

THE DECK OF +TWISTED +TERRORS

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THE DECK OF TWISTED TERRORS

A collection of Umerican creatures for game masters to use as a quick reference during play or to pull random encounters from.

Each card has the creature's image on one side and its abbreviated write up on the other. For more information on each creature, please reference the *Twisted Menagerie Manual* page referenced at the bottom of each card (i.e., *TMM* pg 12).

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Autogiest (keeper large car): Init +5; Atk rundown +9 melee (3d6+Ram); AC 11; Armor Die: [1d8]; HD 9d10; MV 45' in melee combat, otherwise Speed Level cruise 6/max 8; Act 2d20; SP un-dead, +10 to control checks, unstoppable, eerie hunter; SV Fort +6, Ref +5, Will +10

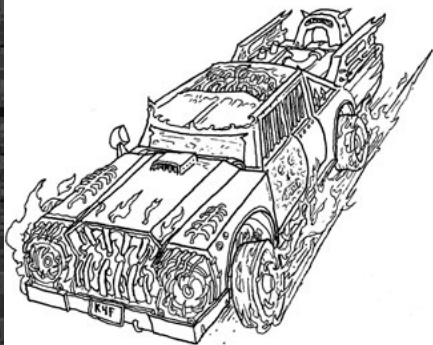
Basic Traits: Rugged, Nimble.

Once its vehicular body is defeated it will escape from the vehicle in its mist form and retreat to a hidden, lonely place to gather strength. It must rest for 4d30 days before it has the strength to possess another vehicle. In its mist form it can be turned as a 2HD creature. It can be permanently killed by an exorcism spell or similar magical means.

Unstoppable: The autogiest regenerates 1d3hp every round, even after being reduced to 0 or negative hp. Only dousing the wreck with holy water or fire will stop the regeneration.

Eerie hunter: For up to a turn at a time, the autogiest can become utterly silent, unobtrusive, and leave no tracks. This gives it a sneak bonus of +10.





Autovore (cannibal car creature): Init +1; Atk rundown +6 melee (2d8+Ram bonus), bite +6 melee (3d5+3), tire slam +6 (3d3+2); AC 12; Armor Die: [1d5]; HD 7d12; MV 40' in melee combat, otherwise Speed Level cruise 4/ max 6; Act 1d20+1d16; SP vehicle camouflage, track exhaust, EMP pulse, voracious regeneration, lazy; SV Fort +4, Ref +2, Will NA; AL C.

Vehicle camouflage: When traveling at speed, they are difficult to distinguish from a regular vehicle (Int check DC 15).

Track exhaust: An autovore can smell the exhaust fumes of a running motor from up to 5 miles away, gaining a +8 to tracking checks.

EMP pulse: It can release a powerful electromagnetic pulse once per hour, requiring 2 rounds to charge up. all motor vehicles within 100' must make a Fortitude save (DC 11) or suffer an engine stall for 1d3 rounds.

Voracious regeneration: Every 15 points of damage (round down) it inflicts upon a vehicle with its bite, it will heal 1d3 hit points.





Beetle apes (simian insect hybrids): Init +2; Atk bite +2 melee (1d6+3) or club +3 melee (dmg 1d4+3) or thrown stone +3 missile fire (dmg 1d4); AC 14*; Armor Die [1d3]; HD 2d8; MV 20' or climb 30'; Act 1d20; SP track sweets by scent, many varieties; SV Fort +6, Ref +3, Will +1; AL L.

**assumes the Beetle Ape is employing a shield.*

Track sweets by scent: Able to detect fresh fruit and pre-cataclysm sweets unerringly at a range of 40', giving +4 to the tracking rolls.

Springing: The beetle ape's legs are immense and allow it to jump distances of up to 60' at a time. This may be used to charge, giving a +1 die step to hit and damage on the charge attack.

Bombard: The beetle ape can fire a boiling-hot toxic spray from their rear ends. The spray attacks all targets within a 20' cone from its rear facing, Ref save (DC 10) to avoid, and causes 1d6 points of burning damage on a hit.





Blast shades (un-dead atomic explosion victims):

Init +5; Atk touch +1 melee (1d3+burn); AC 15; Armor Die nil; HD 1d10; MV 45'; Act 2d16; SP un-dead traits, paper thin, semi-incorporeal, death explosion; SV Fort +2, Ref +5, Will na; AL C.

Burn: Any target struck must make a Ref save (DC 12) or suffer an additional 1d4 burning damage each round until the target can escape from the shade's grip (Str check DC 12).

Paper thin: As blast shades are so thin they are nearly two dimensional, they gain a +8 to all stealth checks. They can also slip under doors or through other cracks easily.

Semi-incorporeal: All physical attacks against a blast shade only deal ½ damage. In addition, all heat or fire based attacks are ignored.

Death explosion: When a blast shade is destroyed it will ragefully explode, causing 1d4 damage to all within melee range of it. Any flammables caught in the blast have a 1-in-6 chance of catching fire.





Cake horror (snack cake beast): Init +0; Atk bite +3 melee (1d6+1) or claw +3 melee (1d4+1); AC 10; Armor Die 1d3; HD 4d8+4; MV 30'; Act 1d20; SP uses tactics, cream filling gore spray, regenerates, stealth +6; SV Fort +2, Ref +0, Will +2; AL N.

Cream filling gore spray: When it is struck, everyone within melee range must make a Ref save (DC 7+damage done) or be coated by cream filling gore. Any flesh coated will immediately smell (and taste) extremely delicious and become numb to all pain for 1d3 days or until thoroughly cleaned.

All within 20' of a coated person must make a Will save (DC 8) each round or become obsessed with eating the coated flesh. Those affected may make another save to regain their senses each round. Those coated gain a +1 die step on the save to avoid eating their own flesh.

Uses tactics: At first it will make frenzied attacks (2d16 action dice to the attack but -2 to AC) until it suffers 8+ hp of damage. Then it will switch to fighting defensively (+3 AC but -3 to attack), waiting for its attackers to fall upon each other...

Regenerates: It regenerates 1 hit point per round until fully healed.





Can Crabs (Coffee Can sized): Init +0; Atk claw +2 melee (1d5+disease); AC 11; Armor Die 1d6; HD 2d6; MV 20'; Act 1d20; SP hide in trash, disease attack, duck in shell, open containers; SV Fort +4, Ref +1, Will +2; AL N.

Hide in trash: Can easily attempt to hide in or near trash heaps to avoid detection (gaining a +4 bonus to do so).

Disease attack: Claws are corroded and every successful strike with them requires the victim to make a Fort save (DC 11) or become infected, suffering 1 point of Sta damage every day until the properly treated. Once the infection is treated or overcome, the attribute damage will begin to heal normally.

Duck in shell: 1/round, it can attempt a Ref save equal to their foe's attack roll on a d24 to duck into their can shell as the attack hits, doubling their Armor Die roll if successful.

Open containers: In their hunt for the perfect can, all can crabs have developed the knack for opening up sealed cans and containers made of aluminum or plastic. This takes them 1d3 minutes per can and once opened, any organic contents are immediately contaminated by their claws.





Clownug (clown servant of Buddy O'Burger):

Init +2; Atk bite +4 melee (1d7+3), fist +3 melee (1d4+3, subdual or lethal), or by weapon +2; AC 12; Armor Die [1d3]; HD 2d10; MV 45'; Act 1d20; SP FEED!, master cleaners, protect the flock; SV Fort +4, Ref +2, Will +0; AL L.

FEED!: Once a clownug has slain a foe, There is a 50% chance it will immediately begin to rapidly feed upon it in a horrendous display of gore. Anyone witnessing this must make a Will save (DC 10) or flee in terror for 2d10 rounds. The feasting will take 1 round per HD the creature had. Upon finishing its meal, it gains +2 to all attacks and damage plus an additional 1d20 action die for a number of rounds equal to the number of HD it consumed.

Master cleaners: Once they have completed their mission, the clownugs will do an exceptional job of cleaning up after themselves. An Int check (DC 15) is required to investigate.

Protect the flock: Unless directly ordered by a superior or the sanctity of the restaurant is threatened, a clownug will not attack a member of a community that Buddy O'Burger has deemed "beloved".





Fabriconda (Mutant Constrictor): Init +0; Atk bite +3 melee (1d3 + constrict); AC 12; Armor Die 1d5; HD 3d8; MV 20' or swim 10'; Act 1d20; SP camouflage, constriction (DC 10); SV Fort +5, Ref +2, Will +2; AL N.

Camouflage: These constrictors will gather any scraps of textiles they can find to line their nests. After they molt their old skin, the newly revealed flesh secretes an adhesive resin and they writhe in gathered textiles as their scales harden. The cloth bonds with the hardening scales giving it a camouflaged appearance and adds to its protective qualities. When lying still there is a 70% chance that they will be mistaken for a bundle of rags. This increases to 90% if the area is strewn with textiles, such as the clothing section of a department store or a laundromat.

Constriction: Fabriconda that score a bite attack immediately wrap their coils around the victim. Each round thereafter, the constrictor attempts another bite (always against the grappled target) and also constricts the same target for an automatic 1d4 points of damage. The DC to break the grapple is 10.





Toxiconda (Mutant Constrictor): Init +2; Atk bite +4 melee (1d3 +constrict & poison); AC 13; Armor Die 1d3; HD 4d8; MV 20' or swim 20'; Act 1d20; SP water stealth, constriction & poison scales; SV Fort +3, Ref +3, Will +1; AL N.

Constriction & poison scales: After a successful bite attack, it immediately wrap its coils around the victim. Each round thereafter, it attempts another bite (always against the grappled target) and inflicts an automatic 1d4 points of constriction damage and must also make a Fort save (DC 12) or suffer 1 point of temporary Sta damage. It is DC 9 to break the grapple.

If a grappled victim survives, they must make a final Fort save (DC 10) or suffer a -1 penalty to all actions for 1d3 days due to the poisoning.

Water stealth: They prefer to ambush their prey in the water. When stalking through the water, they gain a +6 to be undetected. If the water is several feet deep, a victim successfully grappled by the toxiconda must make a Ref save (DC 8) each round to avoid beginning to drown (*USG*, pg 101).





Brute (Cryo-lurker): Init +0; Atk fist +4 melee (1d8); AC 13; Armor Die 1d6; HD 2d12; MV 30'; Act 1d20; SP un-dead traits, freezing grasp, fire susceptibility, immune to cold; SV Fort +2, Ref +3, Will +4; AL N.

Their blue/gray forms are still clad in the tatters of ancient military fatigues; brutes are mindless fighters. They move, they destroy, they continue to move. Using no weapons but their ice-infused fists, brutes seek to destroy all life as they encounter it, randomly lashing out at any living thing.

Freezing grasp: If, in one round, a brute manages to score two hits on a single victim it latches onto them, pulling them against its sub-zero body. Victims so held must make a Fort save vs. DC 12 or take an additional 2d5 hp of damage. On subsequent rounds the victim may attempt a DC 15 Str check to break free, or continue to be held and take damage.

