

CRYPTOCODEX

by Skeeter Green



TBT-2
\$19.99



SKEETER GREEN
PRODUCTIONS

COMPATIBLE WITH
**DCC
RPG**
COMPATIBLE WITH
**MCC
RPG**

Cryptocodex

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INTRODUCTION

It was hot out, even at this late hour. The sun had been set for some time now, but its burning rage was still settling down. The heat brings out the things that go bump in the night, except they don't bump into things – they see in the dark.

Camping on the edge of the desert, just outside the inconsistent shade of the tall jungle trees, the Things that Hunt at Night are interested in our pack animals. Three camelpedes and an armadillaphant leave quite a track, never mind the additional lizard rider scouts. If anything was coming out of the jungle, or in from the deep desert, we were in a good place for a snack.

The howl came as those thoughts drifted away.

It was close, but we all knew that. Kik-kak-tik had thought this place was a gamble, but it was an Xsect, and they have their own worries. Unfortunately, if we make it through this night, I'll have to apologize.

That second howl was closer, and heat of the day be damned, cold sweat poured down my back. The guards are armed to the teeth, but if that's what I think it is, its teeth are more than a match for our arms...

Cryptocodex is a dossier containing over 50 new critters – both benign and malevolent – to enhance your apocalyptic aftermath roleplaying game. Designed to integrate easily into any **Dungeon Crawl Classics** or **Mutant Crawl Classics** setting, please feel free to use these in any post-apocalyptic campaign the way you see fit. If they encourage you to create your own exotic beasts, perfect! If they inspire you to create and encounter just to use them, we couldn't be happier! Please enjoy these beasties and have some fun!

DUAL STATS...WHY?

Fantastic question! In the setting where **Crypt of the SCIENCE-WIZARD** is located, Rah'gebwat – known to its inhabitants as The Rage (coming soon from **SGP!**) – is a desolate desert environment, bordered by dense jungle to one side, and looming mountains to the other (and even more beyond that). Inside this framework are other environments as well, with mighty rivers, wide fertile grasslands, and other, more unique regions. All these environments provide a rich gathering ground for the most interesting aspects...the inhabitants.

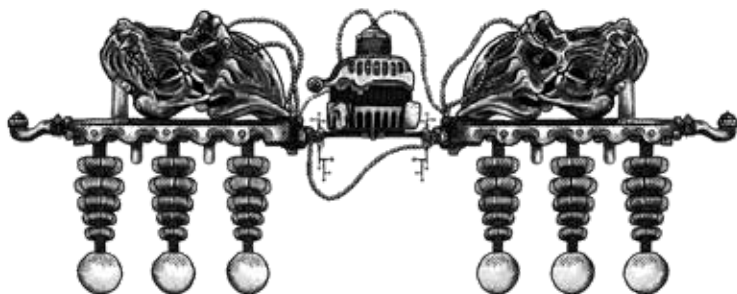
Which brings us to this book. The contents of **Cryptocodex** are a small sampling of the inhabitants of The Rage, some helpful, some not. With such varied beings, they are suitable for both **Dungeon Crawl Classic** and **Mutant Crawl Classic** games, with only slight modifications in their powers and abilities. So why not give you both? Maybe you play **DCC** and don't care for the apocalyptic aftermath genre? Maybe you play **MCC**, and don't want to re-skin the established monsters? Well, we at **SGP** have done the work to make BOTH your games better!





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APEX PREDATOR (ALIEN PREDATIVE ENTITY – 10)

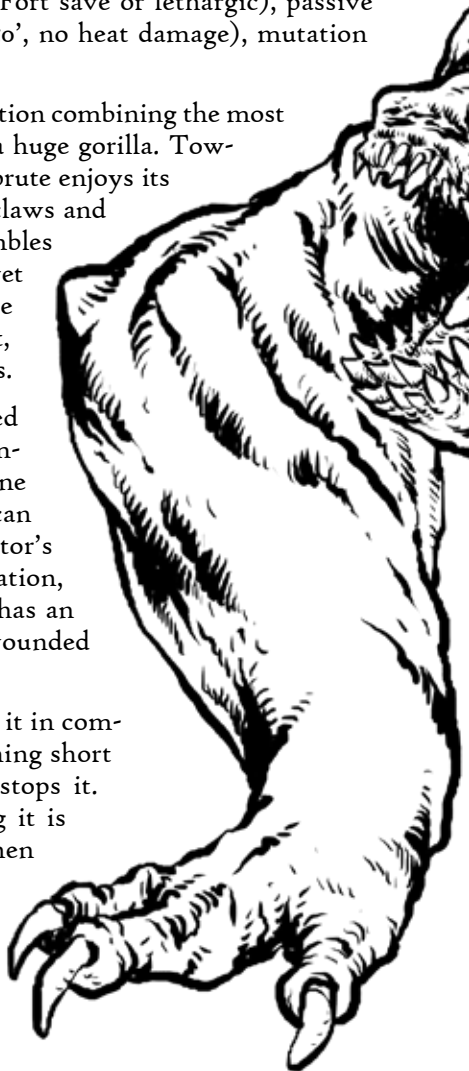
APEX Predator: Init +4; Atk 2 claws +10 melee (1d8+6) and bite +8 melee (1d8+4 plus poison); AC 18; HD 10d8; MV 60'; Act 3d20; DCC SP blind-sense (perfect perception of all things, including invisible targets, within 50'), rend for additional 1d8 damage if both claw attacks hit the same target in 1 round, poisonous bite (DC 14 Fort save or lethargic); SV Fort +10, Ref +8, Will +8 (see below); AL C.

