBES ARE BRAVING THE WASTELANDS SEEKING ONE ANOTHER AND ATTEMPTING TO FORGE SOMETHING FROM THE ASHES OF CIVILIZATION, BUT EVEN SURVIVING IS PRACTICALLY IMPOSSIBLE AND LEAVES LITTLE ROOM TO BE CONCERNED WITH ANYTHING ELSE. THE MOST POWERFUL *ALTER SAPIENS* HAVE TURNED THE SANCTUARIES FROM THE IRRADIATED LANDSCAPE IN WHICH THEY WERE RAISED INTO FORTRESSES, MANNING THEM WITH ARMIES OF MEN AND WOMEN WILLING TO LIVE BY ANOTHER'S CREED. WITH THE THREAT OF THESE WARLORDS, THE UNEARTHING OF STOCKPILED NUCLEAR WEAPONS, AND THE HORRORS WROUGHT FROM THE PAST, VIOLENCE IS EVERYWHERE AS BATTLES RAGE ACROSS THE BLASTED LANDSCAPE. THOSE FEW LOOKING TOWARD THE WAR FOR THE FUTURE WONDER IF IT HOLDS ANYTHING BUT DEATH AND DESPAIR, BUT THEY ARE FOOLS.

WAR DOES NOT DETERMINE WHO IS RIGHT—ONLY WHO IS LEFT.

RADRAIDER PRIMAL PATH (BARBARIAN ARCHETYPE)

Only the most insane warriors choose to indulge in the radiation rife across the Wasteland but to those that are able to embrace it, atomic energies prove to be a truly lethal weapon when combined with primal fury.

Atomic Rage

Starting at 3rd level, you have advantage on saving throws against radiation. While you are raging, you gain immunity to radiation and your Irradiated score does not change from exposure to any radiation level equal to or less than your barbarian level.

Atomic Constitution

Beginning at 6th level, while raging you gain resistance to poison damage and immunity to the poisoned condition. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Detonating Rage

At 10th level, you learn how to channel the radiation in your body to emit a devastating explosion. As an action while raging, as long as you have an Irradiation score of 7 or higher you can detonate, doing 2d4 points of fire damage and 2d4 points of radiant damage per point of proficiency bonus to all creatures and objects within 15 feet (maximum 12d4 fire and 12d4 radiant). A Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution modifier) reduces this damage by half. After using this feature, your Irradiated score is reduced to 0 and as soon as you exit your rage you take 1 level of exhaustion for every 3 points lost from your Irradiated score. If used more than once during the same rage, gained levels of exhaustion are cumulative.

Exploder

Starting at 14th level, when using the detonating rage feature you may make a DC 15 Constitution saving throw for each level of exhaustion gained after your rage ends. Successful saving throws reduce the levels of exhaustion you gain by 1.



WASTELAND CHARACTER BACKGROUNDS

Alien Abductee

You and perhaps everyone you know were taken from Earth, drawn or teleported into an alien spaceship. Your life might have been greatly lengthened while traveling the cosmos or stored in bizarre scientific containers, and you could have left the planet a year ago, a century in the past, or even from another era of time entirely. Either way it is unlikely you will ever reconnect with the people you once knew or the world to which you were accustomed, and the sense that you are being watched or tracked in some way hangs over you like a precipitous boulder waiting to come crashing down once more.

Skill Proficiencies: Insight, Perception

Tool Proficiencies: None

Languages: Gaxian, Slaarsh, or other

Equipment: Choose a standard background's equipment. At the GM's discretion you may have other items as appropriate to your history instead.

