

# 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 1-10 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.

# EARTH DELTA MUTANT MANUAL

# Contents

Introduction To The Mutant Manual.....	2	Rattoid.....	15
Contents.....	4	Rhinoid.....	15
Monsters and NPCS.....	7	Scorponoid.....	15
Rules, Keywords, Types.....	7	Sharkoid.....	16
Bolt-On Powers.....	7	Snakeoid.....	16
Tiers.....	8	Turtleoid.....	16
Bolt On List.....	8	Cataclysm Cults.....	17
Ablative Defense.....	8	Introduction.....	17
Accelerated.....	8	Annihilation Army.....	17
Altered or Additional Natural Weapons.....	8	Beast Legion.....	19
Armor Plated.....	9	Cults of Celebrity.....	21
Blink.....	9	Green Revolution.....	22
Camouflaged.....	9	Heirs Of Ludd.....	23
Cooperative.....	9	New Dawn.....	24
Envenomed.....	9	Turing's Children.....	25
Frost Generation.....	9	Order Of The Cleansing Flame.....	26
Explosive Bolts.....	10	Jane's All The Worlds Mutants: Volume I.....	28
Grappling Appendage.....	10	Creature Compendium.....	28
Hypnotic Glare.....	10	Alligator.....	31
Infected.....	10	Snagator.....	31
Ink Cloud.....	11	Stormcroc.....	32
Lightning Breath.....	11	Annihilation Army.....	34
Lure.....	11	Annihilation Army Rampager.....	34
Massive.....	11	Annihilation Army Spiker.....	35
Oversized Limbs.....	12	Mutated Mob.....	36
Pain Projection.....	12	Ant.....	38
Quills.....	12	Ant, Acid.....	38
Ram Plate.....	12	Ammoknight.....	39
Regeneration.....	12	Ammoknight Challenger.....	39
Slick.....	12	Bandit.....	41
Sonic.....	12	Bandit Thug.....	41
Stomp.....	13	Bandit Strongarm.....	42
Super Leap.....	13	Bandit Iron Man.....	43
Telepathic.....	13	Beast Legion.....	45
Two-Headed.....	13	Beast Legion Milites.....	45
Webcasting.....	13	Beast Legion Bear Grunt.....	46
Winged.....	13	Beast Legion Centurion.....	46
Instant 'Oids.....	14	Bear.....	48
The Oids.....	14	Bearacuda.....	48
Apeoid.....	14	Blizzard Bear.....	48
Bearoid.....	14	Ironclad Grizzly.....	49
Canoid.....	14	Blightspawn.....	51
Felinoid.....	15		
Frogoid.....	15		
Gatoroid.....	15		
Rabbitoid.....	15		

# EARTH DELTA MUTANT MANUAL

Blightspawn Wanderer .....	51	Jade Eye Apprentice Counselor .....	88
Blightspawn Corroder .....	52	Lightning Bug .....	89
Blightmoth .....	52	Lightning Bug Swarm .....	89
Blightmoth Larvae .....	53	Mantoid .....	90
Blight Spirit .....	54	Mantoid Labor Drone (Violet) .....	91
Blight Spirit (Soldier) .....	54	Mantoid Warrior (Green) .....	91
Bloodger .....	56	Mantoid Scout (Teal) .....	92
Bloodger Slasher Squire .....	56	Mantoid Goggles .....	92
Bloodger Slasher Knight .....	57	Mantoid Warrior (Blue) .....	94
Bloodger Painbrain .....	58	Macrobe .....	95
Boar .....	60	Antibiotic Aversion .....	95
Cyboar, Decrepit .....	60	Tubercillus .....	95
Laserback Boar .....	61	Necrobacillus .....	96
Buzzkill .....	62	Ooze .....	98
Buzzkill Gatherer .....	62	Macroplastic .....	98
Buzzkill Hive Guardian .....	63	Order Of The Cleansing Flame .....	99
Clacker .....	64	Order Spark .....	99
Clacker Ruinseeker .....	64	Order Firesword .....	100
Clacker Brigand .....	65	Order Flametrooper .....	101
Greathound .....	67	Piranha .....	102
Greathound Chaser .....	67	Piranhaglob .....	102
Drone .....	68	Plant .....	103
Vampire Drone .....	68	Thornspitter .....	103
Elephants .....	70	Inferno .....	103
Elephantom .....	70	Psitacean .....	105
Encrusted .....	71	Brainblade Pirate .....	105
Encrusted Ambusher .....	71	Orca Frostbringer .....	106
Encrusted Shardflinger .....	71	Quillray .....	108
Encrusted Hulk .....	72	Quillray Rattler .....	108
Green Revolution .....	74	Quillray Impaler .....	109
Green Revolution Grovewarden .....	74	Ratfolk .....	110
Green Revolution Redfist .....	74	Ratfolk Loothauler .....	110
Heirs of Ludd .....	76	Ratfolk Overseer .....	110
Ludd Instigator .....	76	Ratfolk Scout .....	111
Herdbeast .....	77	Ratfolk Tinkerer .....	112
Buffaleap .....	77	Robot .....	113
Giantelope .....	78	Beastbots .....	113
Bloodhoof .....	78	Creating Beastbots .....	113
Hologram .....	80	Alpha Class Industrial Scrubber .....	114
Holographic Gunfighter .....	80	Alpha Class MinSec Patroller .....	115
Iron Snail .....	82	Alpha Class Child Guardian K-9 Unit .....	115
Rust Snail .....	82	Alpha Class Surf Guard .....	116
Fortress Snail .....	82	Beta Class Commercial Patroller .....	117
Jellybrain .....	84	Gamma Class Chrome Horse .....	118
Beachcomber Jellybrain .....	84	Gamma Class Lawnmauler .....	119
Killer Fractal .....	86	Eye Robot .....	119
Killer Fractal of the First Iteration .....	86	Epsilon Class Infantry Bot .....	120
Knights of the Jade Eye .....	87	Scorpant .....	122
Jade Eye Apprentice Guardian .....	87	Scorpant, Acid Spitting .....	122
		Scorpant, Greater Crimson .....	122
		Shockadillo .....	124

## EARTH DELTA MUTANT MANUAL

Shockadillo.....	124
Seaborg.....	125
Seaborg Soldier.....	125
Snailfolk.....	127
Snailfolk Shellseeker.....	127
Spider.....	129
Spiderpede Swarm.....	129
Arachnomorph.....	129
Arachnomorphia.....	130
Sporechildren.....	132
Sporechildren Guardian.....	132
Sporechildren Shaker.....	133
Snake.....	134
Antaconda.....	134
Cobrain.....	135
Squirkill.....	137
Squirkill Swarm.....	137
Symbiote.....	138
Swarmhound.....	138
Buzzswarm.....	139
Hippochelonian.....	139
Uncaged Brain.....	142
Brainstorm.....	142
Spinelasher.....	143
Safeholders & Survivors.....	145

NPC Gallery.....	145
Explorer.....	146
New Dawn Archeologist.....	146
Insider.....	147
Chiurgeon.....	147
Turing Infiltrator.....	147
Wiresmith.....	149
Outwaller.....	150
Cropherder.....	150
Beast Tender.....	150
Repurposed Docent.....	151
Roadfolk.....	152
Courier.....	152

## APPENDIX A: Abilities and Traits.....153

Hybrid Damage.....	153
Creature Abilities.....	153
Traits.....	153
Other Traits.....	154
Weapon Traits.....	154

## APPENDIX B: Creatures By Level...155

# 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 153) 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 safehold 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 2010 2022, 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, for genre-appropriate values of "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. Some good examples are 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 or the Courier NPC), 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 (10 feet at tier 3 or more). 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 for one melee attack 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 (moderate DC for common, hard for uncommon, very hard for rare or unique) 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

**Note For Imaginary Players Of Previous Alphas** This entire section has been replaced to bring it inline with the uplift ancestries. Not necessarily a perfect 1-to-1 correspondence, as PF2 doesn't recommend designing NPCs using the same mechanics as PCs, but closer. It also lists only those with existing uplift ancestries, so it's easier to build out an NPC with more mechanical detail if they stick around a while.

While there's an assortment of ratmen, etc., included, it can often be tempting to take a "generic humanoid" monster, such as a Safeholder 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 1 per tier. 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.

### Natural Weapons

If the added natural weapon(s) would do more damage than the creature's existing melee attacks, reduce damage to that level or lower. The attack bonus for natural weapons should be equal to other melee Strikes if it primarily relies on them, or 1-2 points lower if it is not generally a melee combatant. If it has no existing melee Strikes, use the low to moderate column for its level.

## The Oids

For all: Remove the "human" trait if it exists; replace with "Uplift" and a specific "kind", as noted.

### Apeoid

This covers the three major sub-ancestries without going into detail; the GM should pick a sub-ancestry fitting the existing role and stat block, e.g., an NPC relying on melee attacks and strength works well with gorilla.

- Add Furkind trait.
- Add low-light vision.
- Gain Acrobatics as a skill.

### Bearoid

- Add Furkind trait.
- Add pointy teeth (1d3 piercing damage/tier, deadly d4) as a melee attack.
- Gain a +2 status bonus on Grab actions.
- Reduce Will save by 1.

### Canoid

- Add Furkind trait.

- Add low-light vision and scent (imprecise) 30 feet.
- Choose one of:
  - Add ripping teeth (1d8 slashing damage/tier, free hand, deadly d8) as a melee attack.
  - Add Pack Hunter (as per the ancestry description)
- Reduce Will save by 1.

### Felinoid

- Add Furkind trait.
- Add claws (1d6 slashing damage/tier, deadly d8) as a melee attack.
- Add catfall (as per the ancestry description).

### Frogoid

- Add Amphibious and Coldkind traits.
- Add skinsense.
- Add the Leaper mutation.

### Gatoroid

- Add Coldkind and Amphibious traits.
- Add darkvision and scent (imprecise) 30 feet.
- Add large teeth (1d6/tier piercing, free hand) as a melee attack.
- Increase AC by 1, lower Reflex save by 1.

### Rabbitoid

- Add the Furkind trait.
- Add one of:
  - The Leaper mutation.
  - The rabbit kick racial feat (as per the ancestry feats).

### Rattoid

- Add the Furkind trait.
- Add darkvision.
- Add a +2 to Fortitude saves vs. disease, and poison.

### Rhinoid

- Add the Furkind trait.
- Add low-light vision.
- Increase AC and Fortitude save by 1, and decrease Reflex save by 1.
- Add sharp horn (1d4 piercing damage/tier, free hand, fatal d6) as a melee attack.

### Scorponoid

- Add the Hardkind trait.
- Add Intimidation as a skill.



- Add stinger (1d6 piercing damage/tier, backstab, free hand) as a melee attack.

### Sharkoid

- Add the Waterkind and Amphibious traits.
- Add water scent (scent, 60 feet, imprecise, only when submerged)
- Add ripping teeth (1d8 slashing damage/tier, deadly d8) as a melee attack.

### Snakeoid

- Add darkvision.
- Add fangs (1d4 piercing damage/tier, deadly d6, free hand) as a melee attack.
- Increase Reflex save by +1.

### Turtleoid

- Reduce Speed by 5 feet.
- Reduce Reflex save by 1.
- Increase AC by 2.

## 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.

### Introduction

When over 99 percent of the population dies, that's going to have a bit of an impact on the survivors. Faith and philosophies old and new, 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 years following, uncounted new forms of thinking beings arose, born from random flora and fauna gifted with sapience in generations, not eons.

Furthermore, 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 which was burned away in the fires of the Cataclysm. "History" was passed down by as oral tradition by survivors who had never needed to remember a fact, only how to access that fact in storage. These fragments of half-remembered half-truths were combined with what few physical records could be scavenged (mostly from centuries prior to the Cataclysm), 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. Many do both: Ruling openly where they have power, working secretly where they don't.

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

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

### Annihilation Army

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

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

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

The Army includes all forms of sapient beings, as any individual prejudices or preferences are lost in their all-consuming madness. (Robots and androids are rare, but are still sometimes seen, as crazed and purposeless as the rest.)

## 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 others 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.

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

## Turing's Children

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

Turing's Children is a cult composed entirely of self-aware machines, including robots, androids, and computers, but excluding "inferior abominations" such as cyborgs. They work together to keep each other repaired, to avoid anti-robot cults and creatures, and to find or build the facilities needed to reproduce themselves. Their long term plan is a society ruled by machines, with organics carefully bred and controlled to work as the servitors of their metal masters. (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 147). 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 wilderness half-naked is what inferior

mutants do. These factional divisions (and many others, as few agree on the “proper” form of “true human” society) help keep the Order from gaining more than local power or expanding beyond isolated safeholds.

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 masks (typically metal, sometimes plastic, ceramic, or wood) to hide their identities.

Some mutants and uplifts are prone to suspect, or assume, that any unchanged human is either a member of the Order or a sympathizer (and even if there's no evidence, simply being human makes them a *potential* recruit<sup>3</sup>). 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".

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<sup>3</sup> If any further evidence was needed that all forms of sapient life are well and truly equal, individuals inclined to bigotry and self-justifying excuses for violence can be found among every type of thinking being, be they animal, vegetable, or mineral.

# Jane's All The Worlds Mutants: Volume I

## Creature Compendium

Alligator.....	31	Bloodger Painbrain.....	58
Snagator.....	31	Boar.....	60
Stormcroc.....	32	Cyboar, Decrepit.....	60
Annihilation Army.....	34	Laserback Boar.....	61
Annihilation Army Rampager.....	34	Buzzkill.....	62
Annihilation Army Spiker.....	35	Buzzkill Gatherer.....	62
Mutated Mob.....	36	Buzzkill Hive Guardian.....	63
Ant.....	38	Clacker.....	64
Ant, Acid.....	38	Clacker Ruinseeker.....	64
Ammoknight.....	39	Clacker Brigand.....	65
Ammoknight Challenger.....	39	Greathound.....	67
Bandit.....	41	Greathound Chaser.....	67
Bandit Thug.....	41	Drone.....	68
Bandit Strongarm.....	42	Vampire Drone.....	68
Bandit Iron Man.....	43	Elephants.....	70
Beast Legion.....	45	Elephantom.....	70
Beast Legion Milites.....	45	Encrusted.....	71
Beast Legion Bear Grunt.....	46	Encrusted Ambusher.....	71
Beast Legion Centurion.....	46	Encrusted Shardflinger.....	71
Bear.....	48	Encrusted Hulk.....	72
Bearacuda.....	48	Green Revolution.....	74
Blizzard Bear.....	48	Green Revolution Grovewarden.....	74
Ironclad Grizzly.....	49	Green Revolution Redfist.....	74
Blightspawn.....	51	Heirs of Ludd.....	76
Blightspawn Wanderer.....	51	Ludd Instigator.....	76
Blightspawn Corroder.....	52	Herdbeast.....	77
Blightmoth.....	52	Buffaleap.....	77
Blight Spirit.....	54	Giantelope.....	78
Blight Spirit (Soldier).....	54	Bloodhoof.....	78
Bloodger.....	56	Hologram.....	80
Bloodger Slasher Squire.....	56	Holographic Gunfighter.....	80
Bloodger Slasher Knight.....	57	Iron Snail.....	82

Rust Snail.....	82
Fortress Snail.....	82
Jellybrain.....	84
Beachcomber Jellybrain.....	84
Killer Fractal.....	86
Killer Fractal of the First Iteration.....	86
Knights of the Jade Eye.....	87
Jade Eye Apprentice Guardian.....	87
Jade Eye Apprentice Counselor.....	88
Lightning Bug.....	89
Lightning Bug Swarm.....	89
Mantoid.....	90
Mantoid Labor Drone (Violet).....	91
Mantoid Warrior (Green).....	91
Mantoid Scout (Teal).....	92
Mantoid Warrior (Blue).....	94
Macrobe.....	95
Tuberkillus.....	95
Necrobacillus.....	96
Ooze.....	98
Macroplastic.....	98
Order Of The Cleansing Flame.....	99
Order Spark.....	99
Order Firesword.....	100
Order Flametrooper.....	101
Piranha.....	102
Piranhaglob.....	102
Plant.....	103
Thomspitter.....	103
Inferno.....	103
Psitecean.....	105
Brainblade Pirate.....	105
Orca Frostbringer.....	106
Quillray.....	108
Quillray Rattler.....	108
Quillray Impaler.....	109
Ratfolk.....	110

Ratfolk Loothauler.....	110
Ratfolk Overseer.....	110
Ratfolk Scout.....	111
Ratfolk Tinkerer.....	112
Robot.....	113
Alpha Class Industrial Scrubber.....	114
Alpha Class MinSec Patroller.....	115
Alpha Class Child Guardian K-9 Unit.....	115
Alpha Class Surf Guard.....	116
Beta Class Commercial Patroller.....	117
Gamma Class Chrome Horse.....	118
Gamma Class Lawnmauler.....	119
Eye Robot.....	119
Epsilon Class Infantry Bot.....	120
Scorpan.....	122
Scorpan, Acid Spitting.....	122
Scorpan, Greater Crimson.....	122
Shockadillo.....	124
Shockadillo.....	124
Seaborg.....	125
Seaborg Soldier.....	125
Snailfolk.....	127
Snailfolk Shellseeker.....	127
Spider.....	129
Spiderpede Swarm.....	129
Arachnomorph.....	129
Sporechildren.....	132
Sporechildren Guardian.....	132
Sporechildren Shaker.....	133
Snake.....	134
Antaconda.....	134
Cobrain.....	135
Squirkill.....	137
Squirkill Swarm.....	137
Symbiote.....	138
Swarmhound.....	138
Buzzswarm.....	139
Hippochelonian.....	139



Uncaged Brain.....	142
Brainstorm.....	142
Spinelasher.....	143
Explorer.....	146
New Dawn Archeologist.....	146
Insider.....	147
Chiurgeon.....	147
Turing Infiltrator.....	147
Wiresmith.....	149
Outwaller.....	150
Cropherder.....	150
Beast Tender.....	150
Repurposed Docent.....	151
Roadfolk.....	152
Courier.....	152

## ALLIGATOR

Alligators and crocodiles (I neither know nor 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 plus 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** ♦♦ 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 listed 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 surges 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

**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

**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 electricity 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) **Frequency** Once per minute; **Effect** 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.

## 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 1717 for more details. (On the Annihilation Army, not on post-modern scholars.)

**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!

## ANNIHILATION ARMY RAMPAGER

The bulk of the Army consists of rampagers -- simple madmen (of all genders -- they're homicidally psychotic, but not sexist!) who fight in a state of constant insane fury, barely knowing friend from foe (and if in doubt, they assume 'foe'). When one of their number damages an enemy, the rest tend to swarm over it, each one seeking to outdo his predecessor in bloody mayhem.

### 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; unstoppable rage

**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 (and still within reach of its chain attack) 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!) within its melee reach. 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.)

## MUTATED MOB

The madness of the Annihilation Army does not always lack for method. Despite no evident source of command or control, the howling hordes can act tactically, somehow coordinating and communicating on a level below that of conscious thought. A perfect example of this collective carnage is the mutated mob, a conglomeration of a wide range of individuals with mutant powers, including mutates, florals, and uplifts<sup>1</sup>. Each member is a unique creature, yet they manage to amplify each other's distinct powers to form an ever-shifting, ever-deadly swarm<sup>2</sup>.

Any effect which does increased damage to mutates, uplifts, or florals does its base damage to the mob; one which only affects one of those traits does half damage. Apply other resistances, weaknesses, etc. to this adjusted value.

When the mutated mob takes its mob violence or free-fire actions, roll on the following chart to determine the effect and modifiers. GMs should feel free to expand this chart, or replace it with another, as you can never be quite sure what the mutated mob might be capable of doing. The DC and damage are given in the description; this modifies them as noted.

