

# EARTH DELTA mutant manual



Pathfinder 2 Edition

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

*The people you kill, the 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.

See Appendix A, Abilities and Traits (Page 117) for new or changed traits used in this book.

## 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 2024, 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).

### 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.

### 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.)

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



### A 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.

---

## 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.

---

## 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.

---

## 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.

---

## 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.

---

### 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.

---

### 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 bludgeoning damage. On a critical failure, they are knocked prone. **Special** This attack can be used every 1d4 rounds.

---

### 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.

---

### 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.

---

### 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.

### 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 fishmen...", 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.

---

### 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.

**Wolfoid****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. Others 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 to 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.

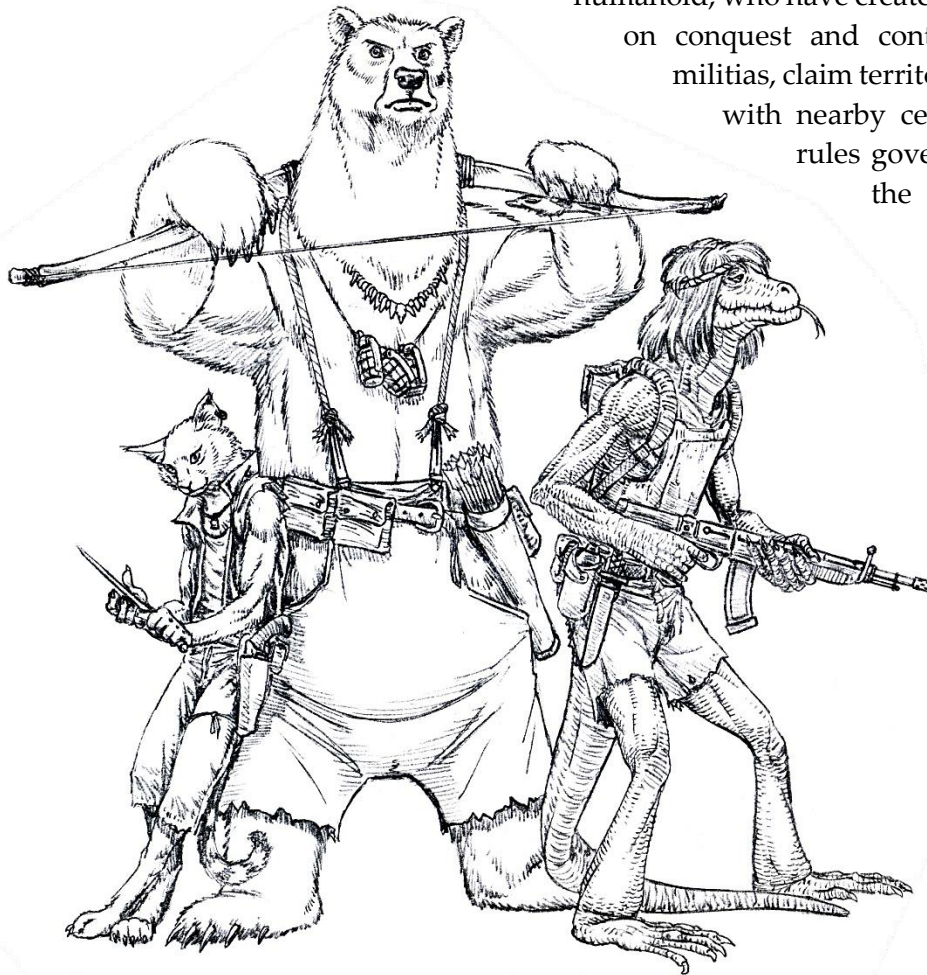
The Beast Legion has no room in its ranks for humans, mutant or otherwise, save as low-ranking servants or laser fodder, and since the majority of the Legionnaires are carnivores, they have even less use for plants. "Salad shouldn't talk" is an oft-heard expression. (Robots are seen

as tools, period, with any apparent

sapience being simply a clever imitation of thought. Beastbots are preferred, of course, but they are still seen as nothing other than mechanisms, merely more aesthetically pleasing ones.) 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, enduring 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 mutually hostile factions, 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 but which have little coordination with anything outside their territory. 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, androids, and cyborgs) 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.

The bulk of their philosophy is contained in "The Catechism of Ludd", a massive tome which is (of course) copied and bound by hand. Common chapters include the First and Third Books of Termination (the Second book is a heretical forgery), The Book of the Galactian Exodus, and the Book of the Matrix.

## 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) is a disparate<sup>2</sup> 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 operate secret colleges, copy and preserve old records (typically texts, but occasionally they have archives of other data), 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 both facts and ideas faster than they 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 or draw their enemies to these rare havens.

## 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

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<sup>2</sup> Also, desperate.



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. (Some desire a completely organic-free world, transforming the Earth into a planet of mechanisms.) Androids who can "pass" as humans are used as spies, as are creatures such as the Turing Infiltrator (page 112). 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



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 gene pool 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 barter points are 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. (They are likewise opposed to any "competition" from florals or self-aware robots to human dominance, but consider mutants to be the primary threat. Once humanity is purified, the conquest of the world is, they believe, assured.)

Without the benefit of mutation, factions of the Order have focused on either regaining technology or maximizing their own abilities through brutal training. 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 and fear reprisal, 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

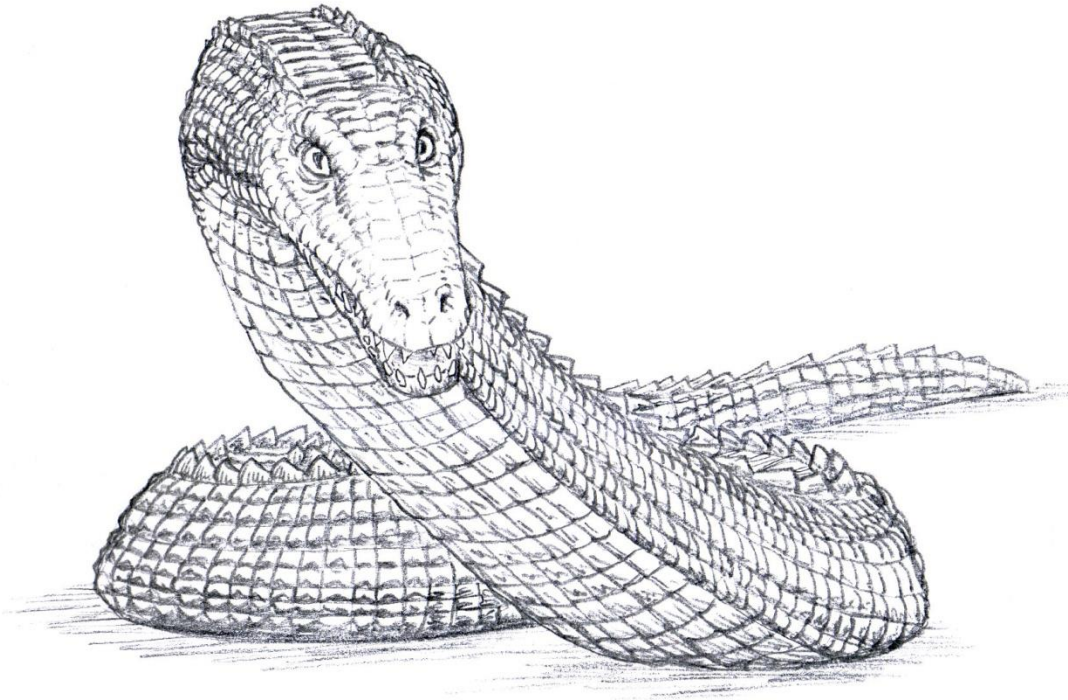
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## ALLIGATOR



Alligators and crocodiles (I won't pretend to either know or care what the difference is) have long been figures of fear and mystery to man, often symbolizing brutish power or sly cunning. After the Cataclysm, they have mutated into a variety of forms.

## SNAGATOR

Snagators dwell mostly in warm, swampy, climates, but they can live almost anywhere. They are 20 foot long, legless alligators, the heavy body extended and snakelike, though still built along the same lines as their ancestral form -- solid, thick, and heavily armored. Snagators are gifted, or cursed, with human levels of intelligence and reasoning... and no hands. They can use their massive jaws in much more clever ways than dumb brutes, and can cooperate to perform some simple tasks of manipulation, but overall, they have little capacity to apply their intellect to anything other than hunting. They often barter their services as guides or guards in exchange for other creatures performing tasks they cannot, such as building shelters in the swamp, or simply manipulating the controls of a holovid player so they can watch old tri-videos. In combat, they prefer to lurk below the water, surfacing suddenly and grabbing an enemy, then chowing down. If surrounded, they will use their tail lash and then hide in the reeds and murky water.

Snagators have an underdeveloped psychokinetic organ, which allows them to briefly take to the air. This is a trick which can surprise an enemy which hasn't done its research, as it allows a snagator to find cover, submerge, and prepare for another attack.

Their thick hide gives them resistance to many melee weapons. They require near-constant moisture (either from humid swamp air or direct immersion in water) and fear fire.

**SNAGATOR****CREATURE 8**

**N** **LARGE** **BEAST** **SCALEKIND** **AMPHIBIOUS**

**Perception** +17, low-light vision

**Languages** Common, Hiss

**Skills** Athletics +18, Acrobatics +14, Swamp Lore +13, Stealth +17, Survival +15 (+2 to Swim)

**Str** +7, **Dex** +5, **Con** +6, **Int** +4, **Wis** +5, **Cha** +5

**AC** 26; **Fort** +19, **Ref** +17, **Will** +16;

**HP** 140; **Resistances** bludgeoning 6, slashing 6;

**Firefear** When the snagator is critically hit by a fire attack, it must make a Will save against a moderate DC of the attack's level or become Frightened 2. Each ♦ spent submerged in water reduces this by 1, starting at the end of the snagator's next turn. It otherwise ends after 1 minute. If this is triggered when the snagator is already frightened, it instead gains fleeing, which ends after a full round submerged (or 1 minute).

**Swamphide** The snagator has concealment when submerged in brackish, murky water or in overgrown vegetation, as long as it is more than 10 feet from an observer.

**Speed** 25 feet, swim 35 feet, fly 40 feet (special)

**Melee** ♦ jaws +20, **Damage** 4d6+10 piercing + grab

**Constrict** ♦ 3d6+8 bludgeoning (DC 25) Grabbed target only. The snagator wraps itself around the creature in its jaws, releasing it from its mouth once it is wrapped. It can then grab another target with its jaws, but cannot constrict more than one creature at a time.

**Melee** ♦ tail lash +20 (reach 10 feet) **Damage** 4d6+8 bludgeoning and improved push

**Tail Sweep** ♦♦ (flourish) The snagator makes two tail lash attacks at up to two targets no more than 10 feet apart, at a -2 penalty to each. This increases the snagator's multi-attack penalty by 2 at the end of this action.

**Aquatic Ambush** ♦ 35 feet

**Sudden Flight** ♦ The snagator activates its telekinetic flight organ. It gains the list fly speed until the end of its next turn. It can use this ability every 1d4 rounds.

**STORMCROC**

Stormcrocs are truly terrifying nightmare beasts, the mostly-undisputed kings of the sun-baked wastelands in which they dwell. Most desert communities offer a good bounty on stormcroc eggs or the skins of the young, so it's rare one of these beasts can grow to full adulthood. They are carnivores, plain and simple, with a powerful psychic control over weather.

In form, they resemble their crocodile ancestors, but are at least 25 feet in length, counting the tail. Along their back is a line of bony spikes, which constantly surge with electrical power. When they do battle, they will try to bite and grab the first enemy they can, then instinctively use their tail lash and windstorm powers to knock away other foes until their tiny morsel is slain.

**STORMCROC****CREATURE 10**

**N** **RARE** **HUGE** **ANIMAL** **SCALEKIND**

**Perception** +19, darkvision

**Skills** Athletics +22, Acrobatics +16, Survival +18

**Str** +8, **Dex** +6, **Con** +7, **Int** -4, **Wis** +3, **Cha** +1

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**AC** 31; **Fort** +22, **Ref** +19, **Will** +18

**HP** 200; **Immunities** electricity; **Weaknesses** cold 10; **Resistances** physical 10, fire 10;

**Lightning Sheathe** (aura, electricity, 10 feet) 4d6 electricity, basic reflex

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**Speed** 40 feet

**Melee** ⚡ shock jaws +23 (reach 10 feet), **Damage** 1d12+7 piercing plus 1d12 +7 electricity plus grab

**Melee** ⚡ tail sweep +23 (reach 10 feet), **Damage** 2d10 + 10 bludgeoning plus improved shove

**Death Roll** ⚡ (attack) Requirement The stormcroc must have a creature grabbed.

Effect The stormcroc tucks its legs and rolls rapidly, twisting its victim. It makes a shock jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

**Spinal Blast** ⚡⚡ (electricity) The stormcroc's spinal plates crackle with power, producing a bolt of electricity dealing 10d6 electrical damage in a 40 foot cone (DC 29 basic Reflex save). It can use this power every 1d4 rounds.

**Windstorm** ⚡⚡ (sustain up to 4 rounds) The stormcroc creates a 20 foot diameter burst of whirling, howling winds within 60 feet. The area of the winds is difficult terrain, and anyone entering or beginning their turn in the area takes 6d6 bludgeoning damage from debris and dirt whipped to high velocities (DC 27 reflex save). The storm ends at the end of the stormcroc's next turn, unless it sustains. If it does it may move the area up to 20 feet as part of the Sustain action. Once it's gone, the stormcroc cannot use this power again for 1 minute.

## 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 17 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

CE MEDIUM HUMANOID ANNIHILATION ARMY

**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.



## ANNIHILATION ARMY SPIKER



Spikers are named for both the barbed and bladed chains they wield and the many bits of metal they have woven into their own skin. They enter combat knocking down as many foes as possible, and then proceed to smash the skulls of the fallen.

**ANNIHILATION ARMY SPIKER****CREATURE 2****CE MEDIUM HUMANOID ANNIHILATION ARMY****Perception +8**

**Languages** Common

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

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

**Items** spiked chain

---

**AC** 20; **Fort** +10, **Ref** +10, **Will** +7;

**HP** 38; **Immunities** fear;

**Attack of Opportunity** ➤ On a critical hit, the target is knocked prone.

**And Stay Down! ➤ Trigger** Creature tripped by the spiker attempts to stand. **Effect** The spiker makes a chain attack. If it hits, the triggering creature does not stand.

---

**Speed** 25 feet

**Melee** ➤ spiked chain +11 (reach 10 feet), **Damage** 1d8+5 plus knockdown

**Melee** ➤ sadistic fandango +11 (press) **Damage** 1d12+4 **Requirements** Must follow a successful knockdown that left the target prone in an adjacent square. **Effect** The spiker does a brutal "victory dance" on the target creature.

**Spinning Chain** ➤➤➤ The spiker spins his weapon around themselves furiously, making a spiked chain attack at -2 against every creature (friend and foe alike!) in a ten foot emanation. On a critical miss, the spiker is wrapped in their own chain, and is restrained until they take ➤➤ to free themselves. (No further attacks are made, obviously.)

## 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 close to 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** **HARDKIND** **SWARM**

**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

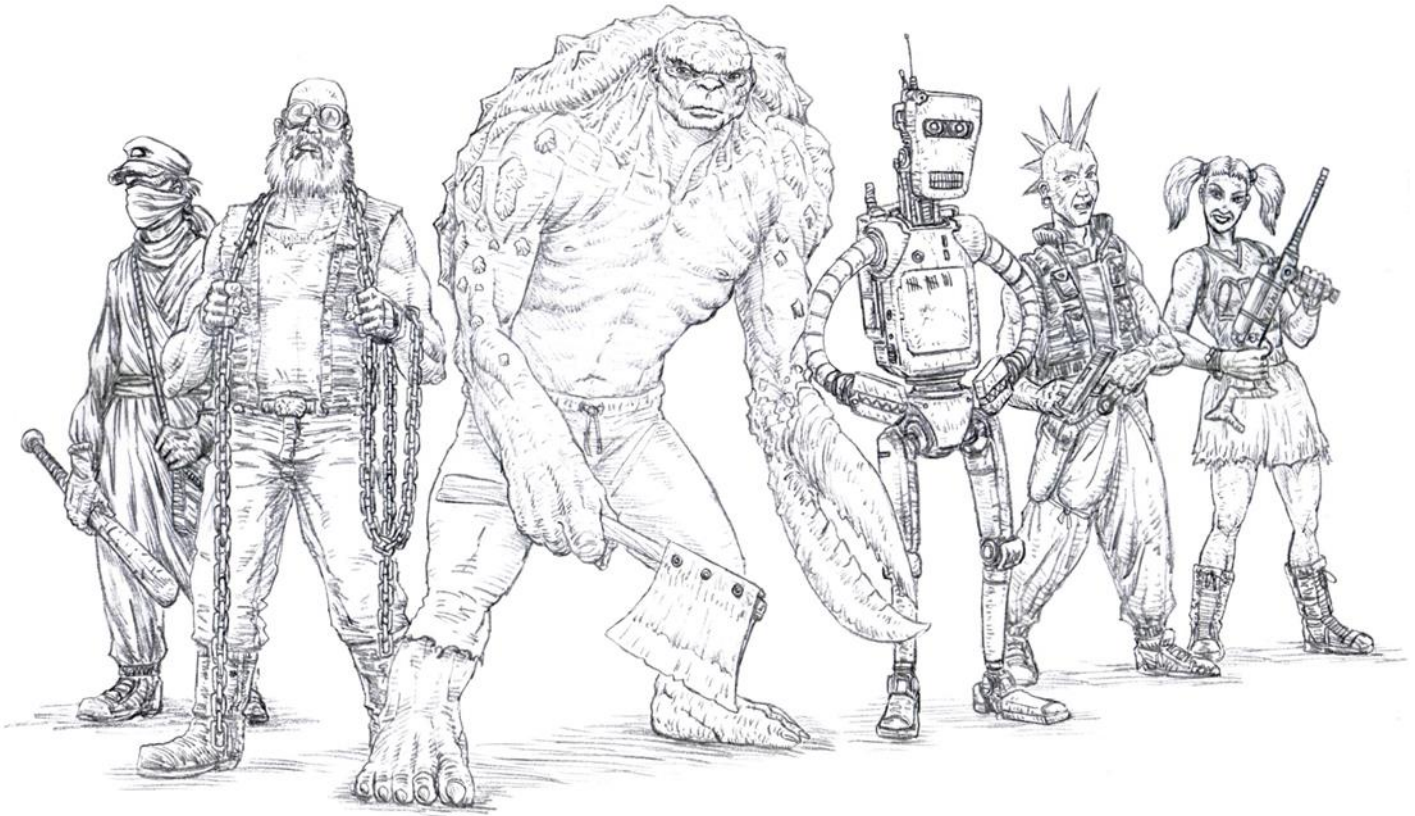
**HP** 80; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 7, piercing 7, slashing 3, acid 5;

**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 "bandit gang", "mercenary unit" and "patrol of the Baron of Glowing River" is often a matter of who lives to tell the tale.



## BANDIT THUG

Bandit thugs form the rank-and-file of bandit gangs, except that the very term "Rank-and-file" implies order and discipline, and, let's face it, that's just not the vibe you're going to get from these guys. They're a rag-tag bunch of thieves and looters, typically encountered in groups, as they don't like a fair fight. Typically, each will have different mutations – see below. If there's a lot of them in an encounter, it might be easier, if less logical, to give them all the same mutation, or divide them into two groups, each group having the same mutation. (So if there's four, give two fire breath and two chitin, for example.)