Feature: *Justified Paranoia.* You may hide it well or wear it on your sleeve, but you are high-strung and distraught from the abduction and it is impossible for you to shake some of your paranoia. You have advantage on Wisdom (Perception) checks made while asleep. In addition, you have a +2 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

Shelter Captain

While the first shelter captains might have meant well, the role of leading a group of dozens or even scores of people is not a simple matter and few were able to meet the task with kindness or mercy. Some still hide away, making their members docile with gasses pumped throughout the facility or secretions in the food, and a very few manage to maintain order without drugging the populace or using excessive force. In truth it doesn't really matter—in time all underground shelters fail in one way or another, leading to a scant increase to the number of survivors wandering the Wasteland. Usually it's the shelter captains that are the first to escape via secret tunnels, and it is rare for anyone else to act as an underground shelter's ambassador when trade with those above is required.

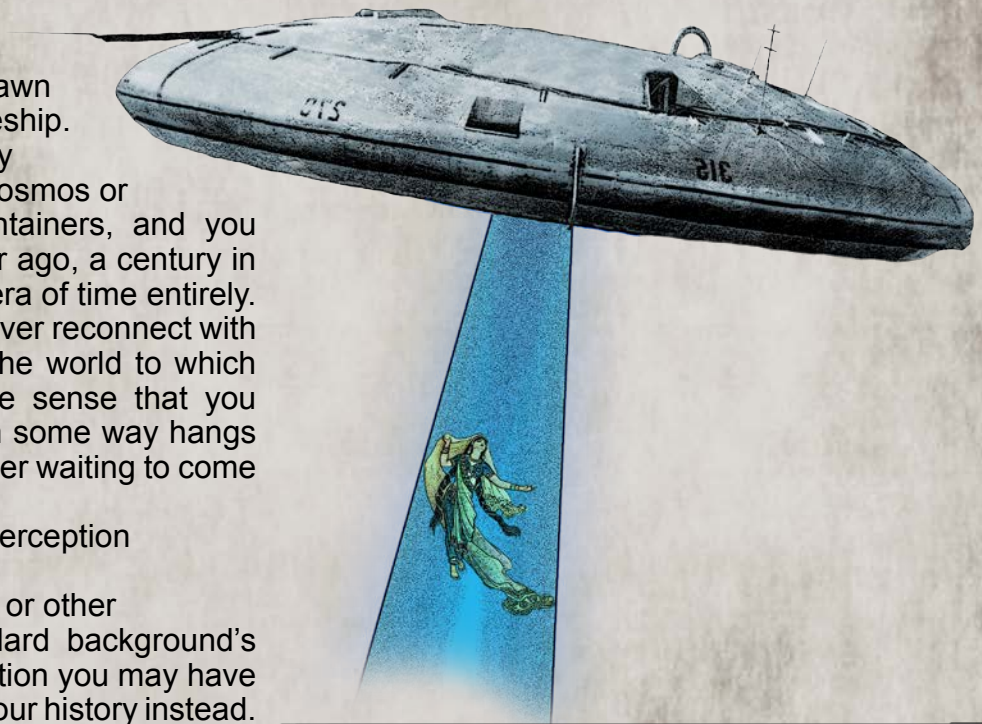
Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: Artisan's tools

Languages: Latin

Equipment: Beatup pistol with 6 bullets

Feature: *Known.* Your Reputation score increases by 4.



Geiger Counter (3 gold). This simple tube is filled with inert gas that conducts electricity when impacted by high-energy particles, making it able to detect beta particles and gamma rays. When a geiger counter is within 30 feet of radiation, its meter ticks up to indicate the radiation level in the 5-foot square it is in or the Irradiated score of an item or creature it is pressed against.

Iodine Pill (1 gold). When taken with a meal of food or water that has a radiation level, this small pill reduces the radiation level by 1.

Lead-Lined Backpack (12 gold). Thin lead fabric and sheets are woven inside the interior of this backpack's cloth. Any items or creatures inside a lead-lined backpack treat the radiation level around them as 5 levels lower.

Shelter Dweller

Unless you are a dwarf or elf, you probably spent your entire life beneath ground, protected from the horrors of the Wasteland. Something has happened in your home however, causing you to climb out onto the wastes seeking a better life. While you don't know much about the world outside, you have one thing going for you—you are one lucky son of a bitch.

