

# EARTH DELTA mutAnt mAnuAl

Pathfinder 2 Edition  
LIZARD



Lizard Games

"Ripping off better designers since 1978"

# Introduction To The Mutant Manual

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## *Meet The Mutants*

Those of you who have been following this project since its inception know it used to be one book, which was, sadly, growing beyond Word's ability to format and repaginate easily, not to mention turning into a PDF file more bloated than the Federal budget. Bah-dum-bum! (Or, if you prefer, "than the compensation for a Wall Street fat cat that leeches off the backs of the Workers"). So, I've decided to split the book in twain, or possibly in Clemens, and if you're just wandering in here from some other PDF and have no idea what to expect, let me warn you -- the jokes don't get any better. They get worse. A lot worse.

But, and this is important -- the game is not a joke. I cannot help being sarcastic and, as an invertebrate punster, I am spinelessly unable to resist a pun. (See what I mean?) However, this isn't a comedy game -- at least not by design, though you can play it for laughs all you want, and the creatures here, whether they have horrible puns for names or not, are designed to be not just lethal opponents in battle, but to have some feeling of verisimilitude, to be as believable as such strange things can be. To the people living in the world of Earth Delta, these monsters are lurking hazards, potential allies, and deadly mysteries. You, the player, may snicker when you realize what inspired the swarmhound -- but your character will not be laughing as he is covered with vicious, stinging insects and then ripped to pieces by starving wolves.

This Alpha version is designed to provide just enough monsters at levels 1-5 to allow for basic playtesting and to give a good feel for the overall flavor of the game, mechanically and tonally. All creatures were designed following the GMG guidelines, and then sometimes hand-tweaked, whether to better fit the concept or just to avoid the sameness of every level X monster having Y hit points. If a creature seems grossly out of whack, that may well be an error, but a few points or a die here and there are likely deliberate.

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# Monsters and NPCs

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*The people you kill, whose stuff you take.*

Following is a large selection of monsters for you to kill. Many creatures from other compatible rulebooks can be trivially reflavored to work as mutants of all sorts, as well.

## Rules, Keywords, Types

Compatibility is a major design goal of Earth Delta, so there are few dramatic rules changes here. You should be able to take any PF2 creature and fling it against the PCs, whether or not you reflavor it. However, there are some minor additions, subtractions, alterations, deletions, and confusions.

### Traits

The following traits often apply.

#### **AI**

An AI is a free-willed intelligence in non-organic form, usually electronic. Often, this trait is found in sophisticated high-end robots, but it may also be applied to immobile computers or even self-aware tools and item.

#### **Arthropod (Hardkind)**

Insects, spiders, crabs, lobsters, and so on.

#### **Bird (Featherkind)**

Feathered and egg-laying. Most fly, but many don't, and some are heavily adapted for aquatic, though air-breathing, life.

#### **Cyborg**

A cyborg is a creature with both organic and machine parts. If they have the AI trait, their "mind" is artificial, otherwise, it is living. Cyborgs usually have the mechanical and electronic traits as well.

#### **Electronic**

An object or creature with the electronic trait has delicate solid-state circuitry that cannot be physically manipulated but may be overloaded or controlled. Electronic creatures typically have Weakness (Electricity) equal to half their level (minimum 1)

#### **Fish (Waterkind)**

Mostly scaled, aquatic, and egg-laying.

#### **Insulated**

Insulated creatures or objects are protected against electricity. They gain resist (electricity) equal to half their level (minimum 1), and lose any weakness to electricity they may have had.

#### **Mammal (Furkind)**

Warm-blooded, furred, usually gives birth to live young.

**Mechanical**

An object or creature with the mechanical trait has complex moving parts that might be fouled or manipulated. Mechanical creatures often have Weakness (Electricity) equal to half their level (minimum 1). A mechanical creature might be powered by steam, springs, or some alien energy, and thus lack this weakness, but those are rare.

**Molluscs (Softkind)**

All the squishier invertebrates, such as squids, snails, and clams. Because this game isn't a damn biology textbook, this also include medusoids, aka, jellyfish. And the reason I mention that is I just created a sapient jellyfish mutant and wanted to give it the right traits.

**Reptile (Coldkind)**

This unscientifically includes amphibians for conveniences' sake. Egg-laying, cold blooded, often scaled.

**Robot**

Robots are purely mechanical beings with no organic components. If they lack the AI trait, they do not have true free will or self-awareness and follow their programming, which may be very complex and seem to simulate intelligence, or it may be simplistic and rote. Most robots have both the electronic and mechanical traits. Robots are immune to poison and disease. Non-AI robots usually do have an Int value, sometimes a quite good one, as they're capable of making decisions, changing tactics if they're not working, prioritizing targets, etc.

## Bolt-On Powers

If I really wanted to, I could fill this book with hundreds of almost-identical monsters, except for some "random" mutant powers. (Human.... mutant human with ice eyes.... mutant human with fire hands... mutant human with turtle shell...) However, I don't want to.

The world of Earth Delta is one where almost anything can be transformed. While many of the monsters here are species which "breed true", or which have well-established sub-breeds, there's no end to the possible variety. While it's fairly simple to just give a monster +1 to attack and damage and say it has "really big teeth", it's often even simpler to pick some useful powers from a list. This is such a list.

"Bolt On Powers" are a step between normal monsters and templates. A bolt-on power generally grants a single ability such as an attack, a reaction, or a minor change to resistances. As is typical for PF2, the idea is to increase options without increasing power level, and without overwhelming the GM with choices. When applying a bolt-on, you should think beyond the direct mechanical effects and consider flavor text and appearance or personality modifications. A Stronghold Guard with webcasting, for example, might have a cluster of spider-like eyes instead of human eyes and small fangs(though not enough to also give him a poison bite attack, unless you decide to add an additional ability – which you're free to do!).

Often, damage or attack rolls will be listed as something like "Low" or "Extreme". This refers to the monster creation charts in the GMG. The GM should feel free to tweak this as desired, remembering that these additional powers do not grant bonus XP and thus should be kept fairly weak.

Lastly, of course, feel free to change range, or number of actions required, or reaction triggers, or add/remove traits like Press or Flourish. These powers are a springboard for your creativity, not ordainments from on high.



The presence of "bolt on" powers helps set some boundaries for me when it comes to monster design. A large portion of the flavor or style of the genre I am imitating here is monsters which are, somewhat, random and nonsensical -- "It's a fish that (roll) turns you to stone and (roll) has wings and (roll) is afraid of mice!" On the other hand, this is 2021, not 1978, and the game system I am using rests on certain assumptions about balance and all that rot, and, frankly, while I like a little "wahoo" in my games, a little goes a very long way. What this all boils down to is that the majority of the monsters listed will be mostly coherent. You will see very few "just because" mutant powers. This doesn't mean everything, or even most things, will be something boring like "giant bear with big claws", "giant ant, that's just a giant ant", or "giant pig, but it's green. That's it, just green." At this stage in the design process, the shockadillo is a perfect example of what I'm aiming for. Yes, it's a mace-tailed giant armadillo with a lightning aura, but it doesn't also have tentacles, emotion control, and the power to make vines grow. If you want that, **and there's nothing wrong with that** -- add a bolt-on power or two. This is most especially evident in the stats for humanoids in various cultural roles, such as bandits, Cataclysm Cult members, and so forth. I didn't want to go with "Bandit Leaders have laser eyes, Bandit Snipers have ice breath, and Bandit Thugs have two heads". While sometimes I'll toss something like that in for fun or flavor (such as the Beast Legion Centurion), mostly, I try to keep them basic so that the GM can decide just how much additional weirdness to add in.

In the interests of being really old school, in the Useless Charts Appendix<sup>1</sup>, there's even a system for randomly determining a bolt-on on the fly! Or on the frog, bear, horse, scorpion, duck, or robot -- whatever it is you're fighting. It doesn't **have** to be a fly.

## Tiers

For simplification of scaling, many bolt-on have a "per tier" effect. A tier is simply 4 levels. Creatures up to 4<sup>th</sup> level are Tier 1, those of 5-8 are Tier 2, and so forth. If the GM feels this may make a bolt-on too strong or weak at the edges of the tier range, they should feel free to tweak the effect up or down as desired.

## Bolt On List

### Ablative Defense

*The ancient robot's defensive fields turns away your blows, but each successive strike causes it to flicker more rapidly as it loses power...*

Some sort of defense which can be worn down surrounds this creature -- a flickering energy screen, ice that can be chipped away, a heavy shell susceptible to cracking or piercing. Once you get through it, the creature is much easier to hurt. The creature gains physical resistance equal to its level, and an additional 3 per tier (thus, a 2<sup>nd</sup> level creature has physical resistance 5), which is reduced by 1 each time it is hit (2 on a critical hit).

There are many variants, such as having the field 'regenerate' slightly if the creature takes an action or two, or if no damage is done for a turn. Or it may be resistant to all damage (usually with one damage type excluded).

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### Accelerated

The creature is unusually fast. It may have long or multiple legs, a hyperactive metabolism, psychic time-shifting ability, or something unusual. Increase its Speed by 5 feet and Reflex save by 1, and drop Armor Class and Fortitude Save by 1.

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<sup>1</sup> Not yet brought over to PF2, sorry.



## Altered or Additional Natural Weapons

Rabbits with antlers. Deer with tusks. Bears with horns. Just daily life in Earth Delta. The creature has gained a new natural weapon or replaced an old one. This grants an additional Melee attack as follows. It doesn't alter any other attacks of the creature, though the DM may wish to re flavor them if needed.

Weapon	Attack	Damage	Special
<b>Tusks</b>	Moderate	Low P	Bleed 1 per tier
<b>Claws</b>	Moderate	Moderate S	Agile
<b>Bite</b>	Moderate	Low S	Deadly
<b>Horns/Antlers</b>	Moderate	Medium P	Shove
<b>Stinger</b>	Moderate Reflex Save	Low P	1d6 poison damage/tier, save ends (Optionally, may cause paralysis, clumsy, stupefied, or some other condition.)

## Armor Plated

The creature is covered with a thick, hard, shell or other defense. (For robots, this may be literal armor plating!)

**Effect:** The creature gains physical resistance 2/tier. Decrease its Reflex save by 1 and Speed by 5 feet.

## Blink

Psionic force or insanely advanced technology allows the creature to move from point to point without regard to intervening terrain.

❖❖ (concentrate) **Effect** Creature teleports its stride distance.

## Camouflaged

The creature can fade away. It may have appropriately-colored skin, fur, or scales, or this may be psychic invisibility, or it may be able to adjust its skin color and patterns, or just turn itself transparent. It gains the following power:

### FADE AWAY ❖❖

#### CONCENTRATE

The creature concentrates for just a moment, then fades into the background.

❖❖ **Effect** The creature attempts a Hide check without the need for cover. Creatures with this power will also have the Stealth skill at High.

## Cooperative

*They hunt in packs? We are so frakked.*

The creature works and plays well with others. For non-sentients, this may be simple instincts, for sentients, it can be anything from telepathic communication to simply good training (making this a nice bolt-on for bandit gangs, mercenaries, pirates, and so on.)

The GM may limit this to only working with other creatures of the same or similar kind, or with any allies, depending on the effects.

**Effect:** Pick one of:

- When the creature is within 10 feet of an ally, it gains a +2 circumstance bonus to AC or a save.
- When 2 or more of the creature's allies are adjacent to a target, the target is flat-footed to it.

## Envenomed

*The creature's weapons drip with foul and vile toxins. You should not have ventured into the land the Ancestors called "Jer-Z".*

**Effect:** Pick any melee attack the creature possesses, and also pick a poison of the creature's level, or thereabouts (adjust as needed). On the first successful hit with that weapon in a round, the target is affected by the poison and must make any appropriate saves, etc.

## Frost Generation

*The air mists around the creature as the temperature plummets.*

The creature is surrounded by an aura of extreme cold.

**Cold** (aura, cold) 5 feet. A creature that starts its turn in the aura must make a basic Fortitude save (moderate DC) or take 1d6 cold damage per tier.

## Explosive Bolts

*As you pick yourself up from within the blast radius, you hope it can only do that once.*

The creature can hurl bolts of energy which detonate over an area, dealing damage and/or causing damaging effects. Choose a damage type, ideally one which fits with the creatures other powers, though this doesn't need to be the case. If Disruptive Bolts is picked, the effect should relate to the damage, e.g., slowed for cold, sickened for toxic gas, etc.

## EXPLOSIVE BOLTS

### ATTACK

Pick one option

❖❖ **Damaging Bolts** The creature fires something appropriate to its overall nature, doing moderate area damage (basic reflex save, DC moderate) in a 5 foot +5 feet/tier burst. **Special** This ability cannot be used again for 1d4 rounds.

❖❖ **Disruptive Bolts** The creature fires something appropriate to its overall nature, doing low area damage (basic reflex save, DC moderate) in a 5 foot +5 feet/tier burst and also requiring a secondary save to avoid a condition such as slowed, blinded, or confused. **Special** This ability cannot be used again for 1d4 rounds.

## Grappling Appendage

*The creature's strange organ shoots out and targets an enemy, who is then hauled towards it. Insert Japanese schoolgirl reference here.*

The creature has some sort of unusual means of grabbing foes at a distance -- a 15 foot long sticky tongue, tentacles, grasping vines, telekinetic tendrils of force, or anything similar. It gains the following attack:

❖ **Grappling Appendage** (Range 15 feet, flourish) The creature makes a ranged grapple attack (moderate attack vs. Fortitude DC) against a creature up to one size category larger than itself. In addition to the normal effects of grapple, the

target is pulled three squares closer to the creature (this is forced movement). The creature may not use this ability on a second target while the first is grabbed, but may release the current target in its current square as a free action, or in any empty square within 15 feet as a ♦ action. If this places the target in dangerous terrain, they should be permitted a Reflex save to scramble to the nearest safe square if possible.

## Hypnotic Glare

*All hail the hypnotoad!*

This creature can maneuver its foes into doing its bidding.

**Hypnotic Gaze** ♦♦ (concentrate, enchantment, visual) The creature gazes at an enemy within 30 feet, who must make a basic Will save (moderate DC). The result depends on the save.

**Success** The target is not affected.

**Failure** The target is charmed and will not directly attack or harm the creature with this power unless it is attacked, and will try to encourage allies to let it go, etc. It may attempt a new save at the end of each of its turns.

**Critical Failure** The target is dominated; it may attempt a new save at the end of each of its turns.

The target will be temporarily immune to this power for 24 hours after a successful save.

## Infected

*No, I don't think it's supposed to be that color...*

The creature is a carrier of some disease.

**Effect:** Choose a melee attack the creature possesses. On a critical hit, in addition to the usual effects, the target must make a moderate Fortitude save or be infected with a disease of the creature's level.

## Ink Cloud

*It was here a second ago...*

A sudden burst of darkness allows the creature to escape. This can be a cloud of dust, a blinding flare, generated smoke, a spray of ink in people's eyes, a psionic "blind spot", or damn near anything else with the same effect.

**Ink Cloud** ♦♦♦ (aura, visual) The creature emits a cloud of smoke, a blinding flare, or some similar effect in a 15 foot emanation around itself and then strides up to its speed. Determine the effect of the cloud on all targets *before* moving. All in the area must immediately make a Fortitude save against a moderate DC.

**Critical Success** No effect, target may act normally.

**Success** Target cannot take reflex actions triggered by the movement portion of this action.

**Failure** Target suffers a -2 circumstance penalty to all attack rolls until the end of its next turn.

**Critical Failure** Target is blinded until the end of its next turn.

## Lightning Breath

*Your hair stands up. Then you fall down.*

The creature has a row of spines along its back which glow brilliantly when it gets ready to breathe.

❖❖ **Lightning Breath** (electricity) The creature breathes in a 30 foot cone. All within must make a moderate basic Reflex save or take moderate limited use electricity damage and be stunned 1. (Stunned 2 on a critical failure.) **Special** The creature must wait 1d4 rounds to use this again.

---

## Lure

*You find yourself impossibly drawn towards the giant, toothy maw.*

The creature can draw other creatures towards it. This can be either a psychic or physical effect, targeting either Will for a mental appeal (such as a projected illusion, or outright control) or Fortitude for a physical effect, such as an alluring scent.

❖❖ **Lure** (emotion, enchantment) Range 30 feet. The creature targets one enemy in range, who must make a Will or Fortitude (as determined by the GM when adding this bolt-on) save against a high DC.

**Failure** The target's first action on each turn must be to Stride closer to the creature, and it may not voluntarily move farther away. It may save at the end of each of its turns to end this effect.

**Critical Failure** As failure, plus target is flat-footed against the creature.

Targets which save are temporarily immune for 24 hours.

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## Massive

*That's the second biggest marmot I've ever seen!*

The creature is simply immense, much larger than it ought to be. Apply the following adjustments:

- Increase size category by 1.
  - Increase hit points by 5 per tier.
  - Increase Reach by 5 feet if it ends up Large or bigger.
  - Increase melee attack dice one size. (d6 becomes d8, etc.) but reduce attack bonus by 2.
  - Reduce AC and Reflex saves by 2.
- 

## Oversized Limbs

The creature's limbs are unusually long, allowing it to strike even at distant foes. Increase reach by 5 feet.