MCC SP rend for additional 1d8 damage if both claw attacks hit the same target in 1 round, poisonous bite (DC 14 Fort save or lethargic), passive mutation – *infravision* (50'), *ultravision* (50', no heat damage), mutation check +5 *extra senses*.

The APEX is a hulking brute, an abomination combining the most beneficial aspects of a tailless lizard and a huge gorilla. Towering upwards of 10' tall on all fours, the brute enjoys its full 12' height when attacking with both claws and its wicked bite. The APEX normally ambles about on all four limbs, in an awkward yet speedy lumbering gait, quickly able to chase down most prey. Its feet are wide and soft, so that it moves with exceptional quietness.

The scaled hide of the entity is covered in sensory organs; a dozen “eyes” or similar organs run down the creature’s spine so that while lumbering on all fours, it can see in all directions at once. The predator’s skin is sensitive to temperature and vibration, making it impossible to be surprised. It has an amazing sense of smell and tracks a wounded quarry flawlessly.

The APEX has several abilities that help it in combat, and once it has decided to hunt, nothing short of the death of its quarry, or its own, stops it. The APEX predator’s focus is so strong it is immune to mind-controlling spells when hunting its quarry.



The predator's poisonous bite releases a fast-acting toxin that slows an infected victim. A poisoned creature moves at half speed and suffers a -2d penalty on all attack rolls for 1 hour. If an APEX is reduced to half its hit points, it goes into a killing frenzy, gaining a +1d bonus to attacks until it or its prey are killed.



ATTACKTOPUS

Attacktopus Scout: Init +1; Atk 2 tentacles +3 melee (1d4 plus poison) or bite +3 melee (1d3); AC 13; HD 2d10; MV 30' or climb 30'; Act 2d20; DCC SP blindsense (perfect perception of all things, including invisible targets, within 30'), camouflage (invisible unless successful DC 18 Int check), cunning intellect (30' range; DC 14 Will to resist), escape (short range teleport, only usable when under 50% hit points, and only to flee), poisonous touch (DC 14 Fort save or adrenaline rush), regeneration; SV Fort +1, Ref +3, Will +3; AL N.

MCC SP poisonous touch (DC 14 Fort save or adrenaline rush), escape (short range teleport, only usable when under 50% hit points, and only to flee), passive mutation – *infravision* (30'), *ultravision* (30'), mutation check +5 *regeneration*, *telepathy* (surface thoughts only, no communication), mutation check +10 *extra senses*, *holographic skin*.

Attacktopus Defender: Init +2; Atk 2 tentacles +6 melee (1d6+1) and bite +1 melee (1d6); AC 16; HD 6d10+6; MV 40'; Act 2d20; DCC SP blindsense (perfect perception of all things, including invisible targets, within 50'), cunning intellect (30' range; DC 14 Will to resist), escape (short range teleport, only usable when under 50% hit points, and only to flee), regeneration, rend for additional 1d6 damage if both claw attacks hit same target in 1 round; SV Fort +2, Ref +5, Will +5; AL N.

MCC SP rend for additional 1d6 damage if both tentacle attacks hit same target in one round, escape (short range teleport, only usable when under 50% hit points, and only to flee), passive mutation – *infravision* (50'), *ultravision* (50', no heat vision), mutation check +5 *regeneration*, *telepathy* (surface thoughts only, no communication), mutation check +10 *extra senses*, *holographic skin*.

Attacktopus Leader: Init +2; Atk 2 tentacles +3 melee (1d4 plus poison) or bite +3 melee (1d3); AC 14; HD 10d10; MV 10' or climb 10' or fly 60'; Act 2d20; DCC SP blindsense (perfect perception of all things, including invisible targets, within 30'), camouflage (invisible unless successful DC 18 Int check), cunning intellect (30' range; DC 16 Will to resist), escape (short range teleport, only usable when under 50% hit points, and only to flee), regeneration, spells (wizard of level 1d4+1); SV Fort +5, Ref +10, Will +10; AL N.

MCC SP escape (short range teleport, only usable when under 50% hit points, and only to flee), passive mutation – *dual brain* (+3 to Will saves), *infravision* (30'), plasticity (extend tentacles 30' and may engage in melee at that range; gains -1d3 to blunt force damage), *ultravision* (30'), mutation

check +5 *domination*, *electrical generation*, *mental shield*, *regeneration*, *mutation* check +10 *extra senses*, *holographic skin*, *telepathy*.