Skill Proficiencies: History, Performance

Tool Proficiencies: Artisan's tools

Languages: Latin

Equipment: Autoslingshot with 10 bullets or a dagger, scavenger's pack, 4 gp

Feature: *Lucky S.O.B.* Your Luck score increases by 4.

SCIENCE (Intelligence)

You're familiar with the practical application of science—collecting samples, performing experiments, realizing hypothetical designs, finding radio frequencies, understanding the nuances of nuclear energy, handling radioactive materials, and so on.

Bards, monks, rogues, rangers, and wizards add Science to the list of skills they may pick from during character creation. The following Backgrounds may exchange one of their offered skills for Science: Guild Artisan, Hermit, Noble, and Sage.

TECHNOLOGY (Intelligence)

You know how to hack into terminals, protect your devices from other technologists, understand how a device unknown to you functions, locate radio frequencies, and anything else that an electrician might know. The majority of checks using this skill are either against a DC determined by the GM (such as hacking a digital lock or hot wiring a terminal), or as an opposed check against an opponent who also has the Technology skill (such as a security measure installed by the original programmer of a device).

Bards, fighters, rogues, sorcerers, and wizards add Technology to the list of skills they may pick from during character creation. The following Backgrounds may exchange one of their offered skills for Technology: Charlatan, Criminal, Entertainer, Guild Artisan, Noble, Sage, Sailor, and Soldier.

RADIATION

Radiation plays an enormous role in *Hypercorps 2099 Wasteland*. Science labs stretching far underground hide powerful technology ripe for salvaging, but creatures immune to the atomic energies suffusing the facility make it too dangerous to venture into for too long. Even on the surface one isn't safe—of the few areas not irradiated, the most habitable regions are under the control of warlords meaning that it's often safer to chance exposure to energies rather than underlings.

- How much radiation an item is giving off or how prominent it is in an area depend entirely on the radiation level.
- Radiation bleeds from the edge of an irradiated area or object to a range of 10 feet per radiation level, lowering in potency by one stage every 10 feet.
- A hostile creature may bleed radiation levels equal to their Irradiated modifier (at the GM's discretion).
- Radiation travels through structures and objects.
- Radiation strips away magic, reducing the caster level of any non-necromancy spells by twice the radiation level. When the caster's caster level is not high enough to cast the spell, it automatically fails (Channel Divinity works without issue.)
- Noticing an area of radiation or an irradiated object requires a Wisdom (Perception) check against a DC determined by the radiation level.
- Initial Exposure only takes effect after a creature's Irradiated score has increased from the present radiation level. The GM is always the ultimate arbiter of when radiation exposure locks into a creature's cells.

Table: Radiation Levels

Radiation Effects	Caster Level Penalty	Irradiated Increase	Notice DC	Radiation Level
Long-term diseases like hyperthyroidism, cancer, and hair loss after 6 months of consistent exposure. Food or water with a radiation level of 1 can be consumed with an iodine pill to be treated as clean instead.	-2	+0	20	1
DC 8 Constitution saving throw every hour or gain 1 level of the exhaustion condition	-4	+1 every 2 hours	19	2
DC 12 Constitution saving throw every hour or gain 1 level of the exhaustion condition	-6	+1 every 1 hour	18	3
DC 16 Constitution saving throw every hour or gain 1 level of the exhaustion condition	-8	+1 every 30 minutes	15	4
DC 14 Constitution saving throw every 10 minutes or poisoned condition for 10 minutes	-10	+1 every 20 minutes	14	5
DC 14 Constitution saving throw every 10 minutes or poisoned condition for 10 minutes Initial exposure has a 25% chance of triggering <i>alter sapiens</i> abilities that appear after you finish your next long rest.	-12	+1 every 10 minutes	13	6
DC 18 Constitution saving throw every 10 minutes or poisoned condition for 10 minutes	-14	+1 every 5 minutes	12	7
1d6 fire damage (no save)	-16	+1 every minute	10	8
2d6 fire damage (no save)	-18	+2 every minute	8	9
3d8 fire damage (no save)	-20	+1 every round	5	10
4d10 fire damage (no save), surviving initial exposure has a 50% chance of triggering <i>alter sapiens</i> abilities that appear immediately	Artifacts are suppressed	+2 every round	0	11+