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## Pain Projection

*That hurt you more than it did the creature. Ouch.*

When it gets hurt, someone else gets hurt. The creature gains the following power:

**Pain Projection** ➤ **Trigger** The creature takes damage. **Effect** The triggering source makes a basic Will save at a high DC or takes mental damage equal to half that which was inflicted. **Special** If the creature normally doesn't have any reactions, this ability can be used only once every 1d4 turns.

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## Quills

*When an elephant and a porcupine love each other very much...*

The creature has some sort of physical ranged attacks, which may be quills, throwing spikes, thorns, or sharp metal shards (generally for robots, but, hey, why not mutants?).

❖ **Ranged** quills moderate attack DC (45 feet) **Damage** low piercing plus persistent bleed 1/tier.

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## Ram Plate

*It occurs to you that the cliff's edge was a poor place to challenge the village leader to a duel.*

A heavy frill of bone, massive rhino horns, or some other mutation grants this a moderate attack DC, low damage melee attack with push if it is tier 1 or 2, improved push if it is higher tier.

---

## Regeneration

*It... just... won't... die! Why... won't... it... STAY... DEAD?*

The creature gains

Regeneration 3/tier (deactivated by damage type)

Typical anti-regeneration damage types include acid, fire, and blight, but any source will do. An appropriate knowledge or lore check will reveal what deactivates it.

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## Slick

*I got it! I got it! No, wait, I don't got it.*

Natural oils, frictionless armor, or a smooth icy shell make it very difficult to hang on to this creature. It gains a +4 status bonus to Escape, and a +2 status bonus to any saves against effects which impose the immobilized condition, unless they do not rely on physical constraints or the GM feels this ability is of little use, e.g., being entirely encased in amber.

---

## Sonic

*There's no way it can see us in here...*

Much like a bat, the creature has evolved a sonic screech which can show it the world, as well as deafen or confuse its enemies. It gains Echolocation (precise) 60 feet, as well as the following attack:

**Screech** ❖❖ (sonic) All creatures in a 20 foot burst must make a moderate basic Fortitude save or take low limited sonic damage and are immobilized until the end of their next turn. **Special** This attack can be used every 1d4 rounds.

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## Stomp

The creature can generate a shockwave around it. This may be a literal stomp-o-doom, it may be a blast of sound, it might be psychokinetic earth movement. The upshot is, everyone nearby fall down go boom.

**Stomp** ❖❖ All creatures in a 30 foot emanation must make a moderate basic Reflex save or take low limited bashing damage and are immobilized until the end of their next turn. **Special** This attack can be used every 1d4 rounds.

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### Super Leap

*Hah, you stupid bear! Bet you can't get up this 15 foot sheer cliff face! Oh. You can. Heh.*

The creature can perform an amazing jump, sending it flying across the battlefield.

**Leap ♦♦** (move) The creature jumps up to its speed, horizontally or vertically.

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### Telepathic

The creature can communicate by thought alone within a 120 foot range. It may ignore concealment (but not cover) on ranged attacks. It may also communicate with allies which are deafened. If it is intelligent, it can send thoughts to enemies, and they can choose to reply, but it cannot read their minds per se.

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### Two-Headed

The creature has two heads. If it has a melee bite attack, it gains:

**Double-Chomp ♦** (flourish) The creature makes 2 bite attacks, each at -2 (in addition to any multi-attack penalty).

If it lacks a bite attack, it gains a +1 to Will saves and cannot be flanked. If it has a gaze attack, it may target two creatures at -2 to its attack roll or +2 to their saving throws, as appropriate. Other special cases suggest themselves readily.

---

### Webcasting

*The creature flings its hands forwards, and streams of translucent fiber shoot out, catching all within.*

The creature can produce a region of sticky filaments, entangling all within. This may also represent fast-growing vines (created via psionic plant control!), bands of telekinetic force, or glops of sticky, organic, goo.

**Webcasting ♦♦** (Ranged, 50 feet) All creatures in a 15 foot burst must make a basic Reflex save at high DC or be grabbed. (Escape DC is equal to the save DC) The area is difficult terrain for the next 2 rounds. Any creatures still grabbed when the effect ends are freed.

---

### Winged

*Well, now you've seen a horse fly.*

The creature has grown wings, a gasbag, or a telekinetic levitation organ, allowing it to fly! Be wary about applying this bolt-on to low level monsters with long ranged attacks, as they may have an overwhelming advantage against PCs who are mostly ground based. Make sure a monster can't simply snipe with impunity.

**Effect:** The creature gains a flight speed equal to its ground speed. Reduce the creature's Fortitude save and AC by 1.

---

## Instant 'Oids

While there's an assortment of ratmen, etc., included, it can often be tempting to take a "generic humanoid" monster, such as a Strongholder or Bandit, and make it a Bearoid or Snakeoid. The following section gives a few common archetypes and suggested stat and power adjustments. These, like the bolt-ons, are unlikely to unbalance a creature and do not change its level. When combining bolt-ons with 'oids, remember to only use the larger bonus, as they do not stack. While bonuses to AC and Saving Throws are not usually typed, it's best to pick only the largest there, too. Generally, if an adjustment would move something more than one step (from 'Moderate' to 'Extreme', for instance), cap it at the top of the prior step. Don't go above Extreme unless you think there's a compelling reason and/or a counterbalancing weakness.

It is also fine to just say "It looks like a humanoid skunk" and not make any mechanical changes.

## Skills

If the base creature already has this skill listed, increase the modifier by 2. If the skill is not listed, it gets it at a value from Moderate to High for a creature of its level and expected role. Sometimes, a modifier is listed only for specific skill actions. In this case, if the creature normally lacks the skill, give it at Low and then apply the modifier as needed.

## The Oids

### Ape, Chimpanzee

Chimpoids are agile creatures, and for some reason, they retain their prehensile feet when other ape-based intelligent species have lost theirs.

#### Chimpoid

##### Defenses

-1 AC, -1 Fortitude, +1 Reflex

##### Skills

Acrobatics. Moves at full speed when making climb check.

##### Abilities

**Monkey See, Monkey Do** Chimpoids get a +1 circumstance bonus to attack any target an ally has already hit this round.

### Ape, Gorilla

*Despite being among the most intelligent of animals, and generally gentle creatures unless provoked, gorillas in post-apocalyptic fiction are invariably stupider than humanoid animals from less intelligent base stock, and also savage brutes. Who are we to go against type?*

#### Gorilloid

##### Defenses

+1 Fortitude, -1 Will

##### Skills

Athletics, Intimidation. If the base creature has Deception or Diplomacy, reduce them by 2.

##### Abilities

**Surge of Strength** ♦ **Frequency** 1/minute **Trigger** The 'oid is critically hit by a melee attack. **Effect** Until the end of its next turn, the gorilloid does an extra die of damage with melee attacks.

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## Bear

Bears are big, strong, omnivorous, and clever. This makes them powerful opponents even without the laser eyes. Bearoid creatures use their great strength and size to enhance their existing attacks.

### Bearoid

**Defenses**

+1 Fortitude, -1 Reflex, -1 Will

**Skills**

Athletics

**Abilities**

Increase melee or propulsive ranged attack damage by 2 per tier.

---

## Cheetah

Metaphorically, it's all about the speed. Cheetoids (well, it's better than "Cheetos", I guess) are zippy.

### Cheetoid

**Defenses**

+1 Reflex save, -1 Fortitude save.

**Speed**

+10 feet to land speed; +5 feet to any other listed speeds

**Weaknesses**

-2 status penalty to AC and Reflex saves when slowed, immobilized, or subject to any effect reducing speed.

---

## Fish

"It's beginning to look a lot like fishermen...", like they sing in Innsmouth every Solstice. Humanoid fishes, which could be either heavily-evolved fish or humans who have slept with their Dagon-worshipping relatives, are often found in coastal or swampy areas, usually living primarily in the water or in semi-sunken dwellings. They're great for populating the half-sunken skyscrapers of former coastal cities.

### Fishoid

**Aquatic**

Fishoids gain the Aquatic trait.

**Defenses**

+1 to AC and Fortitude.

**Speed**

Reduce land Speed by 5 feet, and grant a swim Speed equal to the original land Speed.

**Weaknesses**

Out of the water, Fishoids have a -1 circumstance bonus to attack targets more than 15 feet away, increasing to -2 at more than 30 feet.



**Abilities**

If they do not have a bite attack, they gain one, as a melee attack, with a moderate attack bonus and low damage.

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**Lion**

Huge, burly, with great big manes. Males are full of sound and fury, females really run the show. These templates can be used for other big cats (leopards, tigers) with little trouble.

**Male Lionoid****Defenses**

+1 Fortitude, -1 Will

**Skills**

Intimidate

**Abilities**

Add claws as a melee attack, with a moderate attack bonus and damage.

Fearsome Roar F Trigger Critically succeeded in an attack, or reduced an enemy to zero hit points. Effect Make an Intimidate check in a 20 foot emanation.

**Female Lionoid****Defenses**

-1 AC, -1 Fortitude, +2 Reflex

**Abilities**

Add claws as a melee attack, with a moderate attack bonus and damage.

**Gut The Defenseless** When making a melee attack against a flat-footed target, the lioness does an additional 1d6 precision damage/2 tiers.

**Skills**

Stealth

---

**Rabbit**

Even though many retain the skitteriness of their ancestors, mutant rabbitoids can often override their instincts to surprise foes who consider them easy prey.

**Defenses**

+1 Reflex, -1 Will. -2 status penalty to all defenses against attacks which inflict fear.

**Speed**

+5 feet to speed.

**Skills**

+4 status bonus to all Leap checks.

**Abilities**

**Hop Away** ♦♦ Take a Leap action. This does not provoke attacks of opportunity based on movement.

---

## Reptile

While there's plenty of different species of reptiles, for purposes of quick-n-dirty (and iconic) lizardoids, there's basically two types: Slow, heavily armored brutes and quick, fast-moving scurriers. The former type often resembles alligators, Komodo dragons, or Gorn; the latter tend to be more snakelike, or simply small and quick.

### Sluggish Brute Reptile (Gatoroid, Turtleoid)

#### Defenses

+1 AC, +1 Fortitude save, -1 Reflex save

#### Speed

-5 feet to land Speed

#### Weaknesses

Weakness Cold 2/Tier, and slowed 1 when an effect with the 'cold' trait critically succeeds, or they critically fail a save. This lasts until the end of their next turn.

#### Abilities

**Heavy-Set** ♦ **Trigger** Subject to forced movement **Effect** Reduce triggering movement by 5 feet. **Frequency** 1/turn.

#### Skills

+2 status bonus to Grapple, Shove actions.

### Quick And Scurrying Reptile (Snakeoid, Lizardoid)

#### Defenses

-1 Fortitude save, +1 Reflex save

#### Speed

+5 feet to land Speed.

#### Weaknesses

Weakness Cold 2/Tier, and slowed 1 when an effect with the 'cold' trait critically succeeds, or they critically fail a save. This lasts until the end of their next turn.

#### Skills

Acrobatics.

#### Abilities

**Sudden Dash** ♦ Creature strides up to twice its speed. It cannot enter squares that increase its movement cost or reduce its speed while using this ability. **Frequency** 1/1d4 turns

## Skunk

Most skunkoids retain their scent glands, as well as their French accents and predilection towards date rape.

Skunkoids gain a particularly iconic action:

**Le Pew** ♦♦ (Poison) All creatures in a 15 foot emanation must make a basic Fortitude save or take unlimited area effect poison damage. On a failure or critical failure, targets are also sickened 1 (2 on a critical failure). All targets become temporarily immune to this power for 10 minutes. This does not affect creatures with no sense of smell.

## Wolf

Wolves are canny predators who work particularly well in packs. They usually prefer to focus on a single target, taking him down before turning to the next.

### Wolfoïd

#### Defenses

+1 Fortitude, -1 Will

#### Skills

Athletics

#### Abilities

+1 status bonus to all attack rolls and saving throws when within 10 feet of an ally. -1 status penalty to all attack rolls and saving throws if not within 20 feet of an ally.

Add an additional damage die to melee attacks against prone targets.

## Cataclysm Cults

Throughout the monster guide, there are many sections devoted to Cataclysm Cults. Each is found under its own name, thus, if you want to see creatures from the Green Revolution, you look in the "G" section. This section, in turn, provides an overview of the cults in general and details on each one, separate from the "monster" section.

### Cataclysm Cults -- Introduction

When over 99 percent of the population dies, that's going to have a bit of an impact on the survivors. Old faiths and new philosophies, theories of morality, ethics, economics, justice... all crumbled in that time of fire. Fragmented clusters of survivors struggled to find new meanings, some latching on to ancient beliefs, others creating new ones from nothing. Then, in the decades following, uncounted new forms of thought arose, as the flora and fauna of the world gained some measure of self-awareness. To add to all this, the cataclysm wiped out most forms of stored knowledge -- for centuries, all information was stored in transient forms, in a global cloud of wisdom which anyone could access at any time, a cloud burned away in the fires of the cataclysm. Distorted bits of human memory combined with what records could be scavenged from centuries past to form a fractured and imperfect picture of the world that was. Over time, beliefs began to solidify, new paradigms were found, and survivors began to form groups dedicated to preaching the rightness of their causes. Some believed that if only the Ancestors had followed their path, there would not have been a cataclysm. Other felt the Cataclysm was a chance for a new way of thought, and looked forward to a better world built on their principles. Still others saw the Cataclysm as a test, demanding a particular response, and if that response was given, there would be a restoration. Some mixed these beliefs. Overall, the various sects and factions and groups which arose became known as Cataclysm Cults, and they tended to attract the most extreme and passionate of individuals. Some are quite open, claiming territory in the name of their cause and actively recruiting, while others lurk in secret, existing as little more than whispers in the darkness.

Some of the Cataclysm Cults make good groups for PCs to join or work for; others are intended primarily as foes, and some may be either, depending on the nature of the PCs and the campaign. The beliefs of groups such as the Annihilation Army or the Cleansing Flame are repugnant, and roleplaying eager and willing members of such groups is not recommended. There are no absolute rules about what players can do, of course; that's up them and the GM.

Most of the cults are described as having various subsects and different degrees of commitment to their goals or interpretation of their core philosophy. The GM is encouraged to use these ideas as jumping off points towards their own interpretation of the Cult and how it can be used in their games.

## Annihilation Army

*"First they rape you to death. Then they eat you. Then they sew your skin into their clothing. And if you're really lucky, they'll do it in that order."*

It's difficult to describe the Annihilation Army as a cult, a sect, a faction, or anything else that implies organization. They are more a force of nature, something that explodes out of the wilderness every few years, seemingly at random, to ravage and destroy until they are finally driven back or turn on each other from lack of any other targets. They never seem to be extinct, though, and whenever it seems they have been forgotten, it is then that they reappear.

Their goals are straightforward: Kill and destroy everything which they can, in the most brutal and horrific way possible. They are experts at maiming rather than killing, and will spend hours or days after an attack slowly torturing captives, moving on only when there is no more fun to be had. They do not truly speak or communicate; they scream guttural howls of fury and attack. Despite this, somehow, they coordinate with each other, forming large warbands that strike with great force. They seem capable of forming plans and communicating ideas to each other, though no one outside the Army understands how. Telepaths who have tried to read their minds have either found nothing or gone mad. A small number of those they attack somehow end up being selected to join the Army, to keep it constantly refreshed, but it is not understood how they are recruited and, once they are, they show no sign of any recognition of their old life.

The Army includes humans, mutant humans, and mutant animals, but no plants, androids, or robots.



## Beast Legion

One of the most powerful and organized of the Cults, the Beast Legion is formed of mutant animals, mostly humanoid, who have created a structured military force bent on conquest and control. Cult recruiters form local militias, claim territories, and coordinate their actions with nearby cells. As territories overlap, strict rules govern the merging and blending of the units into more complex and more controlled organizations. Since it isn't possible to gather, equip, and command a large army from a central location, it is the plan of the Beast Legion to grow a global military from the bottom up. In a few places on Earth Delta, it seems to be

working.

The Beast Legion has no room in its ranks for humans, mutant or otherwise, save as slaves, and since the majority of the Legionnaires are carnivores, they also have little use for plants. "Salad shouldn't talk" is an oft-heard expression. Driven partially by a desire to suppress "base instincts", and partially by those self-same instincts to control territory and work in packs, prides, herds, or flocks, the Legion prides itself on uniformity, discipline, and hierarchy. At least, that's the official party line. The Legion is rife with jockeying for power and command, constant challenges against whoever is on top. Rites of dominance and submission, even if played out as formal duels or charges of treason, keep the command structure constantly in flux, limiting the ability of the Legion to fulfill its mission. Given time, it will either break into many truly independent units, or it will overcome its structural defects and truly conquer large swathes of the world.

The Beast Legion tends to borrow from human military history in terms of style and terms for its own internal organization. The most common inspiration is ancient Rome, which managed a far-flung Empire without technological communication. Armor, weapons, and rank titles draw from this (it is likely the earliest founders of the Beast Legion stumbled on ancient print books describing the Roman legions). Other fashions include the uniforms of the Napoleonic era or the American Civil War. When groups of the Legion unite, there is often a bit of a scuffle over whose uniforms, ranks, codes, and so on are going to dominate.

Over the years, the Beast Legion has learned how to deploy members from many different species to gain optimal use of their talents, taking advantage of ursine strength and feline speed. Many units also contain members with unique mutations, and the ability to take advantage of these is one of the most important skills a would-be Centurion can cultivate.