Attacktopi are bizarre cephalopods, modified for land-based life by some malign process or creator. There are 3 species presented here, although as Judge feel free to create any alternate versions to suit your campaign. Although designed for specific tasks, attacktopi share some general traits. They have the physical abilities of a normal octopus (fit through small holes, change skin color at will, manipulate several small objects at once, etc.) as well as incredible senses, and know where all objects are within 30', including living beings. Their intelligence also allows them limited *telepathy* to understand the surface thoughts of creatures nearby (DC 14 Will save to resist). All attacktopi have an escape ability: a short-range teleportation effect, allowing them to immediately leave and appear instantly in another known area within 100'. This ability is only used when the attacktopi has 50% or less of its starting hp. Attacktopi possesses a fast-acting *regeneration* ability; severed tentacles regrow over time (Judge's determination, but limbs should regrow over the course of 1d7 days), wounds heal at the rate of 1 hp/hr, and toxins or diseases are purged after 24 hours (if the attacktopi survives initial infection).

The attacktopi above are:

Scouts: These creatures are silent, deadly, and very cunning. Once revealed, they look like a normal 3'-5' diameter octopus.

A Scout possesses a camouflage ability that allows them to blend into most backgrounds flawlessly; they solve complex puzzles and manipulate objects as a thief of 3rd level (*pick lock*, *find* or *disable trap* at +8); and their poisonous touch causes a victim to gain a rush of adrenaline, feeling no pain from wounds and gaining a +1d bonus to all attacks. This lasts 1 hour from the first poisoning. Additional poisoning in that time does not extend the duration.

Defenders: These creatures are larger, bulkier, and more directly threatening than their smaller kin. They are covered in a semi-pliable chitin along their tentacles and most of their central body. They look less like an octopus and more like a 6'-8' diameter spider in composition. While their tentacles are also prehensile, the Defender's pliant chitin restricts fine manipulation or movement.

The tentacles of a Defender are covered in malleable chitin, giving the appearance of a crab or spider. If two tentacles hit the same target in the same round, they wrap around the target and rend for additional damage; and their *telepathy* allows them to understand complex battle plans and strategies, and work with other Defenders in unified, highly structured defenses.



Leaders: These creatures are an even larger version of their smaller kin. The Leaders — named as such due to their larger size and incredible mental abilities — are massive 12'+ diameter floating octopi. They crawl or climb just as the others of their species, though they prefer to float or fly when possible. Leaders are tool-users and manipulate small objects easily, including using various tools to write — such as quills and other stylus, as well as more exotic implements.

A special note about the Leader's mental abilities: The Leaders are the pinnacle of attacktopi mental acuity; not only does their intelligence allow them telepathic communication and the ability to understand incredibly complex plans and strategies, it gives them access to an array of magic or magical abilities. Every attacktopus Leader is a powerful and unique foe and should be played with that understanding. An attacktopus Leader is aware of its surroundings to an almost prescient level and can easily outsmart all but the most intelligent of foes.



BLUUMAN

Bluuman Adept: Init +0; Atk slam +1 melee (1d3); AC 13; HD 1d8; MV 20'; Act 1d20; DCC SP immune to mind-altering effects; SV Fort +2, Ref +2, Will +3; AL L.

MCC SP immune to mind-altering effects, 50% chance of possessing passive mutation – *dual brain* (Int +4, Will +2), 100% passive mutation – *heightened intelligence* (Int +4, automatically succeed artifacts checks of Levels 1-2), mutation check +0 *mental blast*, *mental shield*, mutation check +1 *empathy*.

Bluuman Logician: Init +0; Atk slam +4 melee (1d6+12); AC 16; HD 20d8; MV 50'; Act 2d20; DCC SP spells (as cleric of level 1d4+4, wizard of level 1d5+5); SV Fort +12, Ref +8, Will +20; AL L.

MCC SP shaman abilities (as a shaman of level 1d5+5), immune to mind-altering effects, 50% chance of possessing mutation check +5 *cognitive immortality*, passive mutation – *dual brain* (Int +5, Will +3), *eidetic memory* (DC 11 Int, +4 to artifact and AI checks), mutation check +5, *molecular analysis*, *time sense*, *time stop*, mutation check +10 *devolution*, *domination*, *empathy*, life force reflection, *mental blast*, *mental shield*, *telepathy*.

Adepts: Bluuman are a race of beings that begin life as 4' tall, blue-skinned bipeds, with thin limbs and unusually long thin fingers. They have disproportionately bulbous heads and are highly logical beings. Conversations with a bluuman are sometimes difficult to follow due to their lack of descriptors in their speech. They speak and describe things in a very literal way, which helps in their record-keeping, but makes for a very dry and rigid conversation.

Bluuman are masters of mental pursuits. They spend their entire lifespans seeking knowledge, pursuing awareness, insight, and the (in their minds) logical order of all things. Bluuman physically grow their entire lives, starting out 4' tall and potentially growing into the titanic 30' height of Bluuman Logicians. They live in a faction-based society; bluuman adepts congregate based on similar interests. Even familial relations are secondary to their main intellectual pursuits.

