

RPGObjects Presents:

Terrors of the Twisted Earth

by Dominic Covey



TERRORS OF THE TWISTED EARTH

A Darwin's World Source Book v1.0

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PART I: INTRODUCTION

THE SRD, OGL, AND D20 SYSTEM

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Darwin's World website, <http://www.darwinrpg.com>. There you will find instructions on how to receive an updated version. If you find an error or feel that a game mechanic needs adjusting, please let us know. We want Darwin's World to be the best post apocalyptic d20 game available and your help is greatly appreciated.

TERRORS OF THE TWISTED EARTH

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 subtitle 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)*



PART 2: 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.

These statistics are, of course, only presented to allow the GM to drop such NPCs into the game at her convenience. Putting more effort into modifying these statistics, or creating NPCs totally from scratch, will likely to produce more memorable NPCs as villains and companions.

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).

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

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 beltpack* (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, 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 beltpack* (8th – 10th), five doses of *stimshot A* (7th – 20th), three doses of *stimshot B* (7th), five doses of *stimshot B* (8th – 20th), *power*

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.

fist (11th – 20th), two *power beltpacks* (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), *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 beltpack* (18th), *bollix pack* (19th – 20th), two *power beltpacks* (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

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

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	+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.

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 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): Raneur (1st), *masterwork raneur* (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 beltpack* (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 beltpacks* (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/*

TABLE 2-5: NPC TRADER

Lvl	hp	AC	Init	Spd	Melee (varies)	Ranged (varies)	F/R/W	Bl/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

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).

PART 3: MUTANT CREATURES

ABOMINATION

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.

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

TABLE 3-1: MONSTERS RANKED BY CHALLENGE RATING

Abortion	1/3
Ratbite	1/3
Ethereal Flyer	1/2
Plantman	1/2
Terminal	1/2
Underling	1/2
Wild Man	1/2
Desert Horse	1
Fraxx Steed	1
Ghoul	1
Monstrous Cockroach	1
Mutant Bug	1
Ravensing Hound	1
Sandman	1
Doom Harvester	2
Mind Mold	2
Plague Zombie	2
Prox Beast	2
Abomination	3
Blindworm	3
Heliogryph	3
Lurking Panther	3
Plantman (Spore-Carrier)	3
Probing Waddler	3
Shadow People	3
Snuffle Hog	3
Utarn	3
Gront	4
Night Terror	4
Amoeba, Bubble Cell	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
Mutagon	16
Death Sentinel	21

ABORTION

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.

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.

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!

Medium-Size Humanoid

Hit Dice: 1d8-1 (4 hp)

Initiative: -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)

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.

AMOEBA, BUBBLE CELL

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.

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)

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 Altering Cell Structure (Ex): A bubble cell absorbs directed energy attacks made against it, just like the mutation of the same name. 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).

AMOEBA, GIANT

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.

Gargantuan Ooze

Hit Dice: 12d10+102 (168)

Initiative: -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

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.

Large Beast

Hit Dice: 4d10+16 (34 hp)

Initiative: +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.

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

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.

Huge Ooze

Hit Dice: 4d10+36 (58 hp)

Initiative: -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, 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 hardiest 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).

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.

DEATH SENTINEL

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.

Gargantuan Aberration

Hit Dice: 22d8+198 (297 hp)

Initiative: +6 (+4 Improved initiative, +2 surprise)

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: 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, 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.

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.

DESERT ANEMONE

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.

Huge Plant

Hit Dice: 8d8+40 (76 hp)

Initiative: +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, Improved Initiative

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

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

Skills: -

Feats: -

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.

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

Padded feet permit the desert horse to retain its stable footing even on loose sand and sifting dust dunes.

Large eyes permit the horse to detect even the slightest movement in a broad range of vision.

Large Animal

Hit Dice: 3d8+9 (22 hp)

Initiative: +5 (Dex, 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

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.