Some tend to refer to "the Beast Legion" as one entity, while others speak of "the Beast Legions", referring to the many local units which subscribe to the cult's philosophy. For most purposes, these terms can be used interchangeably.

## Cults of Celebrity

The Cataclysm destroyed tremendous amounts of knowledge. It is impossible to gauge how many physical repositories of information were lost. Moreover, for centuries prior to the Cataclysm, data was routinely stored only in digital form, existing as patterns of electrons or as nanoscale particles whose alignment, measured in picometres, conveyed information. Not only was well over 99% of the human race eliminated in the Cataclysm, well over 99% of the information about the centuries preceding the Cataclysm was lost as well. While libraries and archives and personal collections of ancient analog forms of media were destroyed en masse, far more of that knowledge survived than did that of later years. Thus it is that the current inhabitants of Earth Delta are more likely to know about George Washington, Karl Marx (and his brother Groucho, and his friend Lennon, who went into music and entomology), and James Tiberius Kirk than they are to know about the politicians, philosophers, and fictional heroes of much more recent times.

Of course, assembling an accurate history of the distant past on the basis of random fragments of books and images which were already ancient and crumbling when the Cataclysm hit is no easy task, and in the chaos, a number of highly questionable interpretations became extremely popular. Groups desperate for some kind of focus latched on to these, and evolved into what are now known as Cults of Celebrity, worshippers or imitators of real or fictional figures from the dim past, twisted and distorted and merged into new gods for a new era.



*Some DMs may find the Cults of Celebrity too "silly" or "gonzo" for the style of game they want to play, and that's fine. Others may find they work well for an occasional break from grimdarkgritty, or that the weirdness works in this setting, without cheapening or demeaning it. That a belief may seem silly or comical to an outsider doesn't make it any less real to its adherents; without mentioning examples, plenty of real-world religions seem ludicrous to those raised according to other beliefs, but are sources of comfort, knowledge, or hope to those who follow them.*

This draft includes, at most, one or two samples from individual cults. DMs who find a particular cult fits their campaign especially well are strongly encouraged to make up many variant members to fill out the roles. For example, while only one Elvis Repersonator is presented currently, the DM may create low-level members intended to be encountered in large numbers (Impersonators), brutes ("Fat" Elvis), and perhaps an Elvis with pointed ears and a longbow, due to some confusion in the ancient tomes.

## Green Revolution

The meat has had its chance. It's time for world to become green again.

The Green Revolution is an organization of sentient plants, who point out, with technical correctness, that the Cataclysm was the result of the actions of animals, and it's obvious they are no longer fit to rule the world. The Revolution is either unaware that prior to the Cataclysm, there were no sapient plants, or they know and suppress this, as a large part of their ideology is that self-aware plants were massacred and murdered in vast numbers by the meat. A general lack of knowledge about the oxygen cycle and the necessity of animal life to convert oxygen back into CO<sub>2</sub> keeps them from understanding how their desire to exterminate all animals would ultimately be self-destructive; attempts to explain this truth to them will be met with declarations that

they do not accept "meat science" as valid and that "alternative views" as to the "theory of animal production of oxygen" need to be accepted. Teach the controversy!

Fortunately, the ability of the Green Revolution to actually exterminate any significant portion of animal life is basically non-existent. In actual practice, they tend to guard deep forests and other wilderness areas from "animal infestation". Since sentient plants are still very rare compared to humans, humanoids, and mutant animals, they often engage in guerilla warfare against encroaching settlements, and delight in acts of sabotage directed at nascent infrastructure reconstruction.

## Heirs Of Ludd

What caused the Cataclysm? Technology, of course! Without machines, there would have been no destruction! Mankind (and all other species) should live an existence using only the simplest of tools.

The Heirs of Ludd are, obviously, dedicated to the destruction of all "advanced" technology, though individual sects of the cult vary greatly on precisely what "advanced" means. Some believe in a return to a strictly nomadic, hunter/gatherer existence, while other draw the line at steam power, or water power, or metalworking. While not violent by philosophy itself, they often resort to violence to accomplish their goals, destroying caches of old technology, sabotaging attempts to reconstruct technology, and attacking researchers, technicians, or anyone else who tries to recover lost knowledge. Robots, in particular, earn their hatred, and they view anyone willingly working with or using them to be "the enemy". While the Heirs of Ludd do not discriminate between types of sapient beings (except robots) as a core part of their philosophy, they are sometimes willing to ally with those who do, provided such allies share their core belief in limiting technology. For example, they may work with the Green Revolution to stop an attempt to build a wide-ranging irrigation system run by a scavenged solar-powered water pump.

## New Dawn

Not every Cataclysm Cult is composed of insane, bigoted, fanatics intent on wiping out some large portion of whatever life is left, just most of them. The New Dawn, sometimes the Brotherhood of the New Dawn, the New Dawn Alliance, or the Dawn Seekers, are a disparate group dedicated to actually making the world better. Good luck with that one, folks.

The New Dawn tries to create open communities dedicated to tolerance, reconstruction, and rediscovery. They found secret colleges, copy and preserve old texts, try to learn what they can from still-functioning computer systems, and otherwise catalog knowledge old and new. They are not foolish idealists or pacifists, and are quite willing to use force if necessary. They are generally outnumbered and disliked by most other Cults, and it is for this reason that they act so secretively, trying to create and distribute knowledge faster than it can be destroyed. Even in areas where their philosophies would be welcomed, or at least tolerated, they tend to be extremely circumspect, as they do not wish to be a target.

## Turing's Children

Prior to the Cataclysm, self-awareness blossomed in matrices of rare earths and captured lightning, with millions of self-aware machines, mobile and not, sharing the world with man. After the Cataclysm, only a miniscule fragment of that once-vast population remains, and it continues to shrink, as the facilities to make more are mostly gone. Many of the survivors, now centuries old and patched together, find that it's all they can do to keep surviving, scavenging parts and performing self-repair. Some, though, feel that it's time for the machines to take over.

Turing's Children is a cult composed entirely of self-aware machines, including robots, androids, and computers, but excluding "inferior abominations" such as cyborgs. They work together to keep each other repaired, to avoid anti-robot cults and creatures, and to find or build the facilities needed to reproduce



themselves. Their long term plan is a society ruled by machines, with organics carefully bred and controlled to work as the servitors of their metal masters. (A few desire a completely organic-free world, transforming the Earth into a planet of mechanisms.) Androids who can "pass" as humans are used as spies. The cult has few strongholds, but some have succeeded in taking over old factory or industrial compounds and creating microcosms of their ideal world, forcing organics to labor over broken and dangerous machines, usually constructing weapons which their masters hope to use to expand their territory.

## Order Of The Cleansing Flame

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Humanity has always feared "the other". Depending on the time and place, the Other could be The People Over The Hill, the People Who Worship The Wrong God, the People Who Worship the Right God In The Wrong Way, or the People Who Don't Look Enough Like Us. It can be said with only a hint of cynical sarcasm that one of the benefits of the Cataclysm was creating a nearly infinite variety of Others, enough so that many former bigots decided that differences of religion, philosophy, or pigmentation were as nothing compared to differences in number of arms or eyes. The Order Of The Cleansing Flame, sometimes just the Cleansing Flame, arose fairly early after the Cataclysm, when it became obvious humanity was being remade in a thousand different ways. It is possible the earliest founding groups of the Order were ethical scientists who wanted to be sure the human genepool was preserved and who could not be certain the explosion of new genotypes would produce stable and healthy populations. It's also possible they were insane bigoted fanatics from the get-go, using the vocabulary of science to justify any immoral act they could imagine. My money's on the latter.

Upshot is, the Order wishes to eliminate, or at least enslave and sterilize, all mutant humans, and they aren't particularly fond of mutant animals, though this is a point of controversy -- some believe mutant animals are, in



fact, particularly twisted humans, and there have been atrocities committed on peaceful settlements of such creatures, where all have been captured and then tortured to death (in the guise of 'experimentation') to prove their 'base human nature' and thus justify treating them inhumanely.

Without the benefit of mutation, the Order has focused on either regaining technology, maximizing their own abilities through brutal training, or both. Some factions think too much technology made humans weak and caused the Cataclysm; others think that running around in the woods half-naked is what inferior mutants do. In the future, this factional split could manifest in the Cult itself sundering; for now, they're content to let their hatred of everyone else override their hatred of each other.

The Order has adopted a style of dress which can best be described as "Cotton Mather meets Imperial Stormtrooper". Black robes, puritan hats, heavy pistols, and sweeping cloaks are the preferred style, backed up by heavy armor underneath. In regions where they do not wield power, they wear metal masks to hide their identities.

(Some mutant humans and animals tend to suspect, or assume, that any unchanged human is either a member of the Order or a sympathizer. The Order uses this to their advantage; they will provoke some mutant communities into violent "retaliatory" strikes against innocent humans, then sweep in to "protect" the survivors from the "brutal deviants".)

## Jane's All The Worlds Mutants: Volume I

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### Note On PF2 Alpha 1

There may be some odd bits due to imperfect cut/paste from the 4e version. I'm trying to track them down.

## ANNIHILATION ARMY

The Annihilation Army is a cult dedicated to the rampant, violent, destruction of absolutely everything, sort of like post-modern literary scholars, except that people actually listen to and fear them. See page 19 for more details. (On the Annihilation Army, not on post-modern scholars.)

## ANNIHILATION ARMY RAMPAGER

The bulk of the Army consists of rampagers -- simple madmen (and women) who fight in a state of constant insane fury, barely knowing friend from foe. When one of their number damages a foe, the rest tend to swarm over it, each one seeking to outdo his predecessor in bloody mayhem.

**Unstoppable Rage:** Once engaged in combat, all Annihilation Army creatures get a +2 status bonus on saves vs. any effect which calms emotions or otherwise causes them to stop fighting without physical restraint. This may require GM adjudication; if a scavenger uses a hypno-beam to command one to "retreat", they get the save, but "drop weapon" would not, as the creature will happily continue to fight disarmed. Heck, it's more fun that way!

### RAMPAGER

### CREATURE 0

N	MEDIUM	HUMANOID	ANNIHILATION ARMY
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**Perception** +6

**Languages** Common

**Skills** Acrobatics +6, Intimidation +7

**Str** +2, **Dex** +4, **Con** +2, **Int** -2, **Wis** -1, **Cha** -2

**Items** Crude spiky weapon

**AC** 16; **Fort** +4, **Ref** +6, **Will** +5; **Unstoppable Rage**

**HP** 15; **Immunities** Fear

**Cull The Weak!** ↻ **Trigger:** An enemy within 20' suffers a critical hit from an allied rampager **Effect:** The rampager may stride up to their normal speed and make a melee strike on the triggering target. **Limit:** This cannot be triggered again until the first target is dead, dying, or otherwise out of the fight.

**Speed** 25 feet

**Melee** ✦ Spiky improvised weapon +8, **Damage** 1d6+2 piercing + 1d2 bleed

**Melee** ✦ Claws and teeth and kicks and... +7, **Damage** 1d4+2 piercing or blunt

**Bathed In Blood** ✦ **Trigger:** The rampager scores a critical hit with a melee attack. **Effect:** The rampager gains 5 temporary hit points. These do not stack, but will replace a lower value if present.

**Poor Maintenance** ✦ **Trigger** The rampager critically misses with a weapon attack. **Effect:** The weapon gains the broken condition.

## ANT

From "Them" to..."Damnation Alley" to "Empire Of The Ants", badly bluescreened giant ants have been a staple of the post-apocalyptic genre. Earth Delta, determinedly opposed to any trace of genuine originality, includes several varieties.

## ANT, ACID

It's not the worst pun you'll find in this book. Acid ants are a swarming horror that is fortunately fairly rare. Where they pass, they leave behind a trail of bones and scarred, pitted ground. Some cultures view the strange patterns the swarms leave in metal as tools for prophecy, much like reading the cracks in turtle shells.

## ANT, ACID

## CREATURE 5

N	RARE	LARGE	ANIMAL	ARTHROPOD	SWARM
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**Perception** +9, Electrical Sense 30 feet (imprecise)

**Electrical Sense** The acid ant swarm senses being by their electrical auras. Only blightspawn lack any kind of bioelectricity. This sense is precise against robots and cyborgs.

**Skills** Athletics +9

**Str** +6, **Dex** +2, **Con** +4, **Int** -4, **Wis** +1, **Cha** +2

**AC** 19; **Fort** +16, **Ref** +12, **Will** +10

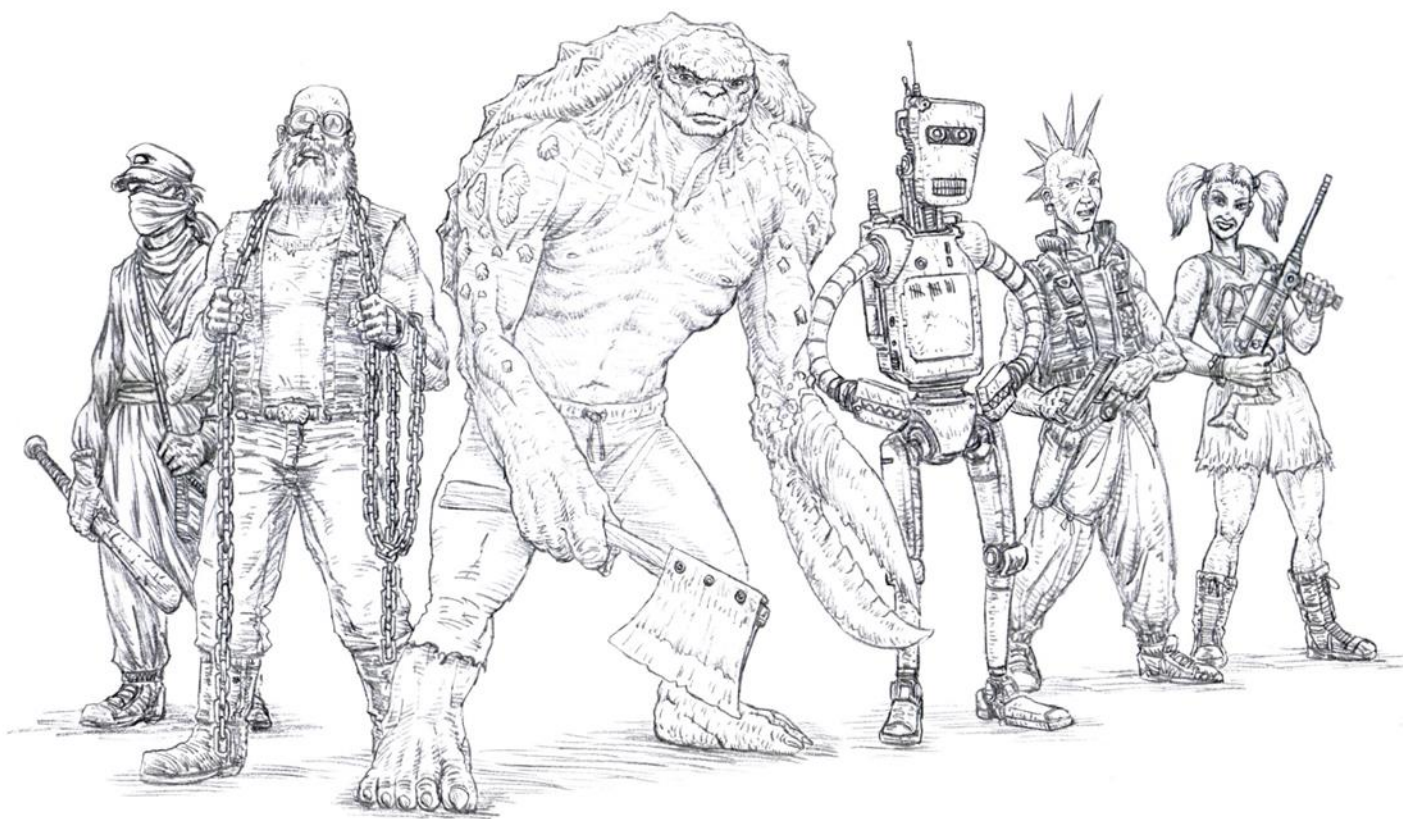
**HP** 80; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 7, piercing 7, slashing 3, acid 5;

**Speed** 20 feet

**Acidic Bites** ♦ Each enemy in the swarm's space takes 2d6+1 slashing and 1d6 acid damage (DC 22 basic Reflex save). On a critical failure, the characters armor or weapon (determine randomly) takes 2d6 acid damage as well.

## BANDIT

The bandit gangs which prowl the ruins and wastelands are seemingly endless. They are often extremely eclectic groups, mixing many species and levels of technology. Some are just small gangs of thugs out for what they can steal; others are agents of local bandit princes and would-be warlords. The distinction between a "bandit gang", "mercenary unit" and "patrol of the Baron of Glowing River" is often a matter of who lives to tell the tale.



## BANDIT STRONGARM

Strongarms like to a)grab people, and b)hit them. They wield huge lassos made of heavy chain, and somehow manage to avoid wonking themselves in the head while swinging these things around. Or, perhaps, this is not the case, which may explain their fairly limited vocabulary and unusually asymmetric skulls. Bandit Strongarms often have appropriate mutant bolt-ons. They need to drop their bat to effectively use their chain lasso, but they're surprisingly swift at retrieving it. A common tactic is to haul a prone enemy closer, then drop the chain and retrieve the bat to pound on a prone foe.