Fire susceptibility: All damage from heat and fire based attacks against cryo-lurkers is rolled at +1d.





Frost-burned (Cryo-lurker): Init +4; Atk fist +4 melee (1d8), bite +6 melee (1d3), rot +4 ranged (varies); AC 12; Armor Die 1d6; HD 5d6; MV 40'; Act 3d20; SP un-dead traits, burning frost, fire susceptibility (x2 damage), immune to cold, mutable, rot; SV Fort +4, Ref +2, Will +0; AL N.

Burning frost: Upon being touched, grabbed, or struck by these un-dead — even if there is no other damage dealt — the lingering cold of the frost-burned does 1 hp of damage to the target for 1d4 rounds.

Mutable: So heavily damaged is the flesh of the frost-burned that it impacts them on the cellular level. These creatures are capable of pressing their flesh together, merging into gestalt creatures made up of several individuals and controlled by a single mind. Merging combines all hit points and adds +2 to Fort and +2 to Ref saves per combined individual.

Rot: Frost-burned are able to tear off chunks of their dead, frozen flesh to hurl at their enemies. For every point of damage they do themselves tearing off the horrid projectile the impact to a victim does 1d6.





Cyber Ghoul (un-living intellectual lamprey): Init +1; Atk bite +1 melee (1d3+Knowledge drain) or claw +2 melee (1d6) ; AC 12; Armor Die 1d5; HD 2d5; MV 30'; Act 1d20; SP un-dead traits, hybrid feeding, intelligence drain, infravision 200'; SV Fort +1, Ref +0, Will +0; AL N.

Hybrid feeding: While cyber ghouls crave the flesh and vital energies of living beings they are able to subsist for lengthy periods of time so long as they have access to a supply of electrical current. By implanting wires directly into their muscles and brains, the cyber ghouls can continue to power the most basic functions of life allowing them to remain in a form of half-aware, un-living stasis for as long as the current remains uninterrupted. Should the flow end, they are forced to awaken and seek true sustenance.

Knowledge drain: As part of their bite attack, cyber ghouls pull the memories from their victims. Each bite permanently drains 1 point of Int and for every 5 points of lost Int the victim also loses 1 level of experience. Victims drained to 0 Int or below 0-level are infected with the World Crawler AI and transform into cyber ghouls.





AW 17

Cyber Saucer Simian (cyber-ape soldiers of Siris-4):

Init +2; Atk claw +3 melee (1d4+2 plus eye pluck) or cyber beam +3 missile (1d7, range 40/80/120); AC 13; Armor Die [1d5]; HD 3d8; MV fly 60'; Act 2d20; SP eye pluck, eye ring; SV Fort +6, Ref +3, Will +4; AL C

Eye pluck: Should a cyber saucer simian score two successful claw attacks on the same humanoid target in one round, the target must make a Ref save (DC 8) or have one eye plucked from its socket and quickly stored inside the saucer, via the chute. If a natural 1 is rolled on the save, both eyes are plucked out. The pain of losing an eye will require the victim to make a Will save (DC 12) each round to act for the next 2d4 turns.

Eye ring: The ring of cyber-eye stalks give it nigh-perfect all around vision, making it quite difficult to sneak up on (-2 die step penalty to all stealth checks against it). Each cyber-eye stalk can be targeted individually (AC 15; Armor Die nil; hp 2). Against area effect damage attacks, each eye gets a separate Ref save +10. If all are destroyed, the cyber saucer simian will be blind and will attempt to withdraw from combat for 1 turn as it replaces its eyes.





Laseraptor (Augmented Dinosaur): Init +4; Atk bite +4 melee (1d10) or head laser +2 missile (2d6, 50/100/150); AC 13; Armor Die [1d3]; HD 3d10; MV 60'; Act 1d20; SP pack Attack (+1d2* to att/dam when 3 or more), advanced optics, comm link & remote control, fail-safe; SV Fort +8, Ref +6, Will +3; AL N.

Advanced optics: This grants them perfect night vision to 120' and double the normal range of vision in situations of visual obscurement.

Pack attack: A pack of laseraptors gains a +d2 bonus on all attack and damage rolls if there are at least 3 pack members present in the combat. This bonus die increases one step for every additional 3 pack members present, to a maximum of a +d7 for 18 pack members.

Comm link & Remote control: An internal comm system allows the controller to give orders to the dino. A controller can try to override the dino's free will, dino Will save (DC 18) to refuse.

Fail-safe: These enhanced dinos also have a fail-safe that will automatically have them withdraw from combat should their hit points drop to below 20% of their max.





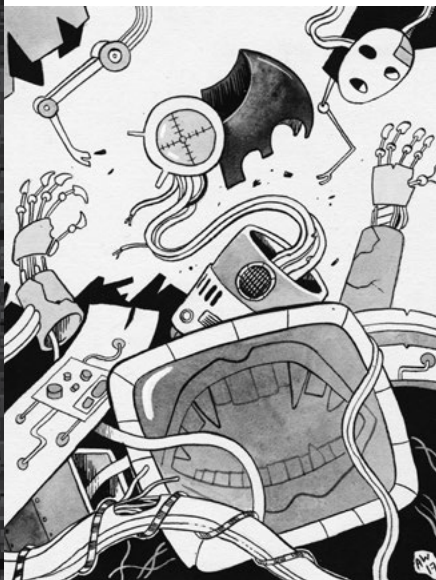
The Discarded, large: Init +1; Atk flailing appendage +4 melee (1d7+1); AC 11; Armor Die [1d4]; HD 8d8; MV 20'; Act (2d3)d20; SP +4 to sneak, pilfer tech, consume tech, play dead; SV Fort +5, Ref +1, Will +0; AL C.

Pilfer tech: Always targets cyborgs & robots first. If it lands two or more successful attacks in one round, the victim must roll under their Luck or suffer 1d3 Sta damage as it rips out a techno bit. Versus non cybernetic or robotic targets, it will chose to attack whoever has high tech gear on them that it can steal. In this case, a failed Luck check will mean it has successfully pilfered a piece of tech.

Consume tech: Once it has collected a number of techno bits equal to its HD, it will attempt to escape or play dead. Then it spends 1d3 turns incorporating the stolen tech, healing one HD per bit/device stolen.

Play dead: When the discarded is hit for 5 or more points of damage in one blow, it may attempt to feign death, with a 40% plus 4% per point of damage taken chance to succeed. If successful, it will appear that it is dead and that there is nothing worth salvaging from it. Attacking from this position grants it a +4 bonus to hit.





Pigtipede, feral (mutant animal): Init +2; Atk tusks +3 melee (1d5+2); AC 11; Armor Die 1d5; HD 2d6+2; MV 40'; Act 1d20; SP trample or constrict; SV Fort +4, Ref +1, Will +3; AL N.

Trample: Pigtipedes will lurk behind cover and charge at their opponents, trying to take them unaware. Also, any critical hit on a charge automatically results in a trample as the pigtipede runs over the target with its 200 hooves, delivering an additional +3d4 damage.

Constrict: When not able to charge into combat, pigtipedes that score a gore attack have a 40% chance to immediately wrap their long bodies around the victim. Each round thereafter, the pigtipede attempts another gore (always against the grappled target) and also constricts the same target for an automatic 1d5 points of damage. The pigtipede will remain wrapped around its prey and keep goring for 1d3 rounds after it is dead, ignoring all others in the area.

When properly cooked pigtipede meat is delicious and safe to eat regardless of what the omnivorous beast feeds on. Sages believe this is due to their extensive digestive tract.





Doomrider: Init +3; Atk claw +4 melee (1d5+1d3) or lightning bolt +4 ranged (3d6); AC 15; Armor Die none; HD 2d12; MV 30'; Act 2d20; SP green fire, lightning, immune to attacks requiring Will saves, immune to electrical attacks, fade upon death; SV Fort +5, Ref +5, Will +0; AL C.

Doomrider's steed: Init +2; Atk hoof +6 melee (1d6+4); AC 14; Armor Die [1d3]; HD 4d12; MV 60' or fly 80'; Act 1d20; SP immune to attacks requiring Will saves, immune to electrical attacks, fade upon death; SV Fort +7, Ref +5, Will +0; AL C.

Green Fire: This deals an automatic 1d3 damage to anyone striking them with a melee weapon and also adds to their claw attacks.

Lightning: May attack with a lightning bolt once every three rounds. This attack has "exploding damage" - every time a natural "6" is rolled, add another d6 to the damage. If this die also comes up "6", another d6 is added. And so on.

Fade upon death: When slain, either rider or steed will simply fade from existence, to be reborn in the feasthalls or stables of Whaaar!





Cryo Dragon (frozen reptilian horror): Init +10; Atk claw +8 melee (1d8), bite +8 melee (1d12); AC 18; Armor Die 1d10; HD 7d12; MV 40' or fly 80"; Act 3d20; SP cold immunity, double damage from heat-based attacks, breath weapon, camouflage, Dragon crits, melts; SV Fort +10, Ref +10, Will +10; AL C.

Breath weapon: Twice per day the cryo dragon is capable of spewing forth a numbing cone of ice and slush that does damage equal to its max hit points (or ½ that with a successful DC 17 Fort save).

Camouflage: When perfectly still among drifting ice and snow, the cryo dragon looks like nothing more than another snow drift. PCs actively searching for the dragon may spot them with a successful Luck check, while those casually surveying their surroundings may make a skill check, where appropriate, vs. a target DC of 22.

Melts: While amidst their death throes, cryo dragons lose cohesion and melt, leaving behind only a large pool of perfectly pure water.





Gearhead Dragon (reptilian hot-rodder): Init +14; Atk claw +16 melee (1d8), bite +14 melee (1d10), or tail slap +12 melee (2d14); AC 20; Armor Die 1d10 (+4 ablatives); HD 14d8; hit points 65; MV 60'; Act 3d20; SP breath weapon, camouflage, Dragon crits, scavengable, skilled mechanic; SV Fort +12, Ref +16, Will +14; AL N.

Breath weapon: 2/day can unleash a blast of trans-dimensional energies that do 60 points of damage, DC 24 Ref save for ½ damage. Any equipment hit by the breath is affected as per the *tech jinx* spell result 20 (items affected are chosen at random).

Camouflage: Gearhead dragons often adorn themselves with bits and pieces of autos, making them blend with their surroundings. Those actively searching for them may spot them with a successful Luck check.

Scavengable: The stomach acids of the gearhead dragon may be harvested and refined into 110 units of gasoline-like fuel.

Skilled mechanic: Gearhead dragons are, first and foremost, gearheads. They are treated as being skilled in minor mechanical repairs, rolling a d20 and adding their hit dice to the total.