IRRADIATED ATTRIBUTE

Radiation is all over the Wasteland, gathered and redistributed by well-meaning *alter sapiens* and mad scientists alike. The threat of exposure to atomic energies is constant in a game of *Hypercorps 2099: Wasteland* and PCs need to be wary of what they eat, where they go, and how long they are there!

- A creature's Irradiated score starts at 0 and drains by 1 each week the creature is not exposed to a level of radiation equal to or higher than their current Irradiated score.
- Even creatures immune to radiation (androids, mutants, smart walkers, constructs, and undead) have an Irradiated score—though they ignore its effects, these creatures can still carry atomic energy in their cells. It is recommended for simplicity's sake that GMs only factor in a creature's Irradiated score and the radiation levels stemming off of it when that is a major facet of an encounter and as a reminder when certain adventurers (namely androids, mutants, or smart walkers that have an Irradiated score of 10 or higher) take a rest with party members that are not immune to radiation. As a rule of thumb, a creature's radiation levels equal its Irradiated attribute modifier.
- A creature's Irradiated attribute makes them immune to magic. Magical spells reduce their caster level by 1 per point of a creature's Irradiated attribute. Note that while an Irradiated creature might be inside of a spell's area of effect, the magic might wash over them to have no effect but it still affect the area and other creatures nearby normally.
- When a creature's Irradiated score reaches 10, they begin to suffer from its effects—some of their hair falls out, odd bouts of nausea, and so on—but no actual penalties.
- When a creature's Irradiated score reaches 13, they must make a Constitution saving throw (DC equal to their Irradiated score) or spend the next level they gain in a class on the freak class. Only advanced medical and scientific (or possibly even alien) treatments can allow them to remove this level of freak and replace it with another class level instead.
- When a creature's Irradiated score reaches 16 or higher they instantly suffer mutation. The creature makes a Constitution saving throw (DC equal to their Irradiated score) and on a

success, they gain +1 to a randomly determined mental attribute (Intelligence, Wisdom, or Charisma). Even on a successful saving throw, the creature takes a -1 penalty to a randomly determined physical attribute (Strength, Dexterity, or Constitution).

- When a creature's Irradiated score reaches 20, they make a DC 20 Constitution saving throw. On a success, a creature gains the Irradiated template and a PC loses the features from their original race traits and gains the race traits of a smart walker. On a failure, the creature dies from exposure.



LUCK & REPUTATION

The Luck and Reputation attributes from *Hypercorps 2099 (5E)* operate normally in the Wasteland. More information on both can be found in the [Hypercorps 2099 5th Edition Playtest](#) and the complete *Hypercorps 2099 (5E)* rulebook can be found [here](#).

- A character's Luck attribute is equal to 10 + level.
- A character's Reputation attribute is equal to 10 + level + Charisma modifier.

BRAIN SLUG

Tiny aberration, neutral evil

Armor Class 13

Hit Points 9 (2d4+4)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	15 (+2)	14 (+2)	15 (+2)	12 (+1)

Saving Throws Int +4, Wis +4, Cha +3

Skills Acrobatics +7, Stealth +7

Damage Immunities poison, psychic

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Slaarsh, telepathy 50 ft.

Challenge 1/8 (25 XP)

Alien Metabolism. The brain slug does not require food or water and it does not need to breathe. It gains advantage on saving throws against radiation.