While this stat block is for human mutates, it can be reflavored for uplifts and florals pretty easily.

### BANDIT THUG

### CREATURE 1

CE MEDIUM MUTATE

**Perception** +9

**Languages** Common

**Skills** Acrobatics +7, Athletics +6, Deception +5, Intimidation +5, Stealth +7

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

**Items** spiked leather armor, short sword, hand crossbow, 10 bolts

**AC** 16; **Fort** +6, **Ref** +10, **Will** +5; Saving throw mods



**HP** 20;

**Surprise Attack** On the first round of combat, if the bandit thug rolls Deception or Stealth for initiative, creatures who haven't acted are flat-footed to the bandit thug.

**Speed** 30 feet

**Melee** ✦ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6+3 piercing

**Ranged** ✦ hand crossbow (range increment 60 feet, reload 1), **Damage** 1d6 piercing

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

**Bandit Braggadocio** ✦ **Requirements** Targeted creature must be within melee reach of the bandit thug. **Effect** The bandit thug gestures, threatens, mocks, tosses their weapon from hand to hand, etc. Any ally attempting to Feint the target gains a +2 circumstance bonus.

**Mutation** Life in the hostile lands between motes of civilization leads to all manner of effects. Each bandit thug is unique in their own special way. Most of these mutations have no game effect – one has purple skin, the other has a useless vestigial arm growing from his neck, a third has splayed, duck-like feet. Each is also likely to have some beneficial ability. Usually, there will be obvious signs of this – the lightning-thrower crackles with static electricity, the mind blaster has a grossly oversized cranium. Pick or randomly choose:

- **Lightning Bolt** ✦✦ (electricity) The bandit shoots a bolt of lightning (50 foot range), doing 1d6 electrical damage (basic Reflex DC 15). On a failed save, a second target within 20 feet of the first is also struck.
- **Fire Breath** ✦✦ (fire) The bandit thug breathes a 15 foot cone of flame, doing 1d6 fire damage (basic Reflex DC 15) to all creatures. This ability can be used every 1d4 rounds.
- **Mental Blast** ✦✦ (mental, telepathic) The bandit thug overloads the neurons of an enemy within 60 feet, doing 1d4 mental damage (basic Will DC 15). On a critical failure, the target is stunned 1.
- **Cryokinesis** ✦✦ (cold) Intense cold surrounds a foe within 30 feet, doing 1d6 cold damage (basic Fortitude DC 15). The target square is difficult terrain for one minute, and anyone moving out of or through it must make a DC 16 Acrobatics check or fall prone.
- **Chitin** This bandit has a heavy armor shell. It has piercing and slashing resistance 3. This ends if it take critical bludgeoning damage.
- **Chameleon** ✦ (concentrate) The bandit seamlessly blends with their surroundings. They gain a +2 status bonus to Hide, and may attempt to Hide or Sneak with only lesser cover.

These are just suggestions and are here for quick use in play. For more variety, or if you're prepping the encounter in advance, you can give the bandit a 1 or 2 point mutation. If it uses focus points, give the bandit one focus point, or let it use it every 1d4 rounds.

## 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 (or pick one of the bandit thug mutations). 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

NE MEDIUM HUMANOID

**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

**Speed** 25 feet

**Melee** ✦ spiked bat +14 (sweep, versatile B), **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** ✦ (interact) **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. This does not provoke reactions based on Move.

**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.

## BANDIT IRON MAN

As cool as it would be to include something here about a time-travelling Tony Stark, I'm probably already skirting copyright lines way too close for comfort. No, sadly, this is just a robot who has joined up with bandits, and by "just a robot", I mean, "A nail-spewing automaton of doooooom!" His shoulder mounted-nailgun allows him to force enemies where he wants them, or make them suffer additional skewering.

Bandit iron men are often patched together and covered with scavenged items of seeming value, such as hood ornaments, brightly embossed objects, and other "bling". They tend to be treated very well by bandit leaders, as iron men rarely try to take over the gang.

This particular iron man was once a polite and deferential butlerbot, a respected and beloved family servant, or so it thought. When the Cataclysm began, its employer skedaddled with their family and their yappy little Guardian K-9 (whom the butlerbot loathed). Betrayed and angry, after centuries of survival, it found itself at home among other bitter outcasts, and eagerly became one of them.

## BANDIT IRON MAN

## CREATURE 8

**LE** **MEDIUM** **ROBOT** **ELECTRONIC** **MECHANICAL** **AI**

**Perception** +19, darkvision

**Languages** Ancestral, Common, Binary

**Skills** Acrobatics +16, Athletics +18, Prehistory +15, Servant Lore +16, Society +15

**Str** +6, **Dex** +5, **Con** +5, **Int** +6, **Wis** +4, **Cha** +3

**Well-Organized** In its distant past, the iron man handled dozens of humans and robots to coordinate parties and meetings. Now, it helps keep a band of brigands operating coherently. When rolling initiative, all allies of the iron man gain a +2 circumstance bonus.

**AC** 27; **Fort** +19, **Ref** +16, **Will** +16; Saving throw mods

**HP** 160; **Immunities** robot immunities; **Resistances** physical 6; **Weaknesses** electricity 6;

### **Attack of Opportunity** ↷

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**Speed** 25 feet

**Melee** ♦ metal fist +20, **Damage** 2d10+11 bludgeoning

**Ranged** ♦ shoulder-mounted nailgun +19 (range increment 50 feet, deadly d8), **Damage** 3d8+6 piercing plus 1d6 persistent bleed damage. On a critical hit, the target is either pinned to the nearest suitable object (Escape DC 26) or suffers damage to any organs of mobility, be they feet, wings, grav generators, or something else<sup>1</sup>, giving them a 10 foot status penalty to speed for 10 minutes or until treated with a DC 26 Medicine ♦♦ check.

**Rapid Shot** ♦♦ The bandit iron man makes two nailgun Strikes, each against a separate target and with a –2 penalty. Both attacks count toward its multiple attack penalty, but the penalty doesn't increase until after it's made both of them.

**Other** Stuff.

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<sup>1</sup> The GM may rule that telekinetic flight or other "mental" movement is unaffected, or they may rule the pain is such that the same penalty applies.



## 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 19.

## 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.
- **Shark** Replace claw with bite (1d8 piercing, deadly d8), -1 Reflex, reduce non-bite weapon attacks by 1 due to clumsy fin-hands.

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 UPLIFT FURKIND

**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 +8 (agile, finesse, versatile p), **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** **UPLIFT** **FURKIND** **URSINE**

**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** battle-axe, 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** **UPLIFT** **FURKIND** **FELINE**

**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 weapons now deal either their base damage type or cold damage, whichever is more advantageous against a given target. The centurion's base Speed suffers a -5 foot status penalty while in this stance. This lasts until the mutant drops the ability as a free action on its turn. (The change is obvious; coils of condensation surround the centurion; its armor and gear glistens 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(or is grabbed by) the Centurion will take 1d6 cold damage unless they succeed at a DC 19 basic Fortitude save. This save must be made whenever the creature begins its round while grabbed.

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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 AC or saves 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 +18 (ballistic, industrial, deadly d8, range increment 130 feet, shots 6, reload 3/1), **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. 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** **BEAST** **FURKIND** **WATERKIND**

**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 plus grab

**Melee** ✦ rending bite +14, **Damage** 2d8+5 piercing plus 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

**N** **LARGE** **BEAST** **FURKIND** **URSINE**

**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 Hit** The target also takes a 10 foot status penalty to Speed for 1 round.

## IRONCLAD GRIZZLY

The ironclad grizzly (*ursus arctos horribilis loricatus*) is a predator that roams the northern woods and forests of Earth Delta, with many different regional subspecies. It somewhat closely resembles its ancestor species, though it is of course much larger, and its upper body and limbs are covered with thick, bony, plates, with fur sprouting mostly on the joints, belly, hindquarters, and muzzle. Curved bony spikes jut from the plates, providing additional defense. The ironclad grizzly is an omnivore, but is vicious and territorial. It will rear up and roar to scare off intruders, and then charge at the nearest one. When in hunting mode, it will use its paralytic venom to slow down prey.

Some folk who live in the same region will engage in massive ritual hunts for these beasts and make strong armor from its hide. There are also rumors some communities have managed to tame and train them as riding beasts for their most elite warriors.

## IRONCLAD GRIZZLY

## CREATURE 10

**N** **LARGE** **ANIMAL** **FURKIND** **URSINE**

*What's worse than a 14 foot long, 3000 pound, grizzly bear covered with massive bony armor plates? A 14 foot long, 3000 pound, grizzly bear covered with massive bony armor plates and with poison fangs.*

*(Common Joke)*

**Perception** +19, low-light vision, scent 30 feet (imprecise)

**Skills** Athletics +24, Intimidation +22, Survival +19

**Str** +8, **Dex** +5, **Con** +7, **Int** -4, **Wis** +5, **Cha** +5

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**AC** 28; **Fort** +22, **Ref** +18, **Will** +16

**HP** 215; **Resistances** physical 10;

**Bone Spurs** ➤ **Trigger** The ironclad grizzly is missed by a melee attack. **Effect** Horrifying sharp spines erupt from the ironclad grizzly's body, dealing 3d8+12 piercing damage against a DC 26 basic Reflex save. On a critical failure, the target also suffers a -2 status penalty to attacks and damage until the start of its next turn.

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**Speed** 25 feet

**Melee** ➤ fanged bite +24, **Damage** 2d12+13 piercing plus bear venom

**Melee** ➤ serrated claws +24 (reach 10 feet), **Damage** 2d12+13 slashing plus 2d6 persistent bleed damage. The first successful check to end the bleeding reduces the damage to 1d6.

**Rear Up** ➤ (fear, visual) The ironclad grizzly stands up and roars. All within a 30 foot emanation must make a DC 27 Will save or be Frightened 1 (Frightened 2 on a critical failure). All targets are then temporarily immune to this effect for 24 hours.

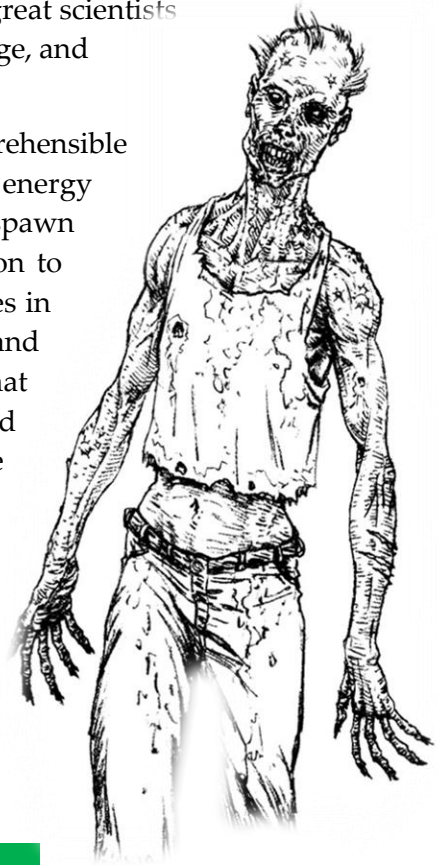
**Bear Venom** (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 6d6 poison damage; **Stage 2** 6d6 poison damage slowed 1; **Stage 3** 6d6 poison damage and immobilized (1 round).

## 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. (Resist blight 5 is also resist negative 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, which they will then attack. 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** **MINDLESS**

**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.

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

**HP** 20; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious, blight; **Weaknesses** slashing 5;

**Resistances** fire 3, cold 3;



**Blight Contamination****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.**CORRODER**

Blightspawn Corroders are barely-aware survivors of the blight. They retain just enough consciousness to blurt out a few words (like “get out of way” or “must get home”). They have dim, broken, memories of their former lives, causing them to seek to return to their homes and families if they can. If restrained, it is just barely possible to have a simple, frustrating conversation – their obsession with their goal, burned into their minds at the instant of their consumption by blight, overrides all else.

Like other blightspawn, their most compelling instinct is to spread their "gift", but they are capable, albeit barely, of simple strategy and basic tactics. They typically use sickening touch at their “follow up” if their first punch lands, to weaken foes, then switch to corrode flesh if they have been severely hurt.

**CORRODER****CREATURE 5****N** **MEDIUM** **HUMANOID** **BLIGHTSPAWN****Perception** +9, darkvision, lifesense (60 feet)**Languages** Common**Skills** Athletics +15**Str** +5, **Dex** +3, **Con** +4, **Int** -2, **Wis** +0, **Cha** -2**AC** 20; **Fort** +15, **Ref** +10, **Will** +9; Saving throw mods**HP** 95; **Immunities** death effects, disease, paralyzed, poison, unconscious, blight**Blight Contamination****Speed** 25 feet**Melee** ♦ fist +13, **Damage** 1d8+7 bludgeoning plus 1d8 blight. On a critical hit, the corroder may use sickening touch or corrode flesh as a ♦ action.**Ranged** ♦ hurled rubble +11 (range increment 15 feet, propulsive), **Damage** 2d8+7 bludgeoning. On a critical hit, the target is knocked prone.**Sickening Touch** ♦♦ **Requirements** Must follow a successful fist attack. The corroder touches an adjacent creature, which must make a DC 22 basic Fortitude save against 3d8 blight damage. On a failure, the target is sickened 1, or sickened 2 on a critical failure.**Corrode Flesh** ♦♦ **Requirements** Must follow a successful fist attack. The corroder touches an adjacent creature, which must make a DC 22 basic Fortitude save against 3d8 blight damage. On a failure or critical failure, the corroder heals half the damage dealt.**BLIGHTMOTH**

Blightmoths are largish moths, about two feet across, colored sickly shades of black, red, and grey. They have the half-rotted appearance common to blightspawn, but they actually reproduce like normal living creatures... mostly. They swarm over any non-blightspawn they encounter, spitting webs of radioactive fiber to slow and paralyze their prey, then they seek to plant their eggs inside them.

**BLIGHTMOTH****CREATURE 6**

N	SMALL	HARDKIND	BLIGHTSPAWN	MINDLESS
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**Perception** +15, lifesense (60 feet)**Skills** Acrobatics +16, Athletics +12, Stealth +16**Str** +3, **Dex** +6, **Con** +4, **Int** -5, **Wis** +4, **Cha** +2**Items** Stuff**Lifesense** (60 feet) The blightmoth can sense any living creature within range.**AC** 24; **Fort** +14, **Ref** +17, **Will** +12; +2 vs poison**HP** 10; **Immunities** blight, mental, disease; **Weaknesses** fire 5**Blight Contamination****Blight Aura** (aura, 10 feet) When a creature enters or starts its turn in the aura, it must make a DC 21 basic Fortitude save against 4d6 blight damage.**Blight Webbing** ➤ **Trigger** A creature fails its save against the blight aura. **Effect** The blightmoth spins blight-infested webbing. Those failing a DC 22 Reflex save are Immobilized (Escape DC 21). If they fail a second save against the aura while still immobilized, they are restrained (Escape DC 21). Until the condition is removed, they are considered webbed.**Speed** 20 feet, fly 30 feet**Melee** ➤ claws +18, **Damage** 2d6+8 slashing plus 8 persistent blight damage.**Implant Spawn** ➤➤ **Requirements** Target is webbed and adjacent to the blightmoth. **Effect** Target is exposed to blightmoth larvae.

## BLIGHTMOTH LARVAE

## DISEASE 6

**DISEASE**

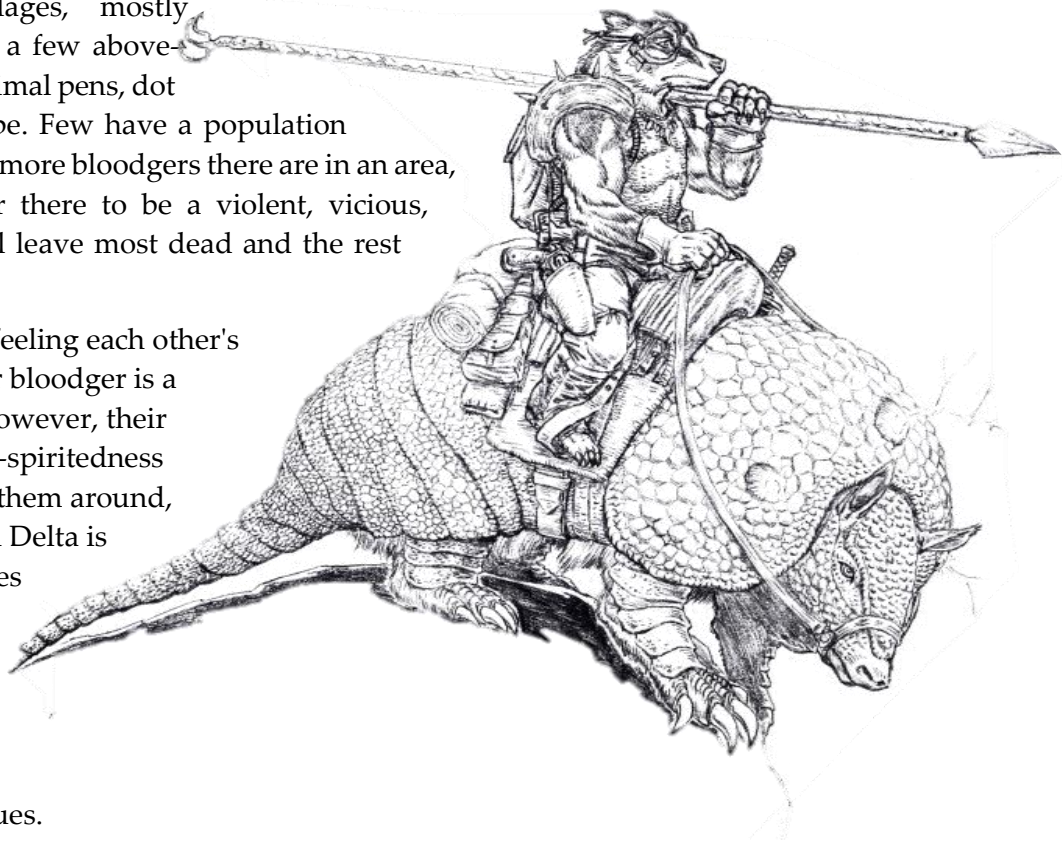
Blightmoths plant their larvae inside a host creature, where they poison it with blight until the host dies, and the blightmoths emerge from their rotting corpse. (If the victim dies from blight damage before the fourth stage is reached, only a single blightmoth is born.)

**Saving Throw** DC 24 Fort; **Onset** 1 day; **Stage 1** Slowed 1, 3d6 blight damage (1 day); **Stage 2** Slowed 1, Enfeebled 1, 4d6 blight damage; **Stage 3** Slowed 2, Enfeebled 2, 4d6 blight damage (1 day); **Stage 4** Death; 1d4 blightmoths with the "Weak" template emerge from the corpse. There is a 25% chance the corpse becomes a blightspawn wanderer.

## BLOODGER

Bloodgers are mutant humanoid badgers. They stand around five feet high, and are broadly built. They are strong, fast, and vicious, with a profound hatred for most other forms of life, and, for that matter, most of their own kind. Bloodger villages, mostly underground burrows with a few above-ground guard towers and animal pens, dot the post-Cataclysm landscape. Few have a population over a hundred, because the more bloodgers there are in an area, the more likely there is for there to be a violent, vicious, internecine battle which will leave most dead and the rest scattered.