Logicians: The Logicians are truly enlightened beings, often leaving this dimension of consciousness to pursue other realms and planes. All of them are powerful cleric-wizards or shamans, gaining an additional +5 bonus to all spell/program checks. The Logician draws upon 30 physical points for “burning” purposes: if used, this “spellburn/glowburn pool” recharges at the rate of 4 points per day.



Logicians follow any god or AI, but generally prefer beings embracing logic and order. The Logicians are assumed to have maximized their *patron bond*, and they know all the programs or spells available to their respective Patron. A few Bluuman Logicians have pursued ascending to godlike or AI status themselves but have failed (so far). Bluuman Logicians are frequently sought out as cosmic oracles by those seeking deeply hidden or complex knowledge on any particular subject.

BULETHE



Bulethe: Init +2; Atk bite +7 melee (1d4+4) and 2 claws +4 melee (1d8+6) or bite +7 melee (1d4+4) and 2 tentacle slams +4 melee (1d3 plus poison); AC 18; HD 10d8; MV 30' or dig 30'; Act 2d20; DCC SP blindsense (perfect perception of all things, including invisible targets, within 100'), mind blast +8 missile fire (1d4 Int damage, range 60'), rend for additional 1d8 damage if both claw attacks hit same target in one round, poisonous touch (DC 15 Fort save or lose 1 point of Per), spells (wizard of level 1d3+4); SV Fort +5, Ref +5, Will +10; AL C.

MCC SP rend for additional 1d8 damage if both claw attacks hit same target in one round, poisonous touch (DC 15 Fort save or lose 1 point of Per), passive mutation – *infravision* (100'), *ultravision* (100', no heat damage), mutation check +5 *assimilation*, *cognitive immortality*, *mental blast*, *mental reflection*, mind control, mutation check +10 *extra senses*.

During the 2nd Age – a time of powerful druids, wielding mighty magics and dynamic powers – the last great nature magi, Tsakkim of the Ver-

dant Garden, developed these horrid aberrant weapons in secret, deep in the southeastern jungles. Tsakkim wanted to send these beasts of destruction out to the enemy's lands to tear up their fields and cut off their food supply. Unfortunately, Tsakkim's creations worked too well; not only did they destroy the enemy's fields, but continued their swath of destruction to level cities, defoliate forests, reroute rivers, and so on. The nearly immortal beasts continue their destructive ways to this day, and woe to any travelers happening upon them!

Bulethes are large, six-legged armadillo-like creatures covered in thick, flexible layered plates. Their heads are large, onion- or bullet-shaped, vaguely reminiscent of a bulbous shark, and they possess a smallish, circular mouth filled with multiple rows of razor-sharp teeth. They are omnivorous, but delight in fresh meat, especially that of dwarves. Bulethes are sometimes thought to be a bizarre cross between an armadillo, a snapping turtle, a shark, and even an octopus, though possessing a vast intelligence that often overwhelms anything standing in its way. They are covered from head to tail in armor, although it has an array of $1d3+3$, retractable, 20' long tentacles near its neck joint that are unarmored and highly prehensile. The bulethe has no eyes but has an organ in its head that provides a type of echolocation; its senses are so acute with this organ that it determines the position of all things in a 50' radius, even when underground. It is this terrifying ability that allows a burrowing bulethe to breach the surface, as a whale might with water, and snatch food walking along the ground.

Spending most of their time underground, a bulethe rarely contends with surface creatures, and the few underground denizens it encounters know to flee the area as quickly as possible. With these creatures living through history, their reputation as forces of nature is well-earned. They are fearsome in combat, with their physical attacks and armor plating ensuring all but the hardiest foes fall to their claws. But their most devastating attacks come from their mental powers. Any bulethe is a highly unique adversary, capable of creating complex strategies and contingency plans. The mental abilities provided in the statblock are only a suggestion of the powers any bulethe may possess (as a Judge, feel free to change or augment as you see fit).



CAMELPEDE

Camelpede: Init +1; Atk bite +4 melee (2d8); AC 18; HD 4d10; MV 40' or climb 20'; Act 1d20; DCC SP enlarge (3/day, enlarge with a +2 spell-check), immune to heat and electrical attacks, poisonous touch (DC 14 Fort save or paralysis); SV Fort +10, Ref +1, Will +0; AL N.



MCC SP poisonous touch (DC 14 Fort save or paralysis), passive mutation - carapace (+3 AC, +1 Fort, included above), *heightened stamina* (Sta +6, immune to heat and electrical attacks, included above), mutation check +4 *amplimorph*.

One of the few beneficial creatures found in the deep deserts, the camelpede is a giant 25' long insectoid, similar to a common centipede. It gets its name from its ability to store water under its chitinous shell, in large "bumps" along its back. A camelpede has 1d3+1 of these water storage humps at normal size. Camelpedes have an extraordinary ability to gorge themselves on water and increase their size. Using this enlarging ability, the camelpede increases its size and strength, becoming an even more efficient beast of burden in the unforgiving desert.