Robot Dragon (terrifying truckasaur): Init +14; Atk claw +22(+11 as truck) melee (1d8), bite +20(+10 as truck) melee (1d10), or tail slap +22 melee (2d14); AC 20; Armor Die 1d24; HD 16d14; MV 50'; Act 3d20; SP breath weapons, camouflage, clumsy, Giant crits, scavengable; SV Fort +16, Ref +16, Will +16; AL N.

Breath weapon #1: 3/day release a blast of fire in a 10'x60' line that inflicts 100 points of damage, DC 26 Ref save for ½ damage.

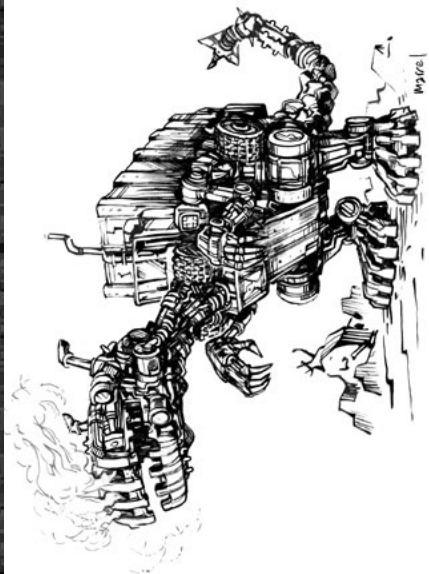
Breath weapon #2: 1/day may release a 50' radius cloud of burning oil centered on any point within 100'. This inflicts 100 hp of damage, DC 26 Ref save for ¼ damage. Using this weapon reduces the dragon's number of action dice by one.

Camouflage: When camouflaged, it appears to be a tractor trailer capable of speeds of 80+ mph. Changing to dragon form requires 4 rounds, during which time it is treated as entangled (granting a +1d to all attacks).

Clumsy: When clawing or biting against a target less than 15' in height or length its attack bonus is halved.

Scavengable: The fuel-lines of a robot dragon will provide 1d4 x100 gallons of diesel and 1d6x20 gallons of oil.





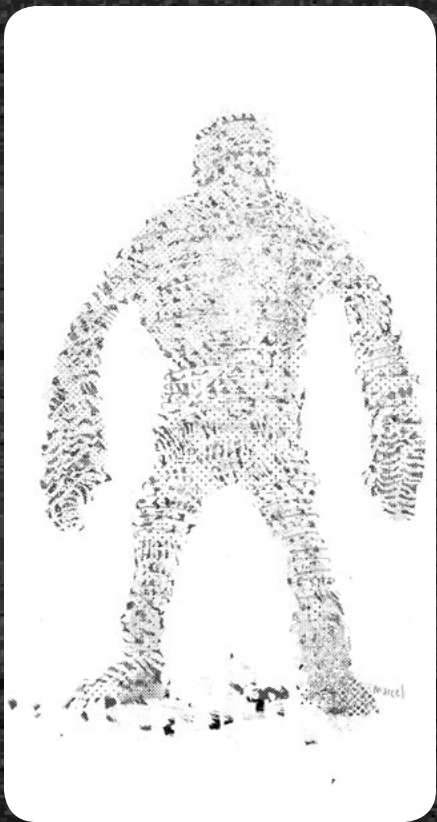
Data Elemental, Amber: Init +4; Atk slam +6 melee (2d6) or info drain +8 missile (1d3 temp Int damage, range 10'); AC 16; Armor Die [1d4]; HD 8d8; MV 20'; Act 1d20; SP phase, hack, traverse network, elemental traits; SV Fort +5, Ref +7, Will +8; AL N.

Phase: can easily pass through solid objects, unless that object holds any sort of electrical or magnetic charge. Direct contact with electrical current will cause 3d8 damage per round to the data elemental. Contact with an object that holds or passes significant current (120+ volts) will cause 1d8 damage. Strong magnets will also cause 1d8 damage on contact.

Hack: Can quickly access nearly any data from a non-sentient computer system, gaining +10 to all hacking attempts. They can even attempt to access a living person's memories, reflected in their info drain attack.

Traverse network: As a move action, data elementals can move from one device connected to a physical network to another, regardless of the distance between them. Across a wireless network connection, they can travel at 5x their normal move rate.





Gun Elemental, Lesser: Init +4; Atk +8 melee (4d4) or bullet barrage +10 missile (4d8, range 200/400/600); AC 14; Armor Die [1d4]; HD 8d8; MV 40'; Act 1d20; SP stray bullets, absorb firearms, immune to gunfire, elemental traits; SV Fort +10, Ref +4, Will +8; AL N.

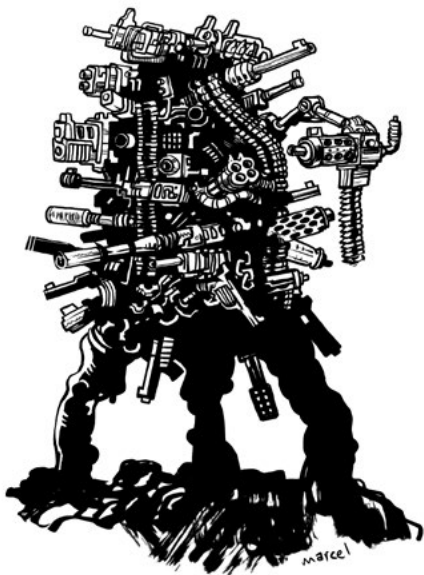
Stray bullets: Anyone within 100' of an attacking gun elemental must roll under their Luck attribute each round or be struck by a stray bullet for 1d8 damage.

Absorb firearms: It can absorb any firearms it can touch as an action, restoring a number of hit points equal to the damage rating of the firearm. The maximum number of firearms it can absorb per round is equal to $\frac{1}{2}$ of its hit dice. It cannot exceed its original full hit point total in this way.

Immune to gunfire: The gun elemental is immune to damage from all non-magical projectiles. In fact, it will recover 1 hp for every successful firearm attack against it.

Salvageable: The gun elemental's corpse may be pillaged during the 2d3 rounds before it returns to its home plane. There is a 20% chance each round that either 1d3 perfect condition, fully loaded, firearms or 4d10+10 bullets/shells of a random type can found.





Falcon wolf: Init +3; Atk beak +2 melee (1d4+2) or acid spit +4 missile (1d8, range 20', may spit 1d3 times per hour); AC 13; Armor Die 1d3; HD1d6+4; MV 40'; Act 1d20; SP expert hunter, hunger rage, domesticable; SV Fort +5, Ref +3, Will +1; AL N

Expert hunter: When hunting they depend heavily on their amazingly keen eyesight which grants them +5 to perception and hunting checks, day or night. Also, if they can flank their prey they make all attack rolls against that target on a d24 action die.

Hunger rage: If a pack of falcon wolves have not been able to find enough food, they become enraged and gain +1d3 to hit and damage on all attacks until they feed. Their desperate rage also increases their move to 50'. This happens often as they need to eat almost double what an animal their size typically requires to survive.

Domesticable: If captured while very young pups, falcon wolves can be domesticated to serve as guard animals but will turn feral if not properly fed





Flying laser ursine, adult: Init +1; Atk bite +6 melee (1d7+4), claw +4 melee (1d5+3), or laser eye beam +4 missile (1d8+2, range 100/200/300); AC 12; Armor Die 1d5; HD 3d8; MV 20' or fly 50'; Act 2d20; SP laser hug, energy resistance, mother rage; SV Fort +4, Ref +2, Will +8; AL N.

Laser hug: In addition to their formidable array of attacks, if a flying laser ursine hits the same target with two claw attacks in the same round, it will also deliver a laser hug by grappling the victim in a crushing embrace and unleashing a torrent of laser beams into their face. This will automatically do an additional 3d4+3 damage to the victim and they must make a Fort save (DC 14) or be permanently blinded.

Energy resistance: The fur and feathers of a flying laser ursine are slightly pearlescent and remarkably resistant to energy damage. As such, they ignore 75% of all such damage from magical or technological energy attacks.

Salvageable: If properly skinned, the pelt can be worked into hide armor or a cloak with a 2d3x10% (rolled when the item is created) damage resistance against energy attacks.





Frab (filching vegetable crustacean): Init -2; Atk claw +3 melee (2d4) or throw fruit-grenade +5 (Damage Die: d6, Blast Range: 10'); AC 14; Armor Die 1d6; HD 3d5; MV 20'; Act 1d20; SP thief skills, explosive fruit, addicted to vibrations; SV Fort +5, Ref +4, Will +1; AL C.

Explosive fruit: There is a 33% chance if a fruit-grenade is fumbled it will explode at point black range under the frab. There is a 10% chance that any critical hit scored on a frab will set off one of the fruit-grenades. If a frab is caught in an explosion, there is a 15% chance of setting off a fruit-grenade.

Thief skills:

Backstab +1	Sneak silently +5
Hide in shadows +3	Pick pocket +3
Climb sheer surfaces +8	Pick lock +3
Find trap +3	Disable trap +3

Addicted to vibrations: Magical or technological persuasion or control attempts involving vibrations gain a +2 die step bonus against frabs.

Salvageable: It is possible to harvest unpicked fruit-grenades from a fresh frab corpse, Agility check (DC 13) failure results in an explosion. Harvested fruit-grenades will stay fresh (i.e. explosive) for up to two weeks.





Golem, Junk (deadly detritus): Init +0; Atk fist +4 (2d6+8), spare parts +4 missile fire (3d5+6); AC 13; Armor Die 1d8; HD 6d12; MV 30'; Act 2d24; SP golem traits, bulky, disease, gubbins, scavangeable; SV Fort +8, Ref -1, Will NA; AL N.

Golem traits: immune to mental attacks, fear, charm, sleep, poison and suffocation.

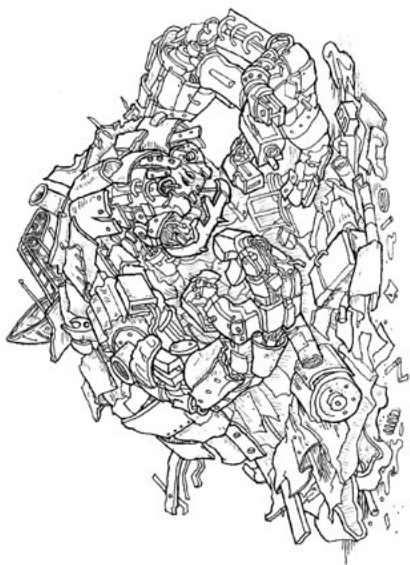
Bulky: Damage from all stabbing and slashing weapons is reduced by -1 die step.

Disease: Any living creature struck by a junk golem must make a Fort save (DC 13) or contract creeping rust, losing 2' from their movement and 1d3 Sta damage per day. This will not heal naturally. Victims whose movement or Sta is reduced to 0 die, their bodies becoming solid metal statues.