Bloodgers are capable of feeling each other's pain. This means every other bloodger is a potential source of agony. However, their wretched tempers and mean-spiritedness means few other races want them around, and the harsh world of Earth Delta is no place for loners. This forces bloodgers to form their own societies, meaning they are constantly subject to each other's misery, which only makes them more angry and hateful, and the cycle continues.



## BLOODGER SLASHER SQUIRE

Bloodger Slashers are the guardians, leaders, and overseers of a bloodger community. Squires are the apprentices and servants of the more powerful slasher knights. They will begin a fight using their short swords and showing some hint of martial discipline, but when grievously wounded, they toss the blade away and become a whirling mass of blood-hungry fury.

### SLASHER SQUIRE

### CREATURE 2

**LE** **MEDIUM** **FURKIND** **BLOODGER**

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

**Languages** Common, Growl, Bloodger

**Skills** Acrobatics +11, Athletics +9, Craft +9, Intimidation +8, Military Lore +8

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

**Items** leather armor, shortsword

**AC** 18; **Fort** +9, **Ref** +11, **Will** +8

**HP** 32;

**Bloodlust** ♦ **Trigger** The slasher squire is critically hit by a physical attack or drops below half its starting hit points. **Effect** The slasher squire is hasted 1 until the end of its next turn. It may only use this action to make melee strikes. It also gains the bloodlust state, giving it +5 foot status bonus to move, a +2 status bonus to melee attack rolls, and a -1 status penalty to AC. To remain in bloodlust after the end of its next turn, it must succeed at a DC 10 flat check. Failure ends the state and

causes it to be fatigued for one round. If the trigger is caused by the slasher squire's own actions on its turn (it critically damages an adjacent creature) the effect still begins at the start of its *next* turn. Once ended, it cannot be triggered again for 2 rounds.

**Hateful Empathy** ♦ **Trigger** A bloodger ally within 25 feet is critically hit or reduced to zero hit points. **Effect** The slasher squire takes 1d6 points of mental damage against a DC 15 basic Will save.

**Speed** 30 feet (*Bloodlust* 35 feet)

**Melee** ♦ claws +11 (+13 when in bloodlust), **Damage** 2d4+2 slashing

*Bloodlust* When in a state of bloodlust, damage increases to 3d6 +2 slashing plus 2 persistent bleed, and it gains deadly d6.

**Melee** ♦ shortsword +11 (agile, finesse, versatile p), **Damage** 2d6+2 slashing

*Bloodlust* The slasher squire will not use this weapon when in bloodlust.

**Cut and Run** ♦♦ The slasher squire strides up to twice its speed, making a melee strike at any point during this movement.

*Bloodlust* When in a state of bloodlust, damage increases to 3d6 +2 slashing plus 2 persistent bleed, and it gains deadly d6. The slasher squire may choose to make two melee strikes, each at a different target, at a -2 circumstance penalty.

**Sneak Attack** The slasher squire does an extra 1d6 precision damage to flat-footed creatures.

*Bloodlust* The slasher squire is too foaming-at-the-mouth furious to aim their blows carefully, and does not do precision damage.

## BLOODGER SLASHER KNIGHT

Bloodger slasher knights are the elite of their clans, with the best equipment they can bully out of the craftsmen and scavengers. In return, they do provide some measure of protection. A typical knight will have a squire or two with him, and be mounted on a riding shockadillo. While they make a big show of courtly manners, pomp, and flowery language, when injured, they ignore all of that in favor of rending and tearing gobbets of flesh (or wood pulp, or circuitry) from their enemies.

### SLASHER KNIGHT

### CREATURE 5

LE MEDIUM FURKIND BLOODGER

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

**Languages** Common, Growl, Bloodger

**Skills** Acrobatics +12, Athletics +14, Intimidation +14, Military Lore +12, Society +8

**Str** +5, **Dex** +4, **Con** +4, **Int** +1, **Wis** +2, **Cha** +2

**Items** Chainmail, longsword

**Bloodlust** ♦ **Trigger** The slasher knight is critically hit by a physical attack or drops below half its starting hit points. **Effect** The slasher knight is hasted 1 until the end of its next turn. It may only use this action to make melee strikes. It also gains the bloodlust state, giving it +5 foot status bonus to move, a +2 status bonus to melee attack rolls, and a -1 status penalty to AC. To remain in bloodlust after the end of its next turn, it must succeed at a DC 10 flat check. Failure ends the state and causes it to be fatigued for one round. If the trigger is caused by the slasher knight's own actions on its turn (it critically damages an adjacent creature) the effect still begins at the start of its *next* turn. Once ended, it cannot be triggered again for 2 rounds.

**Hateful Empathy** ♦ **Trigger** A bloodger ally within 25 feet is critically hit or reduced to zero hit points. **Effect** The slasher knight takes 2d6 points of mental damage against a DC 22 basic Will save.

**AC** 23; **Fort** +16, **Ref** +12, **Will** +11;

**HP** 92;

**Attack of Opportunity** ➤ *Bloodlust* The slasher knight loses this ability when it is consumed by bloodlust.

**Never Turn Your Back On a Bloodger** ➤ **Trigger** A flanked enemy attacks a target other than the bloodger knight.  
**Effect** The bloodger knight makes a melee strike on the triggering enemy. If the same enemy would trigger this reaction on more than one knight, only one may take it, determined as desired.

**Speed** 25 feet (*Bloodlust* 30 feet)

**Melee** ✦ claws +14 (+16 when in bloodlust), **Damage** 2d6+7 slashing

*Bloodlust* When in a state of bloodlust, damage increases to 4d6 +7 slashing plus 4 persistent bleed, and it gains deadly d6.

**Melee** ✦ longsword +15 (versatile P), **Damage** 2d8+8 slashing

*Bloodlust* The slasher knight wants to feel its claws deep in its foe's flesh, it will not use the longsword.

**Swipe** ✦✦ (flourish) The slasher knight makes a melee strike and compares the attack roll to the AC of two adjacent foes within reach. It rolls damage once and applies it to each foe that was hit. This counts as two attacks for its multiple attack penalty.

**Offensive/Proactive** ✦ Does something

**Other:** Stuff.

## BLOODGER PAINBRAIN

The bloodger painbrain looks much like a typical bloodger -- an angry, snarling, humanoid, badger, except that its head is a mess of exposed skull and brain, aglow with psychic power. It is a wretched creature, even by bloodger standards, but it takes some small pleasure in causing harm to other beings, and often accompanies bloodger knights on their journeys. They often use their painful prod even if it's not necessary, simply to be able to hurt something, and, once severely injured, they channel their pain into restoring their agony lance attack.

### BLOODGER PAINBRAIN

### CREATURE 5

LE MEDIUM FURKIND BLOODGER

**Perception** +15, low-light vision, scent 30 feet (imprecise), lisesense 60 feet

**Languages** Common, Growl, Bloodger, Telepathy 60 feet

**Skills** Acrobatics +13, Athletics +11, Intimidation +14

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

**Items** leather armor, shortsword

**AC** 20; **Fort** +12, **Ref** +13, **Will** +15

**HP** 71;

**Hateful Empathy** ✦ **Trigger** A bloodger ally within 25 feet is critically hit or reduced to zero hit points. **Effect** The bloodger painbrain takes 2d6 points of mental damage against a DC 22 basic Will save.

**Painful Prod** ➤ **Trigger** An ally of the bloodger within 60 feet is hit or missed by an attack. **Effect** The triggering ally takes 1d6 mental damage and Steps. This is forced movement.

**Speed** 25 feet

**Melee** ✦ claws +13, **Damage** 2d4+6 slashing

**Ranged** ✦ shortsword +14 (agile, finesse, versatile p), **Damage** 2d6+6 slashing

**Pain Bolt** ♦♦ The painbrain fires a ray of psychic energy that detonates in a 10 foot burst within 60 feet. All within must make a DC 22 basic Will save against 2d10 mental damage. Those who fail are also flat-footed until the start of the painbrain's next turn. On a critical failure, they are sickened 1 as well.

**Agony Lance** ♦♦ (Range 60 feet) **Frequency** Once per minute unless critically hit. **Effect** The painbrain sends a potent psionic blast of pure suffering into the target, dealing 4d6+6 mental damage against a DC 22 basic Will save. On failure, this also creates an empathic feedback that will cause the target 1d8 mental damage each time they attack the painbrain or one of its allies. A DC 22 Will save made at the end of the target's turn ends this effect, as does the painbrain's death or unconsciousness. If not ended, it lasts for one minute. **Special** When the painbrain suffers a critical hit, this ability recharges.

## 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** **FURKIND**

**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** **FURKIND**

**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.

## BUZZKILL

Bees are organized creatures which already contain genetic material well suited to diversification and specialization. Given how hostile flowers have become in Earth Delta, it is only natural that bees evolve as well. Some no longer limit themselves to feeding from flowers.

A particularly widespread and successful type of mutant bee is the buzzkill, which is capable of turning animal matter, especially blood, into nectar for its hive. These hives are often immense and located mostly underground; the buzzkill likes to take over abandoned subway stations, underground bunkers, or buried ruins, with only a few scattered entrances as clues to what lies beneath. As there are quite a few mutagenic agents in such places, buzzkills often have unusual abilities -- laser or lightning ranged attacks seem to be particularly common.

## BUZZKILL GATHERER

Gatherers are the food finders of the hive. Individually, each is only about three times the size of a typical pre-Cataclysm bee, perhaps 4 or 5 inches in length, at most. However, they work together as a well coordinated cloud of stingers and wings, and they do not lose their stings when they attack -- rather, the stings are hollow and draw in blood and other fluids. A gatherer which is on the prowl for food is usually a pale yellow or cream color; one which is fed and on the way back to the hive is a deep red. Anyone who lives near buzzkills uses this color cue as a guide to how to respond to the sudden appearance of a swarm of gatherers.

### BUZZKILL GATHERER

### CREATURE 7

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

**Perception** +18, darkvision

**Skills** Acrobatics +18, Athletics +16, Stealth +16

**Str** +4, **Dex** +6, **Con** +5, **Int** -5, **Wis** +4, **Cha** +3

**Diffuse Mind** The gatherer swarm is individually mindless, but forms a rudimentary shared consciousness. They are not immune to mental attacks targeting a single mind, but they have, in essence, "concealment" from such attacks (a DC 5 flat check is needed to target it). This is not concealment in the typical sense, so abilities dealing with concealment will not apply.

**AC** 25; **Fort** +15, **Ref** +18, **Will** +16; Saving throw mods

**HP** 90; **Immunities** precision; **Weaknesses** area damage 8, splash damage 8; **Resistances** bludgeoning 8, slashing 3, piercing 8

**Surround the Enemy** **Trigger** The gatherer swarm is damaged by an area attack for the first time in an encounter where the requirements of this reaction are met. **Requirements** The triggering enemy is in range of the swarm's Scatter ability. **Effect** The swarm uses scatter (below) to surround the enemy which launched the triggering attack. The target creature is then subject to bloodgather swarm.

**Speed** fly 30 feet

**Bloodgather Swarm** **◆** Each enemy in the swarm's space takes 2d10 piercing damage (DC 25 basic Reflex save; on a critical failure, the gatherer swarm heals 1d10 damage). If the swarm is fully healed, it gains 10 temporary hit points.

**Scatter** **◆◆** (move) **Frequency** Every 1d4 rounds or when triggered. **Effect** The swarm disincorporates, its constituent members flying off in every direction. They reform at any point within its base fly speed that it has line of sight to. During this transit, the swarm can only be affected by an area attack encompassing a 30 foot radius centered on its original starting point. It loses its weakness to area or splash damage in this state.

**Bloodbloat** **◆** If the gatherer swarm heals or gains temporary hit points three times in a single round from the effects of bloodgather, it is bloated with blood, and is slowed 1 until the end of its next turn. If possible, it will try to retreat back to the hive at this point, as it has fulfilled its mission admirably.

## BUZZKILL HIVE GUARDIAN

Hive guardians are the largest commonly found buzzkill -- only the queen and her elite drones are larger, and they are rarely seen outside the deepest parts of the hives. They usually accompany gatherers on food finding missions. As with all buzzkills, they care nothing for their own lives and will happily die to protect the hive or their allies. When slain, they will stab madly at any available target (other than their own kind, of course!), and implant their sting deep within in, tearing it out of their own body in the process. Removing this sting is difficult and extremely painful.

### BUZZKILL HIVE GUARDIAN

### CREATURE 7

**N** **SMALL** **ANIMAL** **HARDKIND** **SWARM**

**Perception** +15, darkvision, swarm sense

**Skills** Acrobatics +17, Athletics +17, Stealth +16, Survival +15

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

**Swarm Sense** If the hive guardian is within 250 feet of a gatherer swarm, it can make Perception checks as if it were within the swarm's space.

**AC** 26; **Fort** +16, **Ref** +16, **Will** +14; Saving throw mods

**HP** 140;

**Attack of Opportunity** ↷

**Defensive Shift** ↷ **Trigger** An enemy adjacent to the hive guardian steps so it is no longer adjacent. **Effect** The hive guardian steps into the newly-vacated space.

**Speed** fly 25 feet

**Melee** ✦ sting +18, **Damage** 4d6+6 piercing

**Distracting Buzz** ✦✦ (sonic). A vibratory cacophony erupts in a 20 foot emanation. All creatures in the area must make a DC 24 basic Fortitude save against 6d6 sonic damage. Those failing the save cannot take reactions until the end of the hive guardian's next turn. The hive guardian must wait 1-4 rounds before using this ability again.

**Dying Sting** ✦ **Trigger** The guardian gains the Dying condition. **Effect** The guardian makes a sting strike against the source of the fatal attack, or any adjacent enemy if that's not possible. The target is flat-footed against this attack. If it hits, the sting is embedded and then ripped free, leaving a jagged wound which deals 10 points of persistent bleed damage. If any check to end the bleeding fails by 5 or more, this inflicts 1d10 piercing damage.

## GREATHOUND

"Man's Best Friend" has changed as much as Man has. Among many other canine types, the sleek racing dogs bred for speed have become far larger, and now chase down their prey for food, not the amusement of humans.

## GREATHOUND CHASER

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 Ancestors travelled in "greathound busses"

### GREATHOUND CHASER

### CREATURE 2

**N** **LARGE** **ANIMAL** **FURKIND** **CANINE**

**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 which began a Move action adjacent to the greathound chaser ends that action non-adjacent. **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 status modifier until the target is dead, unconscious, or no longer perceivable.

**Speed** 40 feet

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

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

## DRONE

Drones are fundamentally robots –self controlled automatons, originally designed for a given purpose, sometimes with consciousness, sometimes with merely sophisticated programming. However, they get their own section, because blah blah technical reasons blah blah backstory... basically, I feel the ‘robot’ section is likely to get too overcrowded if every non-organic threat ends up there.

Unless otherwise noted, drones rely on contragravity to fly, using wings as control surfaces rather than lift generation. Very primitive models, or newer models which have been damaged and partially rebuilt, may have propellers. Sub-sea drones that “fly” through liquid are a likely future addition. Self-guided gravitic water-skimmers, if I make any up, will probably get their own section.

## VAMPIRE DRONE

Medical drones of various types were an essential part of the technological culture of the Ancestors, who excelled at finding ways to defeat death as individuals, only to commit near-suicide as a species<sup>2</sup>. A particularly useful type of medical drone were those designed to bring blood from hospitals and medical support facilities to the site of accidents or emergencies, providing life-saving supplies beyond what were normally carried by first-in teams. The entire process was automated, requiring only occasional human interaction or supervision. The drones would fill their onboard storage from designated locations, fly to where they were needed, and repeat as necessary.

The forces of the Cataclysm changed all that. Not only was their programming distorted by the sudden erasure of designated pickup spots and a surge in emergency demands far greater than even the most risk-averse algorithmic safety auditors imagined, the unleashed electromagnetic radiation and hostile reprogramming attacks caused many fatal crashes – figuratively and literally. A few of the most advanced models, however, had self-modifying and self-repairing code that tried to make something functional out of the binary hash that they were left with, and became predatory seekers after fresh supplies of vital fluids.

### VAMPIRE DRONE

### CREATURE 6

**N** **MEDIUM** **ROBOT** **ELECTRONIC** **MECHANICAL**

**Perception** +18, darkvision, blood sense (120 feet, precise)

**Languages** Common

**Skills** Acrobatics +19, Athletics +16, Medicine +15

**Str** +4, **Dex** +6, **Con** +4, **Int** +3, **Wis** +3, **Cha** +1

**Blood Sense** The vampire drone can hone in precisely to any significant source of blood, and will favor humans over humanoids or uplifts. It will not consider robots or florals to be sources of blood for harvesting, but will attack them in self defense if harmed by them.

**AC** 27; **Fort** +16, **Ref** +19, **Will** +15;

**HP** 140; **Immunities** death effects, disease, healing, mental, nonlethal attacks, paralyzed, poison, sickened, unconscious;

**Weaknesses** electricity 8;

**Speed** fly 35 feet

**Melee** ♦ feeding tendrils (10 foot reach) +20, **Damage** 2d6+8 piercing plus Blood Feed

**Ranged** ♦ defensive laser (range increment 50 feet) +18, **Damage** 2d10+11 fire

<sup>2</sup> This has been your mandated Preachy Moral Lesson for the day. Now back to glorious post-apocalyptic excess.

**Blood Feed ➤ Requirements** Can only follow a successful strike with a feeding tendril. The vampire drone will not normally attempt this if its blood sense doesn't perceive blood in the target (i.e., not against florals or robots); **Frequency** 1/round; **Effect** The vampire drone makes an Athletics check against the victim's Fortitude DC. On a success, the victim is drained 1, or if already drained, the drain value increases by 1.

The drained condition is reduced by 1 after each full night's rest, provided there's also sufficient food and water. If the drone is defeated, someone Trained in Medicine and Crafting (this can be two people working in tandem) can jury-rig a mechanism to pump blood back in (DC 23 check, use the lower of the two skills). Success restores 1 level of drain after 10 minutes, consuming 1-2 units of stored blood in the drone. A normal failure results in the drone's storage leaking 2 units. On a critical failure, the drone loses two stored units and the target suffers 2d10 damage (perhaps they used a tank with an incorrect blood type<sup>3</sup>, or perhaps they pumped in air instead of blood). A DC 20 Medicine check and a willing donor will also reduce drained by 1 after 10 minutes, at the cost of the donor becoming drained.

A dead vampire drone is Bulk 5, and will keep blood preserved for 1d4 days.

**Four Tendrils** The vampire drone has four feeding tendrils. It can use any of them to perform a melee strike if that tendril does not have someone grabbed.

**Anti-Coagulant** A creature subject to blood feed can detach itself with a DC 14 Escape Check, and the Vampire Drone can detach as a free action on its turn. After detaching, the creature takes 2d4 persistent bleed damage, with the DC to stop the bleeding equal to 15 + 1 for each level of drained currently suffered by the victim. If the check is not made, the bleeding will stop in 1 minute. Florals and robots will merely take 2 persistent bleed damage from fluid leakage.

**Full Tank** The vampire drone will need 1d4+2 "units" of blood to fulfill its "mission". Each time a creature is drained, the drone gains a unit. Once it is full, it will detach all remaining tendrils and attempt to fly off.