The camelpede possesses a poisonous touch, usable when it rears up its front, exposing the fuzzy underbelly and toxic tendrils. The camelpede "strikes" with its entire front underbelly, ravaging its victim's nervous system. The poison causes the target to make a DC 14 Fort save. If successful, it negates all damage, and if the poison save is failed, the target is paralyzed for 1d4 minutes.

Camelpedes are relatively easy-going herd-beasts, similar in temperament to horses or even cows. They are semi-intelligent and recognize habits of their owners and even some training attempts. Some extraordinary camelpedes even have a bit of personality and are variously "pleasers" or "obstinate," as a few examples.

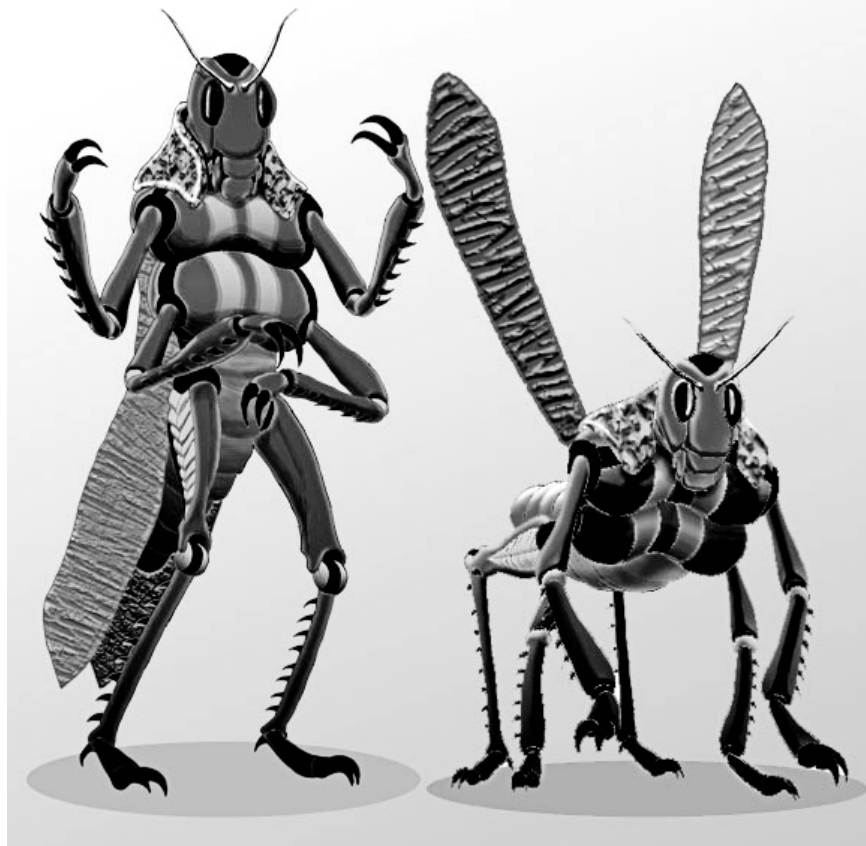
DEVIL, ACRIDEA

Devil, Acridea: Init +1; Atk claws +2 melee (1d4); AC 16; HD 3d10; MV 20' or fly 30'; Act 1d20; DCC SP leap, mental blast (DC 14 Will save; see below), spells (as wizard of level 1d4+1, 50% of spells known); SV Fort +1, Ref +3, Will +6; AL L.

MCC SP leap, mutation check +4 *mental blast*, *mental shield*, 1d4-1 other mental mutations, 20% chance of 1 mental mega mutation.

The acridea are 4'-5' tall locusts that either scuttle around on all six legs or walk upright on their "jumping legs", making them tower to 8' tall. They are primarily herbivores, although they also consume a type of gruel of highly nutritious paste. The base ingredients of this paste are unknown outside of acridea culture.

The acridea are space travelers, coming from a distant planet in a far-off planetary system. They have advanced technology and are proficient



tool-users. The intelligent bug-creatures have powerful mental abilities, including a mental blast cone (30' long, 30' wide at the end) that can paralyze or render targets unconscious (50% chance; saving throw negates both). They also possess several individual mental powers, so each is a unique opponent. Acridea leap with their "jumping legs", doubling their movement rate without losing an attack.

Acridea of higher hit dice and more advanced powers are certainly possible; the example presented here is a "common traveler". Advanced acridea are frequently leaders and tacticians (Judge's discretion).

Kik'Ik, advanced Acridea: Init +2; Atk claws +6 melee (1d4+1); AC 15; HD 6d10+6; MV 20' or fly 30'; Act 1d20; DCC SP leap, mental blast (DC 14 Will save; see below), spells (as wizard of level 4, spellcheck +6); SV Fort +4, Ref +5, Will +6; AL L.