Gubbins: When damaged, it sheds numerous small sharp bits about the area. Anyone moving at more than half move within 10' of an injured junk golem must make a Ref save (DC 10) for every 5' moved, or take 1d3 damage as they trod on a makeshift caltrop.

Scavangeable: Digging through the remains of a junk golem yields 60cp worth of materials but requires a Fort save (DC 10) vs creeping rust.





Greenmen swarm (toy soldier hoard): Init +3; Atk bayonet siege +3 melee (1d4 dam) or tiny rifle barrage +2 (1d4 dam, range 5/10/15); AC 13; Armor Die nil; HD 4d4 (two 5' squares); MV 20'; Act 2d20; SP recruit, tactics, ambush, harass; SV Fort +1, Ref +3, Will +2; AL L.

Recruit: Should a greenmen swarm encounter a mess of tiny, cheap plastic figures they can add them to the swarm, taking one turn, and each container usually adds another 5' square to the swarm.

Tactics: Any critical hits scored by a greenmen swarm will automatically cause the target to be knocked prone, in addition to any other effects. Any prone target in an area occupied by a swarm will automatically suffer 1d3 damage per round until they can stand up. This does not count as an action.

Ambush: Anyone entering into a greenmen swarm's ambush must make an Int check (DC 18). Failure indicates the victims have been caught by surprise.

Harass: Moving through an area occupied by a swarm requires a Ref save (DC 10) to avoid taking 1d3 damage and being reduced to $\frac{1}{4}$ movement that round. On a 1 the mover also falls prone.



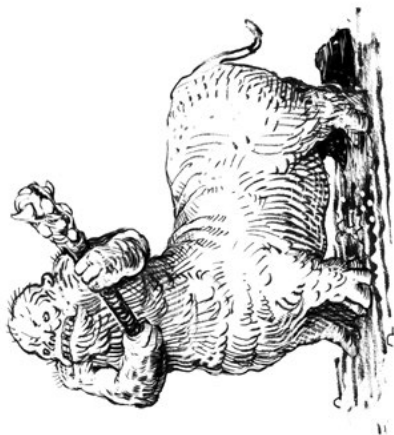


Hippotaur (humanoid hippofolk): Init +0; Atk warclub +4 melee (1d10+2) or bite +3 melee (1d5+2); AC 11; Armor Die [1d3]; HD 2d10; MV 40', swim 40'; Act 1d20; SP sudden charge; SV Fort +3, Ref +1, Will +4; AL N.

Sudden charge: Observers would note that hippotaurs seem to always plod along with a dozy gait and never are in a hurry to do anything. This impression is quite wrong as if any person or beast is spotted anywhere nearby, a hippotaur will burst into a fury of movement to attack the invader. This will give them a +5 to their initiative and +1d3 to hit on the first round of combat. In addition, they will fight to the death trying to drive invaders from their lands.

Scavangeable: All hippotaurs are armed with a special warclub that they make as part of their coming of age ceremony. They are exquisitely carved with detailed murals of natural scenes and visions from Grokk. The wood has been treated with a mystic blend of oils and saps that renders it harder than iron. Each can fetch between 40 to 60sp in the right markets.





Melting Flies (mutant insect): Init +0; Atk bite +1 (1pt dam); AC 10; Armor Die nil; HD 2d6; MV 40'; Act 1d16; SP buzzing cloud, digestive aura; SV Fort -2, Ref +0, Will +1; AL N.

Buzzing cloud: It only suffers $\frac{1}{4}$ damage from all attacks that are not area effects of some sort (spray, cone, burst, etc). Fire area effects deal x2 damage.

Digestive aura: The swarm projects a 10' x 10' radiating aura that breaks down living animal tissues, similar to the effects of digestive acids. Any creature surrounded by the swarm will suffer a cumulative 1 hp of damage per turn as they begin to break down (i.e. 1 point on turn one, 2 points on turn two, 3 points on turn three, etc.). Insidiously, this digestive effect is not very painful and the victim must make an Intelligence check (DC 18 - effect damage taken) to notice until they have suffered at least $\frac{1}{3}$ of their normal total hit points in damage from the effect. This can be especially dangerous for those who are already wounded or sleeping.





marcel

Colony Scorpions (4 swarms): Init +2; Atk sting +2 (1d3+poison); AC 12; Armor Die nil; HD 4d8+16; MV 20'; Act 1d20; SP hivemind, psionic powers; SV Fort +1, Ref +2, Will +4; AL L.

Hivemind: The colony is telepathically linked into a single hive mind shared by all. Whatever one sees or experiences, they all are privy to. As a group, they are highly intelligent and have the following occupational skills: Carpenter, Forager, Handyman, & Medic.

Telepathy: A swarm can communicate telepathically with a non-colony mind (range 30'). They can also read the target's mind - Will save (DC 8+d4) to avoid this. They gain a +3 to detect lying in any conversation.

Telekinesis: A swarm can lift and manipulate objects (range 100', Str & Agi 14). In combat, they can use this to grapple or strike a foe: Psi-strike +3 missile (1d6+1, range 100').

Clairvoyance: A swarm can extend their senses and perceive events up to 1 mile away. They can see just as if they were standing at the target point. They must know what they are looking for to see any particular place.





marcel

Flutter Glows (# encountered 4): Init +3; Atk none, see below; AC 13; Armor Die nil; HD 1d3 ea; MV 30'; Act 1d16; SP radioactive, life-drain; SV Fort -5, Ref +3, Will na; AL L.

Radioactive: Anyone spending more than a turn within 20' of even one of these creatures must make a Fort save (DC 12) or suffer 1d3 temporary Sta damage. This save must be made each turn. Spending more than an hour near a flutter glow will require an additional Fort save (DC 11) or gain a mutation (see Gaining Mutations, USG pg 168).

Mutants gain Glow pool equal to any Sta damage suffered from this effect.

Life-drain: At seemingly random intervals, groups of flutter glows will project a life draining force out in a 9' radius. Any living thing caught in the effect suffers 1d3+3 damage.

To determine when a flutter glow wants to feed, all targets within range must roll under their Luck each hour. Any failed Luck checks indicate that all of the flutter glows in the group want to feed.





marcel

Komo-doan, youth: Init +2; Atk claws +2 melee (1d6+4), bite +2 melee (1d8+4 plus poison DC 14 or death); AC 13; Armor Die 1d6; HD 3d8+5; MV 30' or dig 10'; Act 1d20; SP ectothermic, immune to disease, wheels; SV Fort +1, Ref +3, Will +1; AL C.

Ectothermic: In the wild, komo-doans warm themselves by basking in the sun. In society, they'll use whatever method they can to capture and hold heat. In temperatures below 80°F they suffer a -4 penalty to initiative and a -2 penalty to Ref saves.

Wheels: Young komo-doans all have motorcycles of varying styles and conditions. These often determine the pecking order among their groups and what gangs they may be eligible to join and ride with.

Motorcycle: Init +5; Atk rundown +1 melee (2d4+Collision damage bonus); AC 13*; Armor Die: [1d3]; HD d6; Speed cruise 3/ max 5; Act 1d20; SV Fort +0, Ref +3, Will NA; Fuel Tank 1d5; Guzzle 0.

* *Vehicle only, passenger(s) use individual ACs*

Basic Traits: Very Nimble, Very Dangerous, Open, Off Road





marcel

Linoleumoeba: Init +3; Atk pseudopod +2 melee (1d4 + 1 Stamina); AC 11; Armor die 1d3; HD 3d8; MV 20'; Act 2d20; SP ½ damage from slicing and piercing, x2 damage from fire, ambush, engulf, protoplasmic breakdown; SV Fort +6, Ref -8, Will -6; AL N.

Ambush: The linoleumoeba horror is normally invisible to both normal vision as well as infravision. It gains surprise in all encounters in dimly lit or dark places but in well-lit places is clearly visible at 60' (or more depending on the surroundings).

Engulf: Any human-sized target hit by both pseudopod attacks in a single round is held firmly while the rest of the ooze congeals around its victim. Targets engulfed take 1d6 acid damage each round they are held and cannot escape or take any action without making an opposed Str check against the beast (Str 15).

Protoplasmic breakdown: Any creature that makes contact with the linoleumoeba (including by unknowingly walking across it while barefoot) temporarily loses 1 point of Sta from the digestive juices. A creature that reaches 0 Sta is dissolved, leaving no stain behind.





marcel

Reticulated Lion-snake: Init +4; Atk bite +7 melee (3d4+3); AC 13; Armor Die 1d4; HD 4d8; MV 40', swim 20'; Act 1d20; SP ambush, constrict (1d8), roar, stealthy; SV Fort +6, Ref +3, Will +4; AL N.

Ambush: Lion-snakes gain a +1 die step to all surprise attacks.

Constrict: On a successful bite attack, it immediately follows up with a d16 constriction attack using the same melee bonus as the initial bite attack. If successful, it deals constrict damage each round. In addition, the victim must make a Fort save (DC 12 +1 per round of constriction) or black out. Grappled targets may attempt to break free by means of a contested Str check vs. 1d20 + 8.

Roar: The lion-snake may roar in place of any other actions. Targets of 2HD or less within 100' are immediately frozen in panic for 1d3 rounds; 3-4 HD creatures must make a DC 14 Will save or flee in fear for the next 2d4 rounds; 5+ HD creatures must make a DC 14 Will save or be shaken and suffer a -1d penalty to all actions for the next 1d4 rounds

Stealthy: Lion-snakes may add their HD to all attempts to hide and sneak.





Menfish: Init +1; Atk claws +2 melee (1d6+2+poison) or bite +2 melee (1d4+2); AC 11; Armor Die 1d3; HD 1d8+4; MV 25', swim 50'; Act 1d20; SP poison claws, psychic wail, aquatic; SV Fort +3, Ref +1, Will +1; AL N.

Poison claws: Anyone struck by their claws must make a Fort save (DC 12) or suffer a -1 die step to all actions and a -5' move for 1d3 rounds due to their paralytic poison. Further failed saves due to successive strikes increase the duration by 1d2 rounds.

Psychic wail: Once per day, anyone within 10' of the creature must make two saves, one Will (DC 12) and one Fort (DC 12). Failing the Will save means the victim's mind is flooded with disturbing flashes of emotion and is dazed for 1d4 rounds. Failing the Fort save means the victim is knocked prone by the force of the bellow. These abilities can be used equally as well on land and underwater. If the wail was made underwater, failing either save indicates the victim will also begin drowning unless they are aquatic or have a breathing apparatus.

Aquatic: All swimming checks gain a bonus of +10 to the roll and they may breathe freely underwater.