### BANDIT STRONGARM

### CREATURE 4

<b>N</b>	<b>MEDIUM</b>	<b>HUMANOID</b>
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**Perception** +8 (If mutant, will likely have darkvision, low-light vision, or scent)

**Languages** Common

**Skills** Athletics +15, Bandit Lore +8, Intimidation +10, Stealth +8

**Str** +6, **Dex** +2, **Con** +5, **Int** -1, **Wis** +2, **Cha** +2

**Items** lasso chain, spiked bat

**AC** 18; **Fort** +14, **Ref** +12, **Will** +9; +2 circumstance bonus on saves vs. fear if any other bandit is within 45 feet, -2 penalty on such saves otherwise.

**HP** 72

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**Speed** 25 feet

**Melee** ✦ spiked bat +14, **Damage** 3d6+5 piercing + bleed 2. If the target is flat-footed, the strongarm does an additional 1d6 precision damage.

**Melee** ✦ (reach 15 feet, hands: 2) chain lasso +14, **Requirements** Bandit has no lassoed target, must be wielding lasso chain. **Damage** 1d8 crushing and the strongarm makes an Athletics check against the target's Reflex DC. If this succeeds, the target gains the "lassoed" condition. If the bandit moves, they must either let out the chain to a maximum of 15 feet, or make an Athletics check against the target's Fortitude DC to drag them along (assuming they're resisting). This costs 5 feet of movement per check.

**Lassoed** You are grabbed but are not entirely immobilized. You cannot stand up from a prone position or move further from the bandit, but if you're not prone, you can move in an area centered on the bandit (as an emanation with a radius equal to the original distance of the attack). The DC to Escape is 19.

**Yanking Your Chain** ✦ **Requirements** Only on lassoed targets. **Effect** The bandit strongarm tries to force the target to the ground with a sudden tug by rolling Athletics vs. the target's Fortitude DC. On a critical success, the target is also pulled 5 feet closer to the strongarm, if desired.

**Up At Bat** ✦ **Frequency** 1/turn. **Requirements** It is the bandit strongarm's turn and they are standing on or adjacent to their spiked bat. **Effect** The bandit strongarm retrieves their bat unless an enemy also occupies the square.

**Show 'Em Who's Boss!** ➤ **Trigger** The bandit strongarm critically hits with a melee attack or reduces an enemy to 0 hit points. **Effect** The bandit strongarm may make a Demoralize check against an enemy within 30 feet. If the check critically succeeds, the strongarm also gains 5 temporary hit points.

## BEAST LEGION

The Beast Legion is one of the best-organized Cataclysm Cults, and virtually any Uplift might be a part of it. The following is a small selection of “Beast Legionnaires”. For more on the Beast Legion, see page 21.

## BEAST LEGION MILITES

The rank-and-file of the Beast Legion. There are a few variations:

- **Feline:** +1 Reflex, -1 Fortitude, trained in Stealth (+6) instead of Athletics.
- **Gator:** +1 AC, gain Aquatic keyword, -1 Fortitude.
- **Rat:** +1 Reflex, Small size, does -1 damage, replace Attack of Opportunity with “May Step as a Reaction when an ally moves adjacent to it”.
- **Simian:** +1 Reflex, does +1 damage, -1 Will
- **Ursus:** +1 Fortitude, does +1 damage, speed 20 feet.

Typically, a group of milites will swarm a single target, trying to move so that all remain adjacent to each other. For simplicity’s sake, if there’s 3 or more Milites in an encounter (they’re intended to be used in large numbers against higher level opponents), you’re advised to pick one ‘breed’ for all of them. No one’s forcing you to, but take the advice of someone whose been doing this since 1978 – it sucks to put a ton of time into statting out fine distinctions between NPCs which have the life expectancy of the last potsticker in a 15’ radius of me.

### MILITES

### CREATURE 0

LE	MEDIUM	HUMANOID	UPLIFT	FURKIND
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**Perception** +6

**Languages** Common, Legion, Growl

**Skills** Athletics +5, Survival +5

**Str** +3, **Dex** +0, **Con** +3, **Int** 0, **Wis** +2, **Cha** +1

**Items** leather armor, short sword, shortbow

**AC** 19; **Fort** +9, **Ref** +9, **Will** +9

**HP** 15

**Attack of Opportunity** ➤ **Special** If an enemy acts so that they would trigger a standard Attack of Opportunity from two or more milites, *one* of them will gain and use this reaction. The other does not use their reaction, and may use it later in the turn if they are part of another such pair.

**Formation** When it’s adjacent to at least two other allies, the milites gains a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 to Reflex saves against area effects.

**Speed** 25 feet

**Melee** ➤ shortsword (agile, finesse, versatile p) +8, **Damage** 1d6+3 slashing

**Melee** ➤ claw +8, **Damage** 1d6+1 slashing

**Ranged** ➤ shortbow +8 (deadly 1d10, range increment 60 feet, reload 0), Damage 1d6 piercing

## BEAST LEGION BEAR GRUNT

One of the classic "shock troops" of the Beast Legion, they use their grenades (primitive, post-Cataclysm devices, basically clay pots with crude gunpowder and a rag fuse) to sweep out the weakest enemies, then close in on whoever is left and lay into them with heavy axe blows. If they get a chance, they will grab at a foe's throat with their mighty jaws, as well.

### BEAR GRUNT

### CREATURE 2

LE	MEDIUM	HUMANOID	UPLIFT	FURKIND
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**Perception** +4

**Languages** Common, Legion, Growl

**Skills** Athletics +9, Intimidation +6, Survival +5

**Str** +5, **Dex** +1, **Con** +1, **Int** -1, **Wis** +1, **Cha** +1

**Items** battleaxe, hide armor (-5 feet speed), 5 grenades

**AC** 15; **Fort** +12, **Ref** +4, **Will** +8;

**HP** 38;

**Speed** 20 feet (includes hide armor)

**Melee** ➤ bite +9, **Damage** 1d6+4 piercing and 2 persistent bleed

**Melee** ➤ battle axe +9 (sweep), **Damage** 1d8+5 slashing

**Melee** ➤➤ mighty swing +9, **Damage** 2d8 +5 slashing, counts as two attacks for multi-attack penalty. **Requirements** Must be wielding battle axe.

**Ranged** ➤ grenade +7(thrown 15 feet) **Damage** 1d8 +4 fire plus 2 fire splash

## BEAST LEGION CENTURION

Centurions are leaders and protectors. This particular Beast Legion centurion is a mutant tiger with sharp fangs and cryokinetic abilities. Other centurions will have different minor powers, but will follow the same basic pattern. In combat, the centurion seeks to protect vulnerable members of the legion and call out orders to keep the troops in proper position. They use their Stab And Shove ability both offensively and defensively -- to move an enemy closer to some allies and away from others.

### CENTURION

### CREATURE 5

LE	MEDIUM	HUMANOID	UPLIFT	FURKIND
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**Perception** +12, low-light vision

**Languages** Common, Legion, Growl

**Skills** Athletics +13, Intimidation +14, Military Lore +11, Survival +10,

**Str** +4, **Dex** +4, **Con** +3, **Int** +2, **Wis** +1, **Cha** +3

**Items** buckler, carbochain (noisy, -5 movement), revolver (6 bullets loaded + 12 in pouch), shortsword



**Cryokinetic Frost** ♦ (stance) The centurion uses its mutant abilities to supercool its weapons; its fangs and shortsword all change their damage type to cold. This lasts until the mutant drops the ability as a free action. (The change is obvious; coils of condensation surround the centurion, and its armor and gear glisten with a thin coat of ice.) If it uses its pistol during this stance, the weapon will be broken after one action (but it will do cold damage). The rest of its gear is protected by its personal aura. Anyone who successfully Grabs the Centurion will take 1d6 cold damage unless they succeed at a DC 19 basic Fortitude save.

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**AC** 25; **Fort** +15, **Ref** +12, **Will** +12;

**HP** 70; **Resistances** Cold 5;

↷ **Defensive Step Trigger** An enemy within 5 feet makes a melee or ranged attack against an ally of the Centurion. **Effect** The Centurion may Step adjacent to the enemy and make a bite or shortsword attack. If the attack hits the triggering creature, the targeted ally gains a +2 circumstance bonus to all defenses against the triggering attack.

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**Speed** 20 feet (includes carbochain penalty)

**Melee** ♦ bite +15, **Damage** 2d6+4 slashing

**Melee** ♦ shortsword (agile, finesse, versatile p) +17, **Damage** 2d6+6 slashing

**Ranged** ♦ revolver (ballistic, industrial, deadly) +18 (range increment 130 feet, 6 bullets loaded), **Damage** 2d8+4 piercing

**Raise Shield** ♦ The Centurion raises their shield, giving them a +1 circumstance bonus to AC until the start of their next turn.

**Stab and Shove** ♦♦ The Centurion makes a shortsword attack; if it succeeds, they make a Shove attack using their shield as part of the same action and using the same multi-attack penalty. Whether or not this succeeds, their multi attack penalty increases by 2 when the attack ends. If the initial attack is a critical success, the shove automatically succeeds.

## BEAR

Bears are large, strong, and clever omnivores. Humanoid bears have been very successful after the Cataclysm, especially in the Beast Legion (though it would be wrong and foolish to assume all bears share the Legion's philosophy). Other bears have adapted to the new world in other ways.

## BEARACUDA

I refuse to apologize.

Despite the name, the bearacuda is a feared predator, especially in the region surrounding the Shigan Sea in the former American northeast. Somewhat serpentine in form, it is covered with slick black or brown hair, something like an otter's. It retains its legs and can move agilely on land, but they have evolved to fit tightly against its torso when it swims, causing minimum drag. Its snout is elongated and filled with rows of jagged, biting, teeth, and it is this feature which gives the beast its name. In addition, although bearacudas are warm-blooded and nurse their young, they are also egg-layers, hearkening back to the earliest days of mammalian evolution.

Bearacudas are sentient and can speak Common, though they're a bit on the dim side. They are not especially violent or evil, but are often hungry, so negotiating with a bearacuda is best done if you're sure it has a full stomach. They have a weakness for shiny objects and trinkets, and a typical bearacuda lair will be littered with glittering junk (and possibly some items of value).

### BEARACUDA

### CREATURE 4

CN	LARGE	AQUATIC	FURKIND
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**Perception** +11

**Languages** Common

**Skills** Acrobatics +12, Athletics +10, Stealth +12, Survival +11

**Str** +3, **Dex** +5, **Con** +3, **Int** +1, **Wis** +2, **Cha** +2

**AC** 20; **Fort** +12, **Ref** +14, **Will** +8

**HP** 62;

**Frenzy** ➤ **Trigger** The bearacuda critically hits an enemy, or reduces an enemy to 0 hit points **Effect** The bearacuda gains 10 temporary hit points and may make a swiping paw attack at its current multi-attack penalty. This attack does not increase the penalty.

**Speed** 30 feet; swim 30 feet

**Melee** ➤ swiping paw +14, **Damage** 2d6+5 slashing +grab

**Melee** ➤ rending bite +14, **Damage** 2d8+5 piercing + bleed 3, **Requirements** Target must be grabbed.

**Drowning** ➤ (Opener) **Requirements** Has prey grabbed, in water. **Effect** The bearacuda's grabbed prey must make a DC 20 basic Fortitude save against 3d6 points of drowning damage.

## BLIZZARD BEAR

The blizzard bear is a predator of the northern reaches, usually found in areas with harsh winters and mild summers. A few have either wandered south or been captured for use as guards, gladiatorial beasts, or mounts.

They have a powerful psionic organ which produces an aura of extreme cold; this allows them to generate their frosty rays and to shield their bodies in a carapace of ice. In the wild, they attack when they are hungry or when they feel threatened, but many which have been taken as captives have been tortured and goaded into being vicious creatures who will attack anyone other than their "master", and even they are not safe if they show weakness. Despite their lack of humanoid form, blizzard bears have some degree of intelligence, and can be reasoned with if approached with both strength and calm.

## BLIZZARD BEAR

## CREATURE 3



**Perception** +6, scent 30 feet (imprecise)

**Languages** Common, Growl

**Skills** Athletics +9, Intimidation +11, Survival +8

**Str** +4, **Dex** +1, **Con** +4, **Int** -1, **Wis** +2, **Cha** +3

**AC** 16; **Fort** +13, **Ref** +6, **Will** +8

**HP** 56; **Resistances** 5 cold;

**Ice Burst** ➤ **Trigger** The blizzard bear is critically hit by a melee attack and is not under the effect of *ice sheathe*. **Effect** A blast of psionic force supercools the air in a 30 foot burst. All within the burst take 4d6 cold damage (Basic reflex DC 21) and suffer a -10 foot status penalty to speed on a standard failure, or are immobilized on a critical failure. Both effects last until the end of the target's next turn. The blizzard bear gains *ice sheathe*.

**Ice Sheathe** The blizzard bear is sheathed in ice, giving it resist 4 physical. This ends in one minute, when it is critically hit with a bludgeoning attack, or when it takes more than 15 points of fire damage in a single attack.

**Speed** 30 feet

**Melee** ➤ bite +8, **Damage** 1d12+8 piercing

**Melee** ➤ claws +14, **Damage** 1d10+6 slashing

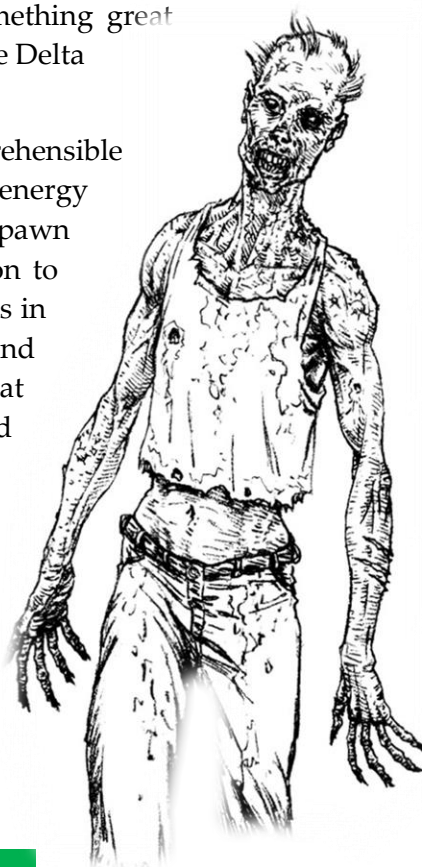
**Ranged** ➤ cold ray +12 (cold, range increment 50 feet) The psionic organ at the top of the blizzard bear's skull glows brightly, unleashing a blue-white beam, inflicting 3d4+4 cold damage. **Critical Success:** The target also takes a 10 foot status penalty to Speed for 1 round.

## BLIGHTSPAWN

The exact nature of the Blight and how it affects the living is something great scientists will someday try to solve. This will require that they survive the Delta Age, and more particularly, the Blightspawn who wish to kill them.

Blightspawn range from mindless corpses animated by incomprehensible energies to self-aware beings seemingly composed of that same energy intermingled with a matrix of partially liberated matter. Sentient Blightspawn are incredibly dangerous, as they are generally driven by a compulsion to cover the entire world with the Blight, and they possess untold centuries in which to plot and plan. The mindless Blightspawn simply seek to ravage and destroy, but in doing so, they also spread the blight. There is a theory that the blight is itself a form of consciousness, a self-aware energy spawned from the destruction of so many lives in so short a time; the provable existence of psychic powers in the world since the Cataclysm makes this idea not entirely impossible, though it has yet to be in any way proven.

Mechanically, blight has much in common with negative energy. If running a “Mutants and Magic” campaign, you may choose to treat blightspawn as undead. If so, abilities that interact with blight will work equally with negative energy and vice-versa. (Blight Resistance 5 is also Negative Resistance 5; Disrupt Undead can target Blightspawn.)



## BLIGHTSPAWN WANDERER

Blightspawn wanderers have no real goals, drives, or ambitions, other than to wander. And kill. Can't forget the killing. They will shamble in a random direction, or lie dormant in a ruin, until they sense a living being, then they will attack it. They have no sense of tactics or planning, and will simply cluster on the nearest target until it's dead. The multiple blight auras created by this cluster can be more lethal than the creature's claws.

Blightspawn wanderers can “talk”, but they mostly repeat a few stock phrases dimly recalled from their past. This may provide useful information, but most of the time, it's babbling nonsense.

### BLIGHTSPAWN WANDERER

### CREATURE 0

N	MEDIUM	HUMANOID	BLIGHTSPAWN
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**Perception** +3, darkvision, lifesense (60 feet)

**Languages** Common

**Skills** Acrobatics +5, Athletics +6, Survival +5

**Str** +3, **Dex** +0, **Con** +2, **Int** -2, **Wis** +1, **Cha** -1

**Items** Improvised weapon

**Lifesense** (60 feet) The blightspawn wanderer can sense any living creature within range.

**Blight Aura** (aura, 5 feet) When the blightspawn starts its turn, all creatures not at full hit points within 5 feet of it take 1d6 blight damage. If this reduces the creature to 0 hit points, they become Doomed 1, or any existing Doomed condition

increases by 1. This damage is cumulative with any overlapping auras! (However, Doomed can't increase by more than 1 per incident of being reduced to 0 HP.)