DCC spells: wizard 1 – *comprehend languages, magic missile, read magic, sleep*; 2 – *detect invisibility, locate object, ray of enfeeblement*.

MCC SP leap, mutation check +6 *illusion generation, mental blast, mental shield, mental reflection*.

Items: Kik'Ik possesses the following items –

DCC *scroll of knock* (cast at +2 spellcheck), *potion of gaseous form* (1d4 turns), tinker's tools.

MCC com badge, holocloak, 3 C-Cells, multitool.

Kik'Ik is an advanced acridea scout leader. It has a complement of abilities that make it perfect to perform discrete, small-scale infiltrations and missions. Kik-Ik has been on several assassination missions, reconnaissance scouting missions for forward positions in the Acridea military, and a few colonization missions for other races. It is a self-sufficient explorer and operative and works well alone or in a small group.

Kik'Ik is average height and build for its race, although its natural coloration is a bit dull and subdued compared to others. Its carapace is covered in scars and chips from a lifetime of confrontations. One of Kik-Ik's jumping legs was injured on a mission, giving the acridea a slight limp. It is noticeable to others but does not hamper its physical abilities in the least.

DROGG

Small Drogg: Init +4; Atk bite +1 melee (1d3); AC 11; HD 1d8; MV 30' or swim 20'; Act 1d16; DCC SP leap, speed; SV Fort +1, Ref +3, Will +0; AL L.

MCC SP leap, immune to radiation damage.

Medium Drogg: Init +4; Atk bite +2 melee (1d6); AC 12; HD 2d8; MV 40' or swim 30'; Act 1d20; DCC SP leap, speed; SV Fort +2, Ref +4, Will +0; AL L.

MCC SP leap, immune to radiation damage.

Large Drogg: Init +5; Atk bite +4 melee (1d8); AC 14; HD 4d8; MV 50' or swim 30'; Act 1d20; DCC SP leap, speed; SV Fort +2, Ref +5, Will +1; AL L.

MCC SP leap, speed, immune to radiation damage.

Great Drogg: Init +6; Atk bite +6 melee (2d6); AC 16; HD 6d8; MV 60' or swim 20'; Act 1d20; DCC SP leap, speed, swallow whole (1d6); SV Fort +3, Ref +6, Will +2; AL L.

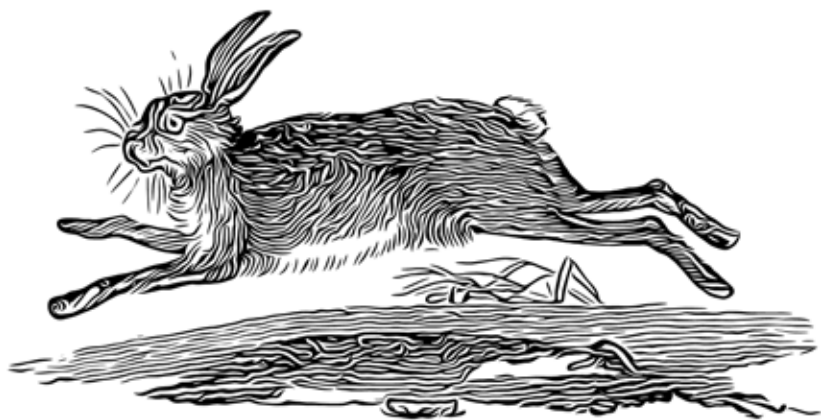
MCC SP leap, speed, immune to radiation damage.



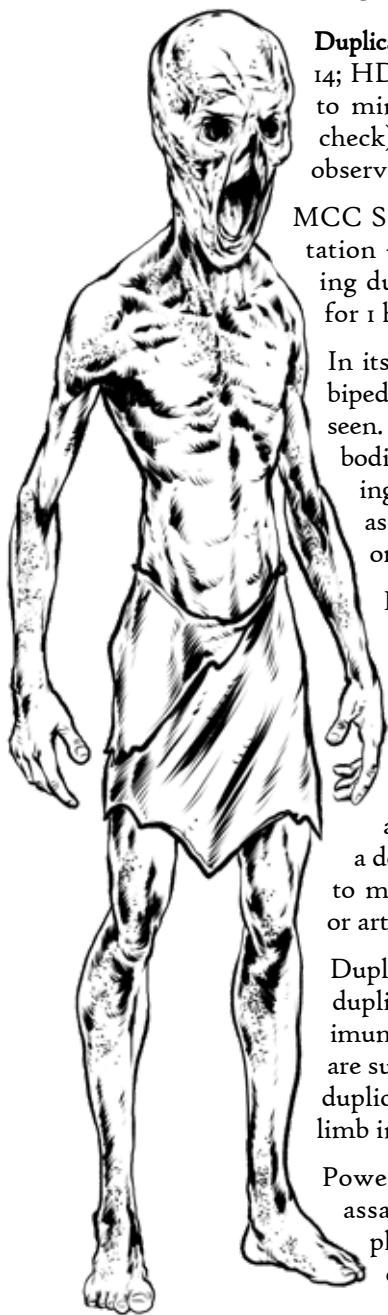
These furry, frog-like creatures are an adorable mix of domesticated dog and a giant frog. Short, soft fur covers the creature's translucent skin, and the normally long tongue of a giant frog is short and squat, typically licking its — or anyone near its — face. All the dog's natural companionship has been amplified in the large frog's body. Droggs are very loyal to their "person" and always try to be by their side. They are very clever and can be trained to perform many different tasks (with the Judge's approval).