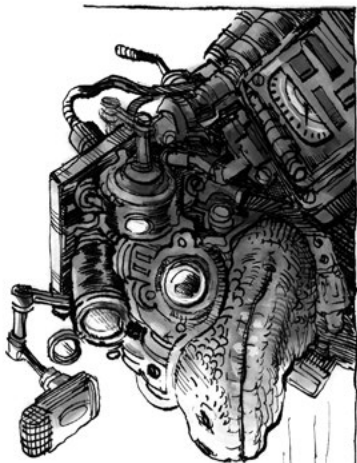
Monitor lizard: Init +4; Atk bite +2 melee (1d4) or head-mounted laser +5 missile fire (1d12); AC 13; Armor Die 1d3; HD 1d8; MV 40', climb 30', or swim 20'; Act 1d20; SP camouflage, ratings boost, ultimate senses; SV Fort +2, Ref +4, Will +10; AL N.

Camouflage: Monitor lizards have a +10 to both *sneak silently* as well as *hide in shadows* checks. They may selectively allow themselves to be seen by an individual or group without revealing their presence to all in the vicinity.

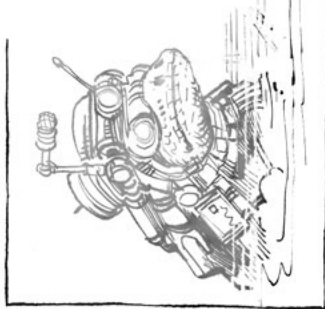
Ratings boost: Once per day, a willing monitor lizard may reach out to its masters directly and ask them to intercede on the behalf of an "interesting" individual. The individual must make a Luck check and, if successful, may roll once on the invoke patron table of the Astroliches (see *USG* pg. 225), rerolling any result of 13 or less.

Ultimate senses: Due to the amount and types of equipment used by the monitor lizards, they are immune to all natural attempts at stealth. Their ability to monitor all spectrums of light renders the invisible visible, and only absolute magical silence prevents them from detecting a sound.





marel



Muckraker (telepathic slime): Init +1; Atk special; AC 12; Armor Die nil: HD 4d8 (20' square); MV 1'; Act 4d20; SP ½ damage from slicing and piercing, camouflage, sow strife, x2 damage from cold-based attacks; SV Fort +0, Ref +0, Will +4; AL C.

Camouflage: When floating in its natural environment the muckraker is virtually indistinguishable from any other algae floating on the surface of the water. Only those who shrug off its attack detect its presence and, with a successful DC 12 Will save, location.

Sow strife: As an action the muckraker may reach out into the mind of a nearby creature and meddle with its emotions, triggering the adrenal gland and flooding the target's body with fight or flight impulses — with a focus on “fight”. The target must succeed in a Will test vs. DC 12+HD or enter battle rage (USG pg 101) and attack the nearest ally. During the rage, the PC must spend a point of Int or Per on each successful hit (adding 1d12 to the damage inflicted by the blow). The battle rage lasts 1d3 rounds with any subsequent sow strife successes adding an additional round to the target's rage.





Piranha Newt (swarm): Init +5; Atk swarming bite +2 melee (1d3); AC 11; Armor Die nil; HD 5d8; MV swim 40'; Act (2d3)d16; SP maceration, swarm traits; SV Fort +0, Ref +10, Will -2; AL N.

Maceration: A swarm of piranha newts can clean off a limb as quickly as some snap their fingers. For every 10 hit points of damage dealt to a single target, a limb of the victim is stripped clean, leaving only gleaming bone behind. Lost limbs cannot be healed through the simple restoration of hit points and the loss of multiple limbs may quickly lead to death.

Swarm traits: Because the swarm is composed of many individual elements, it takes $\frac{1}{2}$ damage from normal weapons and any spell or effect that normally has an individual target.





Octowolf, Gray: Init +3; Atk bite +3 melee (1d6) or grapple +3 melee (1d3/round); AC 18/13 on land; Armor Die 1d3; HD 3d6; MV 15', climb 40', swim 70'; Act 1d20+2d16; SP arboreal, camouflage, feint, ink cloud, magpie, pack hunter; SV Fort +1, Ref +5 /+3 on land, Will +2; AL C.

Feint: In the water, it will distract its foe while its pack members wait for an opening. The target must make a DC 13 Will save else the pack gains +1d bonus to its attacks against that target for the next round.

Ink Cloud: Once per 4 hours, it can release a 40' cloud of black ink, lasting 1d4+1 rounds. Anyone in the ink cloud is blind (suffering -8 to all attacks and moving randomly). The octowolf is immune to its own ink cloud.

Magpie: It may employ the following skills with a +4 bonus: *sneak silently*, *hide in shadows*, *pick pocket*, and *climb sheer surfaces*. The pack den will contain 10d100cp and have a 33% chance of containing something valuable.

Pack Hunter: When working as part of a group, an octowolf gains +1 for each other pack member attacking the same target (to a max of +7).





Lesser power wight (NecroTech enhanced corpse):

Init +1; Atk bash +6 melee (1d6+3) or by NecroTech chainsaw +5 melee (2d10+3); AC 13; Armor Die [1d3]; HD 4d12+4; MV 20'; Act 1d20; SP un-dead immunities and crits, ignore crit, absorb electricity, speed augment; SV Fort +8, Ref +1, Will NA; AL C.

Ignore crit: Power wights can outright ignore critical hits scored upon them 33% of the time.

Absorb electricity: Any electrical damage inflicted upon one of these creatures does no damage but instantly heals the creature for half of the damage normally inflicted.

Powered melee weapon: One of the power wight's limbs is equipped with a NecroTech enhanced melee weapon that does +2 die steps more damage than normal (one-handed weapons only).

Speed augment: The creature may supercharge its neural tissues with negative energy and gain an extra 1d24 action die for 1 round. This requires 3 rounds to recharge.





Quantum Ape: Init +1; Atk bite +12 melee (2d6+10) or slam +14 melee (2d8+10); AC 14; Armor Die 1d4; HD 6d8+10; MV 40' or climb 30'; Act 3d20; SP chrono-howl, flash forward, rend, temporal stutter; SV Fort +14, Ref +8, Will +8; AL N.

Chrono-howl: All temporally stable creatures within 100' must make a Will save (DC 15) or be paralyzed for one round. This effect repeats every d4 rounds throughout the combat. Victims having saved once become immune for this combat.

Flash forward: The ape may take up to 1d7 rounds worth of actions in a single round but, afterwards, is helpless for the same number of rounds as time suddenly catches up with them.

Rend: The quantum ape does +2d8 damage if more than two slam attacks hit the same target in one round.

Temporal stutter: In times of great personal danger, they can bring duplicates of their self into local time/space. The quantum ape suffers 1d3 points of chrono-damage (per duplicate). The duplicate is identical to the original (including the damage taken when bringing in the duplicate).





marcel

Railpede (5 car segments long): Init +3; Atk bite +6 melee (1d12+4) or slam +4 melee (5d16+10); AC 14; Armor Die [1d12]; HD 1d24+5d12; MV 60'; Act 2d20; SP car crusher, trample, deafening whistle; SV Fort +6, Ref +4, Will +4; AL N.

Car crusher: Upon a successful attack against vehicles or giant opponents, they wrap themselves around the target to crush it. Drivers must make a Vehicle Control roll vs. DC 19, while living beings unprotected by automotive chassis make a DC 15 Ref save to avoid being snared. If caught, the target suffers 2d8+4 points of damage per round until it is distracted by a powerful attack (10+ damage or more in a single attack).

Trample: If it moved at double speed last round, it may forgo its normal attacks to trample all opponents in its way. Anyone within its 20' wide, 120' long charge path must make a Ref save (DC 12) or be knocked prone, suffer 10d12+10 damage, and suffer an automatic Vehicular Critical hit (as per *USG* pg. 129). A railpede cannot use its trample attack two rounds in a row.

Deafening whistle: 1/day Creatures within 50' must make a DC 10 Fort save or be permanently deafened.





Robodevil: Init +1; Atk conversion blade +7 melee (1d8+2 plus convert); AC 15; Armor Die: [1d5]; HD 6d12; MV 40', fly 60'; Act 2d20; SP convert flesh, control cyberslaves, open gate, tech eater; SV Fort +11, Ref +5, Wil +7; AL C

Convert flesh: On a successful strike against a fleshly target, roll 2d20 - (the victim's Per attribute + HD) and this is the percentage of the victim's body that is converted to techno-organic components by the attack. Should a victim's conversion percentage exceed 60 + (their Per attribute) percent, they will become a cyberslave under the control of the robodevil.

Grays and the undead are completely immune to a robodevil's conversion powers.

Control cyberslaves: As an action a robodevil can telepathically give up to four cyberslaves within 200' specific instructions.

Open gate: At will, a robodevil can open a portal to its native plane of Tektarus for one turn.

Tech eater: It may consume advanced technological devices to heal between 1-3 HD from the attempt. Any robodevil encountered will have 1d3, 1 HD quality devices at hand to consume.





Constru-bot (robot): Init -1; Atk see below; AC 10; Armor Die [d30]; HD 8d10; MV 20'; Act 1d20; SP massive, attachment; SV Fort +8, Ref +0, Will n/a; AL L.

Massive: These robots are so large that they are nearly irresistible by physical means. Successful melee attacks made against them causes 1d3 points to the wielder of the weapon upon impact.

Attachment: All constru-bots have one attachment, roll 1d5.

- 1) Claw - bisecting grab +4 melee (3d24, Fort save vs. damage or die).
- 2) 'Dozer blade - slam +8 melee (2d12+6, 10' knockback).
- 3) Earth roller - crush +0 melee (4d10+20, Fort vs. damage or die).
- 4) Welding lasers - welding Beam +2 ranged (1d10+2, 4 attacks).
- 5) Wrecking ball - slam +4 melee (6d10, range 50', Ref vs. 16 for half).





Gun-bot (robot): Init +8; Atk +5 ranged - see below;
AC 12; Armor Die [d24]; HD 5d10; MV 30', hover 20';
Act 2d24; SP over-kill; SV Fort +10, Ref +8, Will n/a; AL L.

Armament

Gun-bots have an unlimited supply of ammunition that self-destructs if the bot is destroyed.

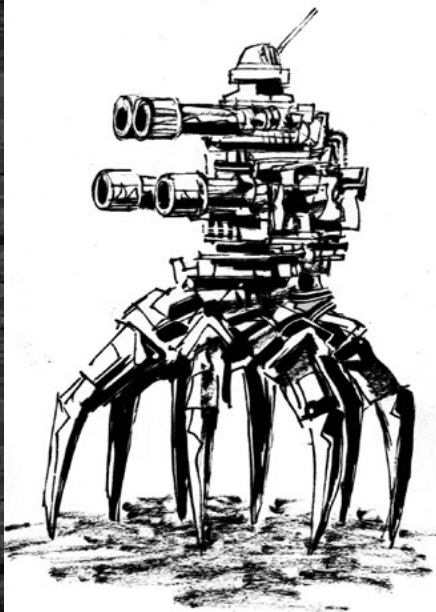
Gatling Gun, light - Dam: 3d12 (autofire), Range: 180/360/540.

Cannon, light - Dam: 5d8, Range: 800/1600/2400.