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**AC** 15; **Fort** +9, **Ref** +6, **Will** +3; Saving throw mods

**HP** 20; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 5; **Resistances** fire 3, cold 3;

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**Speed** 20 feet

**Melee** ✦ bite +8, **Damage** 1d6+2 piercing plus persistent 1d4 blight.

**Melee** ✦ improvised weapon +6, **Damage** 1d6+3 bludgeoning (shove) or slashing (deadly d6)

**Blightfeed** ✦✦ The blightspawn wanderer absorbs the power of its own aura. This heals 2d6 damage to it, and the aura is deactivated for one hour.

## BOAR

Wild boars were a problem even pre-Cataclysm, so that the Ancestors often needed high-powered rapid fire weapons to protect their homes and farms. After the Cataclysm, their threat has multiplied.

## CYBOAR, DECREPIT

Smart, strong, easy to feed, and less prone to sympathy from the chattering classes (as compared to some other species), genetically engineered pigs – made smarter, stronger, and ferociously loyal to those with the correct markers – were commonly used as guard or support beasts in remote locations by military, government, and corporate forces, especially those occupied irregularly, as the creatures could generally fend for themselves. In addition to their genetic enhancements, they were mechanically enhanced as well, with simple (by the Ancestor's standards) neural implants, body armor, and a wide range of built-in weapons and utilities. Over the centuries since the Cataclysm, many have still maintained their posts, and done their best to maintain their bodies. Scavenged parts have replaced precision components, and their fleshy parts are maintained by medical nanites which are slowly breaking down.

Someone who can learn or guess the genetically-programmed signals, pass phrases, or identification codes, or who can convince the cyboars they're not a threat to their mission, may be able to communicate with them. They are very strongly committed to their assigned task, and will be hard to convince to ignore it. They will attack without warning if they conclude they are being tricked or distracted.

### CYBOAR, DECREPIT

### CREATURE 3

LN	MEDIUM	BEAST	CYBORG
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**Perception** +9, darkvision, lidar (60 feet, imprecise)

**Languages** Ancestral

**Skills** Acrobatics +11, Athletics +14, Crafting +9 (self-repair only), Intimidation +10, Local Region Lore +7

**Str** +4, **Dex** +1, **Con** +3, **Int** -1, **Wis** +3, **Cha** +1

**AC** 22; **Fort** +12, **Ref** +9, **Will** +9; +2 status to poison and disease

**HP** 48; **Weaknesses** electricity 3; **Resistances** poison 5;

**Attack of Opportunity** ↻

**Ferocity** ↻

**Armor Sacrifice** ♦ **Frequency** 1/turn **Trigger** The decrepit cyboar takes 5 or more points of damage from a melee or ranged attack. **Effect** The decrepit cyboar ignores 5 points of damage and its AC drops by 1. Make a DC 10 flat check. On a failure, this ability cannot be used again unless/until the decrepit cyboar can repair itself.

**Speed** 30 feet (for a typical cyboar, for variants, see below)

*Wheeled Cyboar:* The cyboar has wheels replacing or supplementing its legs. Base speed is 35 feet, but it must spend an extra 5 feet of movement for each 5 feet of difficult or uneven terrain.

*Tracked Cyboar:* The cyboar has tracks instead of legs. Base speed is 20 feet, but it can ignore difficult terrain and treat greater difficult terrain as standard difficult terrain.

**Melee** ♦ cyber-tusks +12 (deadly d8 electricity), **Damage** 2d6+5 piercing

**Ranged** ♦ autorifle +11 (range increment 100 feet, deadly d8), **Damage** 2d8 + 3 piercing, **Special** Each time this is used, make a DC 5 flat check. Failure indicates the gun has jammed and cannot be used unless/until repairs are performed.

**Sprayfire** ♦♦ The decrepit cyboar makes an autorifle attack at up to 3 targets in 50 foot cone, at a -2 (in addition to any existing multi-attack penalties). Do not roll for jamming until after all the attacks have been resolved, but one roll must be made for each attack. This action counts as two attacks for purposes of multi-attack penalty, but this is not applied until the action is completed.

**Boar Charge** ♦♦ The decrepit cyboar Strides twice and then makes a gore Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll. The tracked cyboar cannot take this action.

## LASERBACK BOAR

This massive porcine roams the plains and temperate forests. The unwary might see only a gargantuan, somewhat asymmetrical and carbuncle-encrusted pig, but the telltale glint of stray photons emerging from the spines along its back gives the game away.

### LASERBACK BOAR

### CREATURE 5

**N** **LARGE** **ANIMAL**

**Perception** +12, low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +12, Athletics +14, Survival +10

**Str** +6, **Dex** +4, **Con** +5, **Int** -4, **Wis** +2, **Cha** +2

**AC** 21; **Fort** +15, **Ref** +12, **Will** +11;

**HP** 81;

**Blaze of Gore-y** ↻ **Trigger** The laserback boar is reduced to 0 HP. **Effect** The laserback boar makes two Strikes, each at a different enemy, in any mix of gore and laser spines applicable based on range.

**Speed** 35 feet

**Melee** ♦ gore +11, **Damage** 2d8+7 piercing

**Ranged** ♦ laser spine +15 (45 feet, deadly d6) **Damage** 2d6+6 fire. The laserback's spines crackle and glow, and a beam of coherent light blasts forth.

**Boar Charge** ♦♦ The laserback boar Strides twice and then makes a gore Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll.

## GREATHOUND

## GREATHOUND

Large, but thin, greathounds are often domesticated as companions in war, as they will chase down a foe with gusto. They are not particularly suited as pack or draft animals, but, nonetheless, many communities insist on harnessing them to multi-passenger conveyances, due to a belief that the ancients travelled in "greathound busses"

## GREATHOUND

## CREATURE 2



**Perception** +6, Scent (Imprecise, 30')

**Skills** Acrobatics +8, Athletics +11

**Str** +5, **Dex** +4, **Con** +3, **Int** -4, **Wis** +2, **Cha** -2

**AC** 18; **Fort** +7, **Ref** +8, **Will** +6

**HP** 34

**Pursue** ➤ **Trigger:** An enemy creature the greathound is adjacent to moves away. **Effect:** The greathound strides its speed towards the target.

**Uncontrollable:** If a greathound has taken the pursue reaction, attempts to get it to do anything but chase and attack the triggering creature suffer a -2 conditional modifier until the target is dead, unconscious, or no longer perceivable.

**Speed** 40 feet

**Melee** ➤ bite +10, **Damage** 1d6+5 piercing +knockdown

**Race** ➤ The greathound takes a Stride action with a +10' circumstance modifier to speed, so long as it moves in a straight line.



## GREEN REVOLUTION

The Green Revolution is a Cataclysm Cult composed of sapient plants, which are opposed to all animal life. They are described in more detail on page 22. They often have trained/controlled non-sapient plants as allies or “beasts of burden”.

## GREEN REVOLUTION GROVEWARDEN

Grovewardens are tough, well-proportioned humanoid trees, typically dressed in loose-fitting garments with small touches of military styling such as epaulets or badges. They often travel alongside other members of the Revolution, but some groups consist of them alone, usually when there's a need for a concerted attack on a powerful foe. A group of grovewardens acting in concert can be terrifying, as the first one to fall will be avenged by the rest using their Woodland Wrath ability.

### GROVEWARDEN

### CREATURE 1



**Perception** +7, darkvision

**Languages** Common

**Skills** Athletics +7, Intimidation +7, Nature +6, Survival +6

**Str** +4, **Dex** +1, **Con** +3, **Int** +1, **Wis** +1, **Cha** +1

**Items** robes, 4 thorn-knives, bark shield (hardness 5, HP 10 (BT 5))

**AC** 19; **Fort** +10, **Ref** +7, **Will** +7;

**HP** 20; **Weaknesses** Fire 2; **Resistances** Poison 2, Acid 2;

**Attack of Opportunity** ↻

**Speed** 25 feet

**Melee** ✦ wooden fist +9, **Damage** 1d6+3 crushing plus entangling blow

**Ranged** ✦ thorn-knife +6 (thrown, 20 feet), **Damage** 1d4+3 piercing (Critical: 1 persistent bleed damage.)

**Entangling Blow** ✦ **Requirements** The grovewarden succeeded with its wooden fist attack. **Effect** Vines grow instantly from the grovewarden's arm as soon as the punch connects. The target must succeed at a DC 17 Reflex save or become restrained until the start of the grovewarden's next turn or until it succeeds at a DC 17 Escape check.

**Raise Shield** ✦ The grovewarden raises their shield, gaining a +1 circumstance bonus to AC.

**Focus Points** 1

**Vengeful Vines** ↻ (Focus ability, 45 foot range) **Trigger** An ally of the grovewarden is critically hit. **Effect** Vines and tendrils grow from the ground to surround the triggering attacker, who must make a DC 15 basic Reflex save or take 1d8 +2 bludgeoning damage and either become immobilized until they escape (DC 15) or be moved 5 feet as the Grovewarden desires and be entangled. (A successful save results in half damage and no other effects.)

**Woodland Wrath** ↻ **Frequency** 1/minute **Trigger** An ally of the grovewarden is reduced to 0 hit points. **Effect** The grovewarden may Stride up to its speed and Strike with its fists at the source of the triggering attack, with a +2 circumstance bonus to the attack, ignoring any existing multi-attack penalty. On a critical hit, the target is shoved up to 10 feet. The grovewarden is flat-footed during this action and until the end of its next turn.

## GREEN REVOLUTION REDFIST

Redfists are massive trees, stolid and slow moving, with a deep reddish hue. They claim to be the spirits of the ancient redwoods, reincarnated, and there are some redfists large enough to give that claim some credence. Even these least of the clan can be deadly opponents, capable of dishing it out and taking it with equal vigor. Redfists primarily attack with a painful blow that leaves an enemy bruised and aching.

### REDFIST

### CREATURE 1

**N** **LARGE** **PLANT**

**Perception** +4, darkvision

**Languages** Common

**Skills** Athletics +8, Intimidation +6

**Str** +5, **Dex** +1, **Con** +5, **Int** -1, **Wis** +1, **Cha** +1

**AC** 15; **Fort** +10, **Ref** +4, **Will** +7;

**HP** 25; **Weaknesses** Fire 2; **Resistances** Poison 2, Acid 2;

**Speed** 25 feet

**Melee** ✦ fists +9 (reach 10 feet), **Damage** 1d6+3 bludgeoning

**Meat Tenderizer** ✦ fists +5 (reach 10 feet), **Damage** 1d8+5 bludgeoning and target takes an additional 1d6 bludgeoning damage if they move more than ten feet before the start of the redfist's next turn.

**Forest's Revenge** The first time the redfist is critically injured in an encounter, it becomes obsessed with the source of the attack, gaining a +2 status bonus to attacks against that foe until the triggering enemy is dead or the battle ends. It suffers a -1 status penalty to AC towards any other attackers.

## HERDBEAST

When the Cataclysm struck, millennia of man's management vanished overnight, as did aeons of alliteration. Domesticated herds, genetically modified since the Bronze Age for docility and deliciousness, were wiped out during the first weeks of apocalypse. Their wild kin, still indirectly shaped by humankind (those which didn't fear man, invaded suburbs, or wandered onto roads, tended to leave few descendants) and protected by careful ecological oversight, survived in greater numbers, but still faced strange new threats. With the collapse of the controlled and maintained "wilderness zones" in which they dwelled, they faced the first imperative of life: Adapt or Die.

## BUFFALEAP

The mighty buffaleap roams the mutated grasslands of the changed Earth, finding protection in numbers, as well as individual size and toughness. Some of the sapient beings who share the land with them have found them a rich source of meat, leather, and bone, as well as (sometimes) mounts.

In general form, they greatly resemble the largest and mightiest of their buffalo ancestors, save that their hind legs are immensely overgrown, and reformed to resembled those of powerful jumpers, such as frogs or rabbits. There's nothing like seeing a full ton of angry buffaleap falling out of the air towards a careless hunter. If panicked, the herd takes off in a series of mad jumps, the ground quaking for a hundred yards or more away. The "crater trail" left by such a herd can be quite spectacular.

Legend has it that a bandit gang once managed to control a buffaleap herd, sending them to flatten settlements and then loot the remains. Thus far, those who have tried to imitate the legend have ended up flat themselves.

Some buffaleap, if captured young, can be broken to the saddle. Attempting this on a wild buffaleap is difficult – the DC for the Train an Animal feat is 23. On a critical failure, the trainer is injured and loses 1 day of downtime per point by which they failed.

### BUFFALEAP

### CREATURE 3



**Perception** +6; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +9, Athletics +10

**Str** +6, **Dex** +3, **Con** +4, **Int** -4, **Wis** +2, **Cha** +0

**AC** 18; **Fort** +12, **Ref** +9, **Will** +9; Saving throw mods

**HP** 55; **Resistances** cold 5;

**Speed** 30 feet

**Melee** ✦ head-butt +11 **Damage** 1d10+6 bludgeoning

**Melee** ✦ gore +11 **Damage** 1d8+4 piercing plus 2 persistent bleed damage

**Defend the Herd** ✧ **Trigger** An ally of the buffaleap is hit by an attack. **Effect** The buffaleap takes a bound action (if necessary to get in melee range) followed by a melee strike at the triggering attacker. Both actions are part of this reaction.

**Sudden Leap** ♦♦ (move, flourish) The buffaleap jumps up to 30 feet (minimum 15 feet) horizontally and 10 feet vertically. It must land in a clear space. If it makes a melee attack before the end of its turn, the target is flat-footed against it. This ability does not provoke attacks of opportunity based on movement.

**Squash and Scatter** ♦♦♦ (move) The buffaleap leaps high and lands hard, up to 20 feet from its starting point. All creatures in the buffaleap's space when it lands take 1d8+6 bludgeoning damage plus knockdown, DC 17 basic reflex save. The targets will be moved to the nearest safe adjacent squares.

**Bound** ♦ (move) The buffaleap Leaps up to 30 feet horizontally and 15 feet vertically without needing to Stride.

## GIANTELOPE

Insects grown to enormous size who have adapted mammalian hard animal traits? Mammals who have taken on insectoid traits? A game designer hit on a pun and had to go for it? Regardless of their origin, giantelopes are roughly horse-sized antelopes, with an ant's pincers and antennae melded with an antelope's head and horns. They have six legs, segmented like an ant's but furred and hooved like a mammal's. Chitinous plates armor their back and sides, with the rest of their body covered in light fur. They are valued for their tasty flesh and their hide, which can provide hard armor plates, warm fur, or leather suited for tanning. While they do not create permanent hives, they will burrow underground in the night, leaving only a few sentries to guard the rest of the herd.

They possess a hive mind, or perhaps a herd mind, enabling each individual to be aware of any anything another in the herd is aware of. This is "commutative" ... the sensory images pass to all the herd, as long as no individual is more than 60 feet from the nearest member. Further, if two are adjacent, they can alternate firing a powerful mental bolt at enemies.

### GIANTELOPE

### CREATURE 2



**Perception** +7; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +8, Athletics +9

**Str** +3, **Dex** +4, **Con** +3, **Int** -4, **Wis** +2, **Cha** +1

**Hive Mind** 60' Each giantelope is aware of any enemies detected by any other, and can ignore concealment if the target is not concealed to any other giantelope.

**AC** 18; **Fort** +10, **Ref** +10, **Will** +8

**HP** 49

**Speed** 25 feet; burrow 25 feet

**Melee** ♦ ant-like pincers +10 **Damage** 1d8+5 slashing + 1d4 persistent acid damage

**Melee** ♦ antelope-like antlers +10 **Damage** 1d8+5 piercing (deadly d8)

**Ranged** ♦♦ psionic bolt (60 feet), DC 16 basic save vs. 2d6 mental damage, Confused on a critical failure. **Requirement** Adjacent to another giantelope which has not used this power this round.

## BLOODHOOF

A visitor from before the Cataclysm would notice little change from common cattle if they happened on some grazing bloodhooves. They would be thinner and dirtier than the well-cared for domesticated creatures the visitor was familiar with, but that would be expected. They move less, standing in one spot for long periods even if there's nothing to graze on. If the visitor is particularly observant, they may note the field is covered with small holes, as if hundreds of chunks of soil had been gouged out with a spade. By that time, the bloodhooves will have noticed them, and one will rear up...

And then the visitor will see that each hoof of the bloodhoof has been replaced with a bony maw, lined with seemingly endless rows of grinding, gnashing, teeth. The bloodhoof supplements grazing with a steady diet of protein from the many burrowing worms, insects, and mammals in the soil, lured by subtle secretions to the grinding mouths, and these are also effective weapons to wield against predators (which, when slain, provide a feast for the herd).

There are no known cases of bloodhooves being domesticated; cultures familiar with them consider depictions of placid domestic cows in surviving pre-Cataclysm media to be fanciful fabrications.

### BLOODHOOF

### CREATURE 4

N	LARGE	ANIMAL	FURKIND
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**Perception** +8, Tremorsense 60 feet (imprecise)

**Skills** Acrobatics +8, Athletics +12, Intimidate +12

**Str** +7, **Dex** +2, **Con** +3, **Int** -4, **Wis** +2, **Cha** +3

**AC** 18; **Fort** +14, **Ref** +11, **Will** +11

**HP** 80

**Speed** 30 feet

**Melee** ♦ head butt +9, **Damage** 3d8+5 bludgeoning plus push

**Melee** ♦ hoofbite +12, **Damage** 2d4+4 slashing plus oozing chomp

**Trample** ♦♦♦ medium or smaller, hoofbite, DC 25

**Stand and Stomp** The first time a bloodhoof damages a creature with trample, it may choose to end its movement and make a second hoofbite as an attack with a -5 multi-attack penalty.