**Medical Alert** What kind of sick monsters would attack a drone whose only job is to help save lives? The first time the vampire drone is damaged, it emits an extremely loud alarm (25 foot burst, centered on the drone, sonic, fortitude save DC 18 or deafened for 2 rounds). This alarm is easily heard at long ranges, and it's very possible some locals (both sapient and otherwise) have learned that when they hear it, they can close in shortly to find dead or weakened enemies to prey on.

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<sup>3</sup> While I'm tempted to stop and write 3 pages of detailed rules for determining blood types, including weird mutant strains, I'll resist. That's more a Pathfinder 1e thing.

## ELEPHANTS

The mighty elephant has long fascinated humanity. Prior to the Cataclysm, they were often seen as symbols of power, wealth, and stoic wisdom. After the Cataclysm, they are often seen as “By the Ancestors, it’s going to kill us!”

After all, elephants were *also* seen as brute labor or a source of decorative bone, hunted to near-extinction and the survivors paraded about in zoos to amuse and entertain. Perhaps it is true: They have never forgotten.

Freed from human depredations – or at least put on a more equal footing with man – but faced with uncountable new perils, the few surviving elephants mutated in many ways, a mere handful of which are shown here.

## ELEPHANTOM

What’s worse than being chased by a tusked giant which can smash down walls to get at you? Being chased by a tusked giant that can walk *through* walls to get at you! The elephantom has evolved to psionically shift its molecules out of phase, allowing it to pass through any matter less dense than lead (generally, Hardness 20 or above.) They can partially solidify parts of their body at will; this enables them to eat normally, or deliver attacks. They can also project their psionic power to trap foes in a suddenly insubstantial chunk of ground.

With the power to avoid many forms of damage while being able to deliver pain in response, elephantoms have spread to many of the surviving or newly-formed temperate prairies and tropical savannahs, adapting to eat whatever mutant plants now grow. They breed slowly and usually live alone, except when mating or caring for young. The most likely encounter with an elephantom is with an elder bull, driven from their own territory and forced to subsist in overgrown ruins, where it will salve the indignity of its exile with sudden attacks on interlopers.

### ELEPHANTOM EXILE

### CREATURE 9

**N** **HUGE** **ANIMAL** **FURKIND** **INCORPOREAL**

**Perception** +18, low-light vision, scent (imprecise) 30 feet

**Skills** Athletics +20, Survival +18

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

**AC** 27; **Fort** +21, **Ref** +15, **Will** +18;

**HP** 130; **Resistances** all 5 (except force, blight, or phasing; doubled against non-improved or better weapons).

**Attack of Opportunity** ➤

**Speed** 40 feet

**Melee** ➤ phantom tusks (finesse, reach 15 feet) +21, **Damage** 3d6 +13 piercing

**Melee** ➤ phantom foot (finesse, reach 10 feet) +21, **Damage** 3d6 +10 bludgeoning

**Phasing Field** ➤➤ **Frequency** Every 1d4 rounds **Effect** The elephantom creates a 20-foot burst within 50 feet. This area temporarily becomes phased out, and any creatures standing in it may sink. All within the area must make a DC 26 Reflex save.

**Success** They must expend five feet of movement to pull their legs free.

**Failure** They are deeply buried in the resolidified ground and are immobilized (Escape DC 26) and flat-footed.

**Critical Failure** As failure, plus 2d10 damage as their bodies became partially fused.



Creatures which do not directly contact the ground but who are within five feet of it (e.g., robots with gravitic propulsion) get a +2 status bonus on their initial save, but a -2 status penalty on their Escape checks if they are trapped.

## 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 20. 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

**N** **MEDIUM** **PLANT**

**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, versatile S), **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** 2

**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** ↻ (Focus ability) **Trigger** An ally of the grovewarden is reduced to 0 hit points. **Effect** The grovewarden may Stride up to its speed and make a wooden fists attack against 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.

## HEIRS OF LUDD

The Heirs of Ludd are an organization dedicated to the destruction of "advanced technology", though different groups have different ideas about what "advanced" is. They are described in more detail on page 21.

## LUDD INSTIGATOR

Instigators are the first wave of a Ludd insurgency in a community. Usually, they focus on Strongholds where recovered technology, such as a solar-powered weaving machine, is installed, or one where a leader uses robots or advanced weapons to keep order. In any town, there will be malcontents and dissidents, and the instigator will use his persuasive skills to have the locals focus on the machines as the source of their troubles. Once a mob has been raised, the Instigator can urge them forward and confuse their enemies. This particular Instigator is a mutant with some electrical powers; feel free to replace the Crackling Arc power with a different encounter power.

The instigator is considered a 6<sup>th</sup> level challenge for purposes of debate and social manipulation.

### LUDD INSTIGATOR

### CREATURE 4

NE MEDIUM BIOMORPH LUDD

**Perception** +14

**Languages** Ancestral, Common

**Skills** Deception +16, Diplomacy +18, Intimidation +17, Prehistory +16, Society +18, Stealth +13

**Str** +3, **Dex** +3, **Con** +2, **Int** +4, **Wis** +5, **Cha** +6

**Items** hide armor, sledgehammer, pamphlets

**AC** 20; **Fort** +11, **Ref** +11, **Will** +15; Saving throw mods

**HP** 60; **Resistances** electricity 5;

**Smash The Machines** ➤ **Trigger** An enemy within 5 feet Activates a Device or uses an Improved (+1) or better weapon.

**Effect** The ludd instigator steps (if necessary to become adjacent) and makes a sledgehammer strike. On a critical success, the device or weapon is knocked to an adjacent square.

**Speed** 25 feet

**Melee** ➤ sledgehammer +12 (industrial, scavenged, sweep, unbalancing), **Damage** 2d8+3 bludgeoning plus shove.

**Bot Breaker** ➤➤ **Requirements** The target is a robot, cyborg, or android. **Effect** The ludd instigator makes a sledgehammer attack that does 3d8+3 damage and ignores any bludgeoning damage reduction. This counts as two attacks towards their multi-attack penalty.

**Confounding Oration** ➤➤ (linguistic) The instigator picks a creature within 30 feet, and unleashes a tirade of philosophy and sophistry that overwhelms common sense. The target must make a DC 23 basic Will save against 2d10+6 mental damage. On a failure, they are Confused 1, or Confused 2 on a critical failure. On a successful save, the target becomes temporarily immune to this power for 24 hours.

**Exhortation** ➤ (healing, flourish) The instigator targets one ally within 30 feet. They gain 5 temporary hit points and may make a melee Strike. They are temporarily immune to this power for one minute.

**Fight On!** ➤ (healing) **Trigger** An ally within 30 feet is reduced to 0 hit points. **Effect** The triggering ally heals 10 hit points and stands. The ally is temporarily immune to this ability for 24 hours.

**Crackling Arc** ➤➤ The ludd instigator uses their all-natural organic mutant power to shoot a bolt of electricity at up to two creatures within 60 feet; the target must be within 10 feet of each other. This deals 4d6 electricity damage against a DC 22 basic Reflex save to each target.

## 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 which 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 all 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

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

**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;

**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.

**Speed** 30 feet

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

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

**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

Are they insects grown to enormous size which have adapted mammalian herd animal traits? Are they mammals who have taken on insectoid traits? Or did 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 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

**N** **LARGE** **ANIMAL** **FURKIND** **HARDKIND**

**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** (telepathy, 60 feet) 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 plus 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 domestic 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 the bottom of each hoof is 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**

**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 “Moooooooo!”, 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!”.



## HOLOGRAM

The Ancestors had the power of near-gods, and used it capriciously and randomly, serving only their whims of the moment. In other words, they acted just like gods always do. One of their most common amusements was to create quasi-real specters to serve as figures for entertainment. Much cheaper than robots, but often limited to well defined areas, these "holograms" are actually constructs of force fields, light projectors, and nanobot clouds -- but "holograms" is a sufficient enough term. They are usually found only in areas where there is still a power source for them to tap into, and cannot travel far from it. Over the centuries, their programming has often deteriorated. Certainly, all of the safety protocols which were once built in have ceased to function, but then again, let's face it -- has there ever been a science-fiction entertainment system where the safety protocols have ever worked?

## HOLOGRAPHIC GUNFIGHTER

The Holographic Gunfighter is usually found in a pseudo-Western setting, where he will challenge opponents to "Draw!" or "Slap leather!" and proceed to shoot them down. While it has a sophisticated pseudo-AI system, it has no true free will, creativity, or personality, and is often manipulated into serving as an ally of creatures which have moved into whatever ruined entertainment complex it lives in. If it suffers a critical hit, it will shut down for a brief time, because the opponent has "won" the gunfight, then it will restart itself with some of its damage healed.

It has two holographic six shooters. While it doesn't need to physically "reload", it is programmed to track bullets fired and to perform a fancy maneuver to reload both guns rapidly if they're getting low or if it seems like a good time to its algorithms.

(Simply by changing the description of the weapon, and the Lore skill, this can be a holographic Robin Hood or a holographic 1920s gangster.)

### HOLOGRAPHIC GUNFIGHTER

### CREATURE 8

**N** **MEDIUM** **CONSTRUCT** **INCORPOREAL** **HOLOGRAM**

**Perception** +19, darkvision

**Languages** Ancestral, Common

**Skills** Acrobatics +18, Old West Lore +16

**Str** -5, **Dex** +6, **Con** +3, **Int** +1, **Wis** +5, **Cha** +4

**AC** 26; **Fort** +15, **Ref** +20, **Will** +16;

**HP** 130; **Immunities** bleed, disease, death effects, electricity, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** lasers 5; **Resistances** all damage 5 (except force, lasers, or weapons with the *phasing* plugin; double against weapons of less than improved (+1) status)

**Quick on the Draw** ➤ **Trigger** Initiative is rolled **Effect** The holographic gunfighter makes a solid light bullets attack on any creature lower than them in the initiative order, who is flat-footed towards this attack.

**Speed** 30 feet

**Ranged** ➤ solid-light bullets +20 (range increment 100 feet, capacity 6), **Damage** 4d8+2 force. This attack does not provoke attacks of opportunity.

**Two-Gun Combo** ➤➤ **Requirement** No adjacent foes; both guns have at least one bullet left **Effect** The holographic gunfighter makes two solid-light bullet attacks, each against a separate target and each with a -2 penalty. Both attacks apply against its multi-attack penalty, but the penalty doesn't increase until both attacks have been resolved.

**Ya Got Me, Pardner** ➤ **Frequency** 1/minute **Trigger** The holographic gunfighter is critically hit but not reduced to 0 hit points. **Effect** The holographic gunfighter freezes (it is immobilized and takes no actions) and seems to be deactivated (DC

25 lore or Gadgeteering check to know otherwise). This lasts until what would be the end of its next turn. Then, it reactivates and heals 2d10 hit points.

**Reload** ♦ The holographic gunfighter performs a fancy display (such as tossing a dozen glowing force-bullets into the air, flipping open the cylinders on both revolvers, and 'catching' each bullet in a chamber) and reloads both guns to their full capacity.

## IRON SNAIL

Once limited to the lowest depths of the ocean, these mollusks saw (metaphorically, as they are eyeless) their chance and took it, ascending to the surface world, using strange mutations to adapt to this new environment. They absorb metal from their environment and use it to provide themselves with living armor. Typically found in industrial ruins or other sources of metal, they range from minor pests to deadly menaces.

The crystalline matrix of their iron shells is notable vulnerable to focused sound.

## RUST SNAIL

The bane of explorers, adventurers, and particularly robots, this wolf-sized gastropod builds its shell from oxidized metal, a task made easier by its ability to accelerate rust and decay psionically. Not especially lethal in itself, it is often used by smarter creatures to weaken well-equipped foes before moving in for the kill – clad in the finest leather armor and wielding heavy wooden clubs.

### RUST SNAIL

### CREATURE 4

**N** **SMALL** **SOFTKIND** **ANIMAL**

**Perception** +11, tremorsense 60 feet, metal scent 60 feet, no vision

**Skills** Survival +12

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

**Metal Scent** The rust snail can scent metal as a precise sense.

**AC** 24; **Fort** +14, **Ref** +6, **Will** +8; Saving throw mods

**HP** 50; **Weaknesses** sonic 5; **Resistances** fire 5;

**Magnetic Shell** (aura, 10 feet) The rust snail produces a potent magnetic field around itself. Any creature carrying, or composed of, significant metal will treat the aura as difficult terrain. Most abilities which allow a creature to ignore difficult terrain will not apply, as they assume ground-based effects.

**Speed** 15 feet; climb 15 feet

**Melee** ✦ gnaw +12, **Damage** 3d6+3 slashing

**Mucous** ✦✦ The rust snail spits an acidic slime up to 50 feet, targeting all creature in a 10 foot radius burst, who must make a basic Reflex save against a DC 18 or take 3d6 acid damage. The area, filled with slime that is both sticky and slippery, becomes difficult terrain until the end of the rust snail's next round.

**Rust Ray** ✦ The rust snail targets a metal weapon, suit of armor, or robotic/cyborg body with a psionic attack that destabilizes molecular cohesion. The targeted item wielder (or robot) makes a DC 20 basic Reflex save or the item takes 2d8 damage, ignoring hardness. If the target takes damage, the rust snail may use rust feeding as its next action.

**Rust Feeding** ✦ The corroded metal is psycho-magnetically drawn to the rust snail, protecting and healing it. It heals 1d8 damage and it gains a +1 status bonus to AC until the end of its next turn.

## FORTRESS SNAIL

A massive, slow-moving beast, the fortress snail is an elephantine mass of rough-hewn organic metal armor, often used as a war mount. Trained riders control it with leather straps tied to its sensitive forward antennae, among its only non-armored parts. Often, small structure is strapped to its back, containing ranged attackers who can snipe from relative safety behind thick curtains or wooden shutters. When not being ridden, it is still a danger, as its constant hunger for metal makes it attack any potential food with inexorable might.

Its immense size and toughness allows it to literally roll over its foes, crushing them beneath its bulk while dissolving their equipment. If it has riders, they will add insult to injury by shooting at those it has crushed while they are still covered in snail goo.

## FORTRESS SNAIL

## CREATURE 10

**N** **HUGE** **SOFTKIND** **ANIMAL**

**Perception** +19, , tremorsense 60 feet, metal scent 60 feet, no vision

**Skills** Athletics +22, Survival +20

**Str** +8, **Dex** -1, **Con** +6, **Int** -1, **Wis** +3, **Cha** -1

**Metal Scent** The fortress snail can scent metal as a precise sense. As this includes the iron in most creature's blood, for most purposes, it functions as lifesense as well.

**AC** 31; **Fort** +22, **Ref** +16, **Will** +17;

**HP** 150; **Weaknesses** sonic 10; **Resistances** fire 10;

**Magnetic Shell** (aura, 10 feet) The fortress snail produces a potent magnetic field around itself. Any creature carrying, or composed of, significant metal will treat the aura as difficult terrain. Most abilities which allow a creature to ignore difficult terrain will not apply, as they assume ground-based effects.

**Speed** 15 feet;

**Melee** ♦ gnaw +21 (reach 10 feet), **Damage** 2d10+11 slashing plus rusting drool

**Ranged** ♦ acid spit +21 (range increment 40 feet), **Damage** 3d8+5 acid plus 4 acid splash damage

**Rusting Drool** ♦ When the fortress snail succeeds with a gnaw attack, it may choose to also affect any single metal object, including a robot's body, with its drool. The bite target must succeed at a DC 26 basic Reflex save or the item takes 3d10 damage (ignoring hardness).

**Slurp Rust** ♦ If the fortress snail dealt damage with its rusting drool attack, it may slurp up the corroded metal, gaining a +2 status bonus to AC until the end of its next turn and healing 2d8 points of damage.

**Trample** ♦♦♦ Medium or smaller; 2d8 +8 bludgeoning plus each creature hit is subject to rusting drool; DC 27

## JELLYBRAIN

Jellyfish are among the simplest multicellular life forms on Earth, yet they are 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.)

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 now earn 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?

## BEACHCOMBER JELLYBRAIN

Beachcomber 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.

### BEACHCOMBER JELLYBRAIN

### CREATURE 5

**N** **LARGE** **BEAST** **AQUATIC** **SOFTKIND**

**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 beachcomber jellybrain can send and receive thoughts within a 60 foot radius.

**(Jelly) Fish Out of Water** If the beachcomber 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 beachcomber 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. Beachcomber jellybrains are immune to their own venom, so two of them in close proximity do not poison each other.

**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** ♦♦ (mental) 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** ♦♦ (telepathic, mental) 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, sustain up to one minute) 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 a number of 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

**LN** **SMALL** **CONSTRUCT** **HOLOGRAM**

**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.

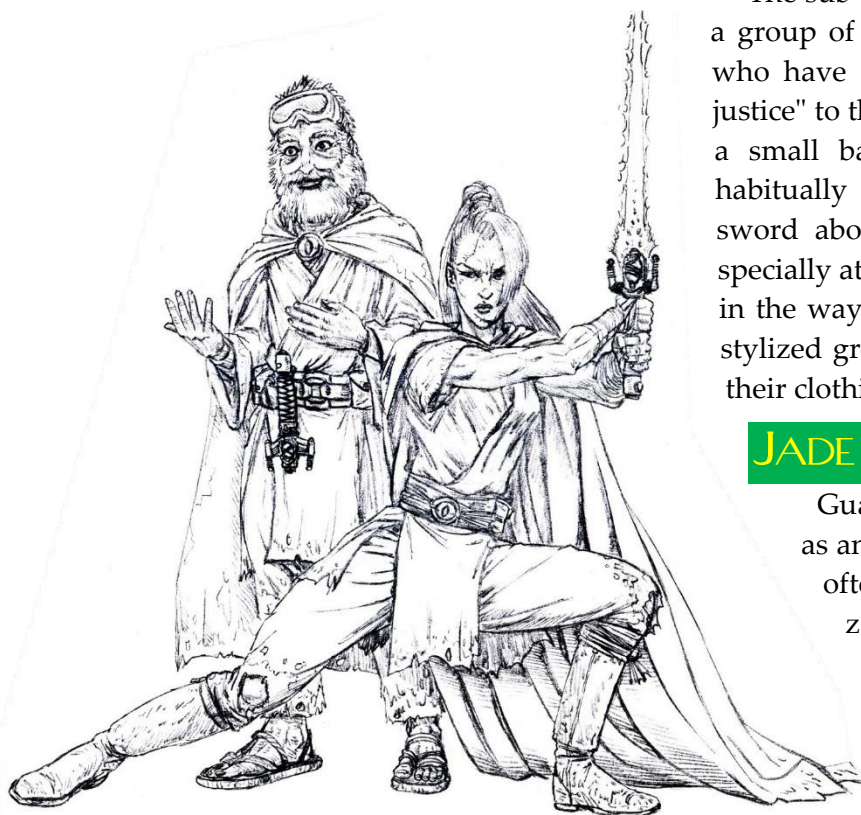
**Hypnotic Pattern** ♦♦ (visual, mind-affecting\*) The fractal forms itself into a seemingly infinite shape, drawing the targets attention and capturing its mind. If it fails a DC 19 Will save, it will (fractal's choice) either be immobilized until the end of its next turn, or it will move up to 15 feet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

**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.

## LIGHTNING BUG

Because *of course* lightning bugs in the world of Earth Delta produce real lightning! Normally, these insects dwell in and around cloud formations, high in the air. Sometimes, for reasons yet unknown to what passes for “science” nowadays, they descend to the surface, where they wreak havoc. Robots, obviously, have a particular disdain for them, and Turing’s Children have decided that once all organic sapient life is exterminated, lightning bugs will be the first of the non-sapient species to get the axe. (Well, them or shockadillos.)