Flame Thrower - Dam: 3d6, Range: Area-cone 20' wide x 100' long.

Over-kill: Upon scoring a critical hit, the gun-bot automatically hits 1d4 times (scoring a critical hit table result on each successive hit), inflicting each result as it unleashes a massive follow-up attack as it target locks and fires repeatedly on the heels of the initial strike.



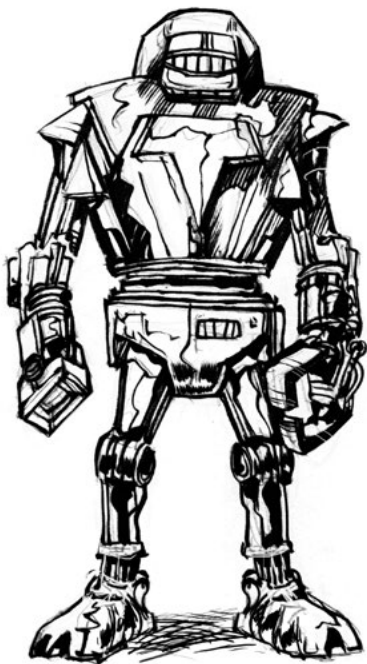


Sentry-bot (robot): Init +5; Atk Light Gatling Gun +3 ranged (3d12); AC 12; Armor Die [d4]; HD 3d10; MV hover 40'; Act 1d24; SP alert; SV Fort +8, Ref +2, Will n/a; AL L.

Unlike their more powerful cousins, gun-bots, sentry-bots are made to patrol and maintain security over a specific area or route and only that area or route. Large, floating platforms carrying a light Gatling gun, sentry-bots are capable of unleashing a withering spray of fire to repulse any threats posed to the security of its protectorate. Save for very specific and unusual conditions, sentry-bots will not pursue targets should they retreat; instead remaining to carry out its protective duties.

Alert: Sentry-bots are equipped with a varied arsenal of strange sensory systems and are unaffected by any attempts at stealth that have a result of 20 or less, nor are they affected by mechanical attempts at stealth that only affect less than all senses.





Rockers: Init +0; Atk slam +5 melee (1d10+4); AC 10; Armor Die [1d24]; HD 3d8+6; MV 20'; Act 1d20; SP regeneration, cast *mosh pit* 1/day (spell check +5; *USG* pg. 208), crush, immune to all mental attacks and effects; SV Fort +6, Ref +0, Will NA; AL N.

How rockers behave when encountered varies depending on whether or not rock music is playing.

No music: Rockers will be either performing physical labor they have been set to or will be listlessly awaiting commands while headbanging and playing air guitar. They will ignore any threat that does not directly attack or harm them unless it is an attempt to command them in the name of Kizz.

Music: The group of rockers will be slam-dancing, storming about in a circle, stomping their feet and wildly waving their arms and forming a circling mosh pit.

Crush: Successive slam attacks made by rockers in one round do a cumulative +1d6 damage.

Regeneration: Rockers regenerate 1d3hp/round in the presence of rock music.





Rockin' wraith: Init +3; Atk special (see below); AC 11; Armor Die [1d3]; HD 3d14; MV fly 50'; Act 2d20; SP un-dead traits, immune to non-magical weapons, jam session, unkillable, wailing vocals, rockin' out!, overdose; SV Fort +3, Ref +5, Will +7; AL C.

Jam session: If multiple rockin' wraiths are encountered they may begin jamming together, sending out waves of ghostly music that merge and amplify their powers. All powers invoked by any rockin' wraith present gain a bonus on all dice equal to the number of un-dead musicians playing music.

Ungillable: When reduced to 0 hit points or less, a rockin' wraith vanishes with a discordant scream only to reform the next sundown.

Wailing vocals: All living creatures within 50' automatically suffer 1d4 sonic damage. The wraith can use this power three times per "set".

Rockin' out!: The rockin' wraith is able to call up 2d3 other rockin' wraiths to form a jam session.

Overdose: Anyone touched by the rockin' wraith (+4 melee) loses 1d3 points of both Sta and Per.





Scorpionoid: Init +3; Atk tail sting +4 melee (1d5+4 plus poison) or claw +3 melee (1d7+4); AC 13; Armor Die [1d4]; HD 2d8; MV 35'; Act 1d20; SP stealth, backstab, poisonous tail sting, contractual honor; SV Fort +2, Ref +3, Will +2; AL N.

Stealth: By nature, scorpionoids move quietly over just about any surface (gaining +6 to all stealth checks).

Backstab: Should a scorpionoid catch their target unaware, they may make a surprise backstab attack with their tail stings (as a thief, DCC RPG, pg 34).

Poisonous tail sting: The poison delivered on a successful tail sting attack causes the victim to make a Fort save (DC 12) or have all action dice lowered by one step and suffer -5' to movement due to partial paralysis. These effects last for 3d8 rounds. Additional poisonings have a cumulative effect and any victim that has all of their action dice reduced to d10 will die of heart failure.

Contractual honor: These mercenaries are greedy to the core but will ALWAYS fulfill whatever paid contract they have agreed to. They gain +5 to all Will saves against any deception or charm effects that would make them do otherwise.





Serpent shrub: Init +4; Atk tendril strike +1 melee (1d6 + poison DC 12 Fort or 1d4 Stamina, range 10'); AC 12; Armor Die 1d4; HD 2d8; MV 0'; Act 1d20; SP camouflage, totally toxic; SV Fort +2, Ref +0, Will +0; AL N.

Camouflage: Simply looking like any other bush, serpent shrubs are beyond merely being camouflaged, they are a true part of the environment. Unless one is familiar with them, they are indistinguishable from other local flora. When the shrub begins to rattle its branches, a successful DC 15 Int check determines the source and, most importantly, the unusual nature of the sound. Characters failing this test remain unaware of the creature's presence.

Totally toxic: So strong is the poison of the serpent shrub that creatures that eat of its greenery are wracked with agony as the poison flows through them (DC 12 Fort save or die) and those which survive carry that toxicity in their flesh (and even, in the case of cattle, their milk). The poisonous taint lasts for one week from the time of exposure and inflicts 1d8 STA damage (DC 16 Fort save for ½) within 12 hours of consumption.



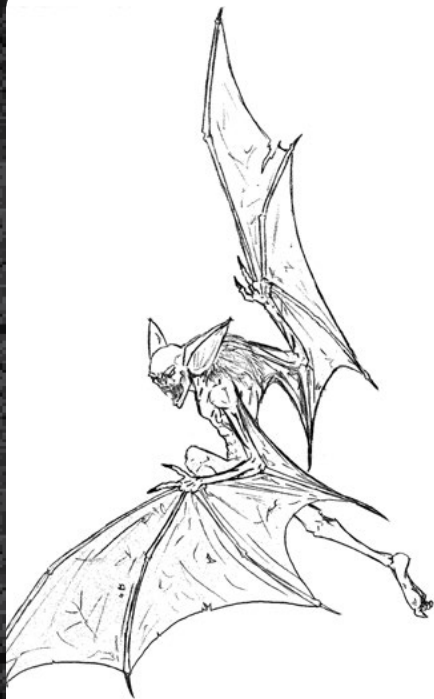


Shriek (screaming swarms): Init +4; Atk bite +1 melee (1); AC 12; Armor Die 1d2; HD 4d8; MV 5', climb 5', or fly 60'; Act special; SP bite all targets within 20' x 20' space, clever, disorienting, ½ dam from non-area attacks, preferred prey, vulnerable to fire; SV Fort +2, Ref +4, Will -2; AL N.

Disorienting: Victims within a swarm are bombarded by high volume cries that they cannot hear, but can certainly be injurious. Each round of shrieking disorients prey causing a -1 die step penalty on all actions (DC 10 Fort save, checked each round, to negate). Unfortunately for victims with heightened senses of hearing, their sharpened acuity compounds the effects (no save vs. disorienting) and after a turn of exposure can cause permanent deafness (DC 7 Fort negates).

Vulnerable to fire: Because they are covered in highly flammable white fungus, shriek swarms are surrounded by a combustible cloud of spores. Shriek swarms take X3 damage from fire attacks but the accompanying flash of flame deals 1 point of damage to all targets within the swarm.





Sporefangs (pack hunting fungus)(# encountered: 4): Init +3; Atk bite +2 melee (1d4*); AC 10; Armor Die 1d4; HD 1d6; MV 30'; Act 1d20; SP spore-cloud, track by scent, camouflage, pack hunters; SV Fort +1, Ref +2, Will -1; AL N.

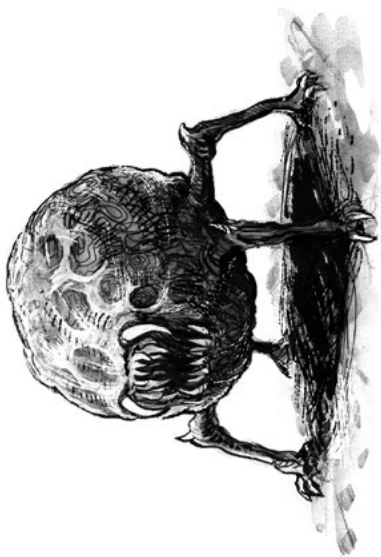
Spore-cloud: Upon death a sporefang releases a toxic cloud that fills a 10'x10' area, all within are unable to take action unless a Fort save vs. DC 15 is met for each round. A successful save allows actions at a -1 die step for each round within the cloud. If the Fort save is failed a total of 3 times within an hour, death results. For EACH sporefang killed within 10' of another, the cloud doubles in area.

Track by scent: Sporefang packs can track a scent trail for several hundred miles.

Camouflage: Sporefangs can blend into their environment. An Int check at DC 15 is required to spot the lurking killer. Failure allows the sporefang to attack from surprise.

Pack Hunters: For every four sporefangs that attacks a single target, add +1 die step to the bite damage to a maximum of +4 die steps. Sporefangs hunt in packs of 4 to 16 (4d4).





Techno-mimic: Init +2; Atk arm(x8) +3 melee (1d2) and tentacle(x2) +2 melee (1d10); AC 11; Armor Die 1d3; HD4d8; MV 30'; Act 2d20+8d16; SP bite, imposter, rend, telepathic skim; SV Fort +4, Ref +6, Will +10; AL N.

Bite: Once a single target is held by 4 or more arms it is dragged to the beast's mouth. It automatically bites its victim's head, devouring 1d3 Int worth of brain matter. Victims with helmets have their headgear removed or destroyed in the first round. Those whose Int is reduced to 0 are dead and cannot be recovered. Breaking the feeding hold requires a Str check DC 10 +2 per each arm holding the victim (12-26).

Imposter: Unless its targets are specifically aware of its presence and location prior to its attacking, techno-mimics always have surprise.

Rend: If both tentacles strike a single target within a round, the creature rends the victim for an additional 1d12 damage.