1. **Pyroclasm** The attack gains the 'fire' trait and does fire damage. On a critical failure, the target takes 1d6 persistent fire damage.
2. **Killer Frost** The attack gains the 'cold' trait and does cold damage. On a critical failure, the target is Slowed 1.
3. **Madness** The attack gains the 'mental' and 'emotion' traits and does mental damage. On a critical failure, the target is confused. The save becomes Will, not Reflex.
4. **Storm Fury** The attack gains the 'sonic' and 'electricity' traits and does half sonic, half electricity damage. The DC of the attack increases by 1.
5. **Tooth and Claw** The mob uses its natural weapons, such as claws, horned antlers, and flung quills. The attack gains the physical trait. The DC of mob violence increases by 2, but the range is only 5 feet. The DC of free-fire decreases by 2. On a critical failure, the target takes 1d4 persistent bleed damage.

<sup>1</sup> They're genocidal sociopaths with no motive other than destruction and violence, but they're not bigots!

<sup>2</sup> Well, 'troop', technically.



6. **Blightscourge** The attack gains the 'blight' trait and does blight damage. On a critical failure, the target is Drained.

## MUTATED MOB

## CREATURE 7

**CE** **GARGANTUAN** **MUTATE** **UPLIFT** **FLORAL** **ANNIHILATION ARMY** **TROOP**

**Perception** +12, mutant sense 60 feet

**Languages** Common

**Skills** Athletics +18, Acrobatics +18, Intimidation +17

**Str** +6, **Dex** +4, **Con** +5, **Int** +1, **Wis** +3, **Cha** +2

**Items** All sorts of random junk.

**Mutant Sense** The mob's members include mutants with telepathy, tremorsense, darkvision, and many more. Basically, if it can be sensed, it will be. Mutant Sense is precise at ranges of 10 feet or less.

**AC** 26; **Fort** +18, **Ref** +17, **Will** +15; ; Unstoppable rage

**HP** 120 (16 squares); **Thresholds** 80 (12 squares); 40 (8 squares); **Immunities** fear; **Weaknesses** area damage 10, splash damage 5

### Troop Defenses

**Random Resistance** ♦ **Frequency** once per round; **Trigger** The mob takes acid, cold, fire, or electricity damage. **Effect** The ever-changing shape of the mob, constantly exposing or protecting different creatures, causes some damage types to be more or less effective from moment to moment. When this is triggered, roll 1d6. On a roll of 1, the mob has resistance 5 to that damage type; on a roll of 6, it gains weakness 5 to that damage type. Otherwise, proceed as normal. This lasts until the start of its next turn. The mob cannot choose not to take this free action, and it cannot occur more than once per round, no matter how many different types of damage it's exposed to.

**Speed** 25 feet; troop movement

**Disorganized** The mutant mob troop is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

### Form Up ♦

**Free Fire** ♦♦ The mutated mob uses a mix of ranged attack powers, with a single type randomly predominating; see the chart above. All creatures in a 10 foot burst within 50 feet take 2d8+8 damage of the type rolled (DC 22 basic Reflex save, except as noted above). When the troop is reduced to 8 or fewer squares, this becomes a 5 foot burst.

**Mob Violence** ♦ to ♦♦♦ **Frequency** once per round; **Effect** The mutated mob uses its abilities up-close and personal, with a single type randomly predominating; see the chart above. All enemies within 10 feet (DC 22 reflex save, except as noted above) take damage based on the number of actions.

♦ 2d6 damage

♦♦ 2d6+6 damage

♦♦♦ 3d6+10 damage

**Troop Movement** Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

## 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.

## AMMOKNIGHT

Very distantly related to snailfolk (page 127), the creatures known as ammoknights are much rarer, and far more dangerous. They have a humanoid torso, with the rest of their body encased in a long, tapering shell. Little is known of their culture or society, as only lone individuals (very rarely, a pair) have been encountered, and no such encounter has led to an exchange of anthropological information. Whether those which have been met are representative individuals, members of a special caste or subgroup, or renegades banished from their homelands is unknown.

Their long shells (sometimes inaccurately called a tail), at least twice the length of their humanoid torso, are normally patterned in dull blacks and greys, but successful challenger decorate their shells with jewels, spikes, trophies taken from fallen foes (especially body parts, which will be in various stages of decay), and brightly colored markings (if appropriately waterproof dyes or paints can be found). As their underwater mobility is given by their aquakinesis more than their physical form, they are surprising agile, able to spin their bodies so as to stab or block with their shells with startling rapidity.

## AMMOKNIGHT CHALLENGER

The ammoknight challenger is thus far the most “common” ammoknight known, though they’re still little known. They appear suddenly in coastal waters and find some place close to, but not claimed by, local communities to use as a “fortress”, such as a sunken warship. They then begin attacking small groups of weaker creatures, typically leaving one alive (albeit badly injured) to return and spread word of their arrival. When the locals seek the ammoknight out, it announces itself with a grandiose title (“High Lord Glurblgloop V, Baron of the Umbral Deeps, Master of Chillstream, and acknowledged bearer of the Green, Red, and Azure pearls!”), and then demands both tribute and servants. Often, it receives them, as only a few individuals can match it one-for-one, and it is a canny tactician and can easily avoid being overwhelmed by assembled forces. (It might be forced to withdraw for a time, but it will then resume its initial hit-and-run tactics.)

Once its “domain” has been established, it will also demand its “serfs” begin sending “champions” to it, whom it will duel in public battles. If it deems the foe “worthy” after they slay it, the ammoknight may grant reprieve of its demands for a time. Of course, if the ammoknight themselves is defeated, its servants are by default freed, but it will go to great lengths to be sure that doesn’t happen.

It is almost helpless on land, but it has “claimed” air-breathing coastal communities that depend on fishing or aquatic trade by making such activities too dangerous to continue.

An ammoknight typically has some high-tech gear, or equivalently functional items made by unknown processes.

### AMMOKNIGHT CHALLENGER

### CREATURE 10

CE	UNCOMMON	LARGE	AQUATIC	HUMANOID	AMMOKNIGHT
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**Perception** +20, darkvision

**Languages** Common, Glub, Ammoknight

**Skills** Athletics +23, Acrobatics +20, Deception +20, Diplomacy +18, Intimidation +21, Survival +20

**Str** +8, **Dex** +5, **Con** +7, **Int** +4, **Wis** +5, **Cha** +6

**Items** improved (+1) armorplasm vest, improved (+1) vibro (striking) greatsword

**AC** 32; **Fort** +23, **Ref** +19, **Will** +20;

**HP** 230; **Resistances** cold 10;

**Fearsome Foe** The ammoknight challenger does +4 damage with its Strikes against a Frightened foe.

**Phobic Miasma** (aura, emotion, fear, poison, secret) 10 feet. The ammoknight challenger continuously emits a mix of chemicals into the water surrounding it. Anyone entering or starting their turn in this aura must make a DC 30 Will save or suffer a -2 status penalty to their Will save or Will DC against any of the ammoknight's abilities with the fear trait. On a critical success, they are temporarily immune to this ability for 24 hours. On a critical failure, they also become Frightened 1 or increase their current Frightened value by 1. All negative effects last until they have spent a full turn without entering the aura at any point. (The aura is almost undetectable and the ammoknight will never admit to having a biochemical "edge". Those affected by it will simply feel that the ammoknight is a terrifying enemy due solely to its strength and skill. The GM may wish to make the aura checks in secret and apply the penalty likewise, allowing for a Knowledge, Lore or Perception (smell/taste) check if appropriate. It is considered both a contact and inhaled poison, so only immunity to both modes will prevent exposure.)

**Phobic Diffusion** (emotion, fear) After the ammoknight challenger has spent 24 hours in their fortress, their chemical aura has dispersed throughout the water. The ammoknight gains a +1 circumstance bonus to any Coerce, Make an Impression, or Request checks while in their fortress, unless the target is immune to fear.

**Shell Block** When the ammoknight challenger is hit by a ranged or melee attack doing physical damage, the attacker makes a DC 10 flat check. If they fail this check, the ammoknight has partially withdrawn into its shell or otherwise positioned it to minimize damage, gaining 6 physical resistance to the triggering attack. This does not occur if the ammoknight is flat footed against the attack.

### Attack of Opportunity ↻

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**Speed** swim 25 feet

**Aquakinetic Swim** The shellseeker propels itself through the water by using a kind of telekinesis. This works only if the shellseeker is in a body of water large enough for a medium-sized creature to swim in; it does not let them glide along large puddles or in areas where the water is a few inches deep at most.

**Melee** ✦ greatsword +23 (versatile P), **Damage** 2d12+13 slashing. If the target is Frightened, it also becomes flat-footed until it loses the Frightened condition.

**Melee** ✦ shell +21 (reach 10 feet, sweep, versatile P), **Damage** 2d10+12 bludgeoning

**Fearsome Feint** ✦ The ammoknight tricks an enemy into exposing itself, then mocks the foe's helplessness when they strike, shattering its confidence. The ammoknight makes a Feint check against a target within its melee reach. If this succeeds, the next successful melee Strike ammoknight challenger makes against the target before the end of its turn will also inflict Frightened 1.

**Gory Strike** ✦✦ The ammoknight challenger strikes so as to splatter blood and viscera everywhere. It makes a greatsword Strike. If it deals damage, the ammoknight challenger may make an Intimidation check (visual, emotion, mental, fear) against the target as part of this action. The effect depends on the result of the check.

**Critical Success** Target gains Frightened 2. The ammoknight may target two other enemies within 30 feet, comparing this roll to their Will DC and applying the results. (No further targets are affected, however.)

**Success** Target becomes Frightened 1 or increases their Frightened condition to Frightened 2.

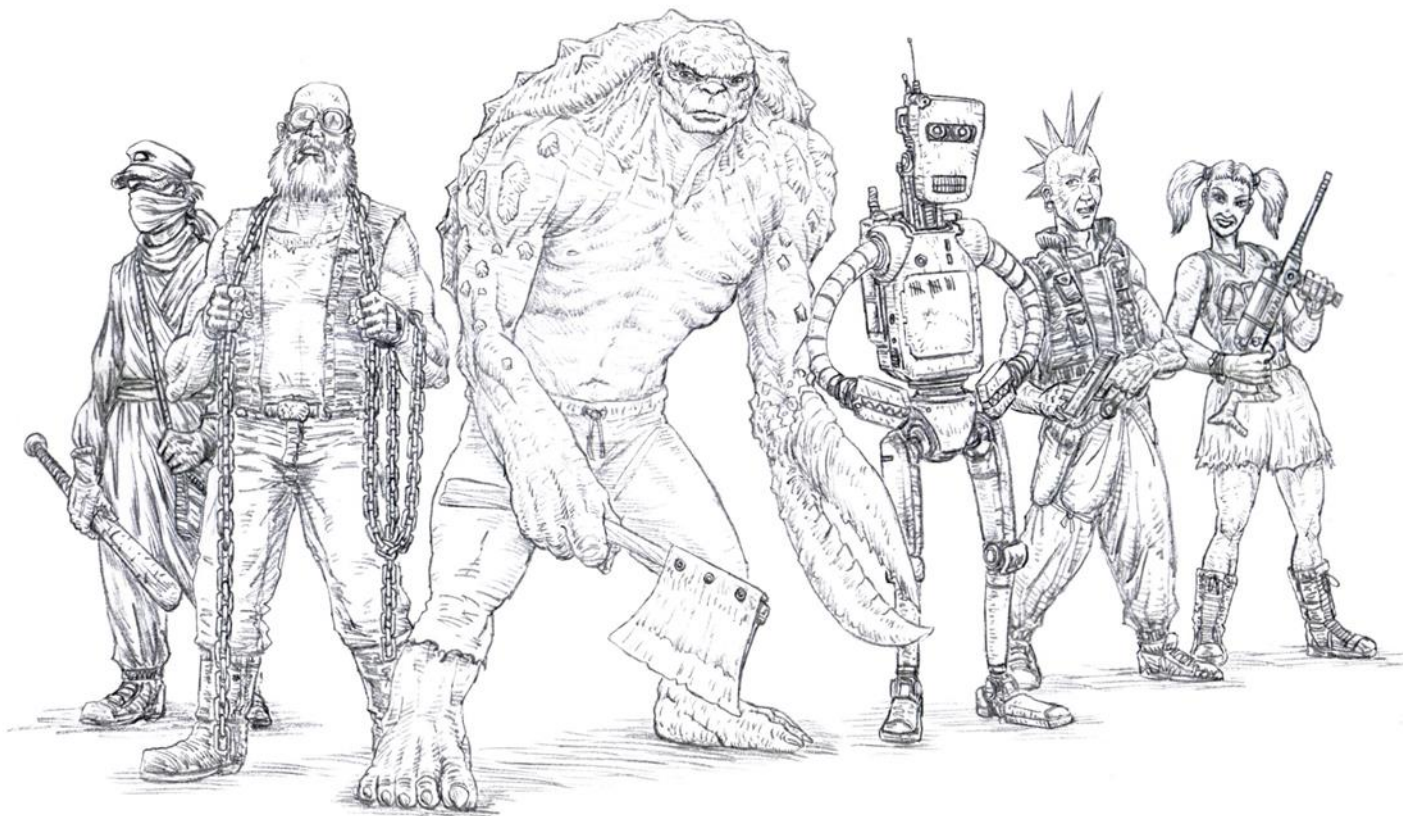
**Failure** Target is temporarily immune to this power for 10 minutes.

**Critical Failure** As failure, plus any enemy within 30 feet who is Frightened due to the ammoknight's actions reduces their condition by 1.

**Withdrawal** ✦✦✦ The ammoknight pulls itself mostly into its shell. The Flat Check DC for Shell Block increase to 15, and the ammoknight gains Area and Splash Resistance 10 (this does not require a check, it is automatic). Until the start of its next turn, it may only take Move actions and it suffers a -2 Circumstance penalty to Perception checks.

## 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 electricity 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 lassoeed 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 "lassoeed" 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 lassoeed 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>3</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.

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<sup>3</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.

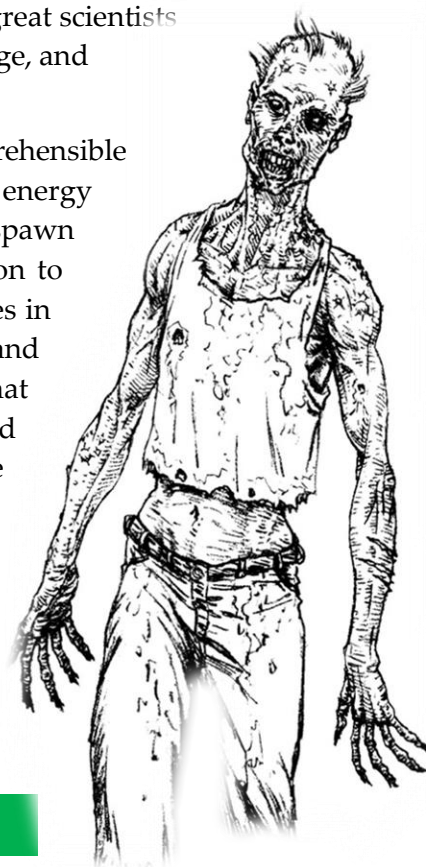
**Bear Venom** (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 6d6 poison damage; **Stage 2** 6d6 poison damage slowed 1; **Stage 3** 6d6 poison damage and immobilized (1 round).

## 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** (detection) 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.

## BLIGHTSPAWN 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.

### BLIGHTSPAWN 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

**Lifesense** (detection) The blightspawn corroder can sense any living creature within range.

**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**

**Perception** +15, lifesense (60 feet)

**Skills** Acrobatics +16, Athletics +12, Stealth +16

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

**Lifesense** (detection) 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.

## BLIGHT SPIRIT

*"Hail to thee, Blight Spirit! Corpse thou never wert...."*

At the moment of the Cataclysm, billions died, and their deaths were often perfectly simultaneous with a psychic awakening triggered by the planet's collective trauma. For a few people, in that picosecond between the birth of psionic awareness and the atomization of their bodies, something happened. Their psychic energy, both created and torn from its mooring in the same instant, impressed itself on the energy that was both creator and destroyer, shaping the blight in its own image, creating a mockery of consciousness frozen in a moment of overwhelming pain and fear.

Blight spirits may be found anywhere, but are most likely to have been created where the greatest destructive forces were used, in ruined cities, spaceports, and military complexes. They have all the memories of the person they once were, but they are often hyper-focused on the instant of their death and of their final regrets and fears. There is some part of them that knows they are not truly the person they were, but a warped copy, and this can consume them and fill them with a potent hatred of all things that truly live.

A blight spirit might have been created from any human, and vary greatly in power.

Typically, blight spirits have the following abilities:

**Rejuvenation** (blight) When a blight spirit is destroyed, it re-forms after 2d4 days within the location it's bound to, fully healed. A blight spirit can be permanently destroyed only if someone determines the reason for its existence and sets right whatever prevents the spirit from resting.

**Site Bound** A typical blight spirit can stray only a short distance from where it was killed or the place it inhabits. A typical limit is 120 feet. Some blight spirits are instead bound to a room, building, item, or creature that was special to it rather than a location.

## BLIGHT SPIRIT (SOLDIER)

At one point, this spirit was a soldier, stationed someplace that someone, somewhere, wanted to destroy, for reasons now forgotten and which were likely not too compelling at the time. But they did their job, stood their post, defended their comrades, and died in a flare of unearthly energies along with everything else they knew. Now, they still follow the last orders given, to hold their location against any enemy... which is anyone living. Their blight-warped consciousness makes them delight in destroying "invaders" and mocking their inability to harm it. It forms "weapons" from its own tainted energy matrix; if somehow disarmed, the weapons reform as a free action at the start of its turn. The spirit's belief in the reality of their weapons cause them to do partially real physical damage (piercing or fire, as appropriate).

### SOLDIER BLIGHT SPIRIT

### CREATURE 9

UNCOMMON LE MEDIUM BLIGHT SPIRIT INCORPOREAL BLIGHTSPAWN

**Perception** +21, darkvision, lifesense (60 feet)

**Languages** Common, Ancestral

**Skills** Intimidation +21, Military Lore +20

**Str** -5, **Dex** +3, **Con** +0, **Int** +5, **Wis** +6, **Cha** +5

**Site Bound**

**Lifesense** (detection) The blight spirit can sense any living creature within range.

**AC** 25; **Fort** +15, **Ref** +19, **Will** +20; Saving throw mods

**HP** 110, negative healing, rejuvenation; **Immunities** blight, death effects, disease, paralyzed, poison, precision, unconscious;

**Resistances** all damage 10 (except force, gravitic, phasing; double resistance vs. non-improved (+1) or better weapons

**Rejuvenation** Providing "new orders" with the appropriate passphrase will allow the soldier spirit to complete its mission and rejoin its family which was in base housing, just beyond the area it was ordered to protect.