Huge Vermin

Hit Dice: 5d8+5 (27 hp)

Initiative: +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

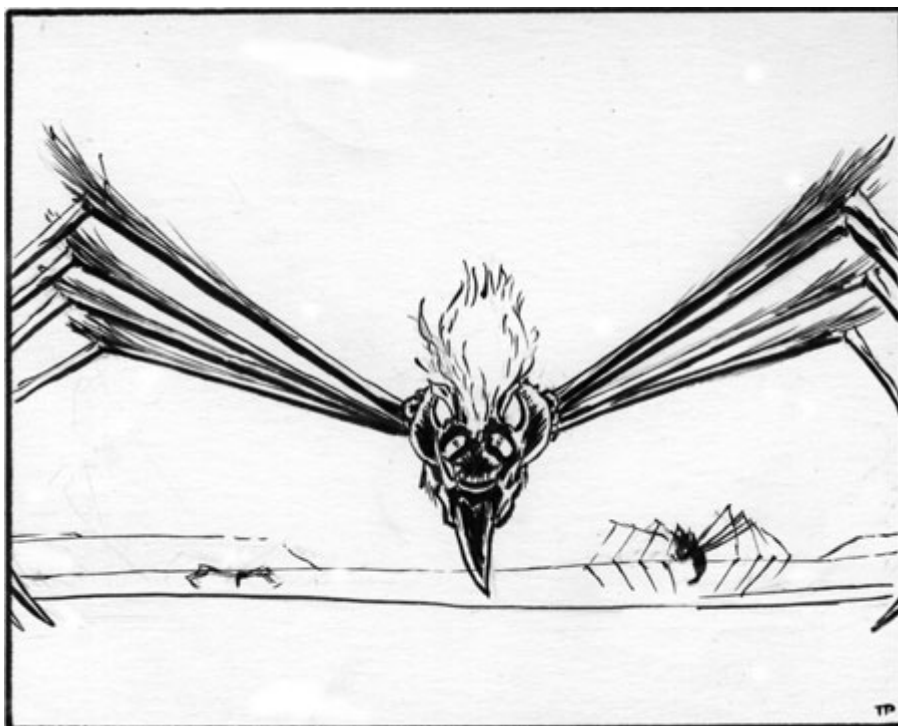
Saves: Fort +9, Ref +2, Will -3

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

Skills: Spot +5, Listen +3

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.

ETHEREAL FLYER

A truly unique creature, seen only from afar in my own observations, for its environment is always one of 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.

Tiny Aberration

Hit Dice: 1/2d8 (4 hp)

Initiative: +10 (Dex)

Speed: Fly 40 ft (perfect)

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

Attacks: Bite, +1 melee

Damage: Bite 1d4-1

Face/Reach: 2 1/2 / 0 ft

Special Qualities: 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.

FRAXX STEED

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.

Large Beast

Hit Dice: 3d10+9 (25 hp)

Initiative: +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.

GHOUL

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.

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.

GRONT

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.

Large Beast

Hit Dice: 4d10+28 (50 hp)

Initiative: +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.

HELIOGRYPH

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.

Large Aberration

Hit Dice: 4d8+12 (30 hp)

Initiative: +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

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 "helio-gryph" 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.

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 heliogryph 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 heliogryph, though the thin straw-like openings are only mildly serrated (they mainly suck, not bite).

COMBAT

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

Acid (Ex): Once a heliogryph'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 heliogryph 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 heliogryph will generally only use this ability if faced with multiple enemies.

LURKING PANTHER

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.

Medium-Size Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +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.

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.

MONSTROUS COCKROACH

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.

Medium Vermin

Hit Dice: 2d8 (9 hp)

Initiative: +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)

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.

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 gouts of flame, but this must certainly be a tall tale!

Huge Beast

Hit Dice: 16d10+80 (168 hp)

Initiative: +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.

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

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.

Medium-Size Humanoid

Hit Dice: 2d8+4 (13 hp)

Initiative: +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

"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.

NIGHT TERROR

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.

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.

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 30) 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.

OTHYDONT

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.

Large Beast

Hit Dice: 5D10+35 (63 hp)