The giant frog portion of the drogg mix allows it to leap up to 30' as part of a movement action and allow it to attack. Droggs put on a burst of speed 1/hour, known by handlers as a "droggblitz", where they double their speed for 1d4 rounds. The largest of the droggs, the Great Drogg, potentially swallows an opponent whole. If bitten by a Great Drogg, a human-sized or smaller opponent must make a DC 13 Ref save or be swallowed, suffering 1d6 damage every round. A swallowed opponent prys the drogg's mouth open and escapes with a DC 15 Strength check.

Droggs are very playful and easily distracted. They are generally good-natured goofballs and offer a rich roleplaying opportunity.



DUPLICATOR



Duplicator: Init +2; Atk slam +3 melee (1d8); AC 14; HD 4d8; MV 20'; Act 1d20; DCC SP immune to mind-altering spells, ESP (at will, +10 spell-check), perfect imitation (requires 1 hour of direct observation); SV Fort +1, Ref +3, Will +6; AL C.

MCC SP immune to mind-affecting powers, mutation – *metamorph* (mutant becomes a functioning duplicate of the imitated creature or object, for 1 hour), mutation check +10 *telepathy*.

In its base form, the duplicator is an amorphous biped, able to take the shape of any creature it has seen. Natural beings able to mutate and shift their bodies into an approximation of any other living being of similar size, the duplicator may assume nearly any shape it sees, be it a living organism or non-living, non-complex object.

If choosing to replicate a specific being, the similarity to the specific creature depends on how long the duplicator has had to observe them. If given an hour to observe, the duplicator takes the shape and facial characteristics of any humanoid creature, duplicating them perfectly. If duplicating an object — such as furniture, a boulder, or a door — they do so with ease. They are unable to morph into functioning, complex machinery or artifacts.

Duplicators are generally lazy beings, wishing to duplicate, trap, and consume their prey with minimum effort. If forced into confrontation, they are surprisingly adept warriors. When in combat, duplicators either use found weapons or shift one limb into a bulbus pseudopod to slam opponents.

Powerful beings seek out duplicators to act as assassins, spies or scouts because of their morphing ability. They do not seek each other out, and only come together for exceedingly rare occasions, such as mating, or under the influence of a powerful leader.

ELEMENTAL, VOID

Elemental, Void: Init +2; Atk touch +6 melee (1d6 plus vacuum) or touch +6 melee (engulf); AC 10; HD 8d8; MV fly 20'; Act 1d20; DCC SP elemental traits, immune to cold damage, gravity focus (DC 16 Ref save negates), vacuum touch (2d6, DC 15 Fort save for half damage); SV Fort +8, Ref +3, Will +3; AL N.



MCC SP elemental traits, immune to cold damage, passive mutation – *absorption* (absorbs kinetic energy and takes no damage from normal melee and missile attacks; damage from such attacks is converted into hit points added to the mutant's total; extra hit points beyond the mutant's normal total are lost immediately after combat ends), mutation check +0 – *singularity* (during engulf only), mutation check +10 – *telekinesis* (for lifting only).

This creature is a malign mass of space, made semi-sentient and mobile, a jet-black blot roughly 6'-8' in diameter, that tends to stay in a single, rounded mass when manifesting close to a planet. It has been referenced as a "sphere of annihilation" in some ancient magical texts, but the truth is that moniker refers to a different object altogether.

When a void elemental lashes out, it does so with a pseudopod-like tendril or attempts to fully engulf a target. The elemental's tendril inflicts 1d6 points of initial damage on a target up to 10' away, then subjects the target creature to the effects of the void; bone chilling cold, negative energy (cell death), and disease (DNA destruction). The game effect of this touch is an additional 2d6 points of damage with a DC 15 Fort save for half. If the elemental chooses, it instead engulfs an opponent. After striking a target, the elemental fully surrounds the target in a sphere, subjecting it to immense pressure and cold. The elemental inflicts 3d6 crushing damage plus 2d6 cold damage each round it engulfs. If a character is engulfed, it makes a DC 18 Fort save to take half damage. Escaping the engulfing sphere requires either a DC 20 Str check, or a DC 20 Ref save, each allowing the victim to escape the gravitational pull of the elemental.