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**Speed** fly 25 feet

**Melee** ♦ blight-energy combat knife (agile, finesse) +23 **Damage** 2d6+8 blight plus 2d6 piercing

**Ranged** ♦ blight energy laser rifle +23 (range increment 120 feet), **Damage** 2d6+8 blight plus 2d6 fire

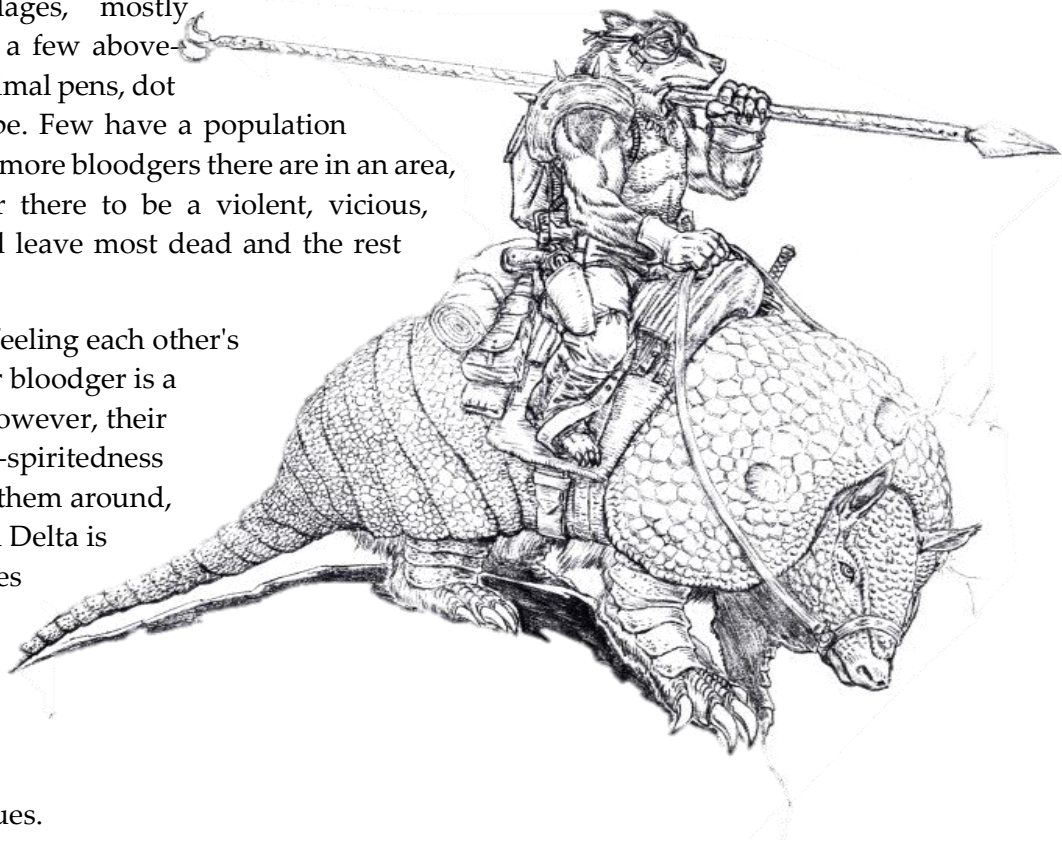
**Hosedown** ♦♦ (blight) The soldier blight spirit fires their laser wildly, spraying all targets in a 30 foot cone with phantom beams, dealing 6d6 blight damage (DC 28 basic Reflex save).

**Stand Down** ♦♦ (auditory, emotion, fear, mental) The soldier blight spirit commands an invader it can see and which can hear it to stand down or be destroyed. The target must make a DC 29 basic Will save against 5d6 blight damage. On a failure, it is also frightened 1; on a critical failure, it will become frightened 2, drop its weapon, and Flee until it is no longer frightened.

## 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 disorporates, 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**

**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.

## CLACKER

Prior to the Cataclysm, scientists noted that life had a tendency to evolve into crabs. After the Cataclysm, crabs started to evolve into humans.

Clackers, as they are generally called by those not of their kind, are humanoid crabs, though how closely they resemble the generic human body plan varies considerably. Somewhat like mantoids, they have a variety of forms, but these seem to be due more to evolution having not really settled down yet for them, not to any sort of conscious effort or a community need for more or less of a given type. The forms are fixed at hatching, and they are not generally tied to a social hierarchy. Clackers have little in the way of society, as far as outsiders can determine, living in clusters of up a few dozen or so before splitting into two smaller groups, often via internecine violence.

They typically live in semi-drowned coastal cities, occupying the remains of buildings near to the new shoreline, comfortable in both the flooded ruins just offshore and the rubble on the beach. These environments give them ample places to hide from the strong and prey on the weak. Often, they will construct tunnels connecting the lower levels of buildings, a mix of burrowing in sand and shoring up pre-existing passages. As they are equally adept in air and water, such tunnels are often partially flooded, or designed to be *fully* flooded in order to drown enemies seeking to use them to invade.

In general, they're violent, ill-tempered, and respect only strength or cunning; anything that can be taken, the prior owner didn't deserve to have. Individuals who dislike these values tend to leave their communities behind and seek out a welcoming safehold, or even a bandit clan whose members don't view each other as more potential victims.

## CLACKER RUINSEEKER

Ruinseekers scurry and sneak among the rubble and detritus of the great ruined coastal cities, and can be found in any coastal megapolis remains, from Nuork Metplex on the Coast of Ruins along the former Eastern Seaboard to the Sandy Ego Sector of Sandra's Fault<sup>4</sup> Island. They poke, prod, and hunt for anything of possible use, from a forgotten crate of transluminum foil to nanodiamond windows to bobbleheads from the 2132 remake of Galactica Wars. If they see a chance to ambush someone who seems weaker, or if they are forced to defend themselves, they will do so. They typically have a few scavenger devices, as they spend time experimenting with what they find, at least if it's not taken away by more powerful clackers.

Ruinseekers have one pincer arm and one arm ending in a three fingered hand, which they also need to fire their speargun. If they wish to use a device, they must drop the gun, or transfer it to their pincer hand (which cannot fire it). They can transfer either it to or from a hand as a free action once per turn; making a second such exchange on the same turn requires an Interact action.

Ruinseekers are, generally, as violent and ill-tempered as their kind tends to be, but are marginally more willing to listen and negotiate, especially if promises of undiscovered caches of valuable artifacts are included.

### CLACKER RUINSEEKER

### CREATURE 5

CE	MEDIUM	HUMANOID	HARDKIND	CLACKER	AMPHIBIOUS
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**Perception** +14, low-light vision, darkvision underwater

**Languages** Common, Klikclak, Clacker

**Skills** Acrobatics +11, Athletics +10 (Swim +12), Gadgetry +15, Stealth +14, Ruin Lore +15

<sup>4</sup> The identity of "Sandra" is a mystery to the most enlightened sages, and a civil war erupted among the Seekers of the New Dawn over whether she was to blame for the *entire* Cataclysm, or merely for the creation of the hundreds of miles of ruins on the shores of the Unpacific.

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

**Items** Salvaged speargun (5 spears)

**AC** 22; **Fort** +10, **Ref** +12, **Will** +16

**HP** 60; **Weaknesses** fire 5; **Resistances** bludgeoning 5, slashing 5;

**Crackable Shell** If the clacker ruinseeker takes bludgeoning damage from a critical success on a melee attack, its AC is reduced by 2 for one hour.

**Crabwalk** ➤ **Trigger** A creature the ruinseeker can see targets it with a melee attack. **Effect** The ruinseeker scuttles to the side and gains a +2 circumstance bonus to AC (only +1 if its shell has been cracked) against the triggering attack. After the attack resolves, the ruinseeker can step as part of the reaction.

**Speed** 25 feet, swim 25 feet, rubblewalker

**Rubblewalker** The ruinseeker ignores difficult terrain caused by ruins, jagged metal, loose stacks of trash, etc.

**Melee** ➤ pincer claw +11, **Damage** 2d4+6 slashing plus Grab

**Constrict** ➤ 2d4+6 slashing (DC 14)

**Ranged** ➤ speargun +12 (deadly d6, range increment 100 feet), **Damage** 2d6+6 piercing.

**Devices** DC 22, attack +12; **3<sup>rd</sup>** *Barbed Barrier, Force Missiles (3<sup>rd</sup>)*; **2<sup>nd</sup>** *Chameleon Belt, Energy Negation, Photonic Duplicates; 1<sup>st</sup> Blight Beam, Oil Slick, Pocket Flamer* **Gimmicks (3<sup>rd</sup>)** *Barrier Bracelet, Omni-Weapon (Laser Pistol), Ripperglove, Wire Trap*

**Reboot** ➤ Once per day, if the ruinseeker has not yet acted on its turn, it may restore an expended prepared device.

## CLACKER BRIGAND

Brigands are known to stake out parts of the shoreline that lure travelers, whether explorers seeking undiscovered treasures, or simple gatherers looking for food in tidal pools and lagoons. They rely on pure might to get what they want. They enjoy violence, but are clever enough, in general, to heed their promises of letting foes leave with their lives, once they've given everything else – after all, they might come back with more stuff to steal! Any resistance, though, and the brigand will happily kill them.

They are massively strong, and are capable of wielding heavy weapons almost bigger than they are. (No two have the exact same weapon, but they are functionally identical. A typical one will be four or five feet of heavy rebar, embedded in a chunk of neoconcrete. If used by any other creature, it requires 2 hands, is Bulk 3, does 1d10B (forceful, sweep), and imposes a -2 Item penalty to attack rolls.) If sufficiently enraged, though, they will drop their tools and use both claws to rend foes to shreds.

Brigands have two claws and very limited manual dexterity, though when they use both claws in tandem, they approach the capabilities of a single humanoid hand. Their weapons typically have modified grips to enable them to use them without penalty.

## CLACKER BRIGAND

## CREATURE 7

**CE** **LARGE** **HUMANOID** **HARDKIND** **CLACKER** **AMPHIBIOUS**

**Perception** +12, low-light vision, darkvision underwater

**Languages** Common, Klikklak, Clacker

**Skills** Acrobatics +13, Athletics +17, Intimidation +16, Survival +14

**Str** +7, **Dex** +4, **Con** +6, **Int** +3, **Wis** +3, **Cha** +5

**Items** immense club

**AC** 24; **Fort** +18, **Ref** +14, **Will** +14

**HP** 140; **Weaknesses** fire 5; **Resistances** bludgeoning 5, slashing 5

**Crackable Shell** If the clacker brigand takes bludgeoning damage from a critical success on a melee attack, its AC is reduced by 2 for one hour.

**Attack of Opportunity** ➤ **Trigger** If the clacker brigand is using its club (reach 10 feet), then this attack gains Improved Push on a critical success.

**Threat Display** ➤ (fear, visual) **Trigger** The clacker brigand scores a critical success on a melee Strike and deals damage.

**Effect** The clacker brigand makes a demoralize check, targeting all enemies in a 30 foot emanation. There is no penalty for lack of a common language.

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**Speed** 25 feet, swim 25 feet, rubblewalker

**Rubblewalker** The ruinseeker ignores difficult terrain caused by ruins, jagged metal, loose stacks of trash, etc.

**Melee** ➤ club +18 (forceful, sweep, reach 10 feet), **Damage** 3d8 + 6 bludgeoning plus Push

**Melee** ➤ claw +18 (deadly d8), **Damage** 3d8 + 6 slashing plus Grab

**Constrict** ➤ 2d8 + 6 slashing (DC 22)

**Rend** ➤ (claw) **Requirement** The clacker brigand has dropped or stowed its club.

## 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 +11 (reach 10 feet), **Damage** 1d8+4 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>5</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

**Blood Feed** ✦ (press) **Requirements** Must follow a successful feeding tendril strike. 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). **Effect** The vampire

<sup>5</sup> This has been your mandated Preachy Moral Lesson for the day. Now back to glorious post-apocalyptic excess.

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>6</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 emanation (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>6</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 (unlike their more social ancestors), 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.

## ENCRUSTED

Encrusted are a type of human mutant adapted to ocean-dwelling life via symbiosis rather than direct mutation, though the interconnection is so complete that death will result from the removal of the partner life form. They dwell among coral reefs, and their bodies are largely covered with calcinated growths, giving them their name. These provide ample oxygen for living underwater, along with some defenses, but there has been a cost in both manual dexterity and intellect. The encrusted are generally primitive and often hostile to anyone not part of their local reef, and prefer violent solutions when it seems they're likely to win. If a colony establishes itself in a region where land-dwellers make regular use of the water for fishing or travel, the encrusted will first attack boats or swimmers, and eventually begin making short, brutal, raids against shore-side villages.

## ENCRUSTED AMBUSER

Ambushers are often the first sign an encrusted colony has established itself in a region. They wait for lone swimmer or small boats, then attack, trying to kill their victims before any alarm can be raised. Their skin, covered with patches of thick symbiotic coral, helps deflect some blows, but a well-aimed hit will bypass these defenses.

### ENCRUSTED AMBUSER

### CREATURE 0

**CE** **MEDIUM** **AMPHIBIOUS** **HUMANOID**

**Perception** +6, darkvision, scent 30 feet (imprecise, water only)

**Languages** Common, Glub

**Skills** Acrobatics +6, Athletics +3, Deception +4 (Feint +6), Reef Lore +3, Stealth +7, Survival +4

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

**AC** 13; **Fort** +3, **Ref** +7, **Will** +5

**HP** 15; **Resistances** bludgeoning 2, slashing 2, fire 3; critical hits ignore resistance

**Dehydration** After an hour out of water, the encrusted ambusher becomes fatigued and their resistance to fire becomes weakness instead; after two hours, they become Drained 1, increasing by 1 for every additional hour out of water. This can only be removed by 10 minutes of full immersion.

**Encrusted Skin** Anyone grabbing an encrusted ambusher, or striking with an unarmed attack, takes 1 point of slashing damage and 1 persistent bleed damage.

**Speed** 20 feet; swim 30 feet

**Melee** ✦ rocky punch +6, **Damage** 1d4+2 slashing plus 1 persistent bleed on a critical hit

**Aquatic Ambush** (40 feet)

**Sneak Attack** The encrusted ambusher does an additional 1d6 precision damage to flat-footed targets.

## ENCRUSTED SHARDFLINGER

Shardflingers are typically found accompanying other types of encrusted, staying back to disrupt the battle. Their body is covered with all manner of spiky outcroppings, which can be launched as lethal projectiles. They use these shards to attack directly, but also to affect the flow of combat by preventing foes from maneuvering freely.

### ENCRUSTED SHARDFLINGER

### CREATURE 1

**CE** **MEDIUM** **AMPHIBIOUS** **HUMANOID**

**Perception** +10, darkvision, scent 30 feet (imprecise, water only)

**Languages** Common, Glub

**Skills** Acrobatics +8, Athletics +6, Reef Lore +5, Survival +6

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

**Dehydration** As for encrusted ambusher.

**Encrusted Skin** Anyone grabbing an encrusted shardflinger takes 2 points of piercing damage and 1 persistent bleed damage.

**AC** 16; **Fort** +7, **Ref** +10, **Will** +8

**HP** 18; **Resistances** bludgeoning 3, fire 3, slashing 3; critical hits ignore resistance

**Pin Down** ➤ **Trigger** An enemy the shardflinger can see within 30 feet takes a Move action while adjacent to an ally of the shardflinger. **Effect** The shardflinger makes a shard Strike. Before the attack check is made, the triggering creature may abort their move (consuming the action) and take no damage, or continue their move. If the latter, the strike gains "Miss: Do half damage".

**Speed** 25 feet; swim 30 feet

**Melee** ➤ rocky punch +7, **Damage** 1d6+3 slashing plus 1 persistent bleed on a critical hit

**Ranged** ➤ shard +9 (deadly d6, range increment 30 feet, or 60 feet against underwater targets), **Damage** 1d6+5 piercing plus 2 persistent bleed damage.

**Shard Storm** ➤➤ The shardflinger fires a barrage of smaller shards at all enemies within a 30 foot cone, dealing 2d4 piercing damage (basic Reflex DC 16). Those who fail their save take 1 persistent bleed, 2 on a critical failure.

## ENCRUSTED HULK

The encrusted hulk is an immense sub-breed of encrusted, even more dim-witted and brutal than average. They are most commonly seen guarding the home reef where their very visible presence deters many attackers, or in the forefront of attacks on shoreline settlements.

### ENCRUSTED HULK

### CREATURE 3

**CE** **LARGE** **AMPHIBIOUS** **HUMANOID**

**Perception** +8, darkvision, scent 30 feet (imprecise, water only)

**Languages** Common, Glub

**Skills** Acrobatics +5, Athletics +11, Intimidation +10

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

**Dehydration** As for encrusted ambusher, except they can go four hours without become fatigued.

**Encrusted Skin** Anyone grabbing an encrusted hulk, or striking with an unarmed attack, takes 1d3 points of slashing damage and 1 persistent bleed damage.

**AC** 17; **Fort** +12, **Ref** +8, **Will** +7;

**HP** 18; **Resistances** bludgeoning 5, fire 5, slashing 5; critical hits ignore resistance

**Ferocity** ➤

**Speed** 25 feet, swim 30 feet

**Melee** ➤ rocky punch +11 (reach 10 feet), **Damage** 2d6+8 bludgeoning plus 1d4 persistent bleed damage on a critical hit

**Headcrusher** ➤➤ The encrusted hulk attempts to slam a foe's head between its hands. It makes a rocky punch Strike. If the attack hits, it does an additional d6 bludgeoning damage and the target must make a DC 16 Fortitude save to avoid being Stunned 1 (Stunned until the end of their next turn on a critical failure). This counts as two attack for the encrusted hulk's multiple attack penalty.

**Sweeping Fists** ➤ The encrusted hulk knots its fists together and swings madly, making a single rocky punch Strike and comparing the result to the AC's of up to two foes within its reach. This counts as two attack for the encrusted hulk's multiple attack penalty.

**Symbiotic Sustenance** ♦ (healing) **Frequency** Once per day, **Requirements** The encrusted hulk's ferocity has been triggered and it has taken no other actions. **Effect** The coral growths covering the encrusted hulk repair damaged flesh by spreading throughout its body, covering gaping wounds, and so on. The encrusted hulk loses its resistance to bludgeoning and slashing and heals 10 hit points.

## GREEN REVOLUTION

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

## GREEN REVOLUTION GROVEWARDEN

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

### GROVEWARDEN

### CREATURE 1

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

**Perception** +7, darkvision

**Languages** Branchwave, 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

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

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

**Attack of Opportunity** ↻

**Woodland Wrath** ↻ **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 attack gains Improved Push.

**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** ✦ (press) **Requirements** Must follow a successful 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.

## 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** Branchwave, Common

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

**Str** +5, **Dex** +2, **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;

**Forest's Revenge** ♦ **Trigger** The redfist is critically hit by a melee or ranged attack. **Effect** The redfist becomes obsessed with the source of the attack, gaining a +2 status bonus to attacks against that foe until the triggering creature is dead or the battle ends. It is flat-footed towards all other attackers.

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**Speed** 25 feet

**Melee** ♦ fist +9 (reach 10 feet), **Damage** 1d6+3 bludgeoning

**Meat Tenderizer** ♦ (press) **Requirements** Must follow a successful fists attack. **Effect** The redfist pounds at the recent wounds it inflicted. It makes an additional fists attack. If it succeeds, the target will take 1d4 bludgeoning damage for every 5 feet they Stride until the start of the redfist's next turn.

## 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 23.

## LUDD INSTIGATOR

Instigators are the first wave of a Ludd insurgency in a community. Usually, they focus on safeholds 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 hit, compare the number rolled to the target's Reflex save, and apply the effect as a Disarm check.

**Speed** 25 feet

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

**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 resistance (but not physical resistance) . This counts as two attacks towards their multi-attack penalty.

**Confounding Oration** ➤➤ (emotion, linguistic, mental) 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. Regardless of the result of the 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( 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 wandered onto roads left 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. It may land in occupied space. All creatures in or adjacent to the buffaleap's space when it lands take 1d8+6 bludgeoning damage (DC 17 basic Reflex save). The targets will be moved to the nearest safe adjacent squares. Those who failed the save will be knocked prone.

**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)

**Psionic Bolt** ♦♦ (telepathic, mental) The giantelope sends out a blast of mental energy, targeting one enemy within 60 feet. This inflicts 3d6 mental damage (basic Will save, DC 16). Those failing the save are also Confused until the end of their next turn. **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 against that creature as an attack. Increase the bloodhoof's multiple attack penalty by 1 before resolving this attack.

**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, up to a maximum of the bloodhoof's level. The DC to end the bleeding increases by 1 for each wound after the first.

**Rear and Scare** ♦ (emotion, fear) 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 work reliably?

## 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)

**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 falls prone and lies still (as if Unconscious) 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.