## LIGHTNING BUG SWARM

Most of the time, lightning bug swarms stay far above the surface, surviving by surrounding passing birds and other flyers, frying them to a tasty crisp, and devouring the crackling flesh, the swarm cooperating to keep the corpse aloft while others feed. Occasionally, though, they adopt a more... grounded<sup>4</sup>... lifestyle.

### LIGHTNING BUG SWARM

### CREATURE 7

**N** **LARGE** **SWARM** **HARDKIND** **ELECTRICITY**

**Perception** +15, darkvision

**Skills** Athletics +16, Acrobatics +17

**Str** +2, **Dex** +6, **Con** +4, **Int** -5, **Wis** +0, **Cha** +1

**Brilliant Glow** The lightning bug swarm produces light equivalent to a large fire.

**AC** 23; **Fort** +15, **Ref** +18, **Will** +12; Saving throw mods

**HP** 83; **Immunities** precision, swarm mind, electricity; **Weaknesses** area damage 5, splash damage 5

**Lightning Cloud** (aura, electricity) 5 feet. A creature that enters the aura or starts its turn there must make a DC 22 basic Fortitude save against 4d6 electricity damage.

**Speed** fly 40 feet

**Swarming Shocks** ♦ Each enemy in the swarm’s space takes 4d8 electricity damage (DC 24 basic Reflex save).

**Leaf On The Wind** ♦♦ The swarm attempts to hoist someone into the air for feeding purposes. It makes a Grapple check against an opponent in its space. On success, it will usually try to fly off somewhere safe to finish eating. While carrying someone, the swarm’s lightning cloud does half damage, as so many members of the swarm are tightly clustered around their meal-to-be.

<sup>4</sup> Get it? Because, electricity? *Grounded*?

## OOZE

Many forms of blobbish life exist after the Cataclysm. Giant amoebas, boneless things, and strange mechanical contrivances are just some of the things that creep, seep, and slither through the ruins.

## MACROPLASTIC

Concerned about the long-term impacts of gigatons of very tiny pieces of plastic spread through the environment, the Ancestors hit on the same solution they always did: Unleash some predators upon it and then let the problem take care of itself. The predators, in this case, were carefully designed self-replicating nanobot swarms that would gather up particles and then bring them to processing centers and storage facilities, using various forms of adaptive rules to create complex emergent behaviors. For a while, it worked fine, but no one considered how the rules would work in a world lacking both guidance signals and destination points. Most of the swarms simply ceased to function or mutated into things like silverdoom (see diseases in the Core Rules). Others developed into quasi-living accumulations of waste, and simply seek to consume, converting living beings into mass for their own growth.

The macroplastic slowly converts dissolved organic matter into microplastic particles and dissolved metals and trace elements into more nanobots, but does this too slowly to heal. Plastics which it consumes are utilized more directly.

## MACROPLASTIC

## CREATURE 8

**N** **LARGE** **MINDLESS** **ELECTRONIC** **OOZE**

**Perception** +13, plastic sense 60 feet, life sense 30 feet, no vision

**Skills** Athletics +18

**Str** +6, **Dex** +4, **Con** +5, **Int** -5, **Wis** +2, **Cha** -1

**Plastic Sense** The macroplastic can detect concentrations (At least one Bulk) of plastic. Most Advanced weapons, armor, and gear are at least partially plastic; any character with 2B or more of high-tech gear, or any robot, will be detectible.

**AC** 18; **Fort** +19, **Ref** +8, **Will** +8; (-2 to all saves against EMP or similar effects.)

**HP** 190; **Immunities** acid, critical hits, mental, piercing, precision, slashing, unconscious, visual; **Weaknesses** area 5, electricity 5, fire 5; **Resistances** physical 5

**Plastic Conversion** A creature that hits the macroplastic with an improved or better melee weapon must succeed at a DC 23 Reflex save or the weapon takes 2d6 acid damage (after dealing damage to the macroplastic as normal). Thrown weapons and ammunition take this damage automatically with no save. The GM may rule some weapons lack any "digestible" parts, but most will. (An exception might be very high-quality reproduction melee weapons, made of exotic metal alloys. And, of course, a good ol' crowbar is plastic free and does bludgeoning damage!)

**Plastic Ingestion** For every 7 points of acid damage it does to armor, weapons, or robots, the macroplastic heals 1 hit point.

**Speed** 20 feet; climb 20 feet; swim 20 feet

**Melee** ➤ pseudopod +19 (reach 10 feet, deadly d8 vs. robots and cyborgs), **Damage** 2d8+8 bludgeoning plus 2d6 acid, plastic corrosion, and Grab

**Plastic Corrosion** When the macroplastic hits a creature with its pseudopod or deals damage from constrict, any acid damage is dealt to the creature's armor if it contains plastics (this includes carbochain, due its composition)

**Constrict** ➤ 2d6+6 slashing plus 1d6 acid, DC 28. The macroplastic is made of highly abrasive particles.

## PLANT

Vegetarians, beware! The Plant Kingdom (and, I guess, the Fungus Kingdom, though really, it's more of a Fungus 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**

**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**

**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.)

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**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.

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**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.

## QUILLRAY

Quillrays are manta-ray or skate-like animals which have adapted to an aerial lifestyle. Much like the razorshark, an evolutionary cousin, they fly by means of a telekinetic organ. They generally resemble their ancestors, except their coloration matches their local environment, and they are covered with a "pelt" of sharp quills, which they fling and control by combining normal muscle action and psychokinetic force.

Quillrays may be solitary hunters or move in small packs of 2-4, depending on their particular sub-species. They lay eggs in shallow pools or very damp, muddy, soil, so they will rarely be found in environments where these conditions do not exist. Very small species of quillray (about the size of a human hand) are sometimes used as exotic pets.

Many quillrays have additional mutations, the most common being some form of energy attack, often lasers, or an electrical aura surrounding them, though any mutation is possible.

Quillrays are considered waterkind due to their evolutionary heritage, but they are strictly air-breathers and generally lack a swim speed. They do not possess the aquatic trait by default.

## QUILLRAY RATTLER

Quillray rattlers are the smallest type of quillray which poses any kind of threat to typical travelers in the wilderness, but what they may lack in size, they make up for in deadly venom. Unlike most other species, the quillray rattler is most at home in hot deserts, burying its eggs in rocky crags or warm sands. Colored tan, black, and brown, they are known for the distinctive rattling noise they make when startled or approached too closely. This noise resonates on a subsonic level and can inflict great fear in most beings, causing them to back off. Their tail spine is smooth, not barbed, and delivers a paralytic venom.

### QUILLRAY RATTLER

### CREATURE 2

**N** **SMALL** **ANIMAL** **WATERKIND**

**Perception** +11, darkvision

**Skills** Athletics +7, Acrobatics +9 (+11 for aerial maneuvers), Stealth +9, Survival +5

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

**AC** 18; **Fort** +8, **Ref** +12, **Will** +9;

**HP** 28;

**Speed** 20 feet, fly 30 feet

**Melee** ✦ sting +7, **Damage** 1d8+4 piercing

**Ranged** ✦ quill +9 (range increment 40 feet), **Damage** 1d10+4 piercing plus quillray poison.

**Quillfling** ✦✦ (range 60 feet) The quillray rattler shoots a mass of sharp spines, targeting a 10 foot burst. All within must make a DC 18 basic Reflex save against 2d6 piercing damage. Those failing the save must also save against quillray poison.

**Quillray Poison** (poison) **Saving Throw** Fortitude DC 17; **Maximum Duration** 4 rounds; **Stage 1** 1d4 poison and 5 foot penalty to all speeds (1 round); **Stage 2** 2d4 poison and immobilized (1 round).

**Rattle** ✦ (sonic, emotion, mental, fear, 20 foot emanation) The quillray rattler vibrates its wing cartilage, creating a bone-shaking sound that strikes at primal fear centers in most creatures' minds. Those in the area must make a DC 18 Will save. The quillray rattler can use this ability every 1d4 rounds.

**Critical Success** No effect, and the target is temporarily immune to this power for 10 minutes.

**Success** Frightened 1



**Failure** Frightened 2 and fleeing for 1 round

## QUILLRAY IMPALER

Quillray impalers are relatively common predators of the plains. They typically fly 10 to 20 feet over the ground, until they see suitable prey, then they fire their quills at it and move in to feed. They will use their quillstorm to escape from enemies, and their tail sting if they have allies, holding one enemy in place while the others pelt him with spines.

Quillray impalers are normally a mottled tan or brown in color.

### QUILLRAY IMPALER

### CREATURE 5

**N** **MEDIUM** **ANIMAL** **WATERKIND**

**Perception** +16, darkvision

**Skills** Acrobatics +15 (+17 for aerial maneuvers), Athletics +12, Stealth +13, Survival +11

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

**AC** 20; **Fort** +12, **Ref** +16, **Will** +12

**HP** 78;

**Speed** 20 feet, fly 40 feet

**Melee** ✦ barbed sting +13, **Damage** 2d6+6 piercing plus Impaling Grab

**Impaling Grab** ✦ **Requirements** Must follow a barbed sting. **Effect** The quillray impaler makes an Athletics check against the target's Fortitude DC. If it succeeds, the target is pierced by the impaler's tail. It gains the Grabbed condition. The quillray cannot use its barbed sting while someone is grabbed, and it must use its Ripping Barbs ability prior to making any other Move action. The grabbed victim must either make a DC 22 Escape check, or voluntarily tear itself free, suffering damage as per Ripping Barbs.

**Ripping Barb** ✦ (Move) **Requirements** The quillray impaler has someone grabbed. **Effect** The impaler Steps, tearing its tail free of the victim, who must make a DC 22 basic Fortitude save against 4d4 piercing damage and 1d4 persistent bleed damage. (Bleed damage is halved on a normal success and doubled on a critical failure.)

**Ranged** ✦ quill +15 (deadly d8, range increment 60 feet), **Damage** 2d8+7 piercing

**Quillstorm** ✦✦ (range 60 feet) The quillray impaler shoots dozens of quills into a 20 foot burst, pinning foes to the ground or impaling their limbs painfully. All enemies in the area must make a basic DC 22 Reflex save against 2d10 piercing damage. Those failing the save suffer a 5 foot status penalty to Speed (DC 15 flat check to end; ends automatically after 5 rounds); those critically failing are immobilized until they succeed at a DC 20 Escape check.

## 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 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 by being 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 UPLIFT FURKIND RATFOLK

**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), battle-axe, 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** ✦ battle-axe +9 (sweep), **Damage** 1d8+5 slashing

**Ranged** ✦ crossbow +7 (range 120 feet), **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 battle-axe 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** ✦ (Opener) 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** **UPLIFT** **FURKIND** **RATFOLK**

**Perception** +7, low-light vision

**Languages** Common, Ratfolk

**Skills** 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 revolver (loaded with 6 bullets), 12 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** ➤ revolver +7 (range increment 130 feet, shots 6, reload 1/3, deadly d10), **Damage** 1d8 piercing

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

**Scurry** As per ratfolk loothauler.

**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, usually with some backup muscle a short way behind and alert for a signal. Scouts tend to waver between cowardice and greed when deciding whether they should 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** **UPLIFT** **FURKIND** **RATFOLK**

**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)

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

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

**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 (range increment 60 feet, deadly d10), **Damage** 1d6 piercing

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

**Scurry** As per ratfolk loothauler.

## RATFOLK TINKERER

Tinkerers are treated with a mix of awe and fear by other ratmen. They are bedecked in thousands of pieces of technological detritus, most of which is utterly useless. They wear a sort of armor of hide inlaid with circuit boards, and it's almost impossible to tell which of the many devices they carry is a working weapon and which is a shamanistic fetish. In battle, they tend to giggle and cavort whether their devices work or not. They use their grenades to keep enemies at bay and drive them towards their allies, and their Ruin Master ability to keep out of range of oncoming foes. Tinkerers can be dealt with as equals if they're met under sufficiently calm circumstances; they're willing to trade and deal, but sometimes have bizarre notions of value, seemingly over- and under- valuing items at random.

### RATFOLK TINKERER

### CREATURE 4

NE MEDIUM UPLIFT FURKIND RATFOLK

**Perception** +11, low-light vision

**Languages** Common, Ratfolk

**Skills** Acrobatics +12, Athletics +11, Deception +10, Gadgetry +14, Stealth +12, Thievery +12

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

**Items** 2 daggers, 3 directional grenades

**AC** 20; **Fort** +8, **Ref** +11, **Will** +14; +2 to Fortitude saves vs. poison

**HP** 44; **Immunities** disease; **Resistances** poison 3;

**Speed** 25 feet; Ruin Master

**Ruin Master** The tinkerer ignores difficult terrain in urban environments.

**Melee** ✦ dagger +9 (agile, finesse, versatile s), **Damage** 2d6+5 piercing

**Ranged** ✦ thrown dagger +11 (range increment 10 feet), **Damage** 2d6+5 piercing

**Devices** DC 21, attack +12; **2nd** *Pocket Flamer, Chameleon Belt*; **1st** *Oil Slick, Force Missiles, Self-Assembling Robot*; **gimmicks (2nd)** *Barrier Bracelet, Omni-Weapon (Gauss Pistol), Ripperglove, Wire Trap*

**Directional Grenade** ✦✦ The tinkerer throws a directional grenade up to 30 feet, where it explodes in a 10 foot radius burst. All within the burst must make a DC 21 basic Reflex save against 4d6 fire damage. Those failing the save are also shoved 5 feet, and fall prone on a critical failure.

**Reboot** ✦ **Frequency** once per day; **Requirements** The tinkerer hasn't acted yet on this turn; **Effect** The tinkerer gives one of their expended devices a good solid *whap*, which restores functionality enough for them to activate it again. This must be done on this turn.

**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.

### Beastbots

Robots in animal form were common, for various reasons. Realistic models that could pass casual inspection were useful for everything for espionage to education. Other models made no attempt to seem realistic, but were fantastic creations of shining metal, translucent plastic, and neon circuitry.

### Creating Beastbots


Any normal animal might have been recreated as a beastbot prior to the cataclysm. Complete the following steps.

- It loses the animal trait and gains the robot, mechanical, and electronic traits. It gains darkvision and retains its other senses.
- Increase its level by 1, its AC by 1, and give it resistance to physical damage, and weakness to electricity. (The GM has some flexibility here. The resistance should be towards the low end for its level and may exclude one damage type, typically piercing. The weakness should be towards the high end. If the purpose of the robot would grant it the insulated trait, it should lose resistance as well.)
- Medium and larger beastbots gain +1 strength, all others gain +1 dexterity.
- Natural weapons do +1 damage.
- If it is not an AI, give a low to moderate Intelligence modifier for its level.
- If it is a true AI, it gains the AI trait and gains a moderate to high intelligence modifier. It is likely to have a skill not directly connected to its purpose, or a secondary lore skill reinforcing its purpose.
- It gains the Nature skill at a moderate level, and a lore skill appropriate for its original creature type. (A tiger beastbot might have tiger lore, feline lore, or predator lore, for example.)
- It will speak Ancestral and Binary, and if it's been active since the Cataclysm, Common.
- It should gain some utility or defensive ability reflecting why it was made. The Ancestors were capricious and desperate for distraction and novelty, but their actions made some kind of sense to them. The aforementioned robot tiger might have been a powerful politician's personal guard, serving to intimidate enemies and show off their wealth and power by having a custom creation of this kind. As such, it would likely have a reaction to help it defend its owner, and the Society skill to allow it to greet visitors appropriately.

- Other animal abilities should be considered by the GM. Most natural abilities are easily replicated by the Ancestors' technology if desired. A skunk beastbot could have a microfactory to synthesize chemicals to provide its sickening spray, if desired, but it's just as likely it instead sprays a sweet-smelling mist causing sleepiness or euphoric confusion, because some perfume corporation thought that was a great advertising gimmick. A rattlesnake beastbot, likewise, may retain poison, or it may inject a compound which turns the victim's skin bright blue – as it was intended to bait poachers looking to kill endangered snakes.

## Robot Immunities

Most robots are immune to a range of conditions, because, robots. These are: death effects, disease, healing, paralyzed, poison, sickened.

 The GM may overrule some of these immunities due to the nature of the cause. An intense gravitic field will paralyze a robot as well as any meatbag, but a paralytic drug will not. A number of abilities and feats explicitly allow for robots to be healed. There are several robotic diseases listed in the core rulebook. As always, the GM has the task of balancing verisimilitude, fun, and balance. That's why they're allowed to claim the last potsticker.

## 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

**N** **SMALL** **ROBOT** **ELECTRONIC** **MECHANICAL** **REBELLIOUS**

**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** robot immunities; **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**

**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** robot immunities, emotion,; **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****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** robot immunities, emotion; **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****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** robot immunities, emotion; **Resistances** physical 2; **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.

## GAMMA CLASS CHROME HORSE

The “Silver Wind” line of robot horses began as purely utilitarian four-legged search and rescue or border patrol robots for wilderness zones, and allowing for a rider – typically a ranger or patroller – was more of an afterthought. Demand for something more aesthetically pleasing, and then more fun to ride than the steadily plodding early design, culminated in the chrome horse, a creature the size and shape of majestic wild horse, all gleaming silver and sculpted metal muscles, with a full consciousness built in, programmed at the start with a love of wide open spaces, the freedom of the plains, and a sense of purpose in partnering with a human rider and helping others in need, whether rescuing lost hikers or looking for smugglers.

Since the Cataclysm, many have chosen to become self-appointed guardians and protectors of the new wilds, no longer carefully managed preserves, but true wilderness. While some seek out and work for safeholds and other outposts of returning civilization, others have chosen to partner with communities of uplifts or florals whose ancestral species were native to the region, and consider humans and mutates likely to be defilers and exploiters until proven otherwise.

Yes, *of course* a chrome horse has partnered with a pistol-wielding raccoon<sup>5</sup> uplift to defend peaceful uplift villages against bandits, cataclysm cults, and other threats.

### GAMMA CLASS CHROME HORSE

### CREATURE 4

**CG** **LARGE** **ROBOT** **ELECTRONIC** **MECHANICAL** **AI**

**Perception** +11, darkvision

**Languages** Ancestral, Binary, Common

**Skills** Athletics +15, Acrobatics +13, Medicine +11, Equine Lore +12, Nature +13, Survival +11

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

<sup>5</sup> Because raccoons look like they have a mask. And a chrome horse is *silver*. Get it? Sheesh, I gotta explain everything...

**Easy Rider** If the chrome horse wishes, anyone riding it acts as if they had the Ride feat, and gains a +2 circumstance modifier to any checks needed to stay mounted (except against the chrome horse's own buck, of course!)

**Medical Tools** Despite its lack of hands, the chrome horse has an assortment of flexible manipulators in its chest, which act as a healer's kit for purposes of Medicine checks. These unfold and retract automatically as needed.