Telepathic skim: The techno-mimic skims the surface thoughts of anyone within 100' to base its camouflage form on that of a technological good, coveted by the minds that it touches.





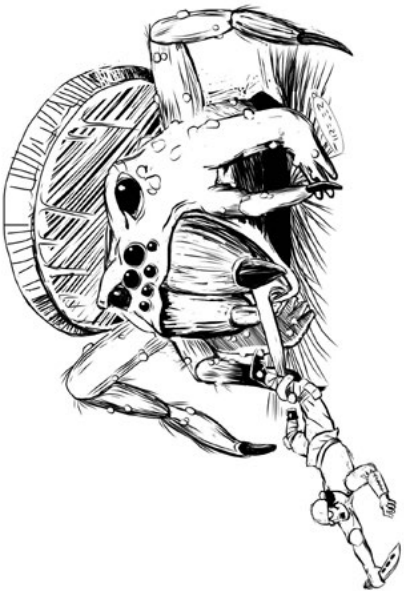
Trapdoor toadspider: Init +0; Atk bite +2 melee (1d3+2) or 20' tongue +2 ranged (entangle + bite); AC 12; Armor Die 1d3; HD 2d8+1; MV 20' or leap 60'; Act 1d20; SP ambush, hypno-croak, webbing; SV Fort +5, Ref +2, Will +0; AL N.

Ambush: Intelligent creatures actively searching for the concealed trapdoors must succeed on a DC 20 Int check to spot them. Attacks made from undetected trapdoors grant the toadspiders +1d6 to the initiative and attack rolls for that round.

Hypno-croak: In times when prey grows scarce, a toadspider community will begin croaking out a low thrumming beat from deep within their tunnels. Animal intelligence creatures hearing the croaking must succeed at a Will save vs. a DC of 15 - Int or fall under the spell of the hypnotic croaking. Once the area is rich with prey, the toadspiders will begin trapping prey and restocking their tunnels.

Webbing: The toadspider can create webs up to 10' in diameter. A DC 15 Str or Agi check to escape if contact is made. The web may be cut away (AC 13, 5 hp to free one target).





Trashlodyte: Init +0; Atk clawed hands +2 melee (1d3 plus disease) or +2 melee by weapon; AC 10; Armor Die 1d5; HD 1d8; MV 30'; Act 1d20; SP disease (DC 7 Fort save or contract disease), useful, what's this; SV Fort +2, Ref -1, Will -2; AL N.

Disease: Those clawed by a trashlodyte risk infection with Needisn-dattoo Fever. Victims lose 1 point of Per each day. If untreated until the patient's Per score drops below 3, the victim is no longer capable of discarding anything...ever. Victims are allowed an additional saving throw once per week.

Useful: Each day the trashlodyte may pull one random, simple (but directly useful) item from their junkumbrance. Whatever the item is, it will be useful to the person trading with the trashlodyte.

What's this: Once per combat, as an action the trashlodyte may pull a makeshift weapon from their junkumbrance. Roll 1d12 to determine how many steps along the dice chain the weapon is for damage (1d3-1d24). The item may be immediately used in that round, but only functions once (regardless of a hit or miss) before being irreparably reduced to so much useless junk.





Tru-pet (large dog model): Init +3; Atk bite +3 melee (1d4); AC 12; Armor Die [1d3]; HD 2d8+2; MV 55'; Act 1d20; SP synthetic, very loyal, guard; SV Fort +6, Ref +2, Will +2*; AL L.

Synthetic: Being 100% artificial, tru-dogs do not age and require neither food nor rest. In addition, they will regenerate 1 hp per hour, even if reduced below 0 hp but not utterly destroyed. Once a week they must spend 10 minutes connected to a significant power source for rapid recharging. This means that stray tru-dogs can most likely be found near accessible power sources. If they run out of charge they "sleep" until they can absorb 30 hours of solar energy.

Very loyal: A stray tru-dog will bond to the first living being that shows it significant affection and will remain bonded to them until that being dies or the tru-dog is destroyed. Tru-dogs gain a +8 to Will saves involving remaining loyal to there bonded owner until death.

Guard: The tru-dog has been programmed to be able to serve as watchdog and protector. It increases its Action die to d24 for perception checks in watch mode or when defending its bonded owner.





Varrok (barbaric mutant birdman - adult): Init +1; Atk talons and beak melee +4 (1d5+4), battle axe +4 (1d8+4), or javelin +6 (1d6+6); AC 12; Armor Die 1d8; HD 5d14; MV 30'; Act 2d20; SP battle screech, keen eyes, rage; SV Fort +4, Ref +0, Will +2; AL N.

Battle screech: Once per skirmish, a varrok may unleash a piercing shriek that can unnerve their enemies. All opponents within 15' must make a Will save (DC 10) or suffer a -1 die step to all action dice for 1d3 turns.

Keen eyes: Varroks possess amazing eyesight, allowing them a +1 die step on any non-combat check involving their vision. They also have perfect low-light vision out to 120', effective as long as there is some ambient light.

Rage: Varrok have a tendency to lose themselves in the heat of combat. Should a varrok choose to let themselves fly into a bloodthirsty rage they gain the following bonuses: All attacks are made at a +1 die step to all action dice. The varrok can continue fighting until they reach -10 hp, at which time they will drop dead on the spot.





marcel

Vendibeast: Init +1; Atk bite +3 melee (1d6+1)
or spit soda can +1 missile (1d5, range 25/50/75);
AC 13; Armor Die 1d4; HD3d8+3; MV 30'; Act 2d20;
SP unkillable; SV Fort +3, Ref +3, Will +3; AL N.

Unkillable: When reduced to 0 hit points or less, the vendibeast lights sputter and go out as the creature goes dormant for 3d30 minutes, after which time it revives fully restored. If the creature is opened while appearing dead, 2d7 glowing cans of Killer Kola can be extracted from the creature's innards. Each of the cans has a random potion effect (see the *make potion* spell, DCC RPG pg 223) and will stay potent for 1d100 days. If the "deathblow" was a critical hit, the cans spill out on their own from the power of the blow. The cans regenerate at a rate of 1 every 1d3 days.





Whaaar mutt: Init +0; Atk bite +2 (5d10 plus 1d24 acid, DC 15 Ref save for ½) or breath weapon; AC 10; Armor Die 1d6; HD 10d10; MV 60'; Act 2d24; SP immune to magic, immune to damage from fire or heat, trample, undying; SV Fort +10, Ref +5, Will +5; AL C.

Breath weapon: 5/day, the mutt can unleash a blast of acidic steam — a cone 30' wide at its end and 90' long. All within must make a Ref save (DC 15) or suffer 3d12 damage.

Immunity to magic: They are immune to all spells and the bonuses of magical weapons are also negated when used against them.

Trample: Creatures of 2HD or less who are between the hound and its chosen target automatically take 2d24 points of damage, (Ref save (DC13) for ½) as it tramples them in its haste to get to its target.

Undying: Whaaar mutts are deathless creations, spawned from the very being of Whaaar himself. When vanquished, they dissolve into a cloud of warm, acrid smoke. They leave behind a powerful weapon (GM's discretion) as a token of Whaaar's respect to one who could defeat one of his faithful servitors.





Wheeler demon (racing fiend): Init +5; Atk rundown +8 melee (2d6+Ram bonus) or hellfire lance +8 melee (4d6+4); AC 15; Armor Die: [1d6]; HD 8d10; MV 50' in melee combat, otherwise Speed Level cruise 5/ max 8; Act 3d20; SP flame trail, make bargain, summon pit imps, car slayer; SV Fort +4, Ref +5, Will +6; AL C.

Flame trail: They may ignite their tires and leave fiery tire tracks behind them. These flame trails will burn for 24 hours and cause 1d6 damage per round if touched. If a natural 6 is rolled on the damage, the person or object has also caught on fire.

Make bargain: The wheeler will offer to personally race against any speedster they encounter. The stakes are the speedster's soul vs. their vehicle's weight in trade goods.

Summon pit imps: By summing pit imps to repair itself (1d4 hp of damage or 1 point of ability damage per round). In order to receive repairs, the wheeler must not move, attack, or take any action other than defend itself.

Car slayer: Wheeler demons can score a critical hit against a vehicle target on an 18 to 20. Also, in addition to any other critical effects, the critical attack will deal X2 normal damage to the vehicle.





Wrath (# encountered 4+): Init +3; Atk sledgehammer +1d4 melee (1d8+deed), 15' blazing chain +1d4 melee (1d6+deed+entangle), unarmed +1d4 melee (1d3+deed); AC 12; Armor Die 1d8; HD2d12+1; MV 30' or ride 150'; Act 1d20; SP warrior traits, berserker, hellfire, mob tactics, Will immune, un-dead traits; SV Fort +5, Ref +2, Will immune; AL C.

Warrior traits: Wraths have the following warrior class traits - 19-20 critical range, 1d4 deed die, improved initiative.

Berserker: During combat, upon a successful hit the wrath may rage and add +1d12 to their damage, up to a total of +3d12 per day. This increased damage may be spread out through a combat or focused into one terrifying blow.

Hellfire: As an action, a wrath may imbue his weapon with a flickering nimbus of hellfire lasting 1d5 rounds. Hellfire imbued weapons automatically reduce Armor Dice as if critically hit, with an actual critical hit totally destroying the armor in question.

Mob tactics: For each multiple of 4 wraths involved in an attack the mob gains a single additional attack usable by any wrath in the combat.





Xeno mummy: Init +0; Atk fist +5 (1d6+4 plus XP drain), bite +5 melee (2d8+4), or wrap choke +5 melee (1d5/2d5/3d5/etc.); AC 13; Armor Die 1d8; HD 6d14+6; MV 20'; Act 1d20; SP XP drain, wrap choke, heat activated, vulnerable to cold, un-dead traits; SV Fort +4, Ref +2, Will +10; AL C.

Heat activated: Xeno mummies are immune to fire and gain 1 hp for every d6 of fire damage with greater fires (such as d12) awarding 2 or more hps per die).

Vulnerable to cold: In combat, cold reduces the xeno mummy's armor die result by -1 for every d6 of cold damage. This effect is cumulative.

Wrap choke: The wrappings are capable of lashing out beyond the creature's reach (up to 20') in order to snag and strangle prey. If the xeno mummy succeeds in a wrap choke the damage the first round is 1d5 with each subsequent round of success inflicting an increasing +1 die of damage.

XP drain: Upon a successful fist attack the mummy drains XP equal to 10x the damage done by the attack.





marcel

Xenotaur Incursion Trooper: Init +1; Atk tail flail +4 melee (2d5+2), blaster gauntlet +4 missile fire (3d4 subdual or lethal, range 200'), or catch grenade +4 missile fire (see below, 50' range); AC 12; Armor Die 1d4; HD 2d10; MV 45'; Act 2d20; SP force field, gauntlet; SV Fort +4, Ref +1, Will +1; AL L.