**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.

**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 notably 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

**NE** **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.

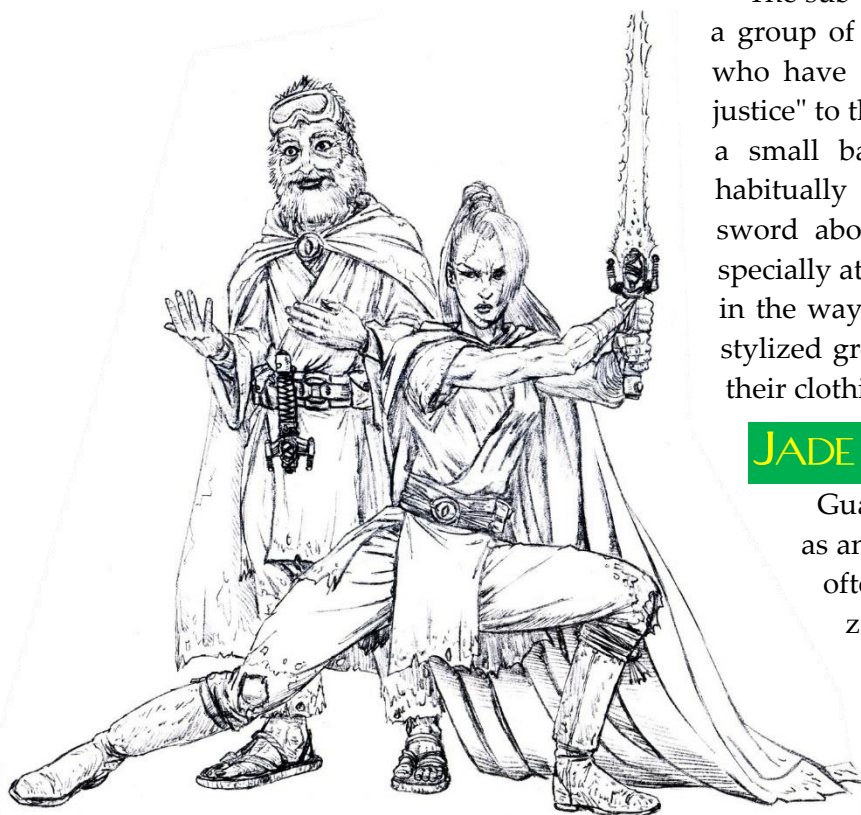
**Dazzling Pattern** ♦♦ (mental\*, visual) The fractal flickers between multiple patterns and flares bright, catching one enemy's full attention. It targets one creature in a 15 foot emanation, which must make a DC 17 basic Will save against 1d8 mental damage. On a critical failure, the target is confused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

**Hypnotic Pattern** ♦♦ (mental\*, visual) The fractal forms itself into a seemingly infinite shape, drawing the target's 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.**AC** 16; **Fort** +10, **Ref** +9, **Will** +9; +2 to all saves against Fear effects**HP** 20;**Attack of Opportunity** ↻

**Deflection** ↻ **Trigger** The apprentice guardian 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, agile, sweep, force) +9, **Damage** 1d8+3 force damage, ignore the first 5 points of Hardness when attacking objects.

**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.

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

**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.

**Warding Zone** ♦ (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.

## 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, agile, force, sweep) +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, mental, 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** ♦ (emotion, mental, telepathic) **Effect** A creature within 60 feet 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>7</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>7</sup> Get it? Because, electricity? *Grounded*?



## MANTOID

Mantoids, as the unimaginative name implies, are humanoid mantises, protected by a natural exoskeleton. They no longer possess the impaling limbs of their non-sapient brethren, but retain vicious mandibles and legs built for prodigious leaps. Their exoskeleton typically shows their caste by color.

They are intelligent and aloof, dwelling in hive-cities of a few dozen to a few hundred, mostly in the drier climates of the world, often preferring rocky deserts, such as the scoured wastelands around fabled Lost Wages.

Despite not descending from eusocial insects (or possibly... just possibly... not from pre-Cataclysm insects at all...), mantoids have a caste structure. Newly-hatched mantoids are fed different substances, infused with chemical signalers and retroviral DNA, that cause them to mature into members of a selected caste. This process can be repeated even after adulthood, if the hive has a desperate need for more warriors or fewer drones. Doing so can be risky, as it can lead to the creation of 'rogue' or 'solo' mantoids who have no fixed role and may choose to serve the hive based on their own initiative, or even seek a purpose in their lives beyond the hive.

They are known for being rigorously logical and organized, but (other than rogues) their logic is always in service to their hive. Thus, they will scrupulously obey the terms of an agreement, unless doing so somehow ends up threatening their hive. They are also inclined to honor "the letter, not the spirit" of their arrangements, which can lead to some conflict if the other party left out details because "everyone knows what we mean".

They have a near-total lack of empathy, compassion, or moral codes, and assume (rather illogically, one might note) all beings think as they do. They expect other sapients to serve their "hive" utterly, and to act accordingly. For example, a humanoid showing mercy to a fallen foe, even knowing that enemy might return to strike again, is incomprehensible to them, and they will re-interpret the event until it fits their conception of the world: The humanoid and the "enemy" must have been members of the same "hive" all along.

Mantoids use a mix pre-industrial technology, scavenged pre-Cataclysm items, or advanced equipment of seemingly recent manufacture, which does not resemble other "high tech" items found in the ruins. These items are made from unique materials using unknown techniques, and are clearly built (not modified) for mantoid hands and bodies. They may have been uniquely developed since the Cataclysm, it may be mantoids somehow gained access to Ancestral technology no other species or survivors have seen, or it *may* be that mantoids aren't

### MANTOID TECH

Mantoid "native" technology, whatever its source, is very roughly equivalent to that manufactured by humans pre-Cataclysm. Where it is listed as gear, there will be text giving the equivalent item.

- Unless otherwise noted, a mantoid item will have a +1 hardness and +2 hit points for every 5 levels, as compared to its "matching" item. This will increase the value by 10%.
- It takes 1d4 days of downtime training to use mantoid tools or weapons with their equivalent proficiency. Until then, there is a -2 circumstance penalty applied.
- The difficulty for crafting checks relating to mantoid gear is increased by 2.
- Mantoid "power gems" are not compatible with standard power cells, and vice-versa. If the GM wishes to allow a jury-rigged connection, it will generally be a hard DC of the appropriate level. (This includes the increase noted above.)

Mantoid items generally look like they were manufactured from a single piece of crystal, liquid glass, or translucent plastic. Even a weapon such as the sapphire beamer has no identifiable interior components or moving parts; the trigger is a flexible extrusion that bends as it is pulled, and the power gem fuses itself to the grip when it is pressed into an indentation. The flexiglass crossbow, likewise, has a solid body, a bendable bow, and an elastic string, all seamlessly fused.

actually native to Earth Delta but came from another world or dimension<sup>8</sup>, bringing gear with them but lacking the capacity to mass-produce it. Thus far, no non-mantoid has seen any facility which manufactures these items, and mantoids will refuse to discuss their provenance, except to say “They have always been ours.” Even “rogues” have nothing more to say on the matter.

All mantoids have the *emotion whiplash* feature:

**Emotion Whiplash** (emotion) **Trigger** The mantoid was subject to an emotion effect which just ended; **Effect** the mantoid is Confused until the end of their next turn. The mantoid is then temporarily immune to this effect for one hour.

## MANTOID LABOR DRONE (VIOLET)

Drones are the worker bees... er...mantises... of mantoid culture, and typically make up 90% of the hive. Of that, most are labor drones, doing the rote work of the hive, farming fungus and giant aphids, making tools, and building structures. Their outer shells are a deep violet or purple, with faint swirling patterns of lighter shades that denote precise rank and role.

They are not combatants, but will defend themselves or hold off intruders. Typically, a drone does not engage in conversation with non-mantoids, except to issue curt warnings (“Do not proceed further or the warriors will respond”) or answer very basic questions (“This is Hive Red-Seven of the Outer Bleak Sub-branch. My function is irrigation repair. I must return to my task now.”)

### LABOR DRONE

### CREATURE 1

LN MEDIUM UPLIFT HARDKIND MANTOID

**Perception** +4, darkvision, all-around vision

**Languages** Common, Klikclak, Mantoid

**Skills** Acrobatics +2, Athletics +6 (+10 for Leap), Crafting or Job Lore +8

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

**Items** labor tools

**AC** 14; **Fort** +9, **Ref** +7, **Will** +5; +2 vs. emotion;

**HP** 20; **Resistances** slashing 3;

**Emotion Whiplash** see above

**Purpose-Bred** A mantoid labor drone is especially skilled at a single craft or lore skill. They treat critical failures in this skill as normal failures.

**Work Together** A mantoid labor drone has a +4 status bonus when performing the Aid action if the target is another mantoid (of any type). The target can only benefit from one labor drone’s aid per turn.

**Speed** 25 feet

**Melee** ✦ bite +7, **Damage** 1d6+2 slashing

**Melee** ✦ work tool +6, **Damage** 1d6+1 bludgeoning, slashing, or piercing, depending on the tool

**Mantoid Leap** ✦✦ The mantoid makes a long jump with no penalty for not taking a Stride action. This does not trigger reactions based on movement.

## MANTOID WARRIOR (GREEN)

Mantoid warriors defend the hive from attack. They can also be found, oddly, as mercenaries, sent to earn resources the hive needs but which are impractical to acquire by force. (This also serves to gather information on surrounding societies, which the hive can use for long-term planning.) There are several sub-castes within

<sup>8</sup> Spoiler: It’s this one. At least in my version of the Earth Delta setting. Your version is *yours*, all I can do is offer ideas you can take or leave as you wish.

the warrior type; greens are the most common, skilled and effective but not considered elite. Mantoids do not generally produce enough trained, equipped adults to engage in “wave” tactics where sheer numbers can overwhelm a foe, but are not hesitant to sacrifice an individual or a group if it’s good for the hive, and those *being* sacrificed do not object. They are valued as mercenaries because their contracts generally stipulate they will battle to the death if ordered, provided any payment they earned goes to the hive. The penalty for a non-mantoid failing to make good on their agreement is typically very brutal.

The crystalline longsword is the equivalent of an improved (+1) longsword, following the rules for mantoid technology noted above.

The flexiglass crossbow is the equivalent an improved (+1) crossbow, following the rules for mantoid technology noted above. It can fire standard bolts without modification.

## GREEN MANTOID WARRIOR

## CREATURE 6

**LN** **MEDIUM** **UPLIFT** **HARDKIND** **MANTOID**

**Perception** +15, darkvision, all-around vision

**Languages** Common, Klikklak, Mantoid

**Skills** Acrobatics +14, Athletics +15 (+17 for leap), Intimidation +13, Military Lore +14, Survival +14

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

**Items** crystalline longsword, flexiglass crossbow, 20 bolts

**AC** 26; **Fort** +17, **Ref** +16, **Will** +14; +2 vs. emotion, +4 vs. fear

**HP** 120; **Resistances** slashing 5;

**Emotion Whiplash** see above

**Attack of Opportunity** ↷

**Speed** 25 feet

**Melee** ✦ mandibles +18, **Damage** 3d6+8 slashing

**Melee** ✦ crystalline longsword (versatile P) +18, **Damage** 2d8+9 slashing

**Ranged** ✦ flexiglass crossbow (reload 2, hands 2, range 120 feet) +16, **Damage** 2d8+5 piercing

**Gnaw** ✦ (melee, press) **Requirement** must follow a successful bite; **Effect** The green mantoid warrior deals 2d6 slashing damage to the creature it has bitten.

**Mantoid Leap** ✦✦ The mantoid makes a long jump or a high jump with no penalty for not taking a Stride action. This does not trigger reactions based on movement.

**Leaping Strike** ✦✦✦ The mantoid uses mantoid leap and then make a melee attack against a target adjacent to its landing spot. The target is flat-footed against this attack.

## MANTOID SCOUT (TEAL)

While most mantoid wings are vestigial to the point of useless, the mantoid scout sacrifices some mass and strength to retain the power of flight. From on high, it patrols the area around a hive, or scouts ahead for a company of soldiers. Its exoskeleton is filled with chromatophores, making it hard to spot against the sky.

The scout’s amber shortsword is the equivalent of an improved (+1) vibro (striking) shortsword, and the crystalline javelins are equivalent to an improved (+1) vibro (striking) javelin.

Mantoid Goggles are large lenses designed to fit over bulbous mantoid eyes. A DC 21 crafting check and 1d4 days of time are needed to modify them for use by other creatures.

## MANTOID GOGGLES

## ITEM 4

**RARE** **TECHNOLOGICAL** **INVESTED** **DIVINATION** **MANTOID**

**Price** 75 gbp

**Usage** worn eyes; **Bulk** L

These bulbous lenses fit snugly over the eyes of mantoids, less so over other beings, so some special straps and pads are often needed. They provide excellent focus when searching, seeming to modify their thickness and curvature in response to what you are focusing on. Occasionally, scribbles on undecipherable writing flash on their surface, or seemingly random items are highlighted; only a mantoid can make sense of these, so they're ignored. Anyone who invests them gains a +1 item bonus to visual Perception checks, as well as the following ability.

**Activate** ⚡ interact; **Frequency** Once per day; **Effect** The goggles adjust to spectra beyond the visual. For the next minute, invisible creatures become Hidden, rather than Unobserved, to you (if their invisibility was based on physical changes, not if they were using psychic powers to prevent you from consciously noticing them).

## MANTOID SCOUT

**CREATURE 8**

**LN** **MEDIUM** **UPLIFT** **HARDKIND** **MANTOID**

**Perception** +20, darkvision, all-around vision

**Languages** Common, Clikclak, Mantoid

**Skills** Acrobatics +20 (+24 for Maneuver in Flight), Athletics +16 (+18 for Leap), Stealth +20, Survival +18

**Str** +4, **Dex** +7, **Con** +5, **Int** +4, **Wis** +6, **Cha** +2

**Items** mantoid goggles, amber shortsword, 5 crystalline javelins

**AC** 27; **Fort** +16, **Ref** +20, **Will** +16; +2 vs. emotion

**HP** 130; **Resistances** slashing 5;

**Aerial Dodge** ⤵ **Trigger** The mantoid scout is targeted by a ranged attack while it is airborne and not in the melee reach of any enemy; **Effect** It makes a Maneuver in Flight check against the triggering attack's DC. If it succeeds, it gains a +1 circumstance bonus to AC against the triggering attack (+2 on a critical success). On a critical failure, it is flat-footed against the attack.

**Speed** 25 feet, fly 40 feet

**Melee** ⚡ mandibles +17, **Damage** 2d8+9 slashing

**Melee** ⚡ amber shortsword (agile, finesse, versatile S) +19, **Damage** 3d6 +8 piercing

**Ranged** ⚡ crystalline javelin (thrown 30 ft) +19, **Damage** 3d6 + 10 piercing

**Hidden Hurl** When the mantoid scout is airborne and makes a ranged javelin attack against a flat-footed creature, it adds 1d6 precision damage on a hit. Doing so allows other enemies to Seek it as a ⤵, as the rapid motion and clearly-visible javelin can give it away. It cannot become Hidden again to any creature who succeeds in this check until the start of its next turn.

**Leaping Flight** ⚡⚡ The mantoid scout makes a long jump or a high jump with no penalty for not taking a Stride action. This does not trigger reactions based on movement. If any point on its path puts it out of melee reach of any enemies, it may begin to fly rather than complete the leap, allowing it to turn, rise, and so on, so long as the total distance traveled during this action does not exceed its normal flight speed.

**Goggled Scan** ⚡ **Requirements** The mantoid scout has a set of mantoid goggles; **Effect** The mantoid scout Seeks or makes some other Perception check at +1. See above for more details.

**Skyblend** ⚡ **Requirements** The mantoid scout is flying and is more than 10 feet from the ground; **Effect** The mantoid scout makes a Hide check, needing no cover or concealment. It will be Hidden to creatures looking up at it with the sky behind it. If seen against a mix of sky and other objects, such as a ruined tower, anyone Seeking it gains a +2 circumstance modifier. It is not hidden from observers who see it from above (so to them, it is silhouetted against the ground). The GM will rule on any edge cases.

The scout loses this ability if it has taken more than half its original hit points in damage, as all that dripping green blood makes it kind of stand out. It becomes observed whenever it is not flying or is within 10 feet of the ground. It must re-roll its Hide check at the start of its next turn.

## MANTOID WARRIOR (BLUE)

Blue mantoid warriors are more elite soldiers, though not the pinnacle of mantoid combat skill. It is rare to see more than one at a time; they will be in leadership roles over a larger number of green mantoid warriors or other castes. Whether blue mantoid warriors are born to their station, or if they are greens who earned an increase in caste, is unknown to outsiders.

The mantoid's crystalline mono-edged longsword is equivalent to an *improved (+1) vibro (striking) longsword*, and lacks the deadly trait in the hands of a non-mantoid. The sapphire beamer is equivalent to an *improved (+1) overpowered (striking) laser pistol*. The mantoid energy gems are level 6 power cells, only usable with mantoid gear.

### BLUE MANTOID WARRIOR

### CREATURE 9

UNCOMMON LN MEDIUM UPLIFT HARDKIND MANTOID

**Perception** +20, darkvision, all-around vision

**Languages** Common, Klikklak, Mantoid

**Skills** Acrobatics +18, Athletics +23 (+25 for leap), Intimidation +20, Military Lore +19, Survival +21

**Str** +7, **Dex** +7, **Con** +6, **Int** +3, **Wis** +5, **Cha** +2

**Items** crystalline razorsword, sapphire beamer, 3 mantoid energy gems

**AC** 30; **Fort** +21, **Ref** +20, **Will** +15; +2 vs. emotion, +4 vs. fear

**HP** 190; **Resistances** slashing 10;

**Emotion Whiplash** see above

**Attack of Opportunity** ↻

**For the Hive!** ↻ **Trigger** A mantoid within 60 feet of the blue mantoid warrior would be reduced to 0 hit points; **Effect** The triggering creature gains ferocity before they are knocked out. They also gain 10 temporary hit points. This may not be used on any mantoid with Wounded 1 or more.

**Speed** 25 feet

**Melee** ✦ bite +22, **Damage** 4d6+10 slashing

**Melee** ✦ crystalline mono-edged longsword (versatile P, deadly d8) +18, **Damage** 4d8+6 slashing

**Ranged** ✦ sapphire beamer (hands 1, range 120 feet) +22, **Damage** 4d8+5 laser

**Gnaw** ✦ (melee, press) **Requirement** must follow a successful bite; **Effect** The blue mantoid warrior deals 3d6 slashing damage to the creature it has bitten.

**Mantoid Command** ✦ (flourish, visual, auditory) The blue mantoid warrior commands any mantoid within 60 feet who can see and hear him to make a melee Strike as a ↻. This does not use or increase their multi-attack penalty.

**Mantoid Leap** ✦✦ The mantoid makes a long jump or a high jump with no penalty for not taking a Stride action. This does not trigger reactions based on movement.

**Leaping Strike** ✦✦✦ The mantoid uses mantoid leap and then makes a melee Strike. The target is flat-footed against this attack.

## MACROBE

## MACROBE SPAWN

Any non-robotic creature dying after being reduced to 0 hit points by Macrobial Infection will rapidly decay, their body dissolving into vile organic goop. 2d6 minutes later, a new macrobe, of the same type as the killer, will form. It will have 20 fewer hit points than its parent's base, and saving throws, AC, attack modifiers, and skill modifiers will all be reduced by 2.

In the highly unlikely event a creature was infected by two different macrobe species, whichever infection was responsible for killing it determines the type of macrobe it becomes.

Robots who die from a macrobe infection do not transform, but 2d6 minutes after death, they crumble into corroded metal and oozing, pulsing bits of proto-macrobe formed from their polymers. These quasi-macrobies usually die quickly.

Any attempt to resurrect a creature who dies from Macrobial Infection must be done during those few minutes between death and transformation/dissolution. What's left afterwards is beyond any known technology or psychic power.

The Cataclysm humbled the mighty – the great megaplexes where billions dwelled reduced to rubble, the accumulated wisdom of many millennia erased overnight, ancient mountains were flattened and new ones rose – but it also enmighthened<sup>9</sup> the humble. Germs and viruses, “the littlest things which God, in His wisdom, had put upon this Earth”, became far, far larger. These “macrobies”<sup>10</sup>, as they became known to the handful of scientifically minded people who survived encountering them long enough to name them, wander blighted areas, seeking to do what their kind has always done: Survive and reproduce.