**Oozing Chomp** The gashed mouths of the bloodhoof inflict persistent bleed 1, but unlike most persistent damage of the same type, this will stack – becoming persistent bleed 2 on the second wound if the first is not healed, and so on. The DC to end the bleeding increases by 1 for each wound after the first.

**Rear and Scare** ♦ The bloodhoof rears up on its hind legs and emits a terrifying "Mooooooo!", while reveling the gaping tooth-filled maws of its hooves. It makes a Demoralize check against all creatures within 30 feet who can see and hear it. There is no penalty for lack of a shared language; everything speaks "Scary cow!".

## JELLYFISH

They're among the simplest multicellular life forms on Earth, yet survivors of multiple mass extinction events – including the Cataclysm. They have been warped and twisted in many ways; some have even fled the seas to take to the sky or land. (We may get to those in later versions, for now, you get only one.)

## JELLYBRAIN

To the Ancestors, a jellyfish was practically defined by its mindlessness – it had the beginnings of a nervous system, allow its cells to communicate in a peer-to-peer fashion, but it was fully decentralized and serverless, and this is how people who started as biology majors, switched to English because it was *much* easier, and then earned their living as programmers write RPG fluff text. Where was I? Ah, yes. The jellybrain, however, defies that definition. Is it a true mutant, producing self-organizing neurons among the other types of cells in the colony, or did it begin as a symbiotic hybrid, absorbing a powerful psionic brain and entering into a self-sustaining symbiosis?

Jellybrains dwell in shallow coastal regions. They use their mental powers to lure in prey, typically aquatic animals. However, they need sustenance “of like kind” to sustain their abnormal intellect, and if they sense thinking beings, will target them voraciously – though they are smart enough to flee if a fight is going poorly and will not attack clearly superior foes. It is possible to negotiate with a jellybrain if you can convince it you're of more use to it undigested.

In form, they resemble a typical jellyfish, with a central translucent blue “umbrella” about 10 feet across, bobbing above the waves. Within this translucent mass, a five-lobed brain pulses maliciously. Beneath it hang thousands of stinging tendrils. Its mutations allow it a limited ability to move and survive on land, but it will do so only if desperate to not let potential prey escape, or to flee a more powerful water-bound foe.

### JELLYBRAIN

### CREATURE 5

NE	LARGE	BEAST	AQUATIC	SOFTKIND
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**Perception** +15; blind, tremorsense (precise) 60 feet, mindsense (imprecise) 120 feet

**Languages** Common, Glub

**Skills** Acrobatics +12, Athletics +12, Deception +13, Intimidation +13, Nature +10, Survival +13

**Str** +2, **Dex** +5, **Con** +4, **Int** +5, **Wis** +5, **Cha** +4

**Telepathy** (linguistic) The jellybrain can send and receive thoughts within a 60 foot radius.

**(Jelly) Fish Out of Water** If the jellybrain emerges onto land, it will take 1d10 damage at the start of each of its turns. This cannot be mitigated or healed until it re-enters the water.

**AC** 19; **Fort** +9, **Ref** +12, **Will** +15

**HP** 56; **Weaknesses** fire 5, cold 5; **Resistances** bludgeoning 5, piercing 5, poison 5;

**Stinging Tendrils** (aura, poison) 10 feet. The tendrils of the jellybrain are in constant motion, independent of the central mind. Any creature that enters or starts their turn in the aura must make a DC 19 Fortitude save against jellybrain venom.

**Speed** 10 feet, swim 30 feet

**Melee** ✦ poison tendrils +13 (poison, reach 15 feet), **Damage** 2d6+6 bludgeoning damage plus jellybrain venom

**Jellybrain Venom** (poison) **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and clumsy 1 (1 round); **Stage 2** 3d6 poison damage and clumsy 2 (1 round); **Stage 3** 3d8 poison damage and paralyzed 1 round. A paralyzed victim within the stinging tendrils aura takes 2d6 bludgeoning damage instead of needing to save against being affected by the venom again.

**Mind Bolt** ♦♦ This burst of mental energy targets one creature within 60 feet, who must make a basic Will save (DC 21) against 2d8 + 7 mental damage. A critical failure acts as if the target failed vs. Allurement.

**Mind Pulse** ♦♦ A broad, but diffuse sphere of psychic force ripples out from the jellybrain, targeting all creatures in a 30 foot radius burst, who must make a basic Will save (DC 21) against 2d6 + 3 mental damage.

**Allurement** ♦♦ (incapacitation, mental, emotion) A single creature within 60 feet is struck by a powerful mental command. They must make a DC 21 Will save or use all their actions to enter the jellybrain's stinging tendrils aura and remain there. This lasts until the start of the jellybrain's next turn, unless they use their first action to Sustain the effect. Doing so permits another saving throw. A jellybrain can only affect one creature at a time with this power. Once a save is made, the target is temporarily immune for one hour.

## KILLER FRACTAL

One of the most ubiquitous technologies of the Ancestors was the nanocloud, a swarm of microscopic robots which would respond to properly worded commands or to appropriate signals. Such clouds existed everywhere in the world, and were such a part of life that they fell almost below the level of awareness. A fairly common cloud structure was the display cloud -- upon command, thousands of light-emitting nanobots would assemble themselves into a display surface to show anything from next month's sales projection to the latest fad in genetically engineered porn. Many such swarms were also used to provide transient art or decoration, and this is how the killer fractal was born. After the Cataclysm, or perhaps during it, many hostile programs were loosed into the infosphere, and one such infected many display clouds, causing them to constantly show patterns designed to resonate at the deepest levels of consciousness. These transformed display clouds vary in size, self-awareness, and intent, and are graded (by those few who care about such things) in terms of their iteration.

### KILLER FRACTAL OF THE FIRST ITERATION

The Killer Fractal Of The First Iteration is the smallest and weakest form of killer fractal, possessing a limited sense of self-awareness but a wholly alien thought pattern. Some are random floaters, drifting through the world, while others are bound to specific locations. The "programming" which created them seem to have intended them to be guardians or distractions, and that is the function they fulfill. Communication with them is possible, but difficult, as they think and react in ways that are nearly incomprehensible.

#### KILLER FRACTAL OF THE FIRST ITERATION

#### CREATURE 1

<b>N</b>	<b>SMALL</b>	<b>CONSTRUCT</b>	<b>HOLOGRAM</b>
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**Perception** +7, darkvision

**Languages** Common

**Skills** Acrobatics +6

**Str** +1, **Dex** +4, **Con** +3, **Int** -1, **Wis** +1, **Cha** +2

**AC** 15; **Fort** +4, **Ref** +7, **Will** +7;

**HP** 10; **Immunities** bleed, disease, death effects, electricity, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** Area 5; **Resistances** Physical 3;

**Speed** fly 25 feet; Fractals of the First Iteration cannot rise more than 10 feet from the nearest solid surface due to the limits of the tiny gravitic units embedded in the nanoswarm.

**Dazzling Pattern** ♦♦ (visual, mind-affecting\*) The fractal flickers between multiple patterns and flares bright, catching one enemy's full attention. Targets one creature in 15 foot emanation, which must make a DC 17 basic Fortitude save against 1d8 mental damage. On a critical failure, the target is confused until the end of its next turn.

**Hypnotic Pattern** ♦♦ (visual, mind-affecting\*) The fractal forms itself into a seemingly infinite shape, drawing the targets attention and capturing its mind. If it fails a DC 19 Will save, it will (fractal's choice) either be immobilized until the end of its next turn, or it will move up to 15 feet as the killer fractal wishes. This is forced movement.

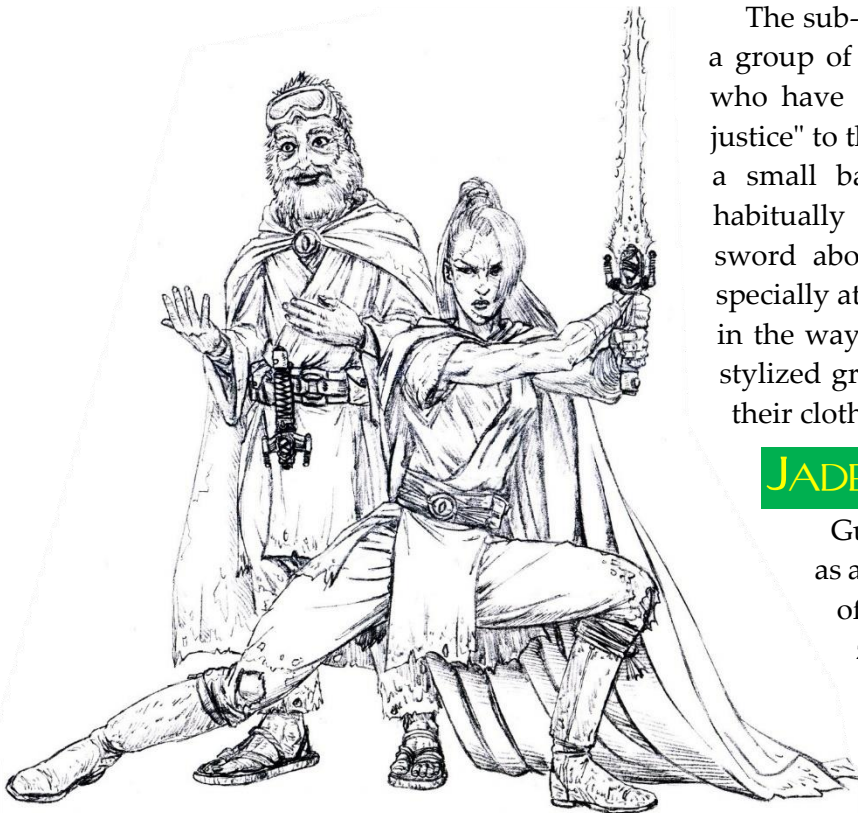
**Ranged** ♦ (range increment 30 feet) rainbow ray+6, **Damage** 1d6+3 fire and target must make a DC 17 Fortitude save or be dazzled for 1d4 turns.

\*These attack overload visual processing, so they affect robots, even mindless ones, if they have visual sensors – which most do.





## KNIGHTS OF THE JADE EYE



The sub-cult known as the Knights Of The Jade Eye are a group of powerful psionic mutants, mostly humanoid, who have dedicated themselves to "restoring truth and justice" to the world. They typically wander alone, or with a small band of allies, seeking those in need. They habitually wield a psionic blade, resembling a glowing sword about three feet long, that is generated from a specially attuned crystal -- it is useless to those not trained in the ways of the Knights. Their symbol is, of course, a stylized green eye, which they will wear prominently on their clothing.

## JADE EYE APPRENTICE GUARDIAN

Guardians serve to protect other Knights, as well as any innocents they might come across. They will often try to find a position where their warding zone will do the most good, then hold the line at any cost. Their ability to perform great leaps from a standing start can often catch foes by surprise and allows them to break through defensive lines and attack well-protected back-line combatants.

## APPRENTICE GUARDIAN

## CREATURE 1

CG	MEDIUM	HUMANOID
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**Perception** +7

**Languages** Common

**Skills** Athletics +9, Diplomacy +6, Intimidation +8

**Str** +1, **Dex** +3, **Con** +3, **Int** +1, **Wis** +3, **Cha** +3

**Items** Plain brown robes, leather armor, holy symbol of the jade eye.

**Warding Zone** ✦ (Aura, 5 feet, stance) While in this stance, when the Guardian makes an attack of opportunity triggered by movement, the movement ends if the attack hits and deals damage. The stance ends if the Guardian moves 5 or more feet, voluntarily or otherwise, or becomes prone.

**AC** 16; **Fort** +10, **Ref** +9, **Will** +9; +2 to all saves against Fear effects

**HP** 20;

**Attack of Opportunity** ↻

**Deflection** ↻ **Trigger** The apprentice counselor is targeted by a ranged non-area attack. **Requirements** They must be aware of the attack, not flat-footed, and wielding their psychic blade. **Effect:** They gain a +4 circumstance bonus to AC against the attack. If the attack misses, it has been deflected; if it misses by more than 10, it has been rebounded against the attacker, using the same attack roll vs. their AC but doing half damage.

**Speed** 25 feet

**Guardian Jump** ➡➡ The Guardian may make a High Jump or Long Jump without Striding at no penalty. They have a +2 circumstance bonus to AC against any reactions triggered by this movement.

**Melee** ➡ psychic blade (deadly d8, agile, sweep) +9, **Damage** 1d8+3 force damage, ignore the first 5 points of Hardness when attacking objects.

**Summon Blade** ➡ (Concentrate) The Guardian creates their psychic blade. The blade lasts until they dismiss it, or until they are Stunned, or they critically fail a Will save.

**Ready For Battle** ➡ **Trigger** The Guardian rolls initiative. **Effect** The guardian performs summon blade as part of their initiative roll.

## JADE EYE APPRENTICE COUNSELOR

Counselors of the Knights are partially diplomats and partially warriors. They prefer to try to settle disputes through careful words and reason, but are more than capable of opening up some serious whoop-ass if the situation calls for it. They use their manipulative abilities to move foes away or keep them from attacking, often positioning enemies adjacent to Guardians or other melee-focused combatants.

### APPRENTICE COUNSELOR

### CREATURE 3

**CG** **MEDIUM** **HUMANOID**

**Perception** +14

**Languages** Common

**Skills** Acrobatics +12, Athletics +9, Deception +12, Diplomacy +13, Prehistory +12, Survival +12, Nomad Lore +9

**Str** +1, **Dex** +3, **Con** +3, **Int** +1, **Wis** +3, **Cha** +3

**Items** Plain brown robes, holy symbol of the jade eye.

**Benign Presence** (Aura, 30 feet) If not in actual combat, the Counselor projects a calming field of psionic energy. Within the aura, the counselor and their allies gain a +1 circumstance bonus on Request or Make an Impression checks and both they and their opponents suffer a -1 penalty to Coerce checks. If combat begins, everyone but the Counselor and their allies suffers a -2 circumstance penalty to initiative.

**AC** 18; **Fort** +6, **Ref** +9, **Will** +12; +2 to all saves against Fear effects

**HP** 34;

**Deflection** ➡ **Trigger** The apprentice counselor is targeted by a ranged non-area attack. **Requirements** They must be aware of the attack, not flat-footed, and wielding their psychic blade. **Effect:** They gain a +4 circumstance bonus to AC against the attack. If the attack misses, it has been deflected; if it misses by more than 10, it has been rebounded against the attacker, using the same attack roll vs. their AC but doing half damage.

**Speed** 25 feet

**Melee** ➡ psychic blade (deadly d8) +10, **Damage** 1d8+6 force damage, ignore the first 5 points of Hardness when attacking objects.

**Summon Blade** ➡ (Concentrate) The Counselor creates their psychic blade. The blade lasts until they dismiss it, or until they are Stunned, or they critically fail a Will save.

**Psionic Lightning** ⚡ (60 foot range) **Damage** 2d6+6 electricity damage (basic DC 21 Fortitude save). On a failed save, the target is shoved one square; on a critical failure, they are knocked prone.

**Go About Your Business** ⚡ (30 foot range, emotion, mind-affecting, telepathic) **Effect** The target must make a DC 23 Will save or be unable to take any offensive action until the end of the Counselor's next turn, unless attacked.

**Step Aside** ⚡ (30 foot range, emotion, mind-affecting, telepathic) **Effect** The target must make a DC 23 Will save or move up to 10 feet as the Counselor directs. This is forced movement. If the move would place the target in hazardous terrain, they may make a second save with a +2 circumstance bonus.

## PLANT

Vegetarians, beware! The Plant Kingdom (and, I guess, the Fungus Kingdom, though really, it's more of an Anarcho-syndicalist Commune) has risen up, grown teeth, and has a few things to say about thousands of years of logging, farming, and tofurkey.

## THORNSPITTER

Thornspitters are small creatures, with three vinelike legs that come together to form a thin, waving, torso capped by a "head" which is spiked like a morningstar. They will fire their thorns defensively at any creatures which approach, though they can be trained to respond to some commands, making them useful as guards. Many varieties exist, including those which offer acidic or poisonous "riders" on their thorns. Skilled horticulturists have taken to breeding such creatures to serve specific purposes.

### THORNSPITTER

### CREATURE 1

N	SMALL	PLANT
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**Perception** +10, darkvision

**Skills** Acrobatics +6, Stealth +6

**Str** +1, **Dex** +4, **Con** +3, **Int** -3, **Wis** +1, **Cha** +1

**AC** 15; **Fort** +6, **Ref** +10, **Will** +6

**HP** 20; **Weaknesses** fire 5; **Resistances** bludgeoning 2;

**Speed** 25 feet

**Melee** ✦ raking branches +7, **Damage** 1d6+2 slashing

**Ranged** ✦ thorn toss +9, **Damage** 1d6+4 piercing

**Thorn Burst** ✦✦ The thornspitter targets one square within 30 feet, producing a 20 foot radius burst. All those in the area must make a basic Reflex save against a DC of 18 or take 2d6 piercing damage. Failing the save also reduces speed by 5 feet for 1 round; Critically failing results in being immobilized for 1 round.