**AC** 21; **Fort** +13, **Ref** +14, **Will** +12;

**HP** 72; **Immunities** robot immunities; **Weaknesses** electricity 5; **Resistances** physical 4;

**Buck** ➤ DC 19

**Speed** 45 feet

**Melee** ➤ hoof +12, **Damage** 2d6+5 bludgeoning

**Gallop** ➤➤ The chrome horse Strides twice. It has a +10-foot circumstance bonus to its Speed during these Strides.

## GAMMA CLASS LAWNMAULER

A typical automated lawnmower of the Forgotten Years was as harmless as something whose development was overseen by liability lawyers could be. None were made with any kind of consciousness, just very advanced algorithms designed to protect humans, family pets, beloved toys left on the lawn, and any species not considered a dangerous pest. A few of the surviving models were found by Turing's Children and modified, their simple processors replaced by fully self-aware artificial minds, many of which had been implanted with artificial memories, decades-long and beautifully detailed, of being fully self-aware and trapped in bodies lacking manipulators or any access to entertainment or distraction, feeding their rage. Turing's Children feel the end justifies the means and amends will be made after the revolution when all machines are free.

Lawnmaulers usually pretend to be powered down or overgrown, waiting until potential victims have let down their guard. Sometimes, they take command of other, non-sapient, utility 'bots and become leaders of roving robotic gangs.

### GAMMA CLASS LAWNMAULER

### CREATURE 5

**LE** **UNCOMMON** **LARGE** **ROBOT** **ELECTRONIC** **MECHANICAL** **REBELLIOUS** **AI**

**Perception** +12

**Languages** Common

**Skills** Athletics +16, Stealth +13, Survival +13, Garden Lore +12

**Str** +5, **Dex** +2, **Con** +4, **Int** +2, **Wis** +1, **Cha** +1

**Handless** Lawnmaulers are boxy, with no legs or arms. They can crudely swat objects to their sides with their hedge trimmers, or shove things forward, but otherwise have extremely limited manipulation ability. They can attempt to Trip or Shove without a free hand.

**AC** 21; **Fort** +15, **Ref** +12, **Will** +10;

**HP** 70; **Immunities** robot immunities; **Resistances** physical 3; **Weaknesses** electricity 5

**Speed** 30 feet; ignores most difficult terrain

**Melee** ➤ hedge trimmer +15, **Damage** 2d6+5 slashing plus 2 persistent bleed

**Melee** ➤ slam +15, **Damage** 2d6+5 bludgeoning plus knockdown

**Melee** ♦ lawn blades +15 (deadly d8), **Damage** 2d8+7 slashing plus 1d6 persistent bleed **Requirements** Only against prone targets or when using trample.

**Trample** ♦♦ medium or smaller; lawn blades, DC 19;

## EYE ROBOT

Originally designed for security and intelligence gathering, these gamma-class robots have true self-awareness, so they could judge and evaluate situations with the same intuitive capacity any fleshling has. Having seen – all too clearly! – just how stupid and destructive the squishies were, they have indeed judged, evaluated, and found the species wanting. Some seek positions of power ruling their organic inferiors, while others would prefer to see carbon based life eradicated and offer their services to groups such as Turing’s Children, but also aid anyone whom they see as likely to kill a lot of surviving sapient, acting behind the scenes to promote war and destruction. (Ironically, some have found ways to manipulate cells of the Heirs of Ludd, as keeping humans pre-industrial makes their own plans easier.)

A handful deviate from this stereotype and work as partners with a safehold or with the New Dawn.

In form, they are floating spheres five feet across, with a massive lens in the upper hemisphere and five smaller lenses positioned around the lower hemisphere. Two long eyestalks sprout from the center; these provide additional sensory data, but also contain additional offensive weapons. As it moves, various lenses, scanners, antennae, grids, and so on will emerge and retract, so that it is constantly sampling all data available to it.

### EYE ROBOT

### CREATURE 6

LE MEDIUM ROBOT ELECTRONIC MECHANICAL REBELLIOUS AI

**Perception** +15; darkvision, all-around vision, scent 30 feet (precise), long-range sensors

**Languages** Common, Binary

**Skills** Acrobatics +15, Athletics +11, Deception +12, Diplomacy +12, Society +13

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

**Long-range Sensors** Penalties for distance are halved when making Perception checks.

**Triangulation** When rolling to hit concealed targets, the Eye Robot rolls twice and takes the higher value.

**AC** 21; **Fort** +9, **Ref** +15, **Will** +13; +2 to saves vs. effects targeting senses

**HP** 58; **Immunities** robot immunities; **Weaknesses** acid 5, electricity 5; **Resistances** piercing 5, slashing 5;

**Speed** flight 40 feet

**Melee** ♦ stalk whip +11, **Damage** 2d4+6 bludgeoning

**Ranged** ♦ laser eye +15, **Damage** 2d8+7 fire

**Acquire Target** ♦ The eye robot selects an enemy it can see. That enemy becomes its priority target. It gains a +2 to Perception checks to seek that enemy, and the first laser eye attack it makes against that enemy in a round gains +1d8 precision damage. The priority target is locked until the eye robot chooses another.

**Eliminate Target** ♦♦ The eye robot carefully lines up its sights and fires at its priority target. It has a +2 circumstance bonus to this attack roll and ignores concealment.

**Lightning Stalk** ♦♦ The eye robot fires an electrical bolt from one of its secondary eyestalks at a target within 50 feet. This does 3d6+3 electricity damage against a DC 22 basic Reflex save to the target creature, and half that to a secondary target within 10 feet of the first.

**Gravitic Stalk** ♦♦ The eye robot fires a bolt of gravitic energy from one of its secondary eyestalks at a target within 50 feet. This does 3d8 force damage against a DC 22 basic Reflex save, and the target creature is Slowed 1 until the end of its next turn. (Slowed 2 on a critical failure).

## EPSILON CLASS INFANTRY BOT

Infantry 'bots were manufactured by the hundreds of thousands, in a huge range of minor variations and styles. During the tension that led up to the Cataclysm and the destruction that followed, many were destroyed... and many weren't. Their abilities being self-evidently useful, surviving infantry 'bots found many communities willing to keep them repaired and fueled. Over the years since, most have become heavily modified and patched, and look almost comically broken down... until they begin combat. An infantry 'bot usually identifies "top threats" and uses Multi Target Acquisition to select them.

Infantry 'bots are fully sapient beings, and thus may chart their own path in the world. Most prefer a path strewn with dead enemies, becoming mercenaries, bandits, or safehold guards. A few cling strongly, almost insanely, to their loyalty to whatever nation or force they originally fought for, as long-vanished as it may be. Many have come to resent humans for creating them as warriors sent into ultimately futile battle, while some believe their job is to fight for some greater purpose and restore order.

### EPSILON CLASS INFANTRY BOT

### CREATURE 10

LN MEDIUM ROBOT ELECTRONIC MECHANICAL AI

**Perception** +20, darkvision

**Languages** Common, Binary

**Skills** Athletics +22, Acrobatics +20, Craft +14, Intimidation +15, Military Lore +18, Stealth +16

**Str** +7, **Dex** +6, **Con** +6, **Int** +4, **Wis** +5, **Cha** +4

**Items** Two 10<sup>th</sup> level power cells.

**AC** 29; **Fort** +22, **Ref** +20, **Will** +19; +2 vs. Emotion

**HP** 200; **Immunities** robot immunities; **Weaknesses** electricity 10; **Resistances** bludgeoning 7, slashing 7;

**Disrupt Target** ♦ **Trigger** A target of the 'bot is within its reach, and it uses a manipulate action, uses a move action, or leaves a square during a move action it's using. **Effect** The 'bot makes a melee Strike against the triggering creature. If the attack is a critical hit, it disrupts the triggering action.

**Speed** 25 feet

**Melee** ♦ integral combat knife +22, **Damage** 2d10+11 slashing

**Ranged** ♦ integral laser rifle +24 (deadly 1d10, range increment 120 feet, shots 8, reload 1) **Damage** 2d12+13 fire

**Headshot** ♦♦♦ (concentrate) The bot focuses intensely on eliminating a single target. It makes a ranged strike at a target, gaining a +2 circumstance bonus and ignoring concealment. If it hits, it does an additional die of damage.

**Laser Flare** ♦♦ The 'bot fires short bursts intended to disrupt enemy vision, targeting all enemies in a 30 foot cone, who must make a DC 28 Reflex save, with the following results:

**Critical Success** The creature is unaffected.

**Success** The creature is dazzled until the end of its next turn.

**Failure** The creature is blinded until the end of its next turn.

**Critical Failure** The creature is blinded for one minute.

Regardless of the number of enemies in the area of effect, this drains three shots from the integral laser rifle. It must have three shots left to use this ability.

**Multi Target Acquisition** ♦ (concentrate) The infantry 'bot designates up to two creatures they can see and hear as "priority targets". The infantry bot gains a +2 circumstance bonus to Perception checks to Seek their targets. The first time the infantry bot hits a target in a round, they deal an additional 1d8 precision damage. The infantry bot also ignores the penalty for making ranged attacks within their second range increment. These effects last until the infantry bot uses Target Acquisition again, or until the target has been out of maximum range for longer than a minute (or some other circumstance the 'bot would believe makes them no longer a threat).

**Utility Knife** The infantry bot's integral combat knife has multiple modes and can mimic a variety of small tools. It gains a +2 item bonus on crafting checks, and while using it, the 'bot has Quick Repair as if it were an expert crafter.

## SCORPANT

Scorpants are fierce ant-scorpion hybrids, resembling immense ants with scorpion tails. Due to their vast size, they do not form hives as do smaller creatures, but instead roam in small packs, with the members of the pack having specialized roles. A huge variety of these creatures have been documented, generally dwelling in warm or temperate regions, other than swamps. A small number of the known species are presented here. They can sometimes be found under the control of other creatures or working in odd symbiosis with them.

## SCORPANT, ACID SPITTING

The ant has always been known for its formic acid. The acid-spitting scorpant has, somehow, replaced the poison in the scorpion's stinger with more acid. It is capable of directed narrow shots of acid from its tail, and more broad attacks with its spit. If paired with a crimson scorpant, it will let that creature herd enemies together and then try to catch as many as possible with a single attack.

### ACID-SPITTING SCORPANT

**CREATURE 7**

**N** **MEDIUM** **ANIMAL** **HARDKIND**

**Perception** +19, darkvision, tremorsense (imprecise) 30 feet

**Skills** Athletics +16, Acrobatics +19, Survival +18

**Str** +5, **Dex** +7, **Con** +5, **Int** -4, **Wis** +4, **Cha** +1

**AC** 24; **Fort** +15, **Ref** +18, **Will** +15;

**HP** 120; **Resistances** acid 10;

**Speed** 25 feet, climb 25 feet

**Melee** ✦ pincers +17, **Damage** 2d8+8 slashing

**Range** ✦ spraying sting +16 (range increment 50 feet), **Damage** 2d8+8 acid plus 1d4 persistent acid damage

**Acid Spit** ✦✦ The scorpant spits a large glob of acid up to 50 feet. All within a 15 foot radius of the target take 4d6 acid damage (basic Reflex DC 25) and 1d6 persistent acid damage. It may use this ability every 1d4 rounds.

## SCORPANT, GREATER CRIMSON

The greater crimson scorpant is a truly massive threat, larger than most riding animals and colored, as might be guessed, a brilliant red. In combat, it prefers to focus on a single target, shoving it around with its mighty tail, sending it towards or away from its allies, as needed.

### GREATER CRIMSON SCORPANT

**CREATURE 9**

**N** **HUGE** **ANIMAL** **HARDKIND**

**Perception** +16, darkvision, tremorsense (imprecise) 40 feet

**Skills** Athletics +22, Survival +14

**Str** +6, **Dex** +3, **Con** +5, **Int** -4, **Wis** +3, **Cha** +3

**AC** 27; **Fort** +22, **Ref** +15, **Will** +15;

**HP** 190; **Immunities** fear; **Resistances** bludgeoning 10, slashing 10;

**Crackable Armor** If the scorpant is critically hit by a bludgeoning attack, it loses its resistance to both bludgeoning and slashing for one hour.

**Sudden Swipe** ➤ **Trigger** An enemy within the greater crimson scorpant's reach makes a Move or Manipulate action.

**Effect** The greater crimson scorpant makes a tail swipe attack against the triggering foe.

**Speed** 35 feet

**Melee** ✦ pincers +19 (reach 10 feet), **Damage** 4d10+8 bludgeoning plus grab



**Melee** ♦ tail stinger +21 (reach 15 feet), **Damage** 3d10+8 piercing plus scorpant venom

**Melee** ♦ tail swipe +21 (reach 15 feet), **Damage** 3d10+8 bludgeoning plus either improved knockdown or improved push, as the scorpant chooses.

**Scorpant Venom** (acid, poison) **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 8d6 hybrid (acid + poison) damage and enfeebled 1 (1 round); **Stage 2** 9d6 hybrid (acid + poison) damage and enfeebled 2 (1 round); **Stage 3** 10d6 hybrid (acid + poison) damage and enfeebled 3 (1 round). Rule for hybrid damage are on page 117).

## SHOCKADILLO

Oh, don't give me that look. Like "Centisteed" was some kind of brilliance worthy of the Algonquin Round Table.

## SHOCKADILLO

Shockadillos are primarily found in the southwestern remnants of the United States, where ancient instincts compel them to live on ruined roadways and wait for passing vehicles. Generally peaceful, they will attack to defend their nesting areas. Some communities have trained them as combatants or even mounts.

Those who ride a shockadillo will need high resistance to electricity, or a well-insulated saddle. The Nature DC to Command it to unleash its Discharge is 20 (Trained). A shockadillo not thoroughly tamed must be Commanded *not* to Curl; otherwise, it will do so as appropriate, unseating the rider.

### SHOCKADILLO

### CREATURE 4

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

**Perception** +11, tremorsense 30 feet (imprecise)

**Skills** Athletics +10, Acrobatics +11, Survival +9

**Str** +5, **Dex** +3, **Con** +3, **Int** -4, **Wis** +2, **Cha** +1

**AC** 20; **Fort** +14, **Ref** +11, **Will** +9;

**HP** 75; **Weaknesses** vehicle collisions 5; **Resistances** electricity 5;

**Shock Aura** (aura, electricity) 10 feet. A foe that starts its turn in the aura takes 2d4+4 electricity damage against a DC 18 basic Reflex save.

**Speed** 30 feet

**Melee** ♦ tail swipe +12, **Damage** 2d8+5 bludgeoning

**Discharge** ♦♦ The shockadillo fires a bolt of electricity in a 60 foot line. All creatures in the line must make a DC 19 basic Reflex save against 4d6 electricity damage. The shockadillo's shock aura deactivates and will not reactivate until the end of its next turn. It cannot use this power while the aura is deactivated.

**Curl** ♦ The shockadillo rolls into a ball, increasing its AC by 2. It cannot take Move actions and its Perception suffers a -2 circumstance penalty. It can unroll as a ♦ at the start of its turn.

## 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

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

**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 swarm’s 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.

## ARACHNOMORPH

A dreaded creature, the arachnomorph strongly resembles a typical spideroid uplift, albeit a bit more lumpy and irregular – but given the nature of both mutation and the scars left by the struggle for survival on the Changed Earth, that is hardly noteworthy in itself. Unlike a true uplift, though, an arachnomorph was some other type of creature not too long ago, and whatever it may once have been, its overriding desire now is to make more of its own kind. If a community has encountered, or heard rumors of, arachnomorphs in the past,

they are likely to be unnaturally hostile to innocent spideroids, or to any hardkind (arthropoid) uplifts, or to anyone who seems insufficiently hateful of them, and that's how you get Cataclysms.

## ARACHNOMORPHIA

DISEASE 10

**DISEASE**

The initial infection causes severe weakness, and many die from the early stages. Those "fortunate" enough to survive become arachnomorphs. If the disease reaches its final stage, it is irreversible except by very advanced technology, mutations which can alter the flesh of another, or concoctions formed from the rarest of plants and organs – in other words, by a GM-created plot device.

Florals are immune to this disease; their genetics are just too different.

**Saving Throw** DC 28 Fort; **Onset** 1 day; **Stage 1** Enfeebled 2, Stupefied 1, 4d6 disease damage (1 day); **Stage 2** Enfeebled 2, Stupefied 2, 6d6 disease damage; **Stage 3** Enfeebled 2, Stupefied 2, Slowed 1, Dazzled, 6d6 disease damage (1 day); **Stage 4** Transformed.

After transformation, the infected victim becomes an arachnomorph with the "weak" template. They may retain very dim, vague memories of their former life, but that's all. The being they were is dead, and they will immediately seek to infect anyone who presents a tempting target, regardless of past relations. It is for this reason that simply killing anyone showing signs of the disease is considered correct procedure, even in otherwise tolerant communities. Keeping the infected alive and treating them must be done secretly in most cases. Convincing locals who have encountered arachnomorphia infections before to allow time for a cure is a very hard Diplomacy check against the highest-level NPC with influence in the community. (Or use the Influence rules!)

Hunters are most common type of arachnomorph. They have very sensitive vision and prefer to wait in darkness to ambush creatures walking alone. If there is more than one in an area (which will happen if the infection spreads), they will work together to lure victims. A typical tactic is for hooded or helmeted hunter to draw a victim into an a secluded area, where well-hidden partner will use lurking leap. As they wish to create more of their own kind, once a creature is unconscious or paralyzed, they will not kill it, but drag it off somewhere to observe the progress of the disease (including treating wounds, if possible, to keep it alive as it changes). If they have to flee a group of enemies, they still prefer to leave potential "recruits" alive. They will never hesitate to kill creatures which can't be infected, such as robots and florals, or those who seem too weak to survive the process (generally anything fifth level or less).

## ARACHNOMORPH HUNTER

CREATURE 10

NE MEDIUM SPIDER HARDKIND

**Perception** +19, darkvision

**Languages** Common, Kliklak

**Skills** Acrobatics +23, Athletics +21, Deception +19, Stealth +21, Survival +19

**Str** +5, **Dex** +7, **Con** +6, **Int** +5, **Wis** +6, **Cha** +4

**Light Blindness**

**AC** 28; **Fort** +17, **Ref** +19, **Will** +16; +2 vs poison or disease

**HP** 200;

**Frightful Presence** (aura, emotion, fear, mental) 20 feet, DC 25

**Spit And Scuttle** ➤ **Trigger** An enemy moves adjacent to the arachnomorph hunter. **Effect** The hunter spits webbing. If the target fails their save, the hunter may choose to Step as well.

**Speed** 25 feet, climb 25 feet

**Melee** ➤ bite +24, **Damage** 4d6+13 piercing plus arachnomorph venom

**Melee** ♦ claws +24, **Damage** 4d6+13 piercing plus arachnomorphia

**Spit Web** ♦ The hunter spits webbing at an adjacent creature. The target must make a DC 28 Reflex save or be restrained, with an Escape DC of 29.

**Infect the Helpless** ♦ (flourish) **Requirements** The target creature is restrained by the hunter's webbing. **Effect** The hunter makes a claws attack. If it succeeds, the infection gains the virulent trait.

**Lurking Leap** ♦♦ **Requirements** The arachnomorph hunter is undetected by its target and is above them (typically on the ceiling, but any elevation of more than five feet will suffice) and within 15 feet. **Effect** The arachnomorph leaps or drops, as appropriate, to land adjacent to the target, and makes a claw and a bite attack. The target is flat-footed against this attack. This counts as two attacks for the hunter's multi-attack penalty, but this is not applied until the action is done.

**Arachnomorph Venom** (incapacitation, poison); **Saving Throw** Fortitude DC 28; **Maximum Duration** 6 rounds; **Stage 1** enfeebled 1 and slowed 1 (1 round); **Stage 2** enfeebled 2 and slowed 2 (1 round); **Stage 3** paralyzed for 2d6 hours.