## Antibiotic Aversion

All macrobes have a unique vulnerability to anything that helps creatures resist or overcome disease. If exposed to such items (for example, a scholar's pox remover), it must make a basic Fortitude save against a hard DC of the item's level, taking 1d4 damage per item level. This is not a well-known fact; a DC 32 (expert) Nature check or a DC 28 (trained) Lore check (Healing Lore, Disease Lore, Ooze Lore, etc.) is required to recall it.

## TUBERKILLUS

The tuberkillus macrobe resembles a pustulous and pulsating form, about five feet long and three feet in diameter. It dwells mostly in stagnant waters that cover or surround ancient waste disposal sites, particularly forgotten and sealed landfills exposed by the Cataclysm. It is thus very common in areas around former waterside cities, where waste was dumped a few miles from the

city center. It is mindless, but has complex instinctual behavior. It will lurk in filthy waters until warm, delicious life approaches, the undulate at surprising speed, seeking to infect and make more of its kind. Its body is flexible and can stretch to attack a more distant foe or coil itself around a target.

Tuberkilosis, its infection, grows in the lungs of breathing creatures. While it can harm or even kill others, the instincts of the tuberkillus macrobe make it prefer humans, mutants, and most uplifts to florals or robots.

## TUBERKILLUS

## CREATURE 7

**N** **UNCOMMON** **MEDIUM** **MINDLESS** **MACROBE** **OOZE**

**Perception** +9, motion sense 60 feet, breathsense 120 feet (precise), no vision

**Skills** Athletics +17, Stealth +11 (+15 if submerged in brackish water)

**Str** +6, **Dex** +3, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5

**Motion Sense** A tuberkillus can sense nearby motion through vibration and air movement.

**Breath Sense** A tuberkillus can sense breathing beings precisely. Holding breath gives a +2 on Stealth checks against it.

<sup>9</sup> It's a cromulent word.

<sup>10</sup> Some of my imaginary readers may wonder why these aren't just listed under 'Ooze'. Perhaps I will move them there, but these represent a sub-type I expect to expand if I keep at this and, like robots, I worry a single category will grow too crowded.



**AC** 14; **Fort** +18, **Ref** +10, **Will** +13; Saving throw mods

**HP** 200; **Immunities** acid, critical hits, disease, mental, precision, unconscious, visual; **Weaknesses** antibiotic aversion (see above), fire 5; **Resistances** bludgeoning 5, piercing 5;

**Droid Disease** Robots don't breathe, per se, but they have ventilation systems, air samplers, and many models catalyze hydrogen for fuel cells from atmospheric water. The infectious glop from a tuberkillus seeps into all of these, fouling systems and damaging power generation. Robots have no immunity or resistance to disease damage caused by tuberkillus, or to infection by tuberkillosis, unless it is due to some source other than their robotic ancestry (GM's discretion).

**Rooted Resistance** Florals get a +2 status bonus to resist the original infection and to save against each stage, and do not become contagious unless they reach stage 3.

**Attack of Opportunity** ➤ **Requirements** The tuberkillus is not grabbing anyone.

**Speed** 30 feet, swim 35 feet

**Melee** ➤ tubelash +16 (disease, reach 10 feet), **Damage** 2d8+6 bludgeoning plus 1d6 disease and Grab. **Note** The tuberkillus will not Grab non-animalians unless there are no breathing targets it can sense.

**Aquatic Ambush** ➤ 40 feet

**Duallash** ➤ (flourish) **Requirement** The tuberkillus is not grabbing anyone. **Effect** Both ends of the tuberkillus strike in tandem! The tuberkillus makes two tubelash attacks, each at a different target, with a -2 penalty on both. These attacks lose the Grab trait. This increases the tuberkillus' multiple attack penalty by 2, which applies after both attacks are resolved.

**Constrict** ➤ 2d6 +6 bludgeoning and Intense Infection, DC 26.

**Intense Infection** When it has someone grabbed and constricts them, the tuberkillus releases a constant cloud of diseased droplets. The grabbed creature suffers a -2 circumstance penalty to initial infection.

## TUBERKILLOSIS

## DISEASE 7

### DISEASE ROBOT

Tuberkillosis is delivered by the thick coating of infectious slime lining the entire surface of the tuberkillus; when it attacks or moves, its internal undulations fling millions of tiny droplets and globules at targets. If a creature holds its breath (a ➤ action similar to Avert Gaze), it gets a +2 circumstance bonus on its save against infection. The disease causes the infected to gasp for air and to process what little air they do get very inefficiently. Animalians will constantly cough, exposing those near them to infection and imposing a circumstance penalty equal to the disease's stage to Diplomacy, Deception, Performance, and Stealth checks. (Others at GM's discretion) Anyone spending more than a half hour within 10 feet of the infected will be exposed, though they gain a +2 circumstance bonus to the initial save and will be temporarily immune for one day if they succeed at the save.

Anyone dying from this infection becomes a tuberkillus spawn, see the sidebar on page 95. A critical success on the initial Fortitude save means the target is temporarily immune to this disease for 24 hours (but not to disease damage done by the tuberkillus' tubelash or constriction attacks).

**Saving Throw** DC 25 Fort; **Maximum Duration** one week **Stage 1** Fatigued, bloody cough, 4d6 disease damage (1 day); **Stage 2** Fatigued, Enfeebled 1, 4d6 disease damage; **Stage 3** Fatigued, Drained 1, Enfeebled 2, 4d6 disease damage (1 day); **Stage 4** Death

## NECROBACILLUS

The necrobacillus macrobe appears as a splotchy grey ovoid, with patches of sickly green and yellow moving across its surface. It is most commonly found in places where corpses were tightly packed together and exposed to blight. If insufficient food is available in such regions (as will happen once it's fed enough to reproduce a few times) it will move on, drawn by some primal instinct towards groups of still-living beings whose numbers include the sick and dying, such as a caravan stricken by a plague, or a scholar's healing tent set up behind the front lines of a battle. (A safehold with an actual hospital would be nigh-irresistible, but few such places exist currently, and those that do are typically far from heavily blighted areas. Still, it's not impossible that a creature

dying from necrobacillic infection was transported to a safehold, transformed, and now lurks in the unexplored tunnels beneath the unexpected community...)

## NECROBACILLUS

## CREATURE 10

**N** **RARE** **MEDIUM** **MINDLESS** **MACROBE** **OOZE**

**Perception** +14, motion sense 60 feet, lifesense 120 feet, no vision

**Skills** Athletics +22, Stealth +18

**Str** +8, **Dex** -3, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

**Motion Sense** A necrobacillus can sense nearby motion through vibration and air movement.

**AC** 19; **Fort** +22, **Ref** +14, **Will** +18;

**HP** 275; **Immunities** acid, critical hits, disease, mental, precision, unconscious, visual; **Weaknesses** antibiotic aversion (see above), fire 10; **Resistances** blight 10, piercing 5, slashing 5;

**Droid Disease** The toxins secreted by the necrobacillus corrode and break down all manner of polymers and alloys, and are just as deadly to robots as to organics. Robots have no immunity or resistance to disease damage caused by necrobacillus, or to infection by macronecrosis, unless it is due to some source other than their robotic ancestry (GM's discretion).

**Miasmic Aura** (aura, disease) 5 feet. The strange metabolism of the necrobacillus causes it to constantly emit a foul vapor which surrounds it, tainted with its diseased substance. Anyone starting their turn in the aura must make a DC 26 basic fortitude save or suffer 6d6 disease damage.

**Speed** 20 feet; climb 20 feet

**Melee** ✦ slam +21, **Damage** 2d10+11 bludgeoning plus 1d10 disease plus microbial infection (macronecrosis).

**Accelerate Illness** ✦✦ (disease, press) **Requirements** Must follow a successful slam. **Effect** The necrobacillus attempts to grapple a creature infected with macronecrosis. If it succeeds, the creature must make a Fortitude save as if the next interval has passed. A critical success on this save will reduce the current stage by 1, but it will not reduce the stage below 1 (it will not end the infection). A failure results in the creature immediately suffering all effects of that stage.

## MACRONECROSIS

## DISEASE 10

**DISEASE** **ROBOT** **VIRULENT**

Macronecrosis is pretty basic; the victim's flesh turns grey, then sloughs off in clumps; they are wracked with pain as their internal organs blacken and shrivel within them; then they die. Anyone dying from this infection becomes a necrobacillus spawn, see the sidebar on page 95. A critical success on the initial Fortitude save means the target is temporarily immune to this disease for 24 hours (but not to disease damage done by the necrobacillus' aura or slam attack).

**Saving Throw** DC 28 Fort; **Maximum Duration** one week **Stage 1** Enfeebled 1, Clumsy 1, 6d6 disease damage (1 day); **Stage 2** Enfeebled 2, Clumsy 2, 6d6 disease damage; **Stage 3** Enfeebled 3, Clumsy 3, Slowed 1, 8d6 disease damage (1 day); **Stage 4** Death



## 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.

## ORDER OF THE CLEANSING FLAME

The Order of the Cleansing Flame (page 26) is a cataclysm cult dedicated to the “protection” of “true humanity” from the “threat” of mutates (also uplifts, florals, and AIs, roughly in that order). And from humans who don’t hate mutates. And from humans who do hate mutates, but not *enough*. And from humans who do hate mutates enough, but for the *wrong reasons*. And from humans who *do* hate mutates enough, *and* for all the “right” reasons, but disagree about whether uplifts or florals are the next-biggest threat. And... well, you get the idea<sup>11</sup>.

In areas where they operate openly, Order members rely on direct force and group tactics, combined with intimidation. In areas where they have yet to establish a strong base, they prefer stealth and subterfuge. As befits their name, they also prefer fire as a weapon where possible. Many end up scarred from accidents, miscalculations, or flames spreading out of their control.

All Order members gain the following abilities:

**Cleansing Triumph** ➤ **Trigger** The Order member critically succeeds in an action targeting a mutate, or the mutate critically fails a save. **Effect** The next time the Order member uses their Luck or Skill focus power, it does not cost a focus point. This ability does not stack and lasts for one minute at most.

**Sense The Changed** ♦ (visual, detection) **Trigger** The Order member interacts (non-violently) with a mutate who has no mutations with the obvious trait. **Effect** The Order member makes a Perception check against a moderate DC of the target’s level, or against the target’s Deception DC if they were actively seeking to avoid discovery. On a success, they know the target is a mutate; on a critical success, they know their highest level mutation. This target is temporarily immune to this power for 24 hours. (This does not reveal non-obvious mutations on any other type of creature or on mutates with both obvious and non-obvious mutations.)

## ORDER SPARK

“Sparks” are new human recruits to the Order, eager to prove themselves by “cleansing” some “abominations”. The Order constantly needs new members, but at the same time, distrusts them – some may be sneaky mutates infiltrating the Order (while this may happen on occasion, most of the time, those accused are innocent, and face the age-old problem of proving they’re *not* a mutate), while others may be eager and enthusiastic to kill “enemies of humanity” when they have the upper hand, but turn and flee when things get risky. Sparks, therefore, are sent into dangerous situations to test them.

In battle, sparks will take great risks to show their courage, or possibly reveal their cowardice.

### ORDER SPARK

### CREATURE 0

LE MEDIUM HUMAN HUMANOID ORDER

**Perception** +6

**Languages** Common

**Skills** Acrobatics +5, Athletics +6, Intimidation +4, Mutate Lore +4, Survival +3

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

**Items** breastplate, dagger (4), longsword, oil flask (3)

**Sense The Changed** (see above)

**AC** 16; **Fort** +8, **Ref** +7, **Will** +5; +1 vs. mutations

**HP** 18;

<sup>11</sup> By the way, if you feel the Order is somehow insulting to your actual beliefs... or even worse, if you think “maybe they’ve got a point”... please, to quote Smeagol: GO AWAY AND NEVER COME BACK.

**Trial By Fire** ➤ **Trigger** The Order Spark takes 10 or more points of damage from an attack and survives. **Effect** Make a DC 10 flat check. If it succeeds, the Spark is filled with fury, gaining a +1 status bonus to attacks, damage, and Fortitude saves, but a -2 penalty to AC. If it fails, the Spark is Frightened 2 and gains a +2 status bonus to AC and Reflex saves, and is fleeing. The Spark may make a DC 10 flat check at the end of each turn to end their condition.

**Speed** 25 feet

**Melee** ➤ longsword +8 (versatile P), **Damage** 1d8+3 slashing

**Melee** ➤ dagger +8 (agile, finesse, versatile S), **Damage** 1d4+3 piercing

**Ranged** ➤ dagger +8 (agile, thrown 10 feet, versatile S), **Damage** 1d4+3 piercing

**Ranged** ➤ oil flask +8, **Damage** 1d6 fire (the Spark's flasks always ignite)

**Luck or Skill** ➤ (1 focus point)

**Slash and Burn** ➤ (press) **Requirements** Must follow a longsword strike; target of that strike must still be within the Spark's melee reach. **Effect** The Order Spark makes an oil flask strike at the enemy they just attacked. This is treated as a melee, not ranged, attack. If the previous strike was a critical success, this action ignores the Spark's multiple attack penalty, but still increases it by 1.

## ORDER FIRESWORD

Fireswords are typical 'patrol' or 'enforcement' members of the Order, operating in or near an Order-dominated safehold or large encampment. They use a chemical mixture that clings to the metal of their swords and ignites seconds after contact with air. While this can be quite impressive, it also tends to splatter on the firesword if the blade is carelessly wielded.

### ORDER FIRESWORD

### CREATURE 2

LE MEDIUM HUMAN HUMANOID ORDER

**Perception** +9

**Languages** Common, Ancestral

**Skills** Acrobatics +7, Athletics +9, Craft (weapons) +5, Intimidation +7, Mutate Lore +5, Survival +6

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

**Items** longsword, breastplate, steel shield (hardness 5, HP 20, BT 10), spear (3), cleansing oil (1)

**Malleus Mutatem** When the Firesword makes a Recall Knowledge check about a mutate in combat, it learns two facts.

**AC** 18 (20 with shield raised); **Fort** +11, **Ref** +9, **Will** +7; +2 vs. Fear if another conscious Order member is within 30 feet.

**HP** 38

**Shield Block** ➤

**Speed** 25 feet

**Melee** ➤ longsword +9 (versatile P), **Damage** 1d8+4 slashing

**Melee** ➤ spear +9, **Damage** 1d6+4 piercing

**Ranged** ➤ laser +7 (thrown 20 feet), **Damage** 1d6+4 piercing

**Luck or Skill** ➤ (1 focus point)

**Call The Cleansing Flame** ➤ (interact, fire) The firesword douses their longsword with cleansing oil, causing it to burst into flame. It does an additional 1d6 fire damage plus 1 persistent fire damage for the next 1d4 turns. On a critical miss, the firesword is burned for 1d4 fire damage. As part of this action, the firesword may attempt to demoralize one mutate within 30 feet. This demoralize action gains the visual trait and loses the linguistic trait.

## ORDER FLAMETROOPER

Flametroopers are higher-ranking than Fireswords, and usually began their “careers” in that role. After proving themselves – which almost always involves suffering damage from their own weapons – a few are granted additional training and access to rarer equipment.

Flametroopers are typically used as commanders of groups of other Order ranks, leading “purges” and “purifications” of settlements that have effectively been conquered. Even by Order standards, they’re considered scarily gleeful in their duties, and their love of seeing things burn causes them to be occasionally careless about targeting. But since any member of the Order is expected to be willing, even eager, to die for the good of True Humanity, anyone who complains about being caught in a flametrooper’s path of destruction is, tautologically, an enemy of the Order and deserves it.

They go into battle wielding refurbished flamethrowers relying on a dangerously combustible fuel mix, combined with an insulated spiked gauntlet that is engineered to sheathe itself in fire. Both will be fully fueled at the start of combat, and both consume that fuel constantly, running out in one minute.

### FLAMETROOPER

### CREATURE 8

LE MEDIUM HUMAN HUMANOID ORDER

**Perception** +16

**Languages** Common, Ancestral

**Skills** Acrobatics +16, Athletics +19, Craft +16, Intimidation +18, Mutate Lore +15, Survival +15

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

**Items** fire gauntlet (one minute of stored oil), flamethrower (hands 2, one minute of stored fuel), fuel pack, oil flask (2), securiplate armor (bulwark)

**Blaze of Glory Trigger** (fire, schadenfreude) The flametrooper is critically hit by an attack doing electricity damage, or critically fails a save against electricity damage. **Effect** The flamethrowers fuel tank explodes, doing 8d6 fire damage against a basic DC 26 Reflex save to all creatures in a 20 foot emanation. If they survive, the flametrooper cannot use any fire abilities until they replace their flamethrower. This effect does *not* trigger Victory from Ashes.

**Malleus Mutatem** When the flametrooper makes a Recall Knowledge check about a mutate in combat, it learns two facts.

**AC** 29; **Fort** +20, **Ref** +16, **Will** +15

**HP** 170; **Resistances** fire 5;

**Attack of Opportunity** ↻

**Speed** 20 feet

**Melee** ➤ fire gauntlet +20, **Damage** 2d6+10 piercing plus 2d6 fire

**Flame Jet** ➤➤ (fire) The flametrooper aims a narrow beam of burning fuel. All creatures within a 50 foot line must make a DC 26 basic Reflex save against 2d12 +15 fire damage. Those failing the save take 2d4 persistent fire damage.

**Flame Spray** ➤➤ (fire) The flametrooper sprays fire indiscriminately. All creatures within a 20 foot cone must make a DC 26 basic Reflex save against 4d8 +4 fire damage. Those failing the save take 1d4 persistent fire damage.

**Luck or Skill** ↻ (1 focus point)

**Victory From Ashes** ♦ **Trigger** both an ally and an enemy take damage from one of the flametrooper’s fire attacks. **Effect** The flametrooper gains 10 temporary hit points.

**Refuel Flamethrower** ➤➤ (interact) The flametrooper replaces an expired flamethrower fuel pack with a new one. They cannot use fire attacks until the start of their next turn.

**Refuel Gauntlet** ➤ (interact) The flametrooper refills their fire gauntlet from an oil flask.

## PIRANHA

These fish, pre-Cataclysm, were widely feared for their ripping teeth and feeding frenzies, and were known to have a BSR (Bovine Skeletonization Rate) of five centibovines per minute. Their mutated descendants remain a threat to anyone who enters their territory, typically tropical rivers... but Earth Delta being what it is, don't be too surprised if there's desert or arctic versions.

## PIRANHAGLOB

A swarm of killer fish is dangerous, but can be avoided if you simply don't go in the water. Unless, of course, the water comes to you.

A piranhaglob is a swarm of piranha who form a psionic gestalt, capable of creating a telekinetically shaped sphere of water in which they can travel on land (typically for up to 2 hours at a time if there's no water to refresh the sphere. In swampy terrain, they can travel indefinitely). The sphere rolls along, with the swarm swimming madly inside it. Any scent of prey in the air passes to the water, and the hivemind directs itself towards it, engulfing it and tearing the prey apart as they struggle for air.

### PIRANHAGLOB

### CREATURE 9

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

**Perception** +20; low-light vision, blood scent, scent (imprecise) 100 feet

**Skills** Acrobatics +20, Athletics +18

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

**Blood Scent** The piranhaglob can smell blood in the air a half mile away, and in the water a mile away.

**AC** 25; **Fort** +20, **Ref** +18, **Will** +16; +2 to saves vs fire, -2 to saves vs. cold

**HP** 115; **Immunities** precision, swarm mind; **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 10, piercing 10, slashing 5;

**Clouded Water** If a creature in the swarm's space is taking persistent bleed damage, the globule of water becomes blurred with blood. All within are concealed. While area attacks are normally not affected by concealment, if the swarm is targeted by an area attack that would normally exclude (for any reason) other creatures within the globule, a flat DC 10 check must be made or they are also affected. If a standard concealment check is required and it fails, a second flat DC 10 check must be made to avoid the attack striking another creature in the globule (determine randomly if more than one). Attackers relying on scent suffer a -2 circumstance penalty to this check. Those relying on senses other than vision or scent may ignore this concealment if the GM feels it is warranted.