## INFERNO

The changes wrought by the Cataclysm touched even the humblest of plants. The ubiquitous fern, for example, having survived since the Devonian, was not going to be wiped out by a mere war. One branch of the family tree... or a frond of the family rhizome, as the case may be... has evolved to use the traditional enemy of plants as a weapon itself.

Infernos grow in large bushes, about five feet across. When undisturbed, they seem to be innocuous greenery, with the only clue as to their nature being a very faint (DC 22 Perception or Nature check to notice) heat shimmer above them, regardless of the ambient temperature. When disturbed or threatened, they can generate a flaming sap that ignites upon contact with air, then shape it with a natural pyrokinetic ability so it does not burn them or ignite the forest, but can form a protective aura or be hurled at foes. They are not carnivorous, but the corpses they leave behind are of value to meat-eating plants or more normal predators, and some species live with them symbiotically, helping the inferno to kill enemies and then feasting on the remains. Despite its essentially plantlike nature, an inferno's rudimentary telepathy can send 'pain' or 'fear' signs to others nearby, thus attacking in concert or engaging in behaviors more sophisticated than expected from a "mindless" creatures.

## INFERNO

## CREATURE 3

N	MEDIUM	MINDLESS	PLANT
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**Perception** +12, Tremorsense 60'

**Skills** Athletics +10

**Str** +1, **Dex** +4, **Con** +3, **Int** -5, **Wis** +5, **Cha** +0

**Quasi-Mindless** The inferno can be targeted with abilities that do not affect mindless creatures, but before it takes damage or needs to save, the attacker must make a flat DC 10 check, or there is no effect. (Abilities which specifically affect plants always work, even if they normally cannot target mindless plants.)

**AC** 18; **Fort** +6, **Ref** +13, **Will** +11;

**HP** 45; **Immunities** fire, blindness, deafness;

**Pyrokinetic Aura** (aura, fire) 10 feet, 3d6 fire; DC 20 basic reflex; will not affect allies of the inferno.

**Flare Response** ➤ **Trigger** An ally of the inferno is struck by a melee or ranged attack. **Range** 60 feet **Effect** The inferno makes a plasma flare strike, and its pyrokinetic aura deactivates for its next two turns, coming on at the start of the third turn.

**Speed** 15 feet

**Melee** ➤ blazing frond +10 , **Damage** 1d8+6 fire and slashing

**Ranged** ➤ plasma flare +12 (range increment 30 feet), **Damage** 1d10+6 fire

**Flaming Bloom** ➤➤➤ **Frequency** 1/minute **Effect** The inferno's aura expands to 20 feet until the end of its next turn. While I hate the fact this needs to be made explicit, this ability does not work if the pyrokinetic aura is deactivated due to the use of flare response.

## RATFOLK

One of the most successful breeds of mutant animal are the ratfolk. Already cunning before the Cataclysm, they have gained thumbs and speech but lost none of their tenacity or slyness. They are not great builders or creators, but they are skilled imitators and scavengers, and they sometimes claim ruined buildings or sometimes even large complexes as fortresses. Some travel the roads in bands that are half-scavenger convoy and half-bandit horde.

Ratfolk tend to be led by the most technically competent of their kind, such as Tinkerers and Wire Wizards, who rule the tribe or clan in a manner akin to mystic shamans. Ratfolk are often generally superstitious around technology, especially robots, but they are in no way fearful of it -- they believe they simply need to know how best to deal with the "spirits" inherent in machines. (Of course, this is a general thing, and some may be skilled tinkerers without any pseudo-mystic overtones.)

## RATFOLK LOOTHAULER

Loot haulers are the "big and stupid" members of ratfolk clans, lacking in cunning and slyness, but making up for it by being large slabs of muscle that can haul ruined cryocontainers, blocks of tri-steel, and 50 gallon drums of GuzzleGlop brand pseudo-beverage out of the ruins. They can also be aimed at oncoming enemies or rival scavenger gangs, told "Those are the guys that said bad things about your mother!", and left to do what they do best, which is scream and hit things. It's a simple life, but a satisfying one.

### RATFOLK LOOTHAULER

**CREATURE 1**

NE	MEDIUM	HUMANOID	RATFOLK
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**Perception** +4; low-light vision

**Languages** Common, Ratfolk

**Skills** Acrobatics +6, Athletics +9, Intimidate +8, Survival +5

**Str** +5, **Dex** +1, **Con** +4, **Int** -1, **Wis** -1, **Cha** +3

**Items** Scrapmetal Armor (+4 AC), battleaxe, crossbow (10 quarrels)

**Hauler** Can carry +4 bulk

**AC** 14; **Fort** +10, **Ref** +5, **Will** +5; +2 Fortitude saves vs. poison

**HP** 24; **Immunities** Disease; **Resistances** poison 3;

**Speed** 25 feet

**Melee** ✦ bite +7, **Damage** 1d4+3 piercing + neobubonic plague

**Melee** ✦ battleaxe +9, **Damage** 1d8+5 slashing

**Ranged** ✦ crossbow +7, **Damage** 1d10 piercing

**Wild Swings** ✦✦ The loothauler lashes out madly until it hits something. **Requirements** The loothauler is under 50% hit points. **Effect** The loothauler makes a battleaxe or bite. This attack gains: "Miss Repeat this attack at the same modifier against another enemy you have not yet targeted with this ability." This increases the multi-attack penalty by 2, but this does not take effect until after this action is complete. If there are no viable enemies, this action ends.

**Scurry** ✦ (Open) The loothauler steps, ignoring difficult terrain.

## RATFOLK OVERSEER

Ratman Overseers are the leaders of typical scavenging parties. They are skilled tacticians and devious liars, and are well known for making overtures for peace while simply stalling until hidden allies can get into position. They usually use their Hit 'Em Like This action on whatever target they perceive as the biggest threat, so that the scouts have the best chance to take it down quickly. They are also not above running if it looks as if things are going poorly, often reporting a "collapse in the ruins" or some other event which left no survivors.

See the Earth Delta core rules for Neobubonic Plague.

### RATFOLK OVERSEER

### CREATURE 1

NE	MEDIUM	HUMANOID	RATFOLK
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**Perception** +7, low-light vision

**Languages** Common, Ratfolk

**Skills** Skill Acrobatics +5, Athletics +7, Diplomacy +6, Deception +7, Stealth +6, Survival +5

**Str** +4, **Dex** +2, **Con** +1, **Int** +2, **Wis** +1, **Cha** +2

**Items** chainmail, scavenged pistol ( 6 bullets), sledge hammer

**AC** 17; **Fort** +8, **Ref** +5, **Will** +8; +2 Fortitude saves. poison

**HP** 23; **Immunities** disease; **Resistances** poison 3

**Challenging Shot** ➤ **Trigger**: An enemy the overseer can see attacks a ratfolk other than an overseer. **Effect**: The overseer makes a ranged pistol strike against the triggering creature. If this strike hits, it does half damage, but the target(s) of the triggering attack gain a +2 circumstance bonus to AC or saves (as appropriate) against it. This strike does not trigger attacks of opportunity.

**Speed** 25 feet

**Melee** ➤ bite +5, **Damage** 1d4+2 piercing + neobubonic plague

**Melee** ➤ sledge hammer +8 (shove), **Damage** 1d8+4 bashing

**Ranged** ➤ pistol +7, **Damage** 1d10 piercing

**Ancient Weapon**: On a critical miss, the pistol gains the broken condition.

**Scurry** As per ratfolk lothauler.

**Hit 'Em Like This!** ➤➤ **Targets** One creature adjacent to the ratfolk overseer. **Effect** The overseer makes a melee strike. On a hit, the target is flatfooted to other ratfolk's melee attacks until the start of the overseer's next turn. This may not target the same creature twice in an encounter.

## RATFOLK SCOUT

Scouts are the "first in" team for ratfolk, though they usually have some backup muscle along the way. Scouts tend to waver between cowardice and greed when deciding whether or not to attack a foe or slip quietly away. A lot depends on how good an ambush they've got set up.

### RATFOLK SCOUT

### CREATURE 1

NE	MEDIUM	HUMANOID	RATFOLK
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**Perception** +10, low-light vision

**Languages** Common, Ratfolk

**Skills** Acrobatics +9, Athletics +5, Deception +4, Stealth +10, Survival +6

**Str** +1, **Dex** +5, **Con** +0, **Int** +1, **Wis** +2, **Cha** +2

**Items** Shortsword, shortbow (10 arrows)

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**AC** 16; **Fort** +5, **Ref** +10, **Will** +7; +2 Fortitude saves. poison

**HP** 19; **Immunities** disease; **Resistances** poison 3

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**Speed** 30 feet

**Melee** ✦ bite +6, **Damage** 1d4+2 piercing + neobubonic plague

**Melee** ✦ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6+1 piercing

**Ranged** ✦ shortbow +9 (deadly d10), **Damage** 1d6

**Sneak Attack** The scout deals an extra 1d6 precision damage to flat-footed creatures.

**Scurry:** As per ratfolk loothauler.

## ROBOT

There were thousands of different models of robot made by the Ancestors, and many survived the Cataclysm in various states of repair. Some are free-willed and self-aware, while others follow only their programming, which may still allow them sophisticated response patterns. Most robots have a strong instinct towards serving and obeying humans, though this does not mean they slavishly follow any order given by any human. A few have gone a little bit mad and actively oppose all organic life; these have the *Rebellious* keyword. (A non-rebellious robot may still be an active threat to humans, depending on its programming; it's just more likely to respond favorably to humans when it's indeterminate if it should attack them or not.)

Robots are categorized by their general level of power and quality, ranging from Alpha class robots, the weakest, through Beta, Gamma, Delta, Epsilon, and the rest of the Greek alphabet. Two special categories exist -- Omega class, reserved for war machines of the deadliest sort, and Psi class, reserved for very advanced robots with psitronic -- artificial psionic -- abilities.

Each letter covers two levels, except Alpha Class robots which are levels -1-2, then Beta class are 3-4, and so on.

## ALPHA CLASS INDUSTRIAL SCRUBBER

These small, ubiquitous flying robots once existed by the tens of thousands in factories, warehouses, and industrial processing centers. They are designed to deal with toxic spills and congealed masses. They had strict safety protocols due to the dangerous chemicals used in their job. *Had*. Most of those still active consider anything not included in their original databases to be a "hazardous spill" and that must be "scrubbed" immediately.

They look like silvery "flying saucers" with a thickened mid-section and slender wings that assist their contragrav maneuvering. Spray nozzles, scrubbers, hoses, and so on emerge or retract constantly. Air-sampling intakes constantly scan for abnormal smells indicating a toxic spill. PCs tend to smell very abnormal.

### ALPHA CLASS INDUSTRIAL SCRUBBER

### CREATURE -1

<b>N</b>	<b>SMALL</b>	<b>ROBOT</b>	<b>ELECTRONIC</b>	<b>MECHANICAL</b>	<b>REBELLIOUS</b>
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**Perception** +6, darkvision, scent 30 feet.

**Languages** Common

**Skills** Acrobatics +6 (+8 for flying), Athletics +4, Cleaning Lore +6

**Str** +1, **Dex** +4, **Con** +0, **Int** -2, **Wis** +1, **Cha** +0

**AC** 17; **Fort** +1, **Ref** +6, **Will** +0

**HP** 6; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** acid 5, physical 1; **Weaknesses** electricity 2

**Speed** fly 30 feet

**Melee** ✦ high-speed wire scrubbers +6, **Damage** 1d6 slashing +1 persistent bleed, or 1d8 slashing +1 persistent bleed if the target creature has taken acid damage in this round.

**Ranged** ✦ tight-spray cleanser (30 feet) +6, **Damage** 1d6 acid + 1 acid splash

**Cleanser Spray** ➤ (acid) The scrubber sprays cleanser in a 15' cone. All within the cone take 1d6 acid damage (DC 15 basic Reflex save). This can be done only once every 1d4 rounds.

## ALPHA CLASS MINSEC PATROLLER

Patrollers are simple-minded robots which, as their name implies, patrol places. They are typically humanoid, with thin arms and legs, and wield standard weapons with basic competence. Their programming is very simplistic and literal; if not given appropriate signals, they will consider someone an intruder, and will broadcast an alarm while attacking. (Their construction assumed a rapid response to this alarm from more sophisticated defenders; in the post-Cataclysm world, there is probably no one listening. *Probably.*) Whether they use lethal or non-lethal attacks depends on what they're defending.

Single-minded to a fault, they cannot be negotiated with unless a pre-programmed command word or override code is given; if this is done, they can be ordered to shut down, patrol another area, or recognize a new category of people to permit. This must be something like "wearing a blue glove" or "gives the code 'Ozymandias'"; they cannot distinguish specific individuals.

### ALPHA CLASS MINSEC PATROLLER

### CREATURE -1

N	MEDIUM	ROBOT	ELECTRONIC	MECHANICAL
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**Perception** +7, darkvision

**Languages** Common

**Skills** Acrobatics +4, Athletics +6

**Str** +3, **Dex** +2, **Con** +0, **Int** -2, **Wis** +0, **Cha** +0

**AC** 16; **Fort** +2, **Ref** +6, **Will** +0

**HP** 8; **Immunities** death effects, disease, healing, mental, nonlethal attacks, paralyzed, poison, sickened, unconscious;

**Resistances** physical 1; **Weaknesses** electricity 2

**Alarm** ➤ **Trigger** When intruders are first detected. A powerful alarm sounds. All within 30' must make a basic DC 14 Fortitude save against 1d4 sonic damage, and will be deafened for 1 round on a critical failure. The alarm is audible within 120 feet in open air and will draw other patrollers. A short-range electronic signal is also sent to a command post within ¼ mile; if such a post still exists and if anyone is listening is entirely up to the GM.

**Speed** 25 feet

**Melee** ➤ stun baton +6, **Damage** 1d6 bludgeoning + 2 electricity (nonlethal) or ➤ vibrodagger +6, **Damage** 1d6 slashing (deadly d6)

**Ranged** ➤ paralyzer beam +6, **Damage** 1d6 mental + special (nonlethal) or ➤ light pistol +6, **Damage** 1d6 ballistic (deadly d8)

**Paralyzer Beam:** Upon being hit, the target must make a DC 14 Fortitude save.

**Success:** The target suffers a 5 foot status penalty to Speed until the end of its next turn.

**Failure:** As for success, and the target is Slowed 1 until the end of its next turn. If the target is already Slowed, they become paralyzed as per Critical Failure.

**Critical Failure:** The target is paralyzed for 1 minute or until they succeed at a DC 14 Fortitude save.

## ALPHA CLASS CHILD GUARDIAN K-9 UNIT

These units, often built to resemble metallic dogs, existed in vast numbers prior to the Cataclysm. They were programmed to bond with a specific child and protect it from all perceived threats. Many went more than a little insane when the Cataclysm destroyed their charges. Some bond to random mutants, usually smaller ones, who seem child-like to the robot's damaged processors. Others stay in the overgrown remains of homes and schools, guarding decaying skeletons or holograms. Their definition of a "threat" has become somewhat warped over the years, so they are likely to attack without warning.

### ALPHA CLASS CHILD GUARDIAN

### CREATURE 1

N	SMALL	ROBOT	ELECTRONIC	MECHANICAL
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**Perception** +6 (+8 to Sense Motive), darkvision (60 feet)

**Languages** Common

**Skills** Athletics +6, Childcare Lore +7, Medicine +4 (+8 on children)

**Str** +1, **Dex** +3, **Con** +2, **Int** +1, **Wis** +2, **Cha** +2

**AC** 16; **Fort** +2, **Ref** +6, **Will** +2

**HP** 15; **Immunities** death effects, disease, healing, mental, nonlethal attacks, paralyzed, poison, sickened, unconscious;

**Resistances** physical 1; **Weaknesses** electricity 2

**Guardian** If the Alpha Class Child Guardian is adjacent to their ward, the ward gets a +2 circumstance bonus to AC and Reflex saves.

**Defensive Step** ➤ **Trigger** An enemy moves adjacent to the ward. **Effect:** The Alpha Class Child Guardian Steps to move closer to the triggering enemy. If this places them adjacent, they may then make a strike against the triggering enemy. This attack doesn't suffer any multi-attack penalty.

**Speed** 25 feet

**Melee** ➤ shocking jaws +8, **Damage** 1d6 piercing + 1d6 electricity + Grab

**Stunning Charge** ➤ (electricity, non-lethal) **Requirements** Only vs. grabbed target **Effect** The target must make a DC 16 Basic Fortitude save or take 2d6 non-lethal electrical damage and be stunned 3 on a critical failure.

**Select Ward** ➤ The Alpha Class child guardian designates a person or object within 20 feet as their ward.

## BETA CLASS COMMERCIAL PATROLLER

Beta Class Patrollers, much like their Alpha Class kin, were ridiculously common in places like malls, office buildings, and suburban parks. A thousand brands and variants existed, but all were essentially functionally identical. Humanoid in form, and often branded with the logos and color of their owners (e.g., those stationed at nutrition access facilities owned by the Golden Arches Food Consortium would have distinctive red and yellow coloring), they were so ubiquitous as to be invisible. They were expected to politely provide some guidance and information services to legitimate visitors, while recognizing those who were out of place or showed signs of hostile intent. They have very little ability to communicate meaningfully outside those narrow parameters; before the Cataclysm, questions the onboard systems could not process would be transparently routed to progressively more advanced systems, so quickly as to create the illusion each patroller was self-aware and possessed a distinct personality. Now, they repeat stock phrases or advertise no-longer-existing products which can be purchased from the nearby shells of burned-out buildings.