Memory Eater. The brain slug is able to alter the memories of a creature it has brainvaded. The creature makes a DC 20 Wisdom saving throw each time it finished a short rest to realize it has had its memory altered, recalling snippets of information since their last rest. On a failure the creature fails to remember anything regarding the brain slug or any other memories it chooses to remove since it has burrowed into the creature.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage. Instead of dealing damage, the brain slug can grapple the target (escape DC 13).

Brainvasion. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature that is grappled by the brain slug, incapacitated, or restrained. *Hit:* 5 (2d4) bludgeoning damage. The creature falls under the brain slug's control (as if the brain slug had successfully cast *dominate monster*, except that this ability has no duration) as it crawls into their ear canal. The dominated creature is aware of and experiences everything it is made to do but powerless to control its body, only able to take purely mental actions. Someone known to the dominated creature may realize it has been overtaken by a brain slug but making a DC 15 Wisdom (Insight) check; anyone else that makes this check has disadvantage. While under the brain slug's control via this ability, a creature gains the slug-brained template.

SLUG-BRAINED TEMPLATE

Although they are capable of overwhelming any living creature with a brain, most creatures with the slug-brained template are humanoids (frequently mistaken for feral bandits).

Armor Class. Slug-brained creatures gain a natural armor of 2.

Resistances. Slug-brained creatures gain resistance to acid, cold, fire, lightning, thunder and bludgeoning, piercing, and slashing damage

Condition Immunities. Slug-brained creatures gain immunity to psychic damage and the charmed and frightened conditions.

Senses. Slug-brained creatures gain darkvision 60 feet.

Brainvaded. Slug-brained creatures have a brain slug forced into their cranium, controlling all that they do. Removing this brain slug requires a DC 20 Wisdom (Medicine) check made against the slug-brained creature while it is either restrained or unconscious.

Increased Acuity. Slug-brained creatures gain proficiency in Perception and they gain double their proficiency bonus with that skill.

Rad-Resistant. Slug-brained creatures have advantage on saving throws against radiation.

Xenos Rage. Slug-brained creatures can enter a frenzied xenos rage as a bonus action, gaining advantage on Strength checks, advantage on Strength saving throws, and dealing an extra amount of damage equal to its proficiency bonus when it makes a melee weapon attack using Strength.

A xenos rage lasts for 1 minute and the slug-brained creature can enter a xenos rage once per point of its proficiency bonus before it must finish a long rest to recharge this ability.

Challenge Rating. Slug-brained creatures increase their CR by 1. Recalculate the slug-brained creature's proficiency bonus if necessary.



SLUG-BRAINED WASTELANDER

Medium humanoid (any race), any alignment

Armor Class 12 (natural)

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Brainvaded. The slug-brained wastelander has a brain slug forced into its cranium, controlling all that it does. Removing this brain slug requires a DC 20 Wisdom (Medicine) check made against the slug-brained wastelander while it is either restrained or unconscious.

Rad-Resistant. The slug-brained wastelander has advantage on saving throws against radiation.

Xenos Rage. The slug-brained wastelander can enter a frenzied xenos rage as a bonus action, gaining advantage on Strength checks, advantage on Strength saving throws, and dealing 2 extra damage when it makes a melee weapon attack using Strength.

A xenos rage lasts for 1 minute and the slug-brained creature can enter a xenos rage twice before it must finish a long rest to recharge this ability.

ATTACKS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.



IRRADIATED TEMPLATE

This template is predominantly for use with animals but not exclusively and it may be applied to any living creature. At the GM's discretion, this template may also increase the size of a Tiny or smaller creature (increasing the damage of its attacks by at least one dice step for every size increase).

Armor Class. Irradiated creatures gain a natural armor of 1.

Speed. Irradiated creatures increase all of their movement speeds by 10 feet and double all jump distances.