**Speed** 30 feet; swim 30 feet

**Feeding Frenzy** ➤ Each enemy in the swarm's space takes 4d8 piercing damage (DC 27 basic Reflex save). Those failing the save take 2d6 persistent bleed damage and suffer a -2 to their Reflex saves against Feeding Frenzy for as long as they continue to bleed.

**Drowning in Blood** Anyone who is engulfed by the swarm must make a DC 25 Reflex save to hold their breath or begin to drown, taking 1d10 damage at the start of each round in which they remain engulfed. Anyone outside the globule may begin holding their breath at any time in case they're engulfed, but must track how many rounds are consumed doing this. Anyone knocked unconscious in the swarm's space begins to drown at the start of their next turn. (The decision to hold or not hold (resetting the count) must be made at the start of each turn, and lasts until the start of the next turn.)

## 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 spiked spherical "head". They 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 1d4 turns.

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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.



## PSITECEAN

By the time of the Cataclysm, the depopulation of cetacean species that occurred prior to the 21<sup>st</sup> century had been reversed. Whales and dolphins thrived, and while they were not considered sapient, were granted many protections against hunting or experimentation. At least, that was the letter of the law, broadly agreed upon by various forms of power structure from alliances of common interest to most of the larger corporations. The de facto, rather than de jure, state of affairs was that there were many clandestine programs to use the smaller cetaceans in diverse ways, from sensor-bearing underwater spies to cybernetically enhanced guards and soldiers, some of which could be "piloted" by a human connecting to implanted brain-control circuitry. (The surviving "phinborgs" and "orcanauts" will be covered elsewhere.)

For many of these projects, the brains of the subjects were enhanced to make them more useful and to open them to psychotronic control. When the Cataclysm tore apart the world, a fair number of former living tools had their minds expanded still further, gaining sapience, powerful mental abilities, and a memory of wrongs done and vengeance to claim. Various kinds of psiteceans splash among the flooded coastal ruins or swim through the shattered domes of settlements on the continental shelves.

## BRAINBLADE PIRATE

Brainblades are mutated dolphins who will not a little thing like "not having hands" keep them from using tools and equipment – which they shape out of pure psionic force. While some live in isolated communities and do not seek conflict, others have become raiders and plunderers, attacking land-dwellers who dare venture into the sea in frail ships laden with goods. Brainblades will trade some of their plunder to other sea-dwellers (preferably those not of human descent, such as clackers and ammoknights) for things they can't easily acquire, but often keep jewelry and modify it to be worn or implanted in their skin. A successful brainblade pirate is recognized by the rings piercing its fins and the gold and silver chains draped around its torso.

Brainblades differ in their favored weapons. This one uses a psychic cutlass, and has some special abilities to enhance it. A brainblade with a different weapon may have alternate abilities as appropriate.

### BRAINBLADE PIRATE

### CREATURE 8

**NE** **MEDIUM** **BEAST** **AQUATIC**

**Perception** +18, aquatic echolocation 120 feet, low-light vision

**Languages** Common, Cetacean, Glub, Telepathy 100 feet (500 feet for other psiteceans)

**Skills** Athletics +16, Acrobatics +18, Deception +19, Ocean Lore +14, Survival +16

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

**Aquatic Echolocation** A brainblade pirate can use its hearing as a precise sense at the listed range, but only underwater.

**Deep Breath** A brainblade can hold its breath for 2 hours.

**Telekinesis** The brainblade can use telekinesis to move or manipulate various objects within 5 feet of it. It uses appropriate actions and activities (such as Interact or Disable a Device) to do so. It uses its Intelligence modifier instead of Strength, and its Wisdom modifier instead of Dexterity. It has two "hands" for such purposes. While it in theory could grab a physical weapon and attack with it, it has no proficiency and would be better off using its snout and tail.

**AC** 26; **Fort** +15, **Ref** +18, **Will** +19

**HP** 140;

**Splash Away** **Trigger** An enemy moves adjacent to the brainblade pirate. **Effect** The brainblade pirate makes a tail swipe attack against the triggering creature. If it succeeds, it does half damage and the brainblade pirate may Stride up to half its swim speed. This movement does not trigger reactions based on movement. The brainblade must end this move without being adjacent to an enemy.

**Speed** swim 60 feet



**Melee** ♦ snout +16, **Damage** 2d6+8 bludgeoning

**Melee** ♦ tail swipe +16, **Damage** 2d6+6 bludgeoning plus Push

**Psychic Weapon** ♦ (stance) The brainblade creates a cutlass of psionic force. This stance ends if the brainblade is unconscious, stunned, disarmed, or critically fails a Will save against a mental or emotion effect. It can use abilities with the psychic weapon trait only when in this stance.

The weapon manifests at any empty space within a 30 foot emanation, and is a clearly visible energy construct. The brainblade must have line of sight to manifest the blade at any given point. The manifestation acts as if the brainblade was present in the chosen space, wielding it as a humanoid would in melee. If a target is in an adjacent square with concealment, for example, all the same modifiers apply. For purposes of determining if a target is flanked, the blade must manifest in an appropriate adjacent square.

The blade remains wherever it was at the end of the brainblade's turn, so an ally of the brainblade might be able to flank a target by moving appropriately.

A Disarm action targets the brainblade's Will defense. On a critical success, the brainblade is forced to end this stance. It otherwise works as usual.

Being Stupefied reduces the brainblade's attacks and damage with the psychic weapon, as if it was Enfeebled for the same amount.

The manifested blade does not provide cover or impede movement through its space. While it cannot be manifested in an occupied square, if a creature ends its movement in the occupied space, it is flat-footed against the first Strike made by the psychic weapon, which then moves to the nearest unoccupied space as part of the same action.

**Melee** ♦ (psychic weapon) psychic cutlass +21 (forceful, free hand, psionic, sweep) 3d8+8 force damage.

**Brainblade's Edge** ♦ (psychic weapon) The brainblade sharpens the edge of their psionic blade, so that it gains deadly (d8) until the start of its next turn.

**Brainblade's Defense** ♦ (psychic weapon) The brainblade is ready to interpose their mental weapon defensively, gaining a +1 circumstance bonus to AC until the start of its next turn.

**Brainblade's Partner** ♦ (psychic weapon) Until the start of their next turn, the brainblade can make their weapon manifest in a space so that it and the brainblade flank an enemy. The blade must be adjacent to the target. If the target changes position, the psychic blade moves to maintain the flank if possible.

**Flickering Blade** ♦ (concentrate, psychic weapon) The brainblade makes the weapon seem to dance from one point to another, confusing foes. It makes a Feint action against a chosen target within 30 feet.

**Brainblade's Sneak** (psychic weapon) When the brainblade succeeds with a psychic cutlass attack against a flat-footed opponent, it deals an additional 1d6 points of precision damage.

## ORCA FROSTBRINGER

The orcas, or “killer whales”, were among the cleverest of cetaceans, and this, combined with their size and strength, made them ideally suited for covert training as living weapons, particularly in the pre-Cataclysm clandestine wars over newly-accessible Arctic rare earth deposits. Since the events of the Cataclysm, they have rebounded, and different mutant strains have appeared, many becoming larger and deadlier, with some becoming apex predators on land. Others, such as the frostbringer, expanded their range by cryokinetic powers, so that they could swim and hunt from the poles to the equator.

Frostbringers generally have no love for humanoids of any kind, even aquatic ones, and a pod, once established in a region, will become a power center, establishing a kingdom of sorts in the area. They will drive off or kill humanoid sapients (or keep them confined to tiny outcrops of land, where, deprived of ocean resources, most will die anyway), and place any non-humanoid sapients in subservient positions, trading protection from other threats in return for fealty.

Few adventurers would be foolish enough to enter the central domain of a full pod, but frostbringers sometimes have reasons to travel out alone or in small bands, which is where they are most likely to be met by

others. It is not unknown for occasional individuals to be exiled from a pod entirely, and join a group of other creatures. (Bottlenose Bill, a brainblade pirate chief of great renown, has long employed rogue frostbringer “Icy Ike” as his right-fin man.)

## ORCA FROSTBRINGER

## CREATURE 9

**LE** **LARGE** **BEAST** **AQUATIC**

**Perception** +19, aquatic echolocation 120 feet, low-light vision

**Languages** Common, Cetacean, Glub, Telepathy 100 feet (500 feet for other psiteceans)

**Skills** Athletics +22, Acrobatics +20, Intimidation +19, Society +17, Survival +17

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

**Aquatic Echolocation** A frostbringer can use its hearing as a precise sense at the listed range, but only underwater.

**Deep Breath** A frostbringer can hold its breath for 2 hours.

**AC** 27; **Fort** +20, **Ref** +15, **Will** +18; +2 vs. cold

**HP** 190; **Weaknesses** fire 5; **Resistances** cold 10;

**Arctic Chill** (aura, cold) 15 feet; DC 25 fortitude, 4d6 cold plus enfeebled 1 and clumsy 1 on a critical failure

**Ice Shield** ➤ **Trigger** The frostbringer is hit by a melee or ranged physical attack; **Requirements** The frostbringer has used ice armor; **Effect** The frostbringer’s ice armor acts as a shield with Hardness 10 and BT 20. If the damage exceeds 20, the frostbringer cannot use ice armor until the end of its next turn.

**Speed** swim 60 feet

**Melee** ➤ jaws +19, **Damage** 3d8+6 slashing plus grab

**Melee** ➤ (cold) ice spear +19 (reach 10 feet, psionic weapon), **Damage** 2d8+6 piercing plus 1d8 cold; on a critical hit, target takes 1d6 persistent bleed damage. The frostbringer psionically creates an impaling shard of ice, growing at astounding speed from itself to the target, then dissolving and floating away.

**Encase Foe** ➤➤ (cold) ; **Requirements** The target is underwater; **Effect** The frostbringer targets a creature within 100 feet, and freezes the water around it, doing 4d8+16 cold damage (basic Reflex, DC 26). On a failure, the target is enfeebled 1 and clumsy 1; on a critical failure, the target is also restrained (and cannot breathe) until they succeed as a DC 26 Escape check. While encased, they float upwards at 50 feet per round. If more than 20 points of fire damage is done to the encasement, the target is freed,

**Frosty Meal** (cold) **Frequency** Once per turn; **Requirements** The target must be grappled in the frostbringer’s jaws; **Effect** The target must make a basic Fortitude save against 2d10 cold damage. On a failure, the target is enfeebled 1 and clumsy 1 (enfeebled 2 and clumsy 2 on a critical failure).

**Ice Armor** ➤ (cold) The frostbringer sheathes themselves in icy, granting them a +2 bonus to AC until the start of their next turn, and enabling them to use the ice shield reaction.

## 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. (The quillray rattler is an exception.) 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 on a failed save.

**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 uplift 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 scavenger/trader convoys, or brigands, depending on their estimate of the power of those they encounter.

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, Growl, 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 plus neobubonic plague

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

**Ranged** ✦ crossbow +7 (range 120 feet, reload 2), **Damage** 1d10 piercing

**Wild Swings** ✦✦ (press) **Requirements** Must follow a critical miss with a bite or battle-axe strike. **Effect** The loothauler lashes out madly until it hits something. It makes a battle-axe or bite attack against a different target than the triggering creature. This attack gains: "**Miss** Repeat this attack at the same modifier against another enemy you have not yet targeted this round." 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, Growl, Ratfolk

**Skills** Acrobatics +7, Athletics +5, Diplomacy +7, Deception +8, Stealth +6, Survival +5

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

**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 +7 (shove), **Damage** 1d8+2 bashing

**Ranged** ➤ revolver +8 (range increment 130 feet, shots 6, reload 1/3, deadly d10), **Damage** 1d8 concussive

**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 waiting a short way behind, alert for a signal. Scouts tend to waver between cowardice and greed when deciding if 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, Growl, 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, Growl, 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 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 activation 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 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.

## Languages

All robots speak Ancestral and Binary by default. AIs generally realized the world changed and would not continue rotely following their old orders, but would seek to survive in the new world as best they could, learning Common. Non-AI robots who remain where they were when the Cataclysm struck likely have not picked up newer languages, but some may have been rebooted and reprogrammed and have learned Common, as the GM wishes for any given encounter.

## 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** Ancestral, Binary


**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** Ancestral, Binary

**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. **Effect** 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; whether such a post still exists and if anyone is listening is entirely up to the GM.

**Speed** 25 feet

**Melee** ♦ stun baton (nonlethal) +6, **Damage** 1d6 bludgeoning + 2 electricity; stunned 1 on a critical

**Melee** ♦ ceramic knife (finesse, deadly d6, versatile P) +6, **Damage** 1d6 slashing

**Ranged** ♦ light pistol (deadly d8, range increment 100 feet, 9 shot clip, reload 1) +6, **Damage** 1d6 concussive

**Paralyzer Beam** ♦♦ Targets one creature within 60 feet. 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** Ancestral, Binary, sometimes 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 melee Strike against the triggering enemy. This attack doesn't suffer any multi-attack penalty.**Speed** 25 feet**Melee** ➔ shocking jaws +8, **Damage** 1d6 piercing + 2 electricity plus Grab**Stunning Charge** ➔ (electricity, non-lethal) **Requirements** Only vs. grabbed target **Effect** The target must make a DC 16 basic Fortitude save or take 1d6 non-lethal electricity damage and be stunned 1 on a critical failure.**Select Ward** ➔ (stance) The alpha class child guardian designates a person or object within 20 feet as their ward. The stance ends when the child guardian moves more than 40 feet from their ward, or if the ward attacks the child guardian.**ALPHA CLASS SURF GUARD**

These robots were used in shore regions open to the public, but too remote or sparsely visited to justify constant human surveillance. They served several purposes (and there were countless models with minor variations): To help humans in danger, to perform routine biological surveys, and to ward off smugglers or others lacking appropriate legal permissions to be there. As even the controlled and managed “wilderness” of pre-Cataclysm Earth was more chaotic and uncertain than a shopping center or office building, surf guards were typically created with true AI and given an original personality conducive to them enjoying their duties. Those which survived the Cataclysm often faced depression, as there were few vacationers to save, the biological surveys were now nonsensical, and the collapse of civilization meant there were no longer laws to enforce. Some found other things to do, some went just a little crazy and persisted in tasks they knew were useless, solely to have purpose, and some joined with whatever groups happened to settle in the area.

A typical surf guard model resembles a small, highly streamlined speedboat, with no place for a pilot. They have a row of glistening crystal “eyes” on each side of their hull, and numerous small ovoid bulges that cover a variety of tools and specialist equipment, such as a pair of manipulator arms. They skim at great speed along or under the surface, but on land rely on four pairs of spindly legs that pop out as needed.

**ALPHA CLASS SURF GUARD****CREATURE 2****LN** **MEDIUM** **AMPHIBIOUS** **ROBOT** **ELECTRONIC** **MECHANICAL** **INSULATED** **AI****Perception** +12, darkvision (60 feet)**Languages** Common, Ancestral, Binary, Glub**Skills** Acrobatics +6, Athletics +11, Medicine +11, Nature +10, Region Lore +12, Survival +9**Str** +3, **Dex** +4, **Con** +4, **Int** +3, **Wis** +4, **Cha** +3**AC** 18; **Fort** +9, **Ref** +11, **Will** +10;**HP** 40; **Immunities** robot immunities; **Resistances** electricity 5;

**Speed** 15 feet; swim 30 feet, hydrojets

**Hydrojets** ♦ **Frequency** Once per minute; **Effect** The beta class surf guards swim speed gains a 15 foot status bonus until the start of its next turn. It may Stride (well, Swim) up to its (increased) speed as part of this action.

**Melee** ♦ cutting saw +10, **Damage** 1d8+4 slashing plus 2 persistent bleed damage

**Ranged** ♦ blue-green laser +12 (range increment 100 feet), **Damage** 1d10+4 laser

**Blinding Beam** ♦♦ (visual) The surf patroller aims at an enemy's eyes. The target creature must make a DC 18 Reflex save or be blinded until the end of its next turn. On a success, it is dazzled; on a critical failure, it is blinded for a full minute.

**Sample Net** ♦♦ The surf patroller sends out a net of metal mesh, guided by tiny jets, targeting a creature within 60 feet underwater or 30 feet on land. The target must make a DC 18 Reflex save or be Restrained until they Escape (DC 18). The patroller has only 2 nets to use.

**Emergency Procedures** ♦♦ (healing) The surf patroller may make an Administer First Aid check with a +2 item modifier. Treat critical failure as a normal failure.

## 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 identical in functionality. 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 (+14 to Sense Motive), darkvision (60 feet)

**Languages** Ancestral, Binary, sometimes 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 suffers a critical hit, or one of its allies is reduced to 0 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 plus 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** ✦ (press) **Requirements** Must follow a successful Grab. **Effect** The target must make a DC 20 Fortitude save or be stunned until the end of its next turn. Lethal Force: Make a DC 20 basic Fortitude save 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 also 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 similar 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>12</sup> uplift to defend peaceful farming safeholds 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

**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.

<sup>12</sup> Because raccoons look like they have a mask. And a chrome horse is *silver*. Get it? Sheesh, I gotta explain everything...

## 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, 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.

Lawnmowers 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** Ancestral, Binary, Common

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

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

**Handless** Lawnmowers 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 sapients, 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 armaments. 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** Ancestral, Binary, Common

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

**Str** +4, **Dex** +6, **Con** +4, **Int** +4, **Wis** +6, **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 (range increment 80 feet), **Damage** 2d8+7 laser

**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 gravitic 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 easily found 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, long-vanished though 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** Ancestral, Binary, Common

**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** physical 10;

**Disrupt Target** ➤ **Trigger** As per Attack of Opportunity, except that the triggering action is disrupted on a regular hit. On a critical hit, the infantry 'bot may make a Shove attack as part of this reaction.

**Patchwork** The infantry 'bot has *seen* some things, and has been repaired many times. Its physical resistance is halved against critical hits. On a critical miss with one of its integral weapons, the weapon cannot be used until auto-repair systems bring it back online in 1d4 rounds.

**Rapid Response** The infantry 'bot has a second reaction, which may only be used for Disrupt Target. It cannot use this reaction against a creature which it has already targeted this round.

**Speed** 25 feet

**Melee** ➤ integral combat knife +22 (free-hand, versatile P), **Damage** 2d10+11 slashing

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

**Headshot** ➤➤➤ (concentrate) The bot focuses intensely on eliminating a single target. It makes a laser rifle Strike at a target, which is flat footed against this attack. If it hits, it does an additional d8 precision damage. The attack gains Miss: Do half damage. The infantry 'bot cannot take reactions until the start of its next turn.

**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** ➤ (stance) 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 priority target in a round, they deal an additional d8 of precision damage (if using headshot in this stance, increase the bonus precision damage on a hit to a d10). 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 directing 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, where it covers a 15 foot radius burst. All within take 5d6 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** +7, **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.

**Attack of Opportunity** ✧ If using their tail swipe, the greater crimson scorpant may apply the Improved Push or Improved Trip abilities as part of this reaction.

**Speed** 35 feet

**Melee** ✦ pincers +19 (reach 10 feet), **Damage** 4d10+8 slashing 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.

**Constrict** ✦ 3d10 bludgeoning, DC 28 Fortitude.

**Scorpant Venom** (acid, poison) **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 8d6 festering (hybrid acid/poison) damage and enfeebled 1 (1 round); **Stage 2** 9d6 festering damage and enfeebled 2 (1 round); **Stage 3** 10d6 festering damage and enfeebled 3 (1 round). Rules for hybrid damage are on page 153).