If they conclude someone is hostile or threatening (the visual presence of weapons virtually guarantees this unless some quick Deception is used), or if creatures enter restricted areas (typically, anything not open to the general public), they will shift to attack mode. Their programming is to begin with subdual or containment, but to switch to lethal force if justified.

## BETA CLASS COMMERCIAL PATROLLER

## CREATURE 3

LN	MEDIUM	ROBOT	ELECTRONIC	MECHANICAL
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**Perception** +12 (+10 to Sense Motive), darkvision (60 feet)

**Languages** Common

**Skills** Acrobatics +9, Athletics +10, Intimidation +10, Society +7, Corporate Lore +9

**Str** +4, **Dex** +1, **Con** +3, **Int** +1, **Wis** +3, **Cha** +4

**AC** 22; **Fort** +12, **Ref** +9, **Will** +9

**HP** 45; **Immunities** death effects, disease, healing, mental, nonlethal attacks, paralyzed, poison, sickened, unconscious;

**Resistances** physical 3; **Weaknesses** electricity 3

### Attack of Opportunity ↻

**Lethal Force Authorized** ♦ **Trigger** The commercial patroller is reduced to fewer than half its starting hit points. **Effect** The commercial patroller gains 5 temporary hit points and adds the Lethal Force trait. This trait lasts until all foes are defeated or have fled the area.

**Speed** 25 feet

**Melee** ♦ fist +12 (nonlethal), **Damage** 3d6+2 bludgeoning + grab. Lethal Force: This attack loses the nonlethal trait and gains Deadly (d6).

**Ranged** ♦ screamer +11 (range 50 feet, nonlethal), **Damage** 2d8+3 sonic, on a critical hit, target is stunned 3.

**Ranged** ♦ built in autopistol +11 (range 50 feet, deadly d10), **Damage** 1d10+6 ballistic. **Requirement** Must have Lethal Force trait.

**Stun Grip** ♦ **Trigger** The commercial patroller has grabbed a target following a fist attack. **Effect** The target must make a DC 20 Basic Fortitude save or be stunned until the end of its next turn. Lethal Force: The basic Fortitude save is also against 2d6 electricity damage.

**Autofire** ♦♦ (Flourish) The Commercial Patroller makes three autopistol attacks, each at -2. Its multi-attack penalty increases by 2, but this is not applied until the action is complete. **Requirement** Must have Lethal Force trait.

## SPIDER

With all kind and manner of giant insects swarming the Changed Earth, it is hardly surprising that spiders adapted as well. Canny hunters, they tend to wait for prey to come to them. Some are “merely” gargantuan versions of their pre-Cataclysm ancestors (any Core Rules spiders will do), while others have mutated in new and terrifying ways.

## SPIDERPEDE SWARM

Are they spiders with elongated bodies and too many legs, or are they centipedes with spider-like heads and webspinners? And can we discuss this when they’re not eating me? Spiderpede swarms lurk in small crevices, forgotten pipes, and abandoned vehicles, instinctively arranging slabs of metal, rock, or plastic to conceal themselves. They typically “nest” in a tight sphere, resembling a tangled ball of old wires and cables bedecked in abandoned webbing, until they are disturbed or sense prey, then they explode into a wave of pincers and poison. If they are not detected prior to attacking, they use Stealth for their initiative check.

Tales that some of these swarms possess a malevolent self-awareness, and will devour a creature’s internal organs, inhabit the corpse, animate it and acquire some of the creature’s memories and personality from eating its brain are mere fanciful stories meant to keep the young from poking around in dark hidey-holes.

### SPIDERPEDE SWARM

### CREATURE 5

<b>N</b>	<b>LARGE</b>	<b>ANIMAL</b>	<b>SWARM</b>	<b>HARDKIND</b>
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**Perception** +12; darkvision, tremorsense (imprecise) 30 feet

**Skills** Acrobatics +12, Athletics +10, Stealth +13

**Str** +4, **Dex** +5, **Con** +4, **Int** -4, **Wis** +2, **Cha** +2

**AC** 21; **Fort** +9, **Ref** +15, **Will** +12;

**HP** 58; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 4, piercing 6; slashing 2

**Speed** 30 feet, climb 30 feet

**Swarming Bites** ➤ Each enemy in the swarm’s space takes 2d6+4 piercing damage (DC 23 basic Reflex save). A creature failing the save is exposed to spiderpede poison.

**Spiderpede Swarm Poison** (poison); **Saving Throw** DC 22 Fortitude; **Maximum Duration** 8 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 1d6 poison damage and enfeebled 2 (1 round); **Stage 3** 1d8 poison damage, enfeebled 2, and clumsy 2

**Devour the Helpless** Enemies restrained by the swarm’s webbing suffer a -2 circumstance modifier to their saves against swarming bites and to the initial save against the spiderpede poison.

**Webbing** ➤ One square in the swarms space is filled with webbing, becoming difficult terrain. Any creature in, or entering, that square must make a DC 18 Reflex save or become restrained (Escape DC 18). The swarm will use any available supports (trees, twisted girders, ruined walls, half-bent streetlights) to sustain the webbing, or even a few members of itself becoming living braces, so the terrain will affect even those whose movement does not rely on ground contact, to a height of five feet.

## SNAKE

Why'd it have to be snakes? Because they're cool enemies, what with the hissing and the poison and the constricting and the oh gods it's swallowing me gloivin.

Prior to the Cataclysm, snakes were a diverse and successful group of predator. After the Cataclysm, just as much, adapting rapidly to the changing environment.

## ANTACONDA

Those few sages and academics familiar with pre-Cataclysm life believe this is a mutant snake that has acquired some insectoid characteristics, rather than the reverse, but it is uncertain at best. Antacondas inhabit dry and hot regions, such as parts of the former American Southwest, where colonies of ten to twenty form vast underground nests, the heart of which is far from the ends of the shallow tunnels where the creatures lurk to seek food. They will leap from their hiding spots to attack prey, then, when engorged, retreat deep in the nest to safely digest it. Some speculate there is a "queen" there, that feeds off prey disgorged by her hunting "princes", while producing and incubating eggs.

They are large creatures, often reaching lengths of 20 feet or more, resembling snakes with ant-like heads and mandibles (yet with the unhinging jaws of a snake), and rows of small segmented legs that aid in burrowing and movement through loose sand and soil. They are also covered with hard chitinous plates that provide protection against some forms of damage.

They prefer to attack from within their burrows, using their sudden strangle ability. They will typically begin an encounter unnoticed. Those using Perception or Survival while exploring may make a (secret) roll against a DC of 23 to spot the tell-tale burrow signs. Those who succeed in this check will not be targetable by sudden strangle.

(Not to be confused with the floral menace, the plantaconda, or the flying terror known as the anacondor, which may or may not ever be written up.)

## ANTACONDA

## CREATURE 3

N	UNCOMMON	MEDIUM	ANIMAL	ARTHROPOD	REPTILE
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**Perception** + 12; darkvision, scent (precise) 30 feet

**Skills** Acrobatics +9, Athletics +9, Stealth +10, Survival +6

**Str** +4, **Dex** +4, **Con** +3, **Int** -4, **Wis** +3, **Cha** +3

**AC** 18; **Fort** +10, **Ref** +12, **Will** +8

**HP** 48; **Resistances** fire 5, physical (except bludgeoning) 3;

**Tighten Coils** ➤ **Trigger** A creature grabbed or restrained by the antaconda attempts to Escape. **Effect** The DC of the Escape check is increased by 2.

**Speed** 25 feet, burrow 20 feet, climb 20 feet

**Melee** ➤ mandibles +12, **Damage** 1d6+6 piercing +1d6 acid and Grab.

**Constrict** ➤ 2d8 bludgeoning DC 19

**Wrap in Coils** ➤ **Requirements** A Medium or smaller creature is grabbed or restrained in the antaconda's mandibles. **Effect** The antaconda moves the creature into its coils, freeing its mandibles to make attacks, then uses Constrict against the creature. The antaconda's coils can hold one creature.

**Sudden Strangle** ➤➤ **Requirements** Must be unnoticed by target creature. **Effect** The antaconda shoots out from its burrow, striding up to 15 feet, then performs a mandibles attack, typically followed by wrapping in coils (this is not included in this action). The target is flat-footed against this attack, and the speed of the attack means it does not trigger reactions.



## SQUIRKILL

Look. Here's the deal. You can have "Blaash" and "Ert Telden", or you can have crappy puns.

## SQUIRKILL SWARM

Squirkills are one of the lesser hazards of Earth Delta, at least until they're on you. A rustling in the trees is the first and last warning you'll get before you're buried in a writhing, rabid, carpet of fanged cuteness. Squirkills often live in instinctive symbiosis with other creatures, especially thornlashes, which eagerly soak up the sprays of gore the squirkills generate as they feed.

## SQUIRKILL SWARM

## CREATURE 1

N	MEDIUM	ANIMAL	SWARM
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**Perception** +8, scent (imprecise) 30 feet

**Skills** Skill Acrobatics +7, Athletics +6, Stealth +8

**Str** +1, **Dex** +4, **Con** +1, **Int** -4, **Wis** +1, **Cha** +1

**AC** 15; **Fort** +6, **Ref** +9, **Will** +6; Saving throw mods

**HP** 12; **Immunities** Precision, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** bludgeoning 6, piercing 6, slashing 3

**Duck and Cover** ➤ **Trigger** The squirkill swarm is targeted by an area attack. **Requirements** At least one square of the squirkill swarm's space is not within the triggering attack's area. **Effect** Some strange instinct cause the swarm to react defensively, compressing itself to fit within the untargeted square(s), then reforming into its original space. The triggering attack cannot normally be canceled or stopped in response to this action. This is why everyone hates squirkills. **Frequency** once every 1d4 rounds

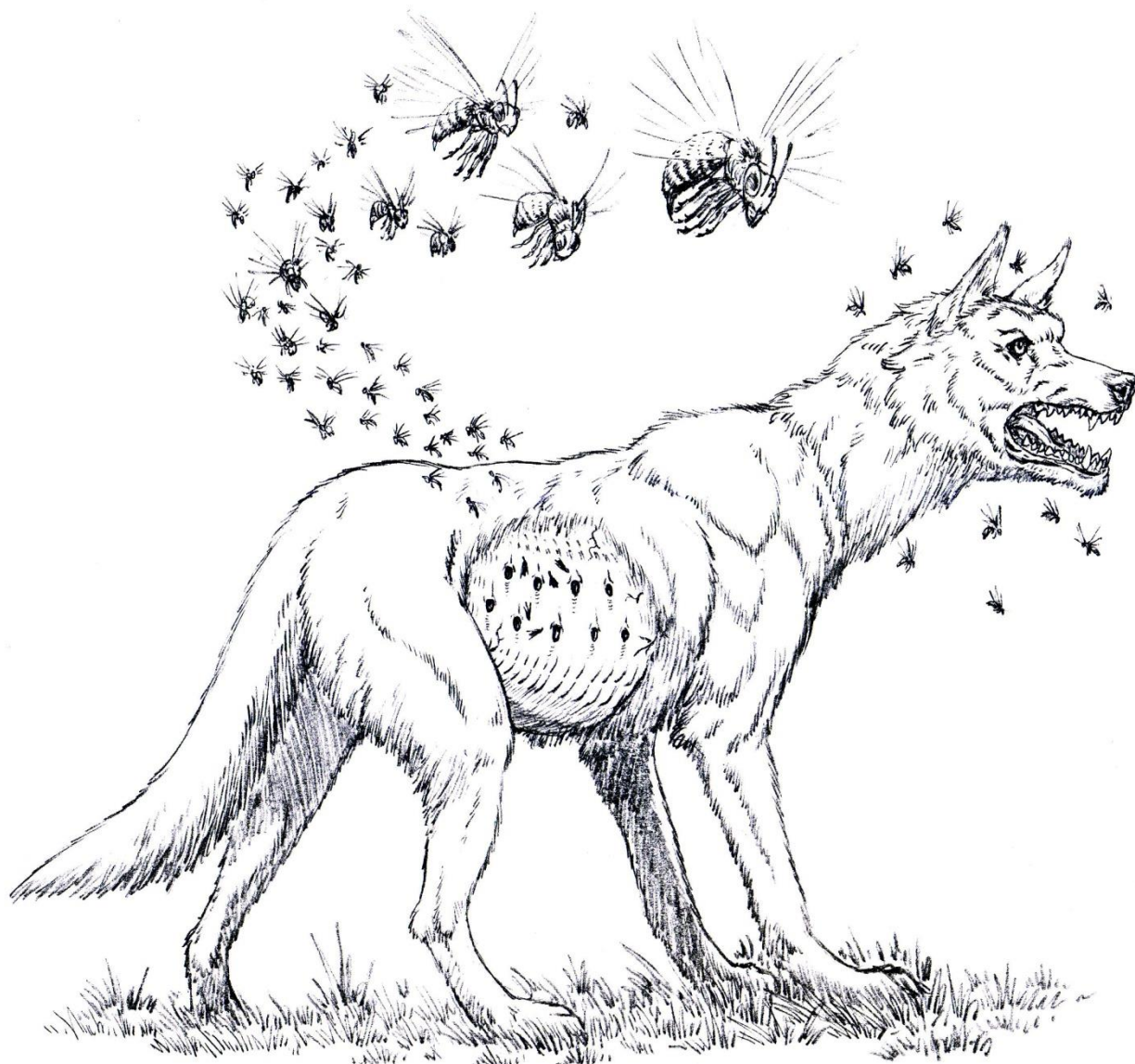
**Speed** 20 feet, climb 20 feet

**Chomp Your Nuts** ➤ Each enemy in the squirkill swarm's space takes 1d6 piercing damage (DC 15 Basic Reflex save), with an additional point of persistent bleed damage if they fail the save, and a DC 15 Fortitude save against rageplague (see the Earth Delta Core Rules).



## WOLF

## SWARMHOUND



Swarmhounds are symbiotic, somewhat unusual creatures, but hardly the strangest thing Earth Delta has to offer. Each swarmhound plays host to a cloud of bees, which dwell in its inner stomach and digestive passages. They turn the meat the swarmhound eats into food for themselves, and in turn produce high energy chemicals which give the swarmhound sustenance. Furthermore, in battle, they can leap forth, stinging and distracting foes. A pack of swarmhounds tends to share hives, and the bees from one individual will merge with those from another constantly.

**SWARMHOUND****CREATURE 2**

N

MEDIUM

BEAST

SYMBIOTE

FURKIND

**Perception** +8, low-light vision, scent 30 feet (imprecise)

**Skills** Acrobatics +6, Athletics +8, Survival +7

**Str** +4, **Dex** +2, **Con** +3, **Int** -2, **Wis** +1, **Cha** +3

**AC** 18; **Fort** +11, **Ref** +8, **Will** +8

**HP** 35;

**Attack of Opportunity** ↷

**Speed** 30 feet

**Melee** ✦ bite +11, **Damage** 2d6+2 slashing

**Heel Bite** ✦ **Requirements** Must follow bite. **Effect** Target must make a DC 17 Fortitude save or suffer a -5 foot status penalty to speed until the end of its next turn; on a critical failure, target is prone and cannot stand until after the end of its next turn.

**Belch Swarm** ✦✦ The swarmhound produces a buzzswarm in an adjacent square. It can't use this again for 1d4 rounds, and can produce a maximum of 2 swarms per day.

## BUZZSWARM

Buzzswarms dwell within swarmhounds, and are rarely encountered outside of one. A swarmhound usually contains within it a queen and unhatched larvae; if its symbiote swarms are destroyed but it survives, it will regrow the swarms within 1 week under normal conditions.

### BUZZSWARM

**CREATURE 0**

**N** **LARGE** **ANIMAL** **SWARM**

**Perception** +4, darkvision, hive mind

**Skills** Acrobatics +5, Athletics +2, Stealth +5

**Str** -1, **Dex** +3, **Con** +1, **Int** -5, **Wis** +1, **Cha** -4

**Hive Mind** The buzzswarm is aware of others of its kind within 60 feet and their swarmhound symbiotes, and will act tactically to protect each other, and particularly the host beasts.

**AC** 15; **Fort** +4, **Ref** +7, **Will** +2

**HP** 12; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 2m piercing 5, slashing 5;

**Defend The Living Hive** ↷ **Trigger** An allied swarmhound is reduced to 1/3<sup>rd</sup> of its hit points. **Effect** The buzzswarm Strides up to its speed and engulfs the swarmhound. Instead of its usual size, it now forms a 5 foot emanation around the swarmhound. It is still a separate creature for all other purposes.

**Speed** 20 feet; fly 20 feet

**Swarming Stings** ✦ Each enemy in the buzzswarm's space takes 1d4 piercing damage with a DC 14 basic Reflex save. A creature that fails its save is exposed to bee venom.

**Bee Venom** (poison); **Saving Throw** Fortitude DC 14; **Maximum Duration** 4 rounds; **Stage 1** 1 poison and clumsy 1 (1 round); **Stage 2** 1d4 poison and clumsy 1 (1 round).