Initiative: +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

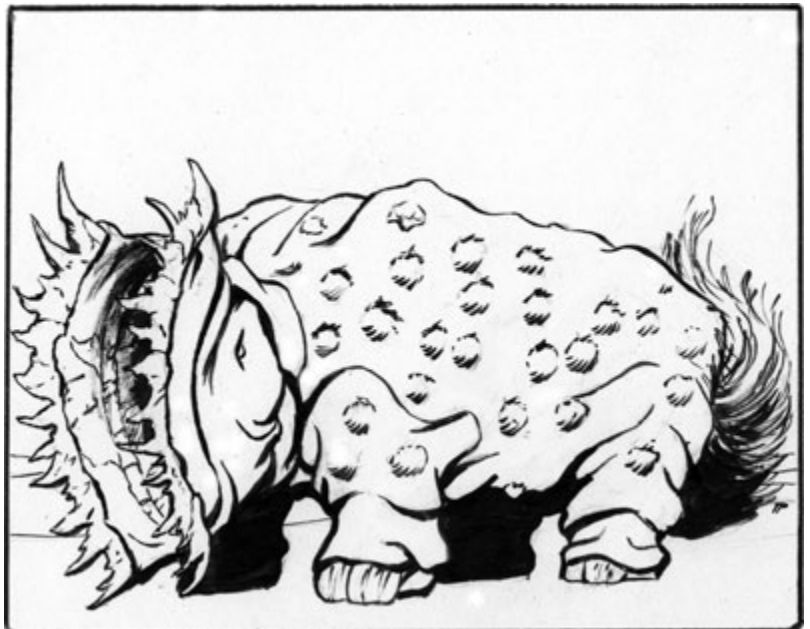
Advancement: 6-10 HD (Large)

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 othydonts 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 othydonts in the herd. A successful Reflex save (DC 16) halves the damage.

PLANTMEN

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.

Medium-Size Plant

Hit Dice: 1d10+1 (7 hp)

Initiative: +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 isolationist 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.

PROBING WADDLER

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.

Small Beast

Hit Dice: 5d10 (27 hp)

Initiative: +3

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



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

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.

Large Beast

Hit Dice: 2d10+6 (17 hp)

Initiative: +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)

some communities, for once hollowed out make perfect spherical adornments of a deep azure or glittering black.

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

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 the 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

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.

Huge Beast

Hit Dice: 8d10+40 (84 hp)

Initiative: +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: 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.

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.

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.

RATBITE

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.

Small Aberration

Hit Dice: 1d8 (4 hp)

Initiative: +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 where ever 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,



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.

RAVENING HOUND

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.

Medium-Size Animal

Hit Dice: 2d8+4 (13 hp)

Initiative: +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

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.

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.

Ravering 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 “ravering hounds”.

No one is sure if ravering 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 cannibal hunger of this sub-species, leaving them to fend for themselves – and eventually find others of a kind – on their own.

Ravering 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”.

Ravering 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

Ravering 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, ravering 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: *Ravering hounds receive a +4 bonus to Wilderness Lore checks when tracking by scent.

SANDMAN

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.

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



SCREAMER

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 unwary passerby 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 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.

Medium-size Undead

Hit Dice: 4d12 (26 hp)

Initiative: -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, 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.

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; 10D10 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.

SHADOW PEOPLE

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.

Medium-Size Humanoid

Hit Dice: 3d8+6 (19 hp)

Initiative: +6 (Dex, 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.

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.

SLIME MOLE

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.



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

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.

Medium-size Beast

Hit Dice: 3d10+12 (28 hp)

Initiative: +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 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

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.

Medium-Size Humanoid

Hit Dice: 2d8-2 (7 hp)

Initiative: -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 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.

TERROLOPS

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.

Huge Beast

Hit Dice: 10d10+50 (105 hp)

Initiative: +7 (Dex and Improved 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").

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

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.

Large Animal

Hit Dice: 6d8+24 (51 hp)

Initiative: +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*.

UNDERLING

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 at.

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.

Small Humanoid

Hit Dice: ½d8 (3 hp)

Initiative: +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.

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.

UTARN

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.

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.

WILD MAN

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.

Medium-Size Humanoid

Hit Dice: 1d8 (5 hp)

Initiative: +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.

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.

ZOMBIE, PLAGUE

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.

Medium-size Undead

Hit Dice: 2d12 (16 hp)

Initiative: -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, 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 populations, 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.

Creatures as Player Characters:

At the game masters discretion, players may choose one of the following creatures as a race: ghouls, mutant bugs, plantmen, sandmen, shadow people, terminals, underlings, or wild men. Characters that use a race found in this book do not receive mutations or defects. The creature’s abilities represent their mutations. As with the standard mutant breeds, these races have level adjustments. These level adjustments can be found in **table 3-2**.

Table 3-2: Level Adjustments	
Ghouls	+1
Mutant Bugs	+4
Plantmen	+1
Plantmen (spore carrier)	+2
Sandmen	+2
Shadow People	+4
Terminals	+0
Underlings	+0
Wild Men	+1

PART 4: OTHER CREATURES

These are just some of the more horrendous and interesting examples of the kinds of creatures that populate the wilds of DARWIN'S WORLD. Some are widely known and ever-present threats to man and mutantkind (such as *ghouls* and *screamers*), while others are rare beings only rarely encountered or so widely avoided as to become near legendary (such as the *mutagon* and the *terrolops*).