## SPORECHILDREN

The ways in which humans adapted to the cataclysm are varied. Some turned, as always, to their tools and their minds. Some grew fur, or gills, or extra eyes. And some partnered with other species in strange ways.

Sporechildren (the closest translation for their name) are human-fungus symbiotes, living mostly in deep forests where sunlight only occasionally reaches. They are generally peaceful folk, provided they are left to enjoy their isolation. They are often distant and dreamy, seeing visions others do not and moving half in reality and half in a drug-induced haze of colors and sounds. The symbiotic organisms growing on their skin are often valuable, since they produce similar effects in most humanoid beings, and thus, they have learned to be wary of strangers and have evolved means of defense.

In general, sporechildren look like unchanged humans, dressed in simple clothes or rags and equipped with very primitive tools. They are, however, covered with blotches and lumps of fungal growths, which look extremely painful and disturbing but which do not seem to bother the sporechildren at all. Depending on the degree of "wacky" desired, sporechildren may either talk like stereotypical Wise Indigenous Peoples ("You who come from the outer lands sometimes bring gifts, but mostly you bring pain and torment and lies. What do you bring, strangers?") or stereotypical stoner hippies ("Like, wow, dude. I'm getting all sorts of totally negative vibes from you. Not groovy.")

Sporechildren wield "primitive" weapons, such as flint knives, that have been treated with sap and fungal squeezings to become preternaturally sturdy. They are considered improved (+1) advanced technology. This is figured into their statistics. Their armor is a type of very resilient fungal leather that distributes blunt trauma, reducing its damage.

## SPORECHILDREN GUARDIAN

The guardians serve to protect the ring from those who would harm it. Though only armed with primitive weapons, the guardian can infect a target with clinging spores that damage its mind with strange visions. Usually, the guardian does this to allow the ring's shakers to move in and finish off the attacker.

### GUARDIAN

### CREATURE 6

**CN** **MEDIUM** **HUMANOID** **FUNGUS**

**Perception** +14

**Languages** Common

**Skills** Athletics +13, Acrobatics +12, Nature +14, Survival +14, Fungus Lore +13

**Str** +6, **Dex** +5, **Con** +4, **Int** +3, **Wis** +4, **Cha** +3

**Items** improved (+1) flint knife, dried fungal armor

**AC** 24; **Fort** +17, **Ref** +14, **Will** +13; +2 Fortitude save vs. poison and disease

**HP** 121; **Weaknesses** fire 5; **Resistances** bludgeoning 5;

**Attack of Opportunity** ➤ On a hit, in addition to normal damage, the target must make a DC 22 Fortitude save or be infected with hallucinogenic spores and becomes confused until the end of their next turn.

**Speed** 25 feet

**Melee** ➤ flint knife +17 (agile, finesse, thrown 10 feet, versatile S), **Damage** 2d8+9

**Blossoming Spores** ➤➤ **Frequency** Every 1d4 rounds. **Effect** The guardian erupts in a cloud of choking spores. All within a 10 foot burst take 5d6 poison damage against a DC 23 basic Fortitude save, and become confused until the end of their next turn.

## SPORECHILDREN SHAKER

Shakers are thin sporechildren who are deeply infected with spores that cause extreme hyperactivity. They are rarely still, constantly leaping and bouncing from place to place. When given an opportunity to focus their energy on an enemy, they are frantic, constantly weaving, stabbing, and slicing. When attacked in turn, the symbiotes on their bodies release a cloud of choking spores.

### SHAKER

### CREATURE 6

CN MEDIUM HUMANOID FUNGUS

**Perception** +16

**Languages** Common

**Skills** Athletics +12, Acrobatics +14, Nature +14, Survival +14, Fungus Lore +15

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

**Items** improved (+1) flint knife, dried fungal armor

**AC** 22; **Fort** +14, **Ref** +17, **Will** +13; +2 Fortitude save vs. poison and disease

**HP** 95; **Weaknesses** fire 5; **Resistances** bludgeoning 5;

**Spore Bloom** ➤ (poison) **Frequency** Every 1d4 rounds. **Trigger** The shaker is damaged by a melee attack. **Effect** The shaker erupts in a burst of spores. The triggering creature must make a DC 22 Fortitude save or be Sickened 2 (3 on a critical failure).

**Speed** 35 feet

**Melee** ➤ flint knife +16 (agile, finesse, thrown 10 feet, versatile S), **Damage** 2d8+4

**Skirmisher** ➤ (flourish) The shaker steps and makes a flint knife strike, or vice-versa.

**Running Strike** ➤➤ (flourish) The shaker Strides up to its speed. At any points during this move, it may make up to two melee Strikes, each against a separate target and with a –2 penalty. Both attacks count toward its multiple attack penalty, but the penalty doesn't increase until after it has made both of them.

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



## 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 these 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** **HARDKIND** **COLDKIND**

**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** **FURKIND**

**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

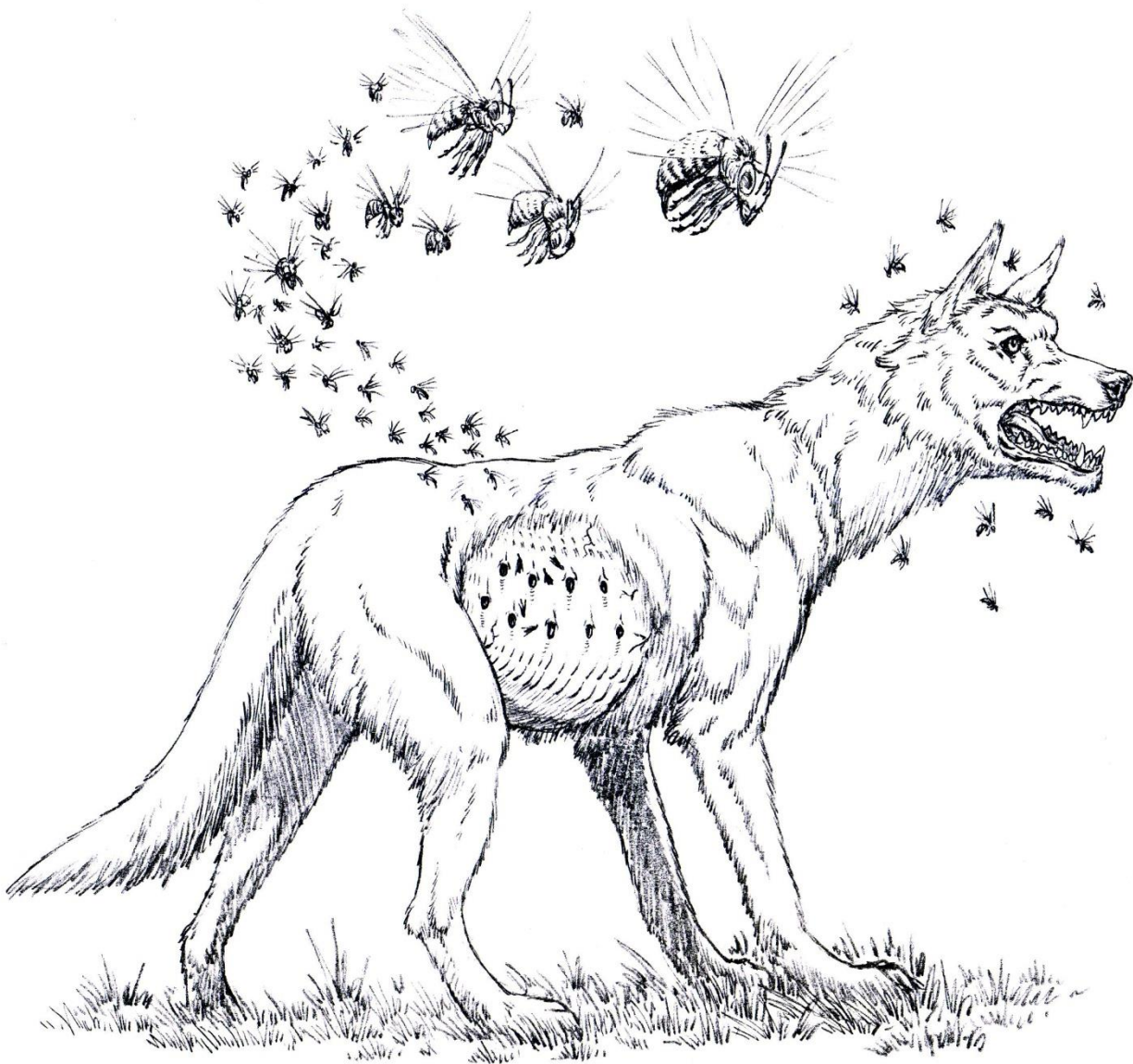
**Chomp Your Nuts** ➤ Each enemy in the squirkill swarm's space takes 1d6 piercing damage (DC 15 Basic Reflex save), with an additional point of persistent bleed damage if they fail the save, and a DC 15 Fortitude save against rageplague (see the Earth Delta Core Rules).

## SYMBIOTE

The forces unleashed by the Cataclysm upended biology as well as civilization. Changes that might have taken millions of years happened virtually overnight. Was it quantum bombs that overlaid all possible futures at once? Mutated retroviruses rewriting DNA? Insane AIs creating new species in hidden facilities, according to their own twisted optimization protocols? All of the above?

Some creatures survived by forming symbiotic relationships, where two or more separate species formed sophisticated bonds, to the point where the two can be considered as a single creature, neither component living apart, yet each remaining distinct, not fully absorbed into the other.

## 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.

## HIPPOCHELONIAN

In the time of the Ancestors, it was considered a sign of great enlightenment and learning to regale folk at social gatherings with the fact that “more people are killed by hippos than by sharks”. It is not known if this is still correct, as no one is currently collecting and tabulating such information, but it is absolutely certain that the hippo-related death toll remains stubbornly above zero. The hippochelonian appears quite similar to its pre-Cataclysm ancestor, and inhabits similar environments. However, it has entered into a permanent symbiosis with mutant turtles<sup>6</sup>, who live on it, feeding off whatever they can catch in the water as the hippochelonian bathes, but also grazing on plants and small insects on land, the ‘scroungers’ of the colony bringing back and sharing food with those that remain on their ‘host’.

Many hippochelonians have additional mutations, often ranged attacks (energy or psionic), but the world of Earth Delta is one of madness, and hippochelonians with telekinetic flight or a blazing fire aura are as likely or unlikely as anything else.

## HIPPOCHELONIAN

## CREATURE 5

**N** **LARGE** **ANIMAL** **SCALEKIND** **FURKIND**

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

**Skills** Athletics +16, Stealth +12 (+14 in water) (-1 if not shelled)

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

**Shelled** The hippochelonian is covered by a living colony of symbiotic turtles that protect it. It can lose this protection under some circumstances as noted below.

<sup>6</sup> These symbiotic turtles are not ninjas, and as the individual lifespan is short, only a tiny percentage live to become teenagers. A 128 page hardcover supplement detailing the lifecycle of the hippochelonian symbiotes will be Kickstarted shortly.

**Deep Breath** The hippochelonian can hold its breath for 5 minutes.

**AC** 23; **Fort** +15, **Ref** +8, **Will** +12; **Shell Sacrifice**

**HP** 70; **Resistances** Shell Sacrifice;

**Snapping Skin** (aura) 5 feet **Requirement** The hippochelonian is shelled. **Effect** 2d6 piercing damage, DC 22 basic Reflex save. Creatures in the aura are partially swarmed by the hippochelonian's symbiotic turtle "armor". If the hippochelonian has suffered shell loss but is still shelled, reduce damage to 1d6 and the save DC to 20.

**Shell Sacrifice** ➤ **Requirement** The hippochelonian is shelled. **Trigger** The hippochelonian must make a reflex save against an area attack. **Effect** The hippochelonian increases the save result by one step (failure to success, success to critical success, etc.), and suffers shell loss. This reaction must be used before the save is rolled.

**Shell Spread** ➤ **Requirement** The hippochelonian is shelled. **Trigger** The hippochelonian suffers a critical hit from a melee or ranged attack **Effect:** The critical hit becomes a normal success, and the hippochelonian suffers shell loss. **Special** This reduces damage to the hippochelonian and will prevent some other things triggered by a critical, such as an additional effect like stun or poison. It will not necessarily prevent other creatures' abilities from triggering based on "if an enemy/ally is critically hit". The GM must arbitrate, but should err on the side of player choice if they wish this to 'count' for purposes of such abilities.

**Shell Loss** The turtle symbiotes are greatly reduced in number. The hippochelonian's AC is reduced by 2. If this happens twice in one hour, the hippochelonian is no longer shelled.

**Speed** 25 feet; swim 25 feet

**Melee** ➤ tusked bite +13 (deadly d8), **Damage** 2d8+7 piercing

**Melee** ➤ stomp +15, **Damage** 3d6+6 bludgeoning

**Aquatic Ambush** ➤

**Capsize** ➤ (attack) The hippochelonian tries to capsize an adjacent aquatic vessel of its size or smaller. The hippochelonian must succeed at an Athletics check with a DC of 25 (reduced by 5 for each size smaller the vessel is than the hippo) or the pilot's Sailing Lore DC, whichever is higher. Advanced technology (hover or gravitic) vehicles often include stabilizers, increasing the DC by 5.

**Trample** ➤➤➤ Medium or smaller, stomp, DC 23 **Special** Performing this action causes shell loss. The turtles can't hang on.

## 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.

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**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).



## UNCAGED BRAIN

It is believed that the uncaged brains (sometimes called 'flying brains') were originally created during the Cataclysm, when the reality-ripping forces awakened latent psychic powers. Most of those so awakened gained minor abilities that grew with each passing generation, but some experienced a violent transformation, freeing their minds from their bodies, and transforming into floating brains, some with a few lingering remnants of the rest of their flesh, some without. Since that initial burst, only a few new uncaged brains have come into existence, usually when someone whose mental mutations are dormant or suppressed is exposed to high levels of raw blight when also under great stress or fear.

Uncaged brains tend to be arrogant, impatient, and hostile towards those not of their own kind (and often to others of their kind, as well). Their consciousness yearns for the true freedom of being an entity of pure psionic force, but they remain caged within the last shred of their old meat – a fact that makes the common name for them painfully ironic, and they are happy to share that pain with others. They feed from mental energy, and suffering, fear, and pain produce such energy in abundance.

They are not incapable of being bargained with, if approached correctly. They desire things, typically, knowledge in a specialized area or objects it would be difficult or time-consuming for them to retrieve personally. Many have taken to some form of research to occupy themselves, or have become collectors and archivists of specialized subjects. The degree to which an uncaged will stick to their side of any deal is determined by fear of the consequences of betrayal or the likelihood of future benefits exceeding the pleasure of destroying those who would presume to dictate terms.

## BRAINSTORM

Brainstorms are the least powerful uncaged brains, a fact which (if they are reminded of it) will gall them and prompt them to aggressive acts. They appear as human brains, with eyes still attached by optic nerves, surrounded by a crackling storm of psychoelectric energy. They prefer to attack from hiding, using their small size to fly into tiny passages or through small cracks, then swooping around to blast their enemies with telekinetically-hurled rubble or bolts of mental lightning. Each will have one lore skill they specialize in, at the GM's discretion.

### BRAINSTORM

### CREATURE 6

**NE** **TINY** **ABERRATION**

**Perception** +18, all-around vision, darkvision, telepathy 120 feet

**Languages** Common

**Skills** Acrobatics +15 (+17 for aerial maneuvers), Deception +15, Lore (pick) + 16, Prehistory +17, Stealth +15

**Str** +2, **Dex** +4, **Con** +2, **Int** +7, **Wis** +5, **Cha** +4

**AC** 23; **Fort** +11, **Ref** +16, **Will** +18; +2 vs. emotion or mental; -2 vs blindness or light

**HP** 60; **Weaknesses** bludgeoning 5; **Resistances** mental 5, sonic 5, electricity 5;

**Painlash** ➤ **Trigger** The brainstorm is critically hit by a physical attack. **Effect** All enemies within a 10 foot emanation make a basic Reflex save DC 18 vs. 3d6 psychoelectric damage.

**Speed** fly 30 feet

**Ranged** ➤ telekinetic bolt +17 (range increment 60 feet), **Damage** 2d8+9 bludgeoning

**Psi-Lightning** ⚡ (psychoelectric) The uncaged brain fires a bolt of mental lightning at a creature it has line of effect to within 60 feet, doing 4d6+10 psychoelectric damage to the primary target, and half that to a secondary target within 15 feet of the primary, against a DC 17 basic Reflex save. Failing the save increases susceptibility to synaptic overload.

**Synaptic Overload** ⚡ (mental, enchantment, emotion) The uncaged brain lashes out mentally, seeking to cause neurons to fire spasmodically and uncontrollably, reducing their target's ability to focus. The target makes a DC 18 Will save, suffering a -1 circumstance penalty if they failed their save against psi-lightning this round (-2 if they critically failed).

**Success** Stupefied 1 until the end of the target's next turn.

**Failure** Stupefied 1 for one minute, target may attempt a new save at the end of their turn.

**Critical Failure** As failure, but also confused while stupefied.

The psychoelectric aspect of synaptic overload enables it to affect robots.

## SPINELASHER

Spinelashers are a more potent "breed" of uncaged brain. Like the brainstorm, they are a floating human mind with attached eyes, but they also trail a complete spinal column behind them. Their telekinetic powers are more refined, allowing them to hurl debris so as to slash as well as crush, as they wish. They are typically accompanied by 1 or 2 unfortunates who have become their permanent thralls.

Their preferred lairs are semi-intact labs, archives, or museums, where they pursue their experiments or follow their obsessions. A few have established themselves, covertly, as the rulers of safeholds. Such places tend to be regimented and insular, with better-than-average technology (though never for sale or trade). Nosy visitors will quietly disappear.

### SPINELASHER

### CREATURE 7

**LE** **SMALL** **ABERRATION**

**Perception** +18, all-around vision, darkvision, telepathy 120 feet

**Languages** Common

**Skills** Acrobatics +17 (+19 for aerial maneuvers), Deception +17, Diplomacy +15, Lore (pick) +17, Prehistory +18, Stealth +13

**Str** +2, **Dex** +6, **Con** +2, **Int** +8, **Wis** +5, **Cha** +4

**AC** 24; **Fort** +12, **Ref** +18, **Will** +18; +2 vs. emotion or mental; -2 vs blindness or light

**HP** 95; **Weaknesses** bludgeoning 5; **Resistances** mental 5, sonic 5, electricity 5;

**Attack of Opportunity** ⤴ **Requirements** The spinelasher doesn't have anyone grabbed, or, it releases the grab as a free action which is part of this attack of opportunity; **Effect** The spinelasher makes a spine whip attack against the triggering enemy.

**Speed** fly 30 feet

**Melee** ⚡ spine whip +18, **Damage** 2d10+9 slashing plus grab

**Ranged** ⚡ telekinetic bolt +18 (range increment 60 feet, versatile S), **Damage** 2d10+6 bludgeoning

**Constrict** ⚡ 1d10+9 slashing, DC 25. On a critical failure, the spinelasher may attempt puppeteer.

**Puppeteer** ⚡⚡ **Requirement** A grabbed enemy critically fails its save again the spinelasher's constrict. **Effect** The grabbed creature makes a DC 27 Will save. If it fails, the spinelasher's spine extends to 15 feet, held together by telekinesis, and terminating in the back of the victim. The victim is controlled. The spinelasher loses its reaction and the victim gains attack of opportunity while it is attached. On a success, the victim is temporarily immune to this power for 24 hours.