Attributes. Almost all irradiated creatures lose most of their memories and sense of self. An irradiated creature's Intelligence score changes to 4 and it gains proficiency in Intelligence saving throws. The irradiated creature's Constitution score increases by 4.

Resistances. Irradiated creatures gain resistance to cold, fire, and radiant damage.

Damage Immunities. Irradiated creatures gain immunity to poison damage.

Condition Immunities. Irradiated creatures gain immunity to the exhaustion, frightened, and poisoned conditions.

Senses. Irradiated creatures gain darkvision 120 feet.

Irradiated. Irradiated creatures gain immunity to radiation. Its Irradiated attribute is equal to 6 + its bonus radiant damage (see Nuclear Attacks).

Nuclear Attacks. Irradiated creatures' weapon attacks are magical and they gain a +1 bonus on melee attack rolls and melee damage rolls made with natural weapons and unarmed strikes. On a successful hit, an irradiated creature's weapon attack deals additional radiant damage based on its CR (for CR of 5 or less, +1d4; for CR of 6–10, +1d6; for CR 11–15, +1d8; for CR 16 or higher, +1d10).

Transforming Hide. At the start of each round, roll 1d6 to determine which type of weapon damage an irradiated creature is immune to. On a 1 or 2, it has resistance to bludgeoning damage. On a 3 or 4, it has resistance to piercing damage. On a 5 or 6, it has resistance to slashing damage.

Challenge Rating. Irradiated creatures increase their CR by 1. Recalculate the irradiated creature's proficiency bonus if necessary.

IRRADIATED BEAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (4d10+20)

Speed 40 ft., climb 40 ft. (double jump distances)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	4 (-3)	13 (+1)	7 (-2)

Damage Resistances cold, fire, radiant; weapons (see transforming hide)

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 13

Challenge 2 (450 XP)

Irradiated. The irradiated bear has immunity to radiation. Its Irradiated attribute is equal to 6+1d4.

Keen Smell. The irradiated bear has advantage on Wisdom (Perception) checks that rely on smell.

Nuclear Attacks. The irradiated bear's weapon attacks are magical.

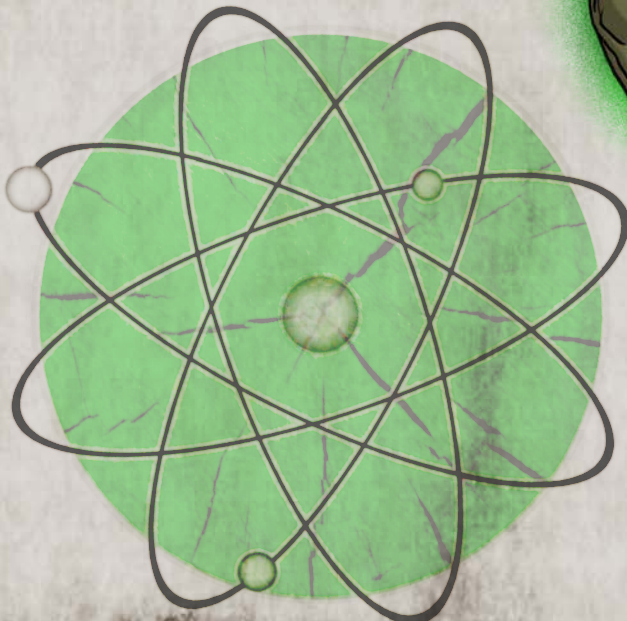
Transforming Hide. At the start of each round, roll 1d6 to determine which type of weapon damage the irradiated bear is immune to. On a 1 or 2, it has resistance to bludgeoning damage. On a 3 or 4, it has resistance to piercing damage. On a 5 or 6, it has resistance to slashing damage.

ACTIONS

Multiattack. The irradiated bear makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 2 (1d4) radiant damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 2 (1d4) radiant damage.