Game Masters can and should develop their own creatures for use in sessions of DARWIN'S WORLD, because the effect of mutation on the animal and human population is literally infinite. There can be variations of the creatures above, suited for particular environments, or entirely new and unique mutated monstrosities. Have fun, use ingenuity, and make them *gross*.

Creatures From The SRD

A number of creatures from the *System Reference Document* make the transition from a fantasy to post-apocalyptic setting quite seamlessly. This section briefly lists those creatures found in the *System Reference Document* that have a place in *Darwin's World*.

Listed in parenthesis after each creature is its common name in *Darwin's World*. If a question mark is given, it means the creature may not even exist.

Achaierai ("Strider Bird"): These giant mutant birds are primarily found as solitary monstrosities on the Twisted Earth, roaming the flat open plains of the Far Desert in search of wandering prey.

Achaierai in *Darwin's World* are clever, but their intelligence is a lot lower (perhaps 2 or 3). In addition, they are not considered *outsiders*, but rather *beasts*. They are otherwise unchanged.

Ankheg ("Burrower"): Variations of this giant burrowing insect are reported throughout the dry deserts of the Twisted Earth, making their homes in burrows cleverly concealed beneath the sands. Rumors also place ankheg-like burrowers in the Cursed Desert, but they are said to spit an unusual combination of ingested salt and acid that not only eats away at flesh, but also corrodes metal like a rust monster.

Aranea ("Mind Spider"): Rumors of gigantic, intelligent, and peaceful spiders that can assume

the form of men to walk unnoticed among them, have surfaced in recent times.

Aranea in *Darwin's World* certainly do not have spells, though they may have neural mutations instead (GM's discretion).

Arrowhawk: Variations of this creature exist among the highest mountains of the Big Rocks, where men now fear to tread. Powerful creatures, they retain their normal abilities, but their type changes from *outsider* to *beast* in *Darwin's World*.

Assassin Vine ("Strangler Weed"): This insidious form of plant life thrives unchecked in numerous locales on the Twisted Earth. Assassin vines (and other predatory plants) are a known danger of many oases, subterranean water caves, and overgrown ruins.

It is said that the overgrown city of San Jose, in the Sierra Gehenna region, is home to vast numbers of these deadly vines.

Athach ("Gigant"): Athach represent one of many gigantic, hulking, and ultimately hazardous mutant creatures on the Twisted Earth. Athach dwell primarily among the city ruins, and prey on smaller communities for food and other goods.

Bugbear ("Broken One"): The bugbear stat line can be used to represent any kind of savage, primitive race of mutant ("broken one"). They comprise especially large clans and war bands among the lost ruined cities of the Twisted Earth.

Bulette ("Seeker-In-The-Sand"): The bulette is a legendary creature found almost exclusively among the northern wastelands of the Deserts of Nowhere. Legends of the local savages relate to these powerful beasts and their ability to burrow through sand and soil.

In some areas, where bulette are unusually frequent, tribals of the deserts build their homes - even entire villages - on rock outcroppings, mesas, and table-lands.

Carrion Crawler ("Meatworm"): Related to the *utarn*, creatures similar to carrion crawlers are found in the deepest sewers, among the more badly-radiated city ruins throughout the Twisted Earth.

Chaos Beast ("Abomination"): These disgusting, horrific, and mind-bending monstrosities are legends of the wasteland. Stories tell of similar creatures living in ancient caves or collapsed sewers in the vicinity of the

strongest nuclear deadlands – examples include blasted cities, or regions where missile silos were once concealed among the sands (only to be gutted by pre-emptive nuclear strikes).

A chaos beast in *Darwin's World* is an *aberration*, not an *outsider*.

Chuul ("Claw Thing"): These creatures are rare, but examples might exist in radiated waterways, underground streams and sewers, etc.

Destrachan ("Howling Hunter"): Destrachan are powerful subterranean beasts that dwell in small packs in only the largest cave systems. Tribal folk making their homes in mountain caverns must often contend with these savage creatures for space.

Digester ("Spittle Bird"): These swift, ostrich-like predators are a known threat on the open Far Desert.