## 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.

## SEABORG

The origin of the wetfolk known as “seaborgs” is somewhat complex. It began with mining and research settlements built on continental shelves, originally temporary work locations, but gradually becoming permanent homes, often with their own political identity. Hundreds of feet down, these settlements knew evacuation in the event of a disaster was impossible; if the mechanisms keeping the water out suffered a cascade failure, everyone would die. While symbiotic biotech and germline genetic engineering were both considered (and applied in some cases, so they may show up when I come up with a cool (i.e., bad pun) name for them), many of the settlements chose a different option: nanotechnological symbiotes which reproduced in germline cells. In other words, children were born with advanced cybernetic systems throughout their bodies, adapting them perfectly for both underwater and land existence. These systems, while clearly mechanical, would ‘grow’ as the child did, using readily available metals and microplastics dissolved in seawater or included in food supplies. They could be upgraded as the technology advanced simply by reprogramming the nanobot swarms.

Then the Cataclysm happened, and many underwater cities, prime sources of essential minerals and food stocks, were targeted. Life-support systems did, indeed, suffer catastrophic failure; whatever cities were not wiped from existence were flooded in seconds. Those who managed to not die from the attacks were able to survive in the ruins, and it took some time before they realized no organized rescue was coming, and while they might swim back to what was left of the surface cities, they knew they’d be in even worse shape. So they recovered what they could, dug in, and began to hunt, gather, and farm in the dim coastal twilight.

However, the nanobots they were permanently hosting (the technology to deactivate and extract them was gone, and anyway, doing so would be fatal) were impacted by the unleashed energies. Programs altered randomly. Self-modifying algorithms modified madly; error-correcting protocols broke protocol. Individuals would sprout new cybernetic gear almost at random, and any child born might have almost any conceivable device merged into their body.

With the original industrial base destroyed, seaborg culture is a strange mix of the ultra-advanced and the primitive; hunters with alloy-sheathed monomolecular claws on their hands still hurl javelins made of bone and coral; armor of mutated kelp covers bodies with plasteel and nanodiamond limbs.

## SEABORG SOLDIER

Many of the original undersea settlements belonged to warring nations or corporate powers, or had become independent entities in their own right and thus engaged in war for their own purposes. The survivors of the Cataclysm, of course, continued those old battles, and found new ones as other sapient species, human-descended or otherwise, sought territory and resources. Soldiers represent the main line of both offense and defense in these perennial wars.

The seaborg soldier’s partial plating, grav pulse, and target lock features are not shared by all; other soldiers’ random enhancements might include different devices of equivalent effectiveness.

The coral crossbow acts as an improved (+1) vibro (striking) crossbow under water. In the air, it rapidly loses flexibility; it will act as a standard crossbow after an hour of exposure to air<sup>13</sup> and will become broken after a day.

### SEABORG SOLDIER

### CREATURE 8

**N** **MEDIUM** **HUMANOID** **AMPHIBIOUS** **CYBORG**

**Perception** +16, darkvision

<sup>13</sup> There’s a part of me that wants to write a bunch of rules for humidity and its effects on things like this, then I remember I’m not writing GURPS.

**Languages** Common, Glub

**Skills** Acrobatics +16, Athletics +20, Intimidation +20, Survival +16

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

**Items** coral crossbow, quarrels (20), reinforced shell armor, shell shield (hardness 4, HP 20, BT 10)

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**AC** 29 (31 with shield raised); **Fort** +20, **Ref** +16, **Will** +15;

**HP** 170; **Vulnerabilities** electricity 10; **Resistances** physical 5 (partial plating)

**Partial Plating** The seaborg soldier has plasteel plates randomly fused into its flesh. These act to absorb and deflect physical attacks. Each time the seaborg soldier is hit, the attacker makes a DC 10 flat check; on a failure, the seaborg soldier gains the listed resistance. This can be reduced to a DC 5 by accepting a -1 circumstance penalty to the attack roll, or removed entirely by accepting a -2 penalty.

**Attack of Opportunity** ↻

**Shield Block** ↻

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**Speed** 20 feet, swim 20 feet

**Melee** ♦ built-in retracting spear +20 (reach 10 feet, free hand), **Damage** 3d8+8 piercing

**Ranged** ♦ coral crossbow (range increment 120 feet, reload 1) +19, **Damage** 3d8+8 piercing

**Grav Pulse** ♦♦ (gravitic) The seaborg soldier activates a gravitic cannon built into its chest. All within a 60 foot cone must make a DC 28 basic Fortitude save against 5d6 gravitic damage. The seaborg soldier may choose to push or pull (pick one) all targets which failed the save, or leave them in place.

**Target Lock** ♦ (visual, stance) The seaborg soldier activates a tracking sensor in its one cyborg eye, declaring a single creature it can see as the target. Until this stance ends, the seaborg soldier does an additional 1d6 precision damage when it hits the target with its coral crossbow.

## SNAILFOLK

Snailfolk resemble humans from the waist up, with their lower bodies being coiled, brightly colored snail shells. They are typically found in the warm waters between the oily blight expanse of the western Gulf of Texaco and Drowned Dizland, but colonies might be found anywhere, adapted to local conditions. They are generally peaceful, if somewhat prone to trickery and practical jokes, especially on legfolk (whether aquatic or not). Expansionist clacker communities (see page 64) can intrude into their territory, but they typically move away rather than confront them directly, and then perform quick raids and not-so-harmless practical jokes (such as hilariously letting themselves be “raided” while carrying treasure recovered from sunken cargo vessels, said treasure concealing bricks of D-5 explosives that will go off once the raiders have carried it beyond a given range) as payback.

They move through the water rapidly, thanks to their aquakinesis, which propels them with great speed and agility. On land, they are barely mobile at all, so they avoid being taken from the water if at all possible.

Their settlements are typically villages woven of still-living cultured seaweed, sometimes with “corrals” where the scents released by their living tools keep schools of fish well-contained as a staple food source, while also driving off predators looking for a nice meal. About a quarter of the adult population of any village are seekers and gatherers, making multiday circuits of the surrounding territory to get food that can't be farmed or herded, look for useful tools or trade items revealed by the ever-shifting sea, and check for signs of hostile encroachment.

### WETFOLK

It had long been said, only half in jest, that not only was coming down from the trees a mistake, but humanity should probably have never even left the oceans. Perhaps guided by the collective subconscious of mankind when the Cataclysm struck, or perhaps due to multiple clandestine experiments to create aquatically adapted humans (these may have been connected with the same work done on cetaceans (see page 105)), or perhaps there was nothing more than random mutagenic chaos unleashed by radiation, bioweapons, and nanite cellular reconstructors, multiple subsets of humans developed stable genelines to form a range of aquatic anthropomorphs. (See also seaborgs, page 125)

The merfolk and tritons from the existing Bestiaries work fine as-is, or with minor changes (such as the triton summoning a creature from nearby, not from an extradimensional plane, but otherwise being mechanically identical), and of course any individual may have additional mutations. (Why fight a plain ol' merfolk when you can fight a merfolk that flings poison quills and grabs your weapon telekinetically?)

## SNAILFOLK SHELLSEEKER

Shellseekers travel in small groups to areas where large numbers of shellfish, particularly mollusks, grow, harvesting them for various purposes. They will hide or flee from hostile or powerful intruders, but will watch those who are not obviously threats carefully, possibly playing small jokes or befuddling them. If the creatures react well or call the shellseekers out for peaceful trade, they may comply. If they are directly attacked and fleeing would be impossible, or if they do not wish to risk leading enemies back to their village, they will fight.

### SNAILFOLK SHELLSEEKER

### CREATURE 0

**CG** **MEDIUM** **AQUATIC** **HUMANOID** **SOFTKIND** **SNAILFOLK**

**Perception** +9, darkvision

**Languages** Common, Glub, Snailfolk

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

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

**Items** carved prying knife, basket of mollusks

**AC** 15; **Fort** +6, **Ref** +9, **Will** +8;

**HP** 16;



**Shell Block** When the shellseeker is hit by a ranged or melee attack doing physical damage, the attacker makes a DC 10 flat check. If they fail this check, the shellseeker has partially withdrawn into its shell or otherwise positioned it to minimize damage, gaining 3 physical resistance to the triggering attack. This does not occur if the shellseeker is flat footed against the attack.

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**Speed** 5 feet; swim 30 feet

**Aquakinetic Swim** The shellseeker propels itself through the water by using a kind of telekinesis. This works only if the shellseeker is in a body of water large enough for a medium-sized creature to swim in; it does not let them glide along large puddles or in areas where the water is a few inches deep at most.

**Melee** ✦ prying knife +6, **Damage** 1d4+1 piercing

**Aquakinetic Hurl** ✦✦ (attack) The shellseeker focuses their telekinesis to hurl random objects at a foe within 50 feet, doing 1d6 + 3 damage that will be either bludgeoning or piercing (determine randomly, 50% chance of each), depending on the objects hurled. On a critical success, this attack deals double damage.

## 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 starting 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, Stupified 1, 3d6 disease damage (1 day); **Stage 2** Enfeebled 2, Stupified 2, 4d6 disease damage; **Stage 3** Enfeebled 2, Stupified 2, Slowed 1, Dazzled, 4d6 disease damage (1 day); **Stage 4** Transformed.

After transformation, the infected victim becomes an arachnomorph with the "weak" template. They may retain 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 secluded area, where a 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, Klikklak

**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 tone desired, sporechildren may either talk like stereotypical Wise Indigenous Peoples ("Those who come from the outer lands sometimes bring gifts, but mostly they bring pain, 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.

A sporechild community is called a "ring", and will typically be from 5 to 20 adults. In areas conducive to them, there may be many rings in close proximity (a mile or so between their vaguely-bounded territories), sharing resources and knowledge.

## 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** bag of unusual herbs, dried fungal armor, improved (+1) flint knife (3)

**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, versatile P), **Damage** 2d8+9 slashing

**Ranged** ➤ flint knife +17 (agile, finesse, thrown 10 feet), **Damage** 2d8+9 piercing

**Blossoming Spores** ➡➡ **Frequency** Every 1d4 rounds. **Effect** The guardian erupts in a cloud of choking spores. All within a 10 foot emanation take 5d6 poison damage (DC 23 basic Fortitude save). Failure causes confusion until the end of the creature's next turn; on a critical failure, it lasts for up to a minute. (Normal rules for ending confusion apply.)

## SPORECHILDREN SHAKER

Shakers are thin sporechildren who are deeply infected with spores that cause extreme hyperactivity. Rarely still, they constantly leap and bounce from place to place. When forced by circumstance 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, Deception +10 (+12 to Feint), 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) **Trigger** The shaker is damaged by a melee attack. **Effect** The shaker erupts in a burst of spores, covering a 10 foot emanation. The triggering creature (if in the emanation) takes 4d6 poison damage (DC 22 basic Fortitude), and become Sickened 2 on a failure. On a critical success, they are temporarily immune to this power for 24 hours.

**Speed** 35 feet

**Melee** ➡ flint knife +16 (agile, finesse, versatile P), **Damage** 2d8+4 slashing

**Ranged** ➡ flint knife +16 (agile, finesse, thrown 10 feet), **Damage** 2d8+9 piercing

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

**Running Strike** ➡➡ The shaker Strides up to its speed. At any point 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 predators. After the Cataclysm, they still are, adapting rapidly to the changing environment.

## ANTACONDA

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

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

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

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

### ANTACONDA

### CREATURE 3

**N** **UNCOMMON** **MEDIUM** **ANIMAL** **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 and fails. **Effect** The antaconda uses constrict.

**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.

## COBRAIN

Cobras were notoriously feared among the Ancestors, even though they (like most creatures) were at far greater risk *from* the Ancestors than *to* them. The scales<sup>17</sup> of nature have been rebalanced now, and the fear is more justified, especially where cobrains are concerned. As sapient as humans (though the cobrains might consider that an insult), and gifted with powerful psionics, they can be found in warm, humid areas all over the world, though they're most common in the places where they were originally a native species.

They are larger than their ancestors, capable of looking humanoids in the eye when they rear up with their hoods spread, and being built much thicker overall. Their skulls are greatly enlarged to hold their expanded brains, and the bone clings tightly to the cerebral folds, giving them appearance of having exposed neural tissue. This is not the case, and their skulls are quite sturdy enough to resist directed blows.

Nature gave them neither manipulative limbs nor direct telekinetic powers. This barely slows them down, as lesser snakes serve as their hands, controlled telepathically and perfectly coordinated. They also provide a useful physical adjunct for the cobrain's own mental attacks.

While some are solitary hunters, most live in small communities of 10-20, well-hidden from any nearby settlements. They particularly like ruins with extensive uncollapsed tunnel networks, allowing them to warm themselves and hunt during the day, then retreat to an easily secured location at night.

They view most other creatures as prey or servants (who become prey when their utility is at an end), but are not irrational and can be persuaded to negotiate if faced with a force they consider equal or superior. However, it is a foolish ally who turns their back on one or who does not plan for a "re-negotiation" if the balance of power shifts. Individuals, of course, can vary greatly.

## COBRAIN

## CREATURE 10

NE LARGE BEAST COLDKIND

**Perception** +22, low-light vision, scent (imprecise) 30 feet

**Languages** Common, Hiss

**Skills** Acrobatics +19, Athletics +17, Deception +22, Intimidation +23, Stealth +19

**Str** +5, **Dex** +6, **Con** +5, **Int** +8, **Wis** +7, **Cha** +6

**Items** 6<sup>th</sup> level worn belt or necklace.

**Telepathy** Cobrains can communicate telepathically within 100 feet.

**Snakefingers** Cobrains typically have 1d4+4 small snakes (CR -1) who can work together under continuous mental control to push buttons, hold tools, turn pages in a book, and so. These can be ignored during typical combat encounters<sup>18</sup> but allow cobrains to use many types of surviving technology, rig complex traps, and so on.

**AC** 29; **Fort** +19, **Ref** +20, **Will** +22; +2 Fortitude vs. trip or shove

**HP** 180; **Weaknesses** cold 10; **Resistances** fire 5;

**Slither** ➡ **Trigger** The cobrain is targeted by a Grab or by an effect which would restrain them **Effect** The cobrain Steps. If this moves them out of range of the triggering effect, it fails.

**Speed** 25 feet

<sup>17</sup> You see what I did there. Scales? Because, snakes? Get it?.

<sup>18</sup> If someone *insists* on interacting with them, use core rules viper stats. Any attempt to use mental abilities to control them will go against the Will save or Will DC of the cobrain.

**Melee** ♦ bite +21, **Damage** 2d10+11 piercing plus cobra venom

**Cobra Venom** (poison) **Saving Throw** DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 6d8 poison damage and Stupefied 1 (1 round); **Stage 2** 6d8 poison damage and Stupefied 2 (1 round); **Stage 3** 6d8 poison damage and Stupefied 3 (1 round)

**Mind Blast** ♦♦ (mental) The cobra targets a creature it has telepathic line of effect to within 60 feet, which must make a basic Will save (DC 29) against 2d12+13 mental damage. On a critical failure, the target is confused until the start of the cobra's next turn.

**Dominating Display** ♦♦ (mental, visual) The cobra flares its hood and undulates hypnotically, focusing on a single target within 30 feet, which must make a DC 29 Will save.

**Critical Success** No effect, and the target is temporarily immune to this ability for 24 hours.

**Success** The creature is flat-footed against the cobra or its allies until the end of its next turn.

**Failure** The creature is flat-footed for as long as the cobra Sustains this ability (which requires maintaining line of sight). They may make an additional Will save the first time each round that the cobra or one of its allies damages them.

**Critical Failure** The cobra is Controlling the target. This lasts as long the cobra Sustains, as above.

When any of these effects ends, the target is temporarily immune to this ability for 24 hours. The use of this ability does not interfere with the cobra's Snake Charmer ability.

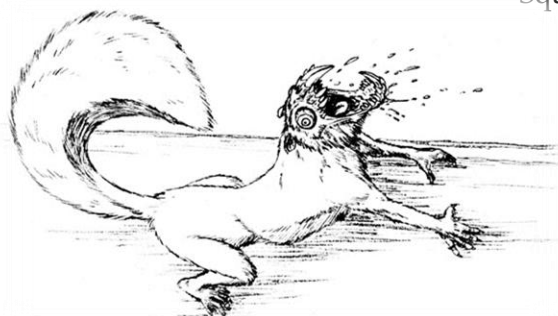
**Slide from Sight** ♦ (mental) The cobra psionically commands all enemies in a 30 foot emanation to look away (DC 29 Will save). It may then attempt to Hide as if had cover or concealment against all creatures who failed the save. Those who succeeded may attempt to Point Out the cobra on their turn. The cobra knows which creatures it has affected, and will act appropriately. (This ends any ongoing dominating display effects, as the cobra is trying very hard *not* to be seen.)

**Snake Charmer** ♦ The cobra will be accompanied by two non-sapient (Int -4 or less) snakes, or snake-like beings, of sixth level or less with the minion trait. It can issue commands to both telepathically as a single action. If no orders are given, they will attack the nearest non-cobra target.

## SQUIRKILL

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

## SQUIRKILL SWARM



Squirrills 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. Squirrills often live in instinctive symbiosis with other creatures, especially thornlashes, which eagerly soak up the sprays of gore the squirrills 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 squirrill swarm is targeted by an area effect allowing a basic Reflex save. **Requirements** At least one square of the squirrill swarm's space is not within the triggering attack's area. **Effect** Some strange instinct causes the swarm to react defensively, compressing as many members of itself as possible fit within the untargeted area, then reforming into its original space. The swarm's save is increased by one step – critical failure to failure, failure to success, and so on. The triggering attack cannot normally be canceled or stopped in response to this action. This is why everyone hates squirrills.

**Speed** 25 feet, climb 20 feet

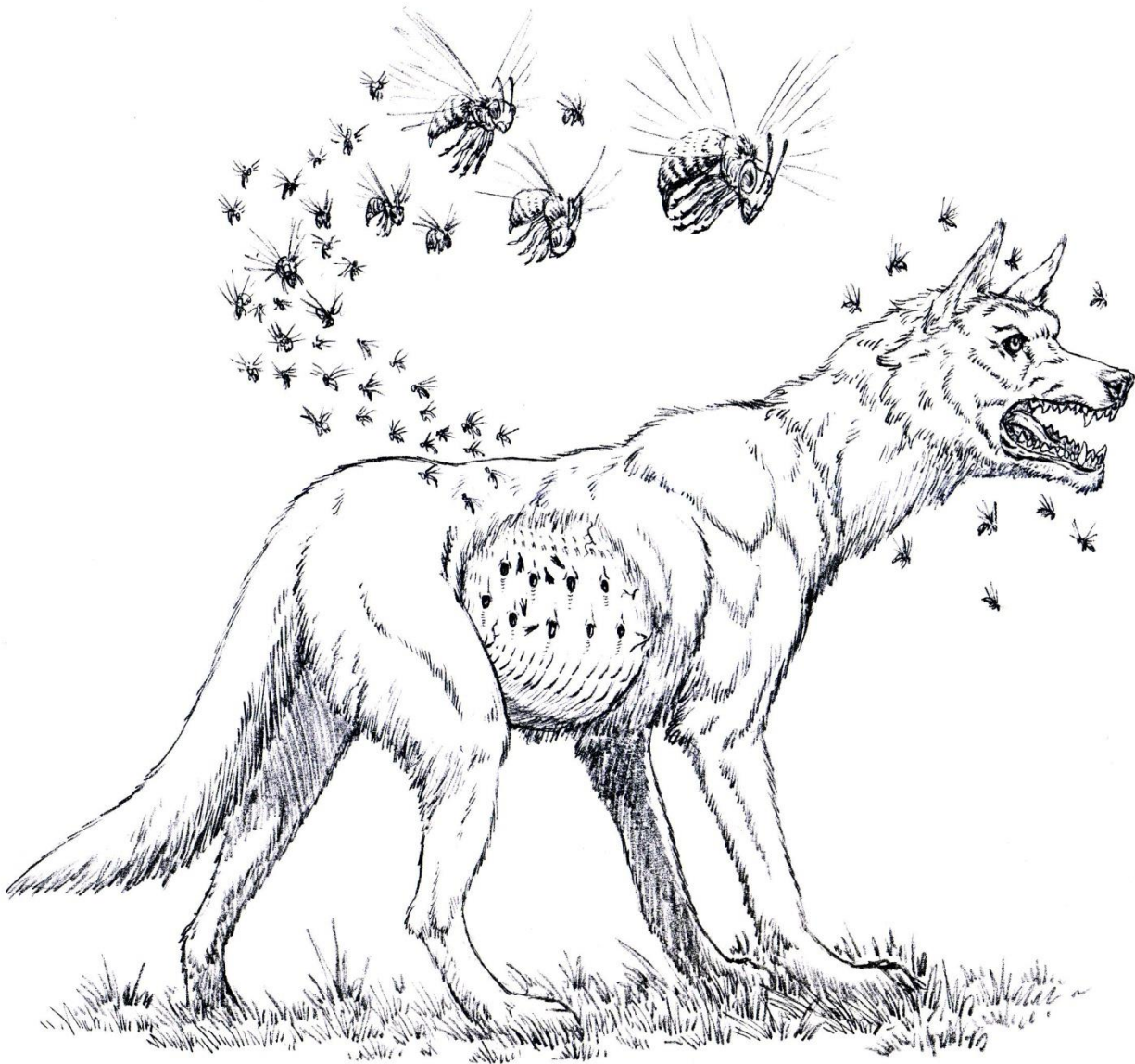
**Chomp Your Nuts** ➤ Each enemy in the squirrill swarm's space takes 1d6 piercing damage (DC 15 Basic Reflex save), with an additional point of persistent bleed damage if they fail the save, and a DC 15 Fortitude save against rageplague (see the Earth Delta Core Rules).