PURPLE PEOPLE EATER

Huge plant, unaligned

Armor Class 15 (natural)

Hit Points 136 (16d12+32)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	17 (+3)	14 (+2)	15 (+2)

Saving Throws Con +6, Wis +6, Cha +6

Skills Perception +6, Stealth +3, Survival +6

Damage Resistances acid, cold, radiant, thunder; bludgeoning, piercing

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages all

Challenge 9 (200 XP)

Eaten Knowledge. The purple people eater has advantage on Intelligence ability checks.

Irradiated. The purple people eater has immunity to radiation. Its Irradiated attribute is equal to 6+1d4.

Psionic Foil. The purple people eater projects a psionic screen that make it invisible and reflects its image in squares it does not occupy. Attacks targeting a single creature that are made from 100 feet away or further automatically miss a purple people eater (this includes spell attacks). Within 100 feet, ranged attacks against the purple people eater have disadvantage.

Creatures that have never been truly alive (like androids and constructs), creatures that do not rely on sight-based vision, creatures immune to illusions, creatures immune to psychic damage, and creatures within the purple people eater's reach are unaffected by this ability.

Rapid Dash. When the purple people eater takes the Dash action, it moves four additional speed increments instead of one.

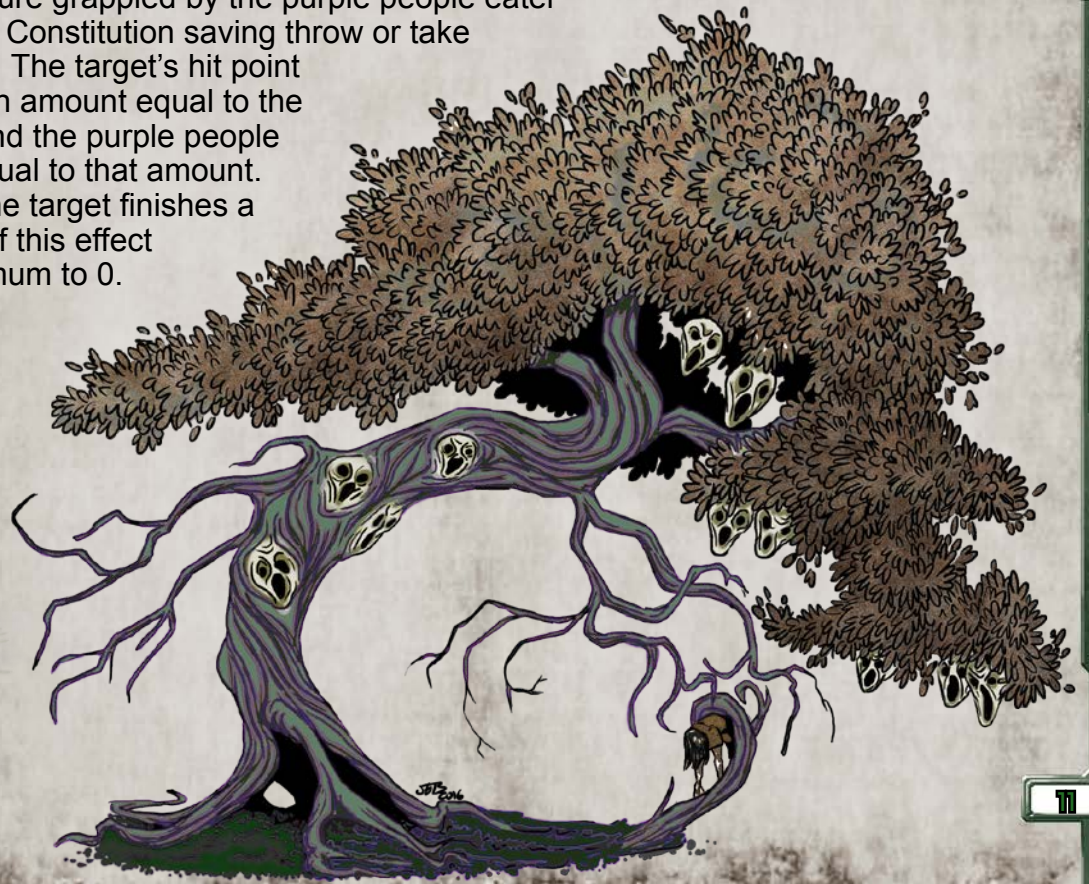
ACTIONS

Multiattack. The purple people eater uses its purple death and makes two slam attacks.