Dire Animals: Certain dire animals are common in *Darwin's World*, as giant mutant versions of their typical cousins. The most common are dire rats (found practically everywhere in the world), but dire bats and dire wolves (the latter often badly misshapen and twisted) are also known.

Doppelganger: Such mutant creatures are known on the Twisted Earth, but they are exceptionally rare – and are hunted down wherever they are found. Many believe them to actually be a breed of third generation mutant, and that somewhere in the world they may have an actual empire.

Doppelgangers in *Darwin's World* are generally evil creatures of a bizarre alien intelligence, and their ability to shape change conforms more closely to the mutation *genetic metamorphosis*. They generally only use this ability to prey on others; they do not seek to understand other races and groups.

Drider ("Dread Ones"): The drider in *Darwin's World* has nothing to do with elves or twisted magic – they are merely mutants, plain and simple. Though rare, a common story of the wasteland speaks of these creatures in numbers. It is said a lost shelter of the Ancients, located in a hollow mountain somewhere in Big Rocks, failed to keep out the radiation and its thousand or so inhabitants slowly

TABLE 4-1: CREATURES FOUND IN THE MONSTER MANUAL SUITABLE FOR DARWIN'S WORLD

Broken Baby (Kobold)	1/6
Broken One (Goblin)	1/4
Dire Rat	1/3
Broken One (Hobgoblin)	1/2
Broken One (Orc)	1/2
Hiver, Worker (Formian)	1/2
Needle Bat (Stirge)	1/2
The Deep (Locathah)	1/2
Broken One (Gnoll)	1
Broken One (Lizardfolk)	1
Shrieker	1
Skull Hound (Krenshar)	1
The Sightless (Grimlock)	1
Troglodyte	1
Broken One (Bugbear)	2
Broken One (Ogre)	2
Dire Bat	2
Worg	2
Arrowhawk, Juvenile	3
Burrower (Ankheg)	3
Dire Wolf	3
Doppelganger	3
Ethereal Filcher	3
Ethereal Marauder	3
Gelatinous Cube	3
Hiver, Warrior (Formian)	3
Strangler Weed (Assassin Vine)	3
Tentacle Worm (Grick)	3
Violet Fungus	3
Wailing Wolf (Howler)	3
Abomination (Owlbear)	4
Broken One (Minotaur)	4
Gray Ooze	4
Hydra, Five-Headed	4
Meatworm (Carrion Crawler)	4
Mind Spider (Aranea)	4
Spider Thing (Ettercap)	4
Trash Demon (Otyugh)	4
Abomination (Gibbering Mouther)	5
Arrowhawk, Adult	5
Broken One (Ettin)	5
Broken One (Troll)	5
Girallon	5
Ochre Jelly	5
Serpent People, Halfblood (Yuan-Ti)	5
Serpent People, Pureblood (Yuan-Ti)	5
Strider Bird (Achaierai)	5
Shambling Mound	6
Spittle Bird (Digester)	6
Tendriculous	6
Abomination (Chaos Beast)	7
Black Pudding	7
Claw Thing (Chuul)	7
Dread One (Drider)	7
Gigant (Athach)	7
Hiver, Taskmaster (Formian)	7
Seeker-In-The-Sand (Bulette)	7
Serpent People, Abomination (Yuan-Ti)	7
Arrowhawk, Elder	8
Gray Stalker (Gray Render)	8
Howling Hunter (Destrachan)	8
Hiver, Myrmarch (Formian)	10
Great Worm (Purple Worm)	12
Hiver, Queen (Formian)	18

succumbed to mutation, cannibalism, and madness. In form they mutated to resemble spidery things, and dwell in lightless misery and insanity to this day.

Drider-like mutants obviously do not have spells or spell-like abilities (though the GM may give them mutations as normal characters), and are thus not quite as deadly as opponents as they would otherwise be in a fantasy setting.

Ethereal Filcher (?): The filcher makes an attractive mutant aberration, most likely to be found in only the most potent radiation centers (in specific, the infamous Purple Desert). Such creatures lack any supernatural powers, of course, in *Darwin's World*.

Ethereal Marauder (?): Another attractive mutant aberration, the marauder is also found only in the glowing wasteland of the Purple Desert. Like the *ethereal filcher*, it lacks its supernatural powers.

Ettercap ("Spider Thing"): Ettercap-like mutants could be inserted nearly anywhere in *Darwin's World*.