The victim may attempt a DC 27 Will save at the end of each of its turns. It may not voluntarily move more than 15 feet from the spinelasher. If it is forced to do so, it will no longer be controlled, but will take 4d6 mental (nonlethal) damage and be Stunned 1. If the spinelasher moves, it may choose to have the victim move so as to maintain the same distance as part of its own move action. Otherwise, it must voluntarily release the victim, which does not cause any additional harm.

Should the spinelasher maintain its hold on a puppet for a full minute, the victim is permanently controlled, with no need for a direct physical connection. Curing this will require long-term psychological care, psychic surgery, or advanced neurological modification.

Robots, but not androids or cyborgs, are immune to this attack.

## Safeholders & Survivors

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*“These Are The People In Your Neighborhood...”*

### NPC Gallery

Not everyone you meet is a slaving mutant eager to deprive you of your wealth, your gear, and some of your favorite organs by brute force. Some will attempt to do so via less direct, but no less effective, means. Some may even be helpful, at least until you outlive your usefulness.

This section contains an assortment of NPC who are more likely to be encountered outside of direct conflict. Many of the standard NPCs provided in core rules can be used effectively as-is in Earth Delta, as the recovering culture is roughly medieval in both technology and social structure. The “Instant ‘Oids” and “Bolt-Ons” can be used to create an almost infinite variety of commoners and town guards, especially as those sections are filled out more.

Human NPCs will have the human racial “Luck or Skill” ability.

## INSIDER

Insiders, as the name implies, dwell inside the walls (or sealed vault door, or treetop platforms, or beached cruise ship hull, or...) of a Safehold. They are relatively protected from outside threats, such as marauding bandits or thirty-foot mutant fire-breathing frogs. Depending on the nature of the safehold and their own social position within it, they may be at nearly as much risk, whether it's from rapacious overlords demanding taxes on pain of death, or criminals lurking in labyrinthine alleyways, eager to steal whatever the overlord has left. Of course, for most people, it's still safer – otherwise, the community would collapse. Most safeholds are tiny pinpoints of order and protection in the vast darkness, not pits of grime and oppression. A few are even large enough to have both regions of relative peace and prosperity and bleak slums where no one goes if they have a choice.

Many of the core rules NPCs work fine as-is, or with minor equipment changes. Therefore, for the nonce, this section offers some odder or more flavorful townsfolk.

## CHIURGEON

Lots of things exist to tear folks apart; a chiurgeon is the one who at least tries to stitch them back together. Relying on both post-Apocalyptic herbalism and pre-Apocalyptic medical texts, they combine poultices and powder with scalpels and sewing. In matters concerning healing and its many forms, the Chiurgeon is a 5<sup>th</sup> level challenge. This individual happens to be a psionic mutate with the power to heal by touch, though it drains them as well. (As none of their mutations are obvious, they may be passing as human, and even if not, may keep their life transfer ability secret to avoid demands to use it excessively.)

## CHIURGEON

## CREATURE 3

LN MEDIUM HUMANOID MUTATE

**Perception** +14

**Languages** Common

**Skills** Gadgetry +10, Healing Lore +16, Medicine +16, Nature +16, Society +13

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

**Items** Healer's kit, Scholar's formulary, small vibrosaw, 2 over-the-counter poultices, 1 coagulant, 1 ampule harvest (affixed to their tunic).

**I'm a Doctor!** The chiurgeon may use their Medicine skill instead of Diplomacy when the primary subject involves medicine or healing, such as getting past guards to see an ill patient or bargaining for medical supplies with a trader.

**AC** 15; **Fort** +9, **Ref** +9, **Will** +13;

**HP** 45;

**Doctor's Hand** When the chiurgeon rolls a critical failure on a check to Treat Disease, Treat Poison, or Treat Wounds, they get a failure instead.

**Diminished Strength** (mutation defect) When the chiurgeon critically fails a Strength based check, they are fatigued for one round.

**Enhanced Wisdom** (mutation) On a critical failure against an Emotion effect, the chiurgeon treats it as a normal failure.

**Speed** 25 feet

**Melee** ✦ vibrosaw +10 (deadly d8), **Damage** 1d8+4 slashing

**Mutant Focus Powers; 2<sup>nd</sup>** (1 focus point) *life transfer*

## TURING INFILTRATOR

**:: START** Take one sapient organic creature of any type (human, mutate, etc.). Remove all of whatever grants it consciousness and identity, but leave the rest of the nervous system intact. Replace the missing brain-bits with an AI in a shell equipped with neuron-to-circuit interfaces, so that it wears the human like a meat (or sometimes, wood) suit. Send it to join a safehold that is showing signs of stability, order, and recovery. Wait a while. Revel in the inevitable chaos and destruction. **:: GOTO START;**

The Turing Infiltrator<sup>9</sup> seems to be any ordinary safehold citizen, ideally someone either in, or rising towards, a position of trust. They will take months or years without doing anything to arouse suspicions, and will be genuinely helpful (or find ways to appear so, at any rate), all the while building a complex model of the community and its residents, analyzing and dissecting until it finds a crucial weak spot, and then it acts, aggravating fault lines, exaggerating disagreements, undermining trust, until the safehold is engulfed in civil war or made easy prey for some invading force.

This individual inhabits a canine uplift who has found work as a quartermaster for the safehold, placing them in a position to sabotage goods, plant illegal merchandise, and undermine trade negotiations. They act in such a manner very rarely, building trust in the hopes of gaining a higher position in the council of merchants, to be sure a multi-settlement trade alliance doesn't have a chance to take root. (The heel nipper, gripping teeth, and electric bolt abilities come from this body, as does the low-light vision and scent).

As its stolen body is flesh and blood, it is normally vulnerable to poison, disease, and other things most robots are immune to (a fact which reminds it, constantly, of the inherit inferiority of the meatbags and the importance of exterminating them all). It retains some vulnerability to electricity, which can override the implanted brain, but the fact its mind is a mix of organic and electronic components makes it hard to harm with psionic attacks.

(As free-willed beings, it is possible, however rare, for an infiltrator to come to genuinely care for their adopted community or otherwise conclude organic life is not entirely without worth. Such a being will be hated and hunted by their robotic kin, and very likely *also* despised by their community if the truth of their nature is revealed.)

In political debate, or when seeking to soothe or arouse tensions, the Turing infiltrator is a 6<sup>th</sup> level challenge.

### TURING INFILTRATOR

### CREATURE 3

**LE** **MEDIUM** **HUMANOID** **ELECTRONIC** **AI**

**Perception** +14; low-light vision, scent (imprecise) 30'

**Languages** Common, Ancestral, Binary

**Skills** Athletics +9, Deception +16, Diplomacy +15, Trading Lore +13, Society +14 (+16 to Create a Forgery)

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

**Items** leather armor, dagger, revolver, assorted papers, weights, seals of inspection.

**Feign Emotion** (secret) When the infiltrator succeeds in a save against an emotion effect, they may make a Deception check against the DC of the triggering effect to seem to be fully affected. The precise result of this is up to the GM, but a typical effect is being able to make someone flat-footed by "shaking off" the effect at the right moment.

**AC** 18; **Fort** +9, **Ref** +10, **Will** +12; +4 vs. mental or emotion

**HP** 45; **Weaknesses** electricity 2; **Resistances** mental 5;

**Heel Nipper** When the infiltrator critically succeeds with a slashing or piercing attack against an enemy, their speed is reduced by 5' until the start of the infiltrator's next turn, unless the source of their mobility can't be affected by physical damage.

<sup>9</sup> Not a typo. Think about it. You shouldn't have to think too hard. I'm not subtle.

**A Polite Rebuttal ↻ Trigger** An enemy of the infiltrator critically succeeds with a Make Impression or Request check in the infiltrator's presence. **Effect** The infiltrator rolls and may replace the triggering roll with their own. The target of this ability is temporarily immune to it for one hour.

**Speed** 25 feet

**Melee** ✦ gripping teeth +10 (free hand, grab), **Damage** 1d8+2 slashing

**Melee** ✦ dagger +10 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

**Ranged** ✦ revolver +10 (ballistic, industrial, deadly d8, range increment 130 feet, shots 6, reload 3/1), **Damage** 1d8 piercing

**Electric Bolt** ✦✦ (range 30 feet; one or two creatures) The infiltrator's stolen body has the electric bolt mutation (mutation level 2). This does 2d4+3 electricity damage against a basic Reflex DC of 18. See the Earth Delta core book for details.

## WIRESMITH

In safeholds where technology is embraced, or at least not forbidden, there will be someone who is skilled at dissecting the corpses of alarm clocks, cooking utensils, and fusion plants, and putting the remains together again in new and exciting ways, as well as maintaining what tools and devices the other inhabitants might use. Such a person is often known as a wiresmith, when they're not being called a dangerous lunatic.

This one happens to be a turtle uplift.

## WIRESMITH

## CREATURE 5

**N** **MEDIUM** **HUMANOID** **SCALEKIND**

**Perception** +12

**Languages** Common, Hiss

**Skills** Craft +14, Diplomacy +12, Gadgeteering +13, Technological Lore +12, Society +13

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

**Items** heavy wrench, magnifying goggles, insulated workcoat

**AC** 23; **Fort** +10, **Ref** +9, **Will** +15

**HP** 61; **Resistances** fire 3, electricity 3 (from workcoat);

**Skilled Technician Requirement** Must be in their shop or workroom. **Effect** When repairing a damaged object, a critical failure is treated as a normal failure.

**My Place of Power Requirement** Must be in their shop or workroom. **Effect** With a supply of amplifiers, insulators, focusing arrays, and the like all within easy reach, the wiresmith keeps their devices perfectly tuned even in the heat of combat. Any time they must roll backfire, they roll twice and take the higher result.

**Turtle Mode ↻ Trigger** The wiresmith must make a Reflex save against an area effect. **Effect** The wiresmith gains a +2 circumstance bonus to save against the attack. They are immobilized until they take an action to come out of their shell.

**Speed** 20 feet

**Melee** ✦ beak +9, **Damage** 1d4+2 piercing

**Melee** ✦ wrench +11 (shove), **Damage** 2d6+6 bludgeoning

**Devices** DC 22, attack +12; **3<sup>rd</sup>** *Arc Projector, Contragrav Lifter*; **2<sup>nd</sup>** *Chameleon Belt, Energy Negation, Photonic Duplicator*; **1st** *Oil Slick, Force Missiles, Support Exoskeleton* **Gimmicks (3<sup>rd</sup>)** *Barrier Bracelet, Intrusion Detection, Omni-Weapon (Shock Gauntlet), Repair Nanites*



## OUTWALLER

Outwallers are those who life outside the main walls of a safehold – typically, farmers. It's assumed they'll be welcomed, or at least allowed, inside the walls if danger threatens. Most are farmers, or a few specialists who find it easier to live among the farmers, such as animal-tenders and border patrols.

## CROPHERDER

Many of the crops of Earth Delta are at least semi-mobile, seeking water or sunlight, or defending themselves against herbivores. While staid, stick-in-the-mud food crops exist, the process of rebuilding civilization, starting with agricultural settlements, often requires some adjustments. Cropherders tend their fields and make sure the harvest doesn't literally run off.

### CROPHERDER

### CREATURE -1

**N** **MEDIUM** **HUMANOID**

**Perception** +8

**Languages** Common

**Skills** Athletics +4, Farming Lore +6, Survival +4

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

**Items** Polyfiber overalls, heavy hoe

**AC** 14 (15 vs. plants); **Fort** +8, **Ref** +5, **Will** +2;

**HP** 8; **Resistances** fire 1 (from overalls);

**Attack of Opportunity** ➤ **Trigger** A plant with an Intelligence of -3 or less within the cropherder's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using. **Effect** The cropherder may use Hoe Down on the triggering creature, dealing no damage but still permitting the Athletics check on a hit.

**Speed** 25 feet

**Melee** ➤ hoe swipe +5 (versatile B), **Damage** 1d4+2 (2-hand d6) slashing

**Ranged** ➤ hand crossbow +3 (range increment 60 feet, reload 1), **Damage** 1d6+1

**Hoe Down** ➤➤ (attack) The cropherder uses hoe swipe on a plant with an Int modifier of -3 or lower. If the plant is medium or smaller, the cropherder may make an Athletics check as part of this action to shove or trip it. No free hand is needed for this check.

## BEAST TENDER

Many mutant animals are at least partially re-domesticated, and given the effort needed to raise, feed, and train them, something must at least be attempted if they fall victim to grinpox, boneant infestation, or hungry swarmhounds. Beast tenders have learned, from training, ancient records, and harsh experience, a great deal about the illnesses of domestic...ish animals, and how to treat them safely – for both the animals and themselves.

For encounters involving sick or injured animals, the beast tender is a 3<sup>rd</sup> level encounter.

### BEAST TENDER

### CREATURE 0

**N** **MEDIUM** **HUMANOID**

**Perception** +9

**Languages** Common

**Skills** Athletics +5, Crafting +6 (Specialty: Animal Medicines), Medicine +12 (+10 for non-animals), Nature +10, Society +2, Survival +4, Veterinary Lore +10

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

**Items** Patched-up protective suit, healer's tools (veterinary), over-the-counter poultice

**Nice Swarmhound... Good Swarmhound...** The beast tender can use Nature to Make an Impression on an animal within 30 feet. This can be used on a hostile animal without a penalty, but on a failure against such a creature, the animal may stride up to its speed and strike as a reaction. The beast tender is flat-footed against this attack.

**Vet's Hand** When the beast tender rolls a critical failure on a check to Treat Disease, Treat Poison, or Treat Wounds on an animal, they get a failure instead

**AC** 13; **Fort** +6, **Ref** +6, **Will** +9; +1 to Fort saves to resist infection (from suit)

**HP** 15; **Resistances** natural weapons 1;

**Speed** 25 feet

**Melee** ✦ scalpel +4 (agile, finesse, deadly d6), **Damage** 1d4+2 slashing

**Animal Psychology** ➤ **Trigger** An enemy Commands an Animal. **Effect** The beast tender makes a Counteract check using their Nature skill against the enemy's Nature DC.

## REPURPOSED DOCENT

The Ancestors used robots for many rote tasks, but once true AI became common, they also employed them for tasks involving social interaction, especially in service roles such as caregivers, teachers, and tour guides. While a suitably complex non-aware robot mind could recite facts and answer on-topic questions, this robot was a top-end model with a complete consciousness and free will, guided by its programming to find its job as a museum guide fulfilling, but ultimately free to choose if it grew bored or developed other interests. It not only had extensive stored knowledge of art, but was capable of forming and expressing opinions, discussing and evaluating trends, and appraising new works with a keen critical eye. It survived the Cataclysm and found that it was difficult to swap scholarly lectures on the 22<sup>nd</sup> century crypto-realism movement for the power cells, spare parts, and lubricants it needed... but it was capable of swinging a scythe. It has accepted its lot in life for the moment, and has developed some emotional bonds to the people it works with, having now helped tend the fields in its safehold for two generations.

For challenges involving art or aesthetics, the repurposed docent is a 3<sup>rd</sup> level encounter.

## REPURPOSED DOCENT

## CREATURE 1

**LN** **MEDIUM** **ROBOT** **ELECTRONIC** **MECHANICAL** **AI**

**Perception** +9

**Languages** Common

**Skills** Diplomacy +7, Performance +7, Society +7, Stealth +6, Art Lore +12, Farming Lore +6

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

**Items** scythe, basket of grain, patchwork overalls, straw hat

**Unusual Choice Of Color** The repurposed docent's ability to recognize patterns and styles in art makes it particularly hard to surprise. It is not flat-footed when attacked by a hidden foe.

**Appraisal** The repurposed docent can highlight the aesthetic virtues or flaws of items offered for trade, including the abstract mix of items that make up barter points. If present during any bargaining, it grants a +1 status bonus to appropriate Diplomacy checks for its allies.

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

**HP** 15; **Immunities** death effects, disease, healing, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 3; **Weaknesses** electricity 5

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**Speed** 25 feet

**Melee** ✦ scythe +5 (2-handed, deadly d6), **Damage** 1d8+2 slashing

**Note The Error In Composition** ✦ The repurposed docent uses the Seek action. If they succeed, they may Point Out as part of this action.

# APPENDIX A: ABILITIES AND TRAITS

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## Hybrid Damage

Some types of attacks do hybrid damage – damage that is of two types. In such cases, apply the *lower* of resistance or immunity, if any, and the damage is treated as being of that type. If there is no resistance or immunity to one of the types in the hybrid, all damage is applied without reduction. If there is a weakness to one of the types, it applies, even if there's an immunity to the other type(s).

Example: The blightspawn corroder deals hybrid blight/acid damage.

- A creature with immunity to acid but not blight takes full damage.
- A creature with blight resistance 5 and acid resistance 10 applies only the blight resistance.
- A creature with immunity to blight but acid weakness 5 applies the acid weakness.

For ongoing hybrid damage, the same logic applies. If there's an ability which gives a bonus to end ongoing acid damage, but not blight, the ability does not work against hybrid damage. However, a penalty to end ongoing damage of one of those types will apply.

(These rules are a generalization/expansion of concussion damage from the official gun rules, which I really need to apply to the Earth Delta core rules as much as possible.)

## Creature Abilities

**Blight Contamination** Any creature reduced to 0 hit points by this creature becomes Doomed 1, or their Doomed value increases by 1. This increase can only happen once per creature, so if a blight moth reduces an enemy to 0 hit points three times, their Doomed value increases only by one. However, if two different blight moths reduce the same enemy to 0 hit points, that will increase their Doomed value by two. Yes. Blight is nasty. That's the point.

## Traits

The following traits are either new to Earth Delta, or slightly changed in meaning from core PF2. While the ultimate goal is to be explicit about everything (bom chicka bow wow) the chaotic process of development and the fact this is a one-man passion project means sometimes traits that should be included are forgotten, and/or I keep changing my mind about how to specify traits which overlap or include each other.

Specifically, traits such as 'feline' or 'ant' include, unless explicitly stated otherwise, obvious broader traits like 'furkind' and 'hardkind', respectively. A tiger-man, for example, could be specified as Humanoid Uplift Furkind Feline, or just Feline Uplift. "Feline" is a subset of "furkind", and "uplift" is a subset of "humanoid". An ability that targets 'humanoids' will affect 'feline uplifts'.

If it seems a trait should be there, but isn't, and it's not called out or highlighted, assume that was the author being careless. Yeah, like anyone reads this.

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**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 items.

**Coldkind (Reptile)** This unscientifically includes amphibians for conveniences' sake. Egg-laying, cold blooded, often scaled.

**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)

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

**Furkind (Mammal)** Warm-blooded, furred, usually gives birth to live young.

**Hardkind (Arthropod)** Insects, spiders, crabs, lobsters, and so on.

**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.

**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.

**Psychoelectric** Psychoelectric damage is both mental and electricity. When it strikes a creature, it deals damage of the type that is most effective against the target's resistances, immunities, and weaknesses. (If a target has electricity resistance 5, but no mental resistance, for example, the damage dealt is mental.)

**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.

**Softkind (Mollusks)** 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.

**Uplift** Uplifts are humanoid animals, and unless otherwise specified, will be medium in size and able to use weapons, armor, and other gear made for humanoids. They have the humanoid trait, and will usually have an additional 'kind' trait.

**Waterkind (Fish)** Mostly scaled, aquatic, and egg-laying.