Slam. Melee Weapon Attack: +2 to hit, reach 15 ft., one target. *Hit:* 22 (4d8+4) bludgeoning damage. Instead of dealing damage, the purple people eater can grapple the target (escape DC 16). The purple people eater can simultaneously grapple up to 4 creatures.

Purple Death. Each creature grappled by the purple people eater must succeed on a DC 16 Constitution saving throw or take 13 (3d8) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the purple people eater regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

All of the memories possessed by a creature slain in this way become known to the purple people eater.



WALKER

Medium aberration, unaligned

Armor Class 8

Hit Points 25 (3d8+12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Vulnerabilities radiant

Damage Resistances cold, lightning, necrotic, poison

Condition Immunities poison

Senses darkvision 60 ft., passive Perception 8

Languages understands the language it knew in life but can't speak

Challenge 1/2 (100 XP)

Fast Run. When the walker takes the Dash action, it moves two additional speed increments instead of one.

Irradiated Abomination. The walker is immune to radiation. Its Irradiated attribute is equal to 2+1d4.

Liferage. The walker is only able to eat flesh from living creatures that have died within the last minute. Consuming this flesh requires a bonus action, and grants the following bonuses for 2 rounds or a number of rounds equal to the target's Constitution modifier (whichever is greater): advantage on saving throws, advantage on its first attack roll each round, its speed increases by 10 feet, and it gains +2 bonus to AC.

Thirst for Life. For every 2 days the walker does not feast on living flesh, it requires a cumulative 4 hours of rest to gain the benefits of a long rest. If the walker goes a month without feasting on living flesh, it falls into hibernation.

While in this sleep the walker gains lifesense 20 feet (blocked by solid objects), only waking to viciously attack the nearest living creature until it or its target are dead (in which case it consumes flesh mindlessly for 1 minute). Androids, constructs, undead, and other walkers (but not smart walkers) do not quench the walker's thirst for life, but even a living creature as small as a rat is enough to sustain it. At the GM's discretion however, frenetic activity might awaken a hibernating walker.

Walker Fortitude. If damage reduces the walker to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from an aimed shot to the head. On a success, the walker drops to 1 hit point instead.

Walker Tactics. The walker has advantage on attack rolls against a creature if at least one of the walker's allies is within 5 feet of the creature and the ally isn't incapacitated. In addition, two walkers can occupy the same square, granting advantage to attack rolls made against them but dealing an extra 1d4 damage with weapon attacks.

ACTIONS

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

SMART WALKER RACIAL TRAITS

Ability Score Increase. Your Constitution score increases by 2.

Size. Smart walkers are humanoids between 5 and 6 feet tall, weighing as much as 300 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Darkvision. Your senses are able to see far more than the average human. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fast Run. When you take the Dash action, you two additional speed increments instead of one.

Irradiated Abomination. You gain resistance to cold, lightning, necrotic, and poison damage. You do not need to eat, drink water, or breathe, you are immune to the poisoned condition, and you are immune to radiation. You do not require a normal resting period that emulates sleep unless you have not feasted on living flesh within the last day. You begin play with an Irradiated score of 10.

Liferage. As a walker.

Long-Lived. You've been "alive" in some way or another since before Earth became the Wasteland. You gain proficiency in History and have advantage on Intelligence (History) checks.

Thirst for Life. As a walker.

Vulnerability. You gain vulnerability to radiant damage.

Languages. You can speak, read, and write Undercommon.



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