Ettin ("Broken One"): Ettins are rare giant mutants, often rising to the role of powerful tyrant-chiefs of the largest mutant groups ("broken ones"). Certain examples have been reported leading packs of Brethren followers in the area of old San Francisco.

Formian ("Hiver"): Obscure stories say that the ruins of the great Necropolis (old Los Angeles) are populated by tens of thousands of creatures similar to formians – giant mutated insect creatures with intelligence and human-like qualities. Unlike true formians, however, these creatures are brutal, savage, and alien in mindset, conquering other peoples and rooting out survivors in the ruins to serve as food and incubators for their next generation of larval young.

Formians in *Darwin's World* lack any magical abilities; in addition, they are *humanoids*, not *outsiders*.

Fungus: All manner of fungus is appropriate for the *Darwin's World* setting.

Gibbering Moulder ("Abomination"): The legends that describe *chaos beasts* (see above) may instead be describing these nameless horrors.

Girallon (?): Stories fading into obscurity tell of a region of tall forests and jungles beyond the Big Muddy, in what was once the fertile Southeast of the world. Here, legends say the forests are home to intelligent apes and monkeys

who enslave men and have constructed cities among the trees and valleys. Girallons are the product of their experiments, producing uncontrollable beasts that have been driven to the frontiers of their civilized borders to dwell in hateful isolation.

Gnoll ("Broken One"): Like many Monster Manual creatures, gnolls are ideal to portray specific breeds of degenerate, uncivilized, and barbaric mutants, also known as "broken ones". They are especially numerous among the old decayed ruins of great cities.

Goblin ("Broken One"): Again, goblins could be used to represent any number of degenerate mutants in *Darwin's World*. In regions populated by hordes of "broken ones", they would be the footmen, fodder, and feed for gnolls, orcs, bugbears, etc.

Gray Render ("Gray Stalker"): These mighty beasts are legendary, rare, and horrible. They only exist in areas badly tainted by radiation, such as the hearts of blasted cities, and typically make their homes in sprawling complexes hollowed-out by time or underground caves.

Grick ("Tentacle Worm"): Gricks populate the same areas as carrion crawlers – caves, sewers, etc.

Grimlock ("The Sightless"): A relative of the *sandman*, grimlocks are known to exist in ancient caves throughout the wasteland, especially among the foothills and highest peaks of the Big Rocks. They are also known to dwell in numbers in the deep sewer systems of various ancient cities.

Among the ruins of San Francisco, in the Sierra Gehenna region, grimlocks are a major part of the movement known as the Brethren.

Hobgoblin ("Broken One"): These might be used to represent the elite of "broken one" armies; in general, hobgoblins possess an intelligence lacked by most of their fellow mutants, and thus would naturally gravitate towards leadership positions.

Howler ("Wailing Wolf"): These enormous hyena-like beasts are a common danger in the wasteland, and appear frequently along the major trade routes. Merchants and sandwalkers quickly learn to fear these creatures, who often gather in packs beyond sight before attempting to swarm a caravan in a massed swarm.

Howlers are *beasts*, not *outsiders*, in *Darwin's World*.

Hydra: Such creatures would be extremely uncommon, perhaps even unique, in *Darwin's World*. None of the sub-types of hydra are likely to exist.

Kobold ("Broken Babies"): These diminutive hunters and stalkers are spoken of in many Far Trader tales, which relate to groups of such creatures dwelling in packs among the high desert caves of the Southwest. According to Far Trader legends, kobolds are actually degenerate human children, savage and murderous, who kill their own when they reach maturity. Generations of living this cannibalistic, subterranean, and savage existence has left them changed, scaly, rat-like, and venomous.

Krenshar ("Skull Hound"): Stories in the wasteland tell of mutated wolves and coyote that possess wild mutations. The krenshar may be one such vagabond hunter.

Lizardfolk ("Broken One"): Like other races, lizardfolk might be used to represent specific breeds of "broken ones" – races of mutant that combine bestial and humanoid traits into a grotesque form.

Locathah ("The Deep"): Legends from the regions bordering the Poisoned Sea speak of "fish-men" who prowl the deep, emerging on moonless nights to raid the tribals who make their villages along the bleak ocean shores. These creatures may be quite similar to locathah.

Minotaur ("Broken One"): Minotaurs, like ettins, can be used to represent particularly-powerful leaders among the savage groups known as "broken ones".