Force field: Among the functions of their gauntlet's uses is the generation of an incredibly powerful, short-term, force field. For 1d3 rounds upon activation the force field stops all incoming physical forms of attack. After use it requires 1 full hour to recharge prior to coming online.

Gauntlet: The gauntlet contains communication systems, a small holographic projector, a laser grapnel for climbing, and the blast emitter.

Catch grenades: Targets within 10' are encased in an opaque exopolymer bubble (DC 12 Ref negates) that locks out all air, light and sound. For every full turn trapped in the bubble the victim loses 1d3 Per (DC 15 Fort negates). The bubble holds air enough for only one hour and can be shattered by dealing 30 points of damage to AC 15. A trooper typically has 2d3 catch grenades upon deployment.





Yowling Atrocity (Puma): Init +1; Atk phlegmball +4 missile fire (1d6 + disease) or digestion (1d8); AC 11; Armor Die nil; HD 3d8; MV 20' or climb 10'; Act 1d20; SP caterwaul, disease, slime traits, immune to fire, vulnerable to cold; SV Fort +10, Ref -2, Will +6; AL N.

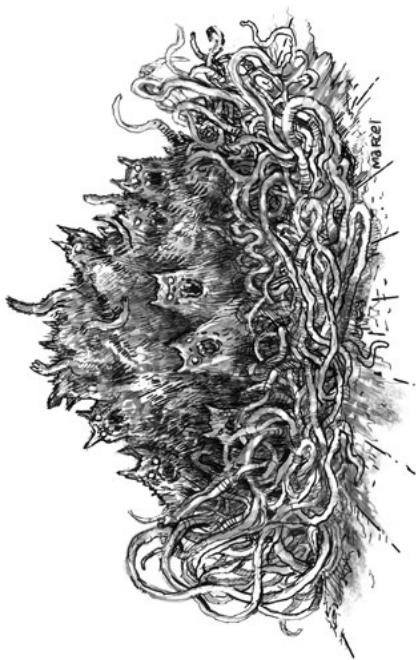
Caterwaul: As an action the atrocity may caterwaul. Listeners suffer 1d6 Int damage, Will save (DC 18) for ½, silence negates. Those reduced to less than 3 Int move forward to caress and comfort the kitty...and are enveloped and digested.

Disease: Those contracting the howling sludge lose 1 point from each physical attribute each day until the disease is cured or they become a new yowling atrocity. The Fort save against the disease is 10+ the atrocity's HD type.

Slime traits: Takes ½ damage from piercing and slashing attacks, formless.

Vulnerability to cold: Each point of cold damage reduces their movement by 1'. When reduced below 0 the creature is fully frozen, slowly thawing at a rate of 1' of movement per round unless kept frozen.





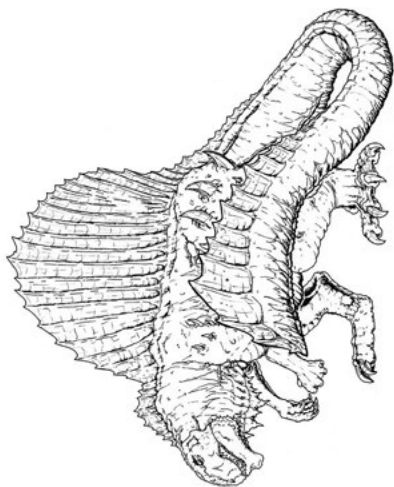
Zilla: Init -3; Atk tail swipe +18 melee (2d14+9), stomp +16 (3d14+9), bite +18 melee (4d10+9), or crush +14 melee (3d12+9); AC 13; Armor Die 2d8; HD 12d16+30; MV 120'; Act 4d20; SP fearsome, lethargic, radioactive hellfire; SV Fort +12, Ref -4, Will +8; AL C.

Fearsome: The appearance of a zilla causes creatures of 2HD or less to immediately flee (no save). Creatures of 3 to 5 HD may resist with a DC 15 Will save while creatures of 6HD or greater are immune to this effect.

Lethargic: When encountered, there is a 60% chance that they will be sleeping and will remain so for up to 1d100 years if left undisturbed. A total of 25 points of damage from multiple attacks, will awaken the beast. Once awake the zilla is still sluggish and spends the next full turn gathering its bearings (-3 die steps on all actions).

Radioactive hellfire: The zilla breathes a brilliantly colored cone of flaming death (measuring 100' long x 35' wide). All creatures within the area suffer 3d20 damage (DC 15 Ref for ½). Requires 1d3 rounds to recharge.





Blink Zombie: Init +2; Atk bite +2 melee (1d3); AC 9*; Armor Die [1d3]; HD 2d6; MV 20'**; Act 2d16; SP un-dead traits, *not there, **teleporting mob; SV: Fort +2, Ref +2, Will +2; AL C.

These zombies have the same appearance as “normal” zombies but seem to constantly blink in and out of existence. Caught in a flux between dimensions, they exist in many places at once. Any time an attack is made against them there is a 33% chance it will automatically fail due to them not being in this dimension at the moment. Even if they are “present” and successfully hit, all physical attacks only do ½ damage.

Once a group of blink zombies spot some prey, there is a 25% chance per round they move to engage that they will teleport during one of the times they blink out. Their target must make a Ref save (DC 12) or be surrounded by the teleporting mob, allowing the mob to all attack using a d24 action die. Success allows the target to be just out of melee range of the mob.





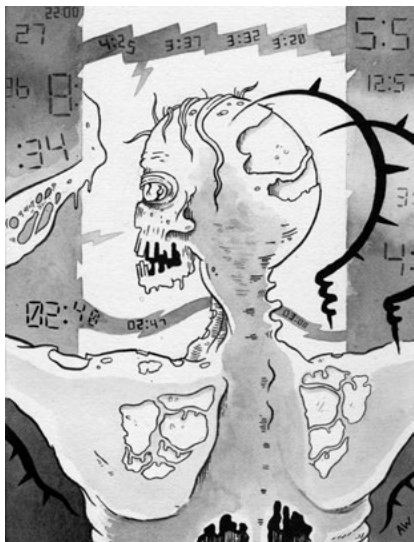
Chrono Zombie: Init +10*; Atk bite +3 melee (1d4+age); AC 13; Armor Die [1d3]; HD 3d6; MV 4d10+10'; Act (1d3) d20; SP un-dead traits, random move and actions, chrono infection; SV: Fort +3, Ref +3, Will -2; AL C.

Chrono zombies are caught in a temporal anomaly that causes them to move in fluctuating timestreams, their Move rate and number of actions each round are randomized. When traveling in a group, they move in a similar timestream at the same moment.

Victims of a chrono zombie attack suffer a permanent aging effect. The nature of this effect is determined by rolling 1d12 - 1d12. If the number is positive, their age is increased by that many years. A negative result reduces their age instead.

On a critical hit, for the next hour the target must roll % each turn to determine if they are suffering from Haste (1-50%) or Slow (51-100%) spell effects. Roll 1d7+15 for the effect result on the appropriate spell (DCC RPG, pg 221 for *haste* and pg 228 for *slow*). Each turn spent hasted will age the victim 1d4 years and each turn slowed will decrease the victim's age by 1d2 years.





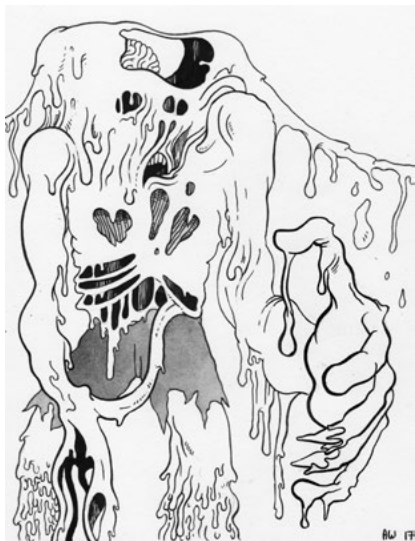
Melting Zombie: Init -4; Atk burning touch +3 melee (1d4+burn) or boiling flesh glob +1 missile (1d3+burn, 5/10/15); AC 8; Armor Die [1d3]; HD 3d5; MV 15'; Act 1d20; SP un-dead traits, radiation zone, burning embrace; SV: Fort +4, Ref -4, Will -2; AL C.

All attacks inflicted by a melting zombie will continue to burn for one round, inflicting an additional 1hp of damage each. Any highly combustible materials damaged or touched by their bubbling flesh have a 1 in 6 chance of igniting.

Just being within 100' of one of these undead is dangerous as a Fort save (DC 8) must be made each full turn or suffer 1d3 temporary Sta damage from radiation. This save must be made every round if one is within melee range.

Should a melting zombie score a critical hit in melee combat, this will mean it has wrapped itself around the victim in a crushing hug that delivers 1d4 crushing and 1d6 burning damage automatically each round until a Str check (DC 14) is made to free them.





Rave Zombie: Init +1; Atk thrashing limbs and bites +3 melee (1d4); AC 11; Armor Die [1d3]; HD 2d7+2; MV 20'; Act 2d16; SP un-dead traits, infectious dance; SV: Fort +3, Ref +1, Will -2; AL C.

There is a 1 in 6 chance for each rave zombie to be armed with a glowstick flail (damage 1d4+1, eternal dim-light radius 15'). Also, techno dance music emanates from their bodies loud enough to be heard up to a ¼ mile away per 3 rave zombies present.

Any magics or effects that cause them to be totally immobile will inflict 1 point of damage per round to them as they attempt to gyrate against their bonds. This will also silence the music radiating from their bodies.

Anyone within 100' of a group of rave zombies must make a Will save (DC 8+1 per 3 rave zombies) or be compelled to dance, suffering a -2 die step penalty to all other actions. Each round spent dancing requires a Fort save (DC 8+1 per 3 rave zombies) or suffer 1 point of temporary Sta damage. The only way to free victims is to kill all of the rave zombies or prevent them from dancing for at least 1 minute.





Silver Zombie: Init -2; Atk bite +4 melee (1d4); AC 7; Armor Die [1d5]; HD 4d6; MV 20'; Act 1d20; SP un-dead traits, babbling wail, regenerates 1hp per minute; SV: Fort +4, Ref +1, Will +3; AL C.

Animated by rogue nanites originally intended for medical purposes, these zombies tend to have a metallic tinge to their rotting flesh. Also, their brains are generally more active and alert. They can still talk and will constantly rant about how horrible it is to be dead, how hungry they are, or about something they were trying to do with their lives before they died. This loud babbling will unnerve anyone who hears it for more than 3 rounds. After this a Will save (DC 13) must be made or the victim will suffer a -1 die step to all actions as they will attempt to "not listen" to the babble.

Anyone injured by a nano zombie must roll under their Luck after the encounter or they have been infected. This will have no immediate effect but when they ever reach 0 or less hit points, they will definitely die and raise as a silver zombie shortly after. This will most likely surprise the compatriot that attempts to check their body after combat.