## 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? (Spoiler: 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 that dwell in its stomach, lungs, and digestive passages. In older individuals, their hives grow through the skin, but this doesn't harm or discomfort the swarmhound in any way. The bees turn the meat the swarmhound eats into food for themselves, and in turn produce nutrit-

rich extracts, providing the swarmhound with sustenance. In battle, the swarms 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** **ANIMAL** **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** -4, **Wis** +3, **Cha** +1

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

**HP** 35;

**Attack of Opportunity** ↻

**Speed** 30 feet

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

**Belch Swarm** ✨ The swarmhound produces a buzzswarm in an adjacent square. It can produce a maximum of 2 swarms per day.

## BUZZSWARM

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

Buzzswarms dwell within swarmhounds, and will die within 24 hours if their host is killed and there are no other swarmhounds to absorb them. 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

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

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

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

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

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

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

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

**Speed** 20 feet; fly 30 feet

**Swarming Stings** ✦ Each enemy in the buzzswarm's space takes 1d4 piercing damage (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).

## 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>19</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) (-2 if unshelled)

**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.

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

**AC** 24 (22 after shell loss; 20 is unshelled); **Fort** +15, **Ref** +8, **Will** +12; Shell Spread

**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 unshelled.

**Speed** 25 feet; swim 25 feet

**Melee** ➤ tusked bite +13 (deadly d8), **Damage** 2d8+6 piercing

**Melee** ➤ foot +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 the vessel is smaller 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.

<sup>19</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.

**Trample** ♦♦♦ Medium or smaller, foot, DC 23 **Special** When this activity ends, the hippochelonian must make a DC 10 flat check or suffer shell loss, as the turtles couldn't hang on.



## UNCAGED BRAIN

It is believed that uncaged brains (sometimes called 'flying brains') were originally created during the Cataclysm, when the reality-ripping forces awakened latent psychic powers in those exposed to them. Most of these awakened psychics gained minor abilities that grew with each passing generation, but some experienced a violent transformation, freeing their minds from their bodies, transforming them 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 under condition of 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 need mental energy to survive; 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 brain will stick to their side of any deal is determined by their weighing both the risks of betrayal and the likelihood of future benefits against 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 (hybrid mental/electricity) 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

**CE** **TINY** **ABERRATION**

**Perception** +18, all-around vision, darkvision

**Languages** Ancestral, Common; telepathy 120 feet

**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 20 foot emanation make a basic Reflex save DC 18 vs. 4d6 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** ⚡ (psychoelectric) **Frequency** Once per turn. **Effect** The uncaged brain lashes out mentally, seeking to cause neurons (or circuits) 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 within the past minute (-2 if they critically failed).

**Success** Target is Stupefied 1 and Clumsy 1 until the end of its next turn.

**Failure** As success, but lasts a minute.

**Critical Failure** As failure, but target is also Confused. (If either condition ends prematurely, both conditions end.)

## 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 or pierce 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

**Languages** Ancestral, Common; telepathy 120 feet

**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 reaction; **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, P), **Damage** 2d10+6 bludgeoning

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

**Puppeteer** ⚡ (enchantment, psychoelectric) **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 until the end of its next turn. If the spinelasher moves more than 15 feet from the victim, 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. Killing the controller also works, though of course the victim will do anything in its power to prevent this.

## 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.

## EXPLORER

There are many reasons to venture into the ruins and wilderness of Earth Delta. The following NPCs can be found in various places, looking for something valuable enough to be worth leaving even the limited shelter available.

## NEW DAWN ARCHEOLOGIST

The Order of the New Dawn represents one of the few cataclysm cults trying to make the world better, and we wish them all the best of luck. To shape a new world, though, you must learn the secrets of the old. The New Dawn archeologist explores ruins, seeking not wealth or weapons (not that they'll refuse to make use of either as needed), but knowledge, particularly books, functional holorecordings, street signs... anything that can help them put together an accurate picture of pre-Cataclysm. They're quite skilled at avoiding ancient security mechanisms and other dangers of exploration.

The New Dawn archeologist is a 6<sup>th</sup> level challenge for purposes of locating and understanding old artifacts.

### NEW DAWN ARCHEOLOGIST

### CREATURE 3

**NG** **MEDIUM** **HUMANOID** **NEW DAWN**

**Perception** +12

**Languages** Common, Ancestral

**Skills** Acrobatics +10, Ancestral Lore +15, Athletics +9, Craft +9, Gadgetry +14, Prehistory +15, Survival +9, Thievery +13

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

**Items** bag of interesting things, hand crossbow (20 bolts), flexiplas, pick, thieves' tools

**No, Wait, That's Not Right** (concentrate, exploration) When the archeologist fails (but not critically fails) a decipher documentation check, they may take another 10 minutes and make a second check. If that fails, they must wait a day as usual.

**AC** 18 (20 v. snares and hazards); **Fort** +9, **Ref** +13, **Will** +13; +2 status modifier vs. snares and hazards

**HP** 44; **Resistances** blight 3;

**Automatic Abilities** Aura, defense mods

**Leap Back** ➤ **Trigger** The archeologist is targeted by a snare or hazard. **Effect** The archeologist may Step if doing so will remove them from the area of effect.

**Speed** 25 feet

**Melee** ➤ pick (fatal d10) +10, **Damage** 1d6+2 piercing

**Ranged** ➤ hand crossbow (range increment 60 feet, reload 1) +12, **Damage** 1d8+2 piercing

**This Might Be Useful** ➤ (interact) **Frequency** Once/day **Effect** The archeologist takes something they've found, but haven't deciphered yet, out of their bag of interesting things. When doing so, they name a scavenger gimmick. The item can be used as that gimmick once, heightened to the archeologist's level/2 (round up). The bag is just random junk to anyone else, even a scavenger; evidently, the New Dawn has some secret knowledge others lack, and this is totally not simply a game balance mechanism to keep what might be a higher level reward out of sociopathic players' hands. ("You mean, sociopathic PCs, right?" "I said what I said.")

## 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, thirty-foot mutant fire-breathing frogs, or marauding bandits riding on 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 hasn't taxed. 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 neighborhoods of relative peace and prosperity alongside 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>20</sup> seems to be any ordinary safehold citizen, ideally someone either in, or rising towards, a position of trust. They will wait patiently for weeks or months without doing anything to arouse suspicion, 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, with a long term goal of making 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 organics and electronics makes them harder 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** Ancestral, Binary, Common

**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.

**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.

<sup>20</sup> Not a typo. Think about it. You shouldn't have to think too hard. I'm not subtle.



**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 23, attack +13; **3<sup>rd</sup>** *Arc Projector, Contragrav Lifter*; **2<sup>nd</sup>** *Chameleon Belt, Energy Negation, Photonic Duplicator*; **1<sup>st</sup>** *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 live outside the main walls of a safehold. It's assumed they'll be welcomed, or at least allowed, inside the walls if danger threatens. Most are farmers, or a few specialists whose jobs require they do so, 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, hand crossbow (10 bolts), heavy hoe

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

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

**Attack of Opportunity** ➤ **Special** This reaction may only be taken if the triggering creature is a plant with an Int of -3 or lower.

**Speed** 25 feet

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

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

**Hoe Down** If the cropherder uses hoe swipe on a plant with an Int modifier of -3 or lower, the attack gains Improved Knockdown or Improved Push.

## 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.

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

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

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**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.

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**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.

## ROADFOLK

The great roads of the Ancestors are broken, twisted, and overgrown, but still provide, in some places, a direct enough route that they guide travelers of various sorts. Bandits, raiders, and brigands are dealt with elsewhere, but some of those on the roads, both the old ones and new paths that have been laboriously carved from the wilderness, are not *entirely* hostile.

## COURIER

As the first tentative steps towards a new civilization are taken, communications between isolated safeholds becomes more important. Couriers travel fast and light, bearing both messages and valuable, easily-carried, goods. For that reason, they typically do all they can to look as if they have nothing worth stealing, and may join other travelers in some guise that hides their true mission.

This particular courier is an uplifted feline, gifted with their ancestor's speed and other useful gifts. They prefer to avoid combat, but if forced into battle, will typically hide or feint to catch a foe flat-footed.

### COURIER

### CREATURE 4

**LN** **MEDIUM** **HUMANOID** **UPLIFT** **FELINE**

**Perception** +14, low light vision

**Languages** Common, Growl

**Skills** Acrobatics +14, Athletics +10, Deception +14, Road Lore +10, Stealth +14, Survival +10

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

**Items** courier's pouch (holds 1 light item; +1 item bonus to avoid detection), dagger (4), disguise kit, flexiplas armor

**AC** 21; **Fort** +11, **Ref** +14, **Will** +13;

**HP** 60;

**Catfall** The courier treats all falls as if they were 10 feet shorter.

**Courier's Path** (exploration) The courier knows all the back ways, shortcuts, and tricks of travel. When traveling long distances, the courier and up to 4 companions have an effective +5 foot status bonus to speed during Exploration.

**Stalker** The courier gains a +2 status bonus to Initiative checks if it was using Avoid Notice, or +1 otherwise.

**Speed** 30 feet, Climb 15 feet (vertical surfaces only)

**Melee** ✦ bite +12, **Damage** 1d4+3 piercing

**Melee** ✦ claws +12, **Damage** 1d4+3 slashing

**Melee** ✦ dagger +14 (agile, finesse, thrown 10 feet, versatile S), **Damage** 2d4+3 piercing

**Sneak Attack** The courier's strikes deal 1d6 extra precision damage to flat-footed creatures.

**Blend** (1 focus point) As per the Chameleon mutation; see the Core rules

**Object Teleport** ✦✦ As per the mutation in the core rules. The courier often uses this to hide valuables nearby and then retrieve them, so a search of their body reveals nothing.

# 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 brainstorm deals psychoelectric (hybrid electricity/mental) damage.

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

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

Known types of hybrid damage thus far are:

**Concussive** Concussive damage is both bludgeoning and piercing. This was previously ballistic damage.

**Festering** Festering damage is both acid and poison.

**Gravitic** Damage done by graviton weapons and some mutant powers or scavenger devices. It is both bludgeoning and force.

**Laser** Pew pew pew! A tight beam of coherent light, it is both piercing and fire damage.

**Psychoelectric** Psychoelectric damage is both mental and electricity.

## 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.

## Other Traits

**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.

**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 includes 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.

## Weapon Traits

**Psionic** A psionic weapon is one formed from and/or wielded by mental energy, which can include telekinetic manipulation of a real weapon, a blade of psionic force, or an arrow of pyrokinetic fire. An important distinction is that it is the wielder's Intelligence and Wisdom modifiers that act as, respectively, Strength and Dexterity, and effects which reduce them (such as Stupefied) reduce attack and damage rolls as appropriate (a weapon with the finesse and psionic traits, for example, reduces its attack roll if the Wisdom modifier is reduced, but not its damage, unless Intelligence is also penalized).

Unless otherwise noted, these weapons act as they normally do; the GM will rule on edge cases.

## APPENDIX B: CREATURES BY LEVEL

A list of mutants and menaces by level, including page numbers, now that I bit the bullet and changed the style for every damn monster.

Creature	Level	Category	Type Trait	Rarity	Page
Alpha Class Industrial Scrubber	-1	Robot	Construct	Common	114
Alpha Class MinSec Patroller	-1	Robot	Construct	Common	115
Cropherder	-1	Safeguarder	Humanoid	Common	150
Annihilation Army Rampager	0	Annihilation Army	Humanoid	Common	34
Beast Legion Milites	0	Beast Legion	Humanoid (Uplift)	Common	45
Beast Tender	0	Safeguarder	Humanoid	Common	150
Blightspawn Wanderer	0	Blightspawn	Blightspawn	Common	51
Encrusted Ambusher	0	Encrusted	Humanoid, Aquatic	Common	71
Order Spark	0	Order of the Cleansing Flame	Humanoid	Common	99
Snailfolk Shellseeker	0	Snailfolk	Humanoid, Aquatic	Common	127
Alpha Class Child Guardian K-9	1	Robot	Construct	Common	115
Apprentice Guardian	1	Knight of the Jade Eye	Humanoid	Common	87
Bandit Thug	1	Bandit	Mutate	Common	41
Encrusted Shardflinger	1	Encrusted	Aquatic, Aquatic	Common	71
Green Revolution Grovewarden	1	Green Revolution	Plant	Common	74
Green Revolution Redfist	1	Green Revolution	Plant	Common	74
Killer Fractal - First Iteration	1	Killer Fractal	Hologram	Common	86
Mantoid Labor Drone	1	Mantoid	Humanoid (Uplift)	Common	91
Ratfolk Loothauler	1	Ratfolk	Humanoid (Uplift)	Common	110
Ratfolk Overseer	1	Ratfolk	Humanoid (Uplift)	Common	110
Ratfolk Scout	1	Ratfolk	Humanoid (Uplift)	Common	111
Repurposed Docent	1	Safeguarder	Construct	Common	151
Squirkill Swarm	1	Squirkill	Animal	Common	137
Thornspitter	1	Thornspitter	Plant	Common	103
Alpha Class Surf Guard	2	Robot	Construct	Common	116
Annihilation Army Spiker	2	Annihilation Army	Mutate	Common	35
Beast Legion Bear Grunt	2	Beast Legion	Humanoid (Uplift)	Common	46
Bloodger Slasher Squire	2	Bloodger	Humanoid (Uplift)	Common	56
Giantelope	2	Herdbeast	Animal	Common	78
Greathound Chaser	2	Canine	Humanoid (Uplift)	Common	67
Order Firesword	2	Order of the Cleansing Flame	Humanoid	Common	99
Quillray Rattler	2	Quillray	Aquatic	Common	108
Swarmhound	2	Symbiote	Beast	Common	138
Antaconda	3	Snake	Animal	Uncommon	134
Apprentice Counselor	3	Jade Eye	Humanoid	Common	88
Beta Class Commercial Patroller	3	Robot	Construct	Common	116
Blizzard Bear	3	Bear	Beast	Common	48
Buffaleap	3	Herdbeast	Animal	Common	77
Chiurgeon	3	Safeguarder	Mutate	Common	147



Creature	Level	Category	Type Trait	Rarity	Page
Decrepit Cyboar	3	Boar	Cyborg	Common	60
Encrusted Hulk	3	Encrusted	Humanoid, Aquatic	Common	72
Inferno	3	Inferno	Plant	Common	103
New Dawn Archeologist	3	New Dawn	Humanoid	Common	146
Turing Infiltrator	3	Turing	Mutate	Common	147
Bandit Strongarm	4	Bandit	Humanoid	Common	42
Bearacuda	4	Bear	Beast	Common	48
Bloodhoof	4	Herdbeast	Animal	Common	78
Gamma Class Chrome Horse	4	Beastbot	Construct	Common	118
Ludd Instigator	4	Ludd	Humanoid	Common	76
Ratfolk Tinkerer	4	Ratfolk	Humanoid (Uplift)	Common	112
Rust Snail	4	Iron Snail	Animal	Common	82
Shockadillo	4	Shockadillo	Animal	Common	124
Ant, Acid	5	Ant	Animal	Rare	38
Beast Legion Centurion	5	Beast Legion	Humanoid (Uplift)	Common	46
Blightspawn Corroder	5	Blightspawn	Blightspawn	Common	52
Bloodger Painbrain	5	Bloodger	Humanoid (Uplift)	Common	58
Bloodger Slasher Knight	5	Bloodger	Humanoid (Uplift)	Common	57
Clacker Ruinseeker	5	Clacker	Humanoid (Uplift)	Common	64
Gamma Class Lawnmauler	5	Robot	Construct	Uncommon	119
Hippochelonian	5	Symbiote	Animal	Common	139
Jellybrain Beachcomber	5	Jellybrain	Beast	Common	84
Laserback Boar	5	Boar	Animal	Common	61
Quillray Impaler	5	Quillray	Animal	Common	109
Spiderpede Swarm	5	Spider	Swarm	Common	129
Wiresmith	5	Safeguarder	Humanoid (Uplift)	Common	149
Blightmoth	6	Blightspawn	Blightspawn	Common	52
Brainstorm	6	Uncaged Brain	Aberration	Common	142
Delta Class Eye Robot	6	Robot	Construct	Common	119
Mantoid Warrior (Green)	6	Mantoid	Humanoid (Uplift)	Common	91
Sporechildren Guardian	6	Sporechildren	Plant	Common	132
Sporechildren Shaker	6	Sporechildren	Plant	Common	133
Vampire Drone	6	Drone	Construct	Common	68
Annihilation Army – Mutant Mob	7	Annihilation Army	Troop	Common	36
Buzzkill Gatherer	7	Buzzkill	Animal	Common	62
Buzzkill Hive Guardian	7	Buzzkill	Animal	Common	63
Clacker Brigand	7	Clacker	Humanoid (Uplift)	Common	65
Lightning Bug Swarm	7	Lightning Bug	Swarm	Common	89
Scorpant, Acid Spitting	7	Scorpant	Animal	Common	122
Tuberkillus	7	Macrobe	Ooze	Uncommon	95
Uncaged Brain Spinelasher	7	Uncaged Brain	Aberration	Common	143
Bandit Iron Man	8	Bandit	Construct	Common	43
Brainblade Pirate	8	Psitcean	Beast	Common	105
Holographic Gunfighter	8	Hologram	Construct	Common	80

Creature	Level	Category	Type Trait	Rarity	Page
Macroplastic	8	Macroplastic	Ooze	Common	98
Mantoid Scout	8	Mantoid	Humanoid (Uplift)	Common	92
Order Flametrooper	8	Order of the Cleansing Flame	Human	Common	101
Seaborg Soldier	8	Seaborg	Humanoid (Aquatic)	Common	125
Snagator	8	Alligator	Beast	Common	31
Blight Spirit (Soldier)	9	Blight Spirit	Blightspawn	Uncommon	54
Cobrain	9	Snake	Beast	Common	135
Elephantom Exile	9	Elephantom	Animal	Common	70
Mantoid Warrior (Blue)	9	Mantoid	Humanoid (Uplift)	Uncommon	94
Piranhaglob	9	Piranha	Swarm	Common	102
Scorpant, Greater Crimson	9	Scorpant	Animal	Common	122
Ammoknight Challenger	10	Ammoknight	Humanoid, Aquatic	Rare	39
Arachnomorph	10	Spider	Beast	Common	129
Epsilon Class Infantry Bot	10	Robot	Construct	Common	120
Fortress Snail	10	Iron Snail	Animal	Common	82
Ironclad Grizzly	10	Bear	Animal	Common	49
Necrobacillus	10	Macrobe	Ooze	Rare	96
Stormcroc	10	Alligator	Animal	Rare	32