Ogre ("Broken One"): These might be good examples for big, strong, and primitive "broken one" mutants.

Oozes: Some oozes might be the product of animation by bizarre radiations.

Orc ("Broken One"): Degenerate, savage, and bloodthirsty, orcs make ideal "broken ones".

Otyugh ("Trash Demon"): Creatures resembling otyughs are often reported dwelling in ancient junk heaps, clogged and flooded sewer systems, and old nuclear waste dumps where other life cannot survive.

Otyughs in *Darwin's World* are unintelligent, do not speak, and cannot be reasoned with. They are simply scavenging beasts.

Owlbear ("Abomination"): The owlbear could conceivably be used to represent any number of large mutant creatures that have mutated to great strength and ferocity. Though the basic owlbear form might be one example,

there could be countless variations combining other bestial features as well.

Purple Worm ("Great Worms"): The dreaded purple worm is something feared by cave dwellers throughout the Twisted Earth. In some regions, creatures not unlike true purple worms are said to burrow through the sands like eels through water.

Shambling Mound (?): Stories of the overgrown city of San Jose speak of living plant creatures stalking the shadowy ruins among the tall trees and moss-covered rubble. With them, so the stories say, walk animate heaps of trash and rotting vegetation. These stories might very well refer to creatures similar to the shambling mound.

Stirge ("Needle Bats"): Stirges could well exist in large flocks throughout the same regions infested by bat movements; in specific, the old American Southwest.

Tendriculous (?): The same stories that speak of animated plant heaps serving "plant-men" in the radiated ruins of the Sierra Gehenna (see *shambling mound*), may be referring to creatures like the tendriculous.

Troglodyte: Stories abound speaking of beings that withdrew beneath the earth at the onset of the Fall, and of how these communities found life underground more suited to survival than above where radiation poisoned the land. They degenerated into cruel savagery and eagerly defend their subterranean lairs (often quite vast, improving upon old sewers, caves, or fallout shelters with tunnels and warrens) from intrusion.

Some whispered stories relate how, every few years, large packs of troglodilian creatures rise from mountain caves or beneath the great cities to prey upon the surface dwellers, taking back captives for ungodly purposes in the unlighted abyss from whence they came.

Troll ("Broken One"): The troll could be used to represent powerful mutants, such as those bred and perfected by the Brethren, or used as lumbering giant warriors by "broken one" enclaves.

Worg (?): It would not be inconceivable to have a worg represent any kind of mutated desert scavenger (wolf, coyote, etc) that had developed an inordinate level of intelligence due to radiation. They would, however, be extremely rare.

Yuan-Ti ("Serpent People"): Yuan-ti are perfect examples of degenerate, tainted, and

mutated humans, like those rumored to live at the heart of many ancient cities (in particular, the fabled Necropolis). Whether as a result of troglodilian living, or as a product of some other mutative phenomenon, they make an ideal mutant species in *Darwin's World*.

Yuan-ti would not, of course, possess any magical or supernatural abilities, but would retain physical characteristics and benefits.

Animals: True unaltered animals are a rarity on the Twisted Earth, but certain examples might exist in areas far from radiated "hot spots".

Vermin: Vermin of all kinds (especially those larger than life) infest the wastes and ruined cities of the Twisted Earth. Giant ants, giant beetles, monstrous centipedes, monstrous scorpions, and monstrous spiders are all perfect for the setting.

List of Product Identity Terms:

Darwin's Word, Twisted Earth, Denizens of the Twisted Earth, Terrors of the Twisted Earth, Artifacts of the Ancients, Cave of Life, Ferals, Primitives, Ritual Preservationist, the Ancients, Resentful, Degenerates, Ressurectors, Visionary Reinventors, Hedonists, Advanced, Good juju, Benders, Brethren, Brotherhood of Radiation, Cartel, Children of the Metal Gods, Clean Water Clans, Far Traders, Enthropist, Foundationist, the Movement, Paradise Believers, Ravagers, Savants, Doomriders, Brethren Follower, Brotherhood Force Master, Cartel Trademaster, Foundationist Paladin, Juju Doctor, Sister of the Desert, Death Sentinel, Doom Harvester, Ethereal Flyer, Fraxx Steed, Gront, Heliogryphs, Mutagon, Othydont, Plague Zombie, Purple Angler, Slime Mole, Shadow People, Utran.

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