In addition to its physical attacks, the void elemental has limited, and not so limited, control over local gravitational concerns. It changes the immediate gravity around it, allowing it to fly at 20' round, anchor itself so that no environmental activities — winds, weather, etc. — move it out of position, and affect others. A void elemental can reverse normal gravity in a 5' radius, up to 100' away from itself, requiring a target to make a DC 16 Ref save to avoid shooting up into the air. If the save fails, the target begins falling upward, initially slowly and picking up speed every round. Typically, the elemental eventually ceases the effect, causing the target character to fall towards the ground. A character is “lifted” at 20' per round, then dropped, suffering 1d6 damage for each 10' fallen. If the elemental holds the gravity focus for more than 1 round, the character gains another save at -1d to stop rising.

For example, a void elemental uses gravity focus on a character. The character fails their save and rises 20' in the air. The elemental continues to send the character skyward, they fail the DC 16 Ref save again (due to using a d16 for the save), rise to 40', and start crying. The elemental persists, raising the character up to 60', then decides it is tired of this, and drops the character. The falling character suffers 6d6 points of falling damage. Landing conditions could affect the damage (water, soft ground, other adventurers, etc.) up or down, with the Judge's determination.

When encountered close to a planet, a void elemental has an affinity for negative energy, and often seeks out places where large numbers of undead dwell, giving the mistaken impression it is some form of undead creature. It is in no way affected by clerical turning, or any other tactics useful against undead (holy water, etc.)

ELEPHANT CROSSBREEDS

Armadillaphant: Init -2; Atk trunk +10 melee (1d6+6) or gore +10 melee (1d10+8) or trample +12 melee (2d6+12); AC 17; HD 10d10; MV 30'; Act 1d20+1d16; DCC SP none; SV Fort +10, Ref +3, Will +8; AL N.

MCC SP 50% chance of possessing mutation check +0 – *temporary invulnerability*.

Gorillaphant: Init +2; Atk slam +4 melee (1d6) or trample +12 melee (2d6+12) or spear +2 missile attack (1d8+2); AC 14; HD 6d10; MV 30'; Act 2d20; DCC SP none; SV Fort +6, Ref +5, Will +2; AL N.

MCC SP none.

Humaphant: Init +1; Atk trunk +1 melee (1d4+2) or gore +1 melee (1d6+2) or giant club +1 (1d8+2); AC 11; HD 2d10; MV 30'; Act 1d20; DCC SP none; SV Fort +3, Ref +1, Will +3; AL N.

MCC SP 50% chance of possessing mutation check +0 – *sonic generation*.

Octophant: Init +2; Atk trunk +8 melee (1d6+6) or trample +10 melee (2d6+10); AC 16; HD 8d10; MV 40'; Act 1d20 plus 1d16 per trunk (see description); DCC SP all-around sight (octophant is aware of all visible opponents in a 30' radius), camouflage (the octophant changes its skin color to blend into the background, requiring a DC 15 Int check to discover), multiattack (octophant attacks multiple opponents at the same time); SV Fort +12, Ref +4, Will +8; AL N.

MCC SP all-around sight (octophant is aware of all visible opponents in a 30' radius), multiattack (octophant attacks multiple opponents at the same time), mutation check +8 – *holographic skin*.

Ragephant: Init +4; Atk trunk +10 melee (1d8+6) or gore +10 melee (1d12+8) or trample +10 melee (3d6+12); AC 14; HD 12d10+2; MV 40'; Act 3d20; DCC SP berserk fury (when the ragephant first takes damage, its attack dice rises to d24 for 3 rounds); SV Fort +14, Ref +3, Will +2; AL N.

MCC SP berserk fury (when the ragephant first takes damage, its attack dice rises to d24 for 3 rounds).

Rocaphant: Init +2; Atk claws +8 melee (1d6+4) and bite +8 melee (1d8+4) or crush +12 (3d6+6); AC 14; HD 8d10; MV 30' or fly 120'; Act 2d20; DCC SP grasp (the rocaphant grasps a creature on the ground, carry it up into the air, and drop it from great height: must succeed on claw attack, and make a successful +22 grapple check); SV Fort +4, Ref +10, Will +4; AL N.

MCC SP grasp (rocaphant grasps a creature on the ground, carry it up into the air, and drop it from great height: must succeed on claw attack, and make a successful +22 grapple check).

In the 2nd Age, elephants roamed the plains, minding their own business, and were satisfied with their lot. Lacking major predators, great herds of the animals traveled across vast distances, flattening and compacting the ground and forming the earliest trade roads. Whether this was normal migration or intentional trailblazing for the humanoid races has been a source of debate for centuries.

The sheer abundance of the animals made them attractive subjects of experimentation by the nature-wizards of the time; their temperament meant that any “miscues” did not mean a ferocious carnivore was un-

leashed on the ecosystem. Instead, if something went wrong, the beasts were simply dispatched, and provided to the tribes around a wizard's abode. The experimentation took many forms, and some wild combinations have led to just a few of the forms that survive to this day, such as:

Armadillaphant (armored elephant): These are slightly undersized elephants, approximately 7' tall and weighing 2 tons. They are herbivores like most of their kind, and generally flee from conflict despite their defensive prowess. They are highly intelligent, trainable, and usually docile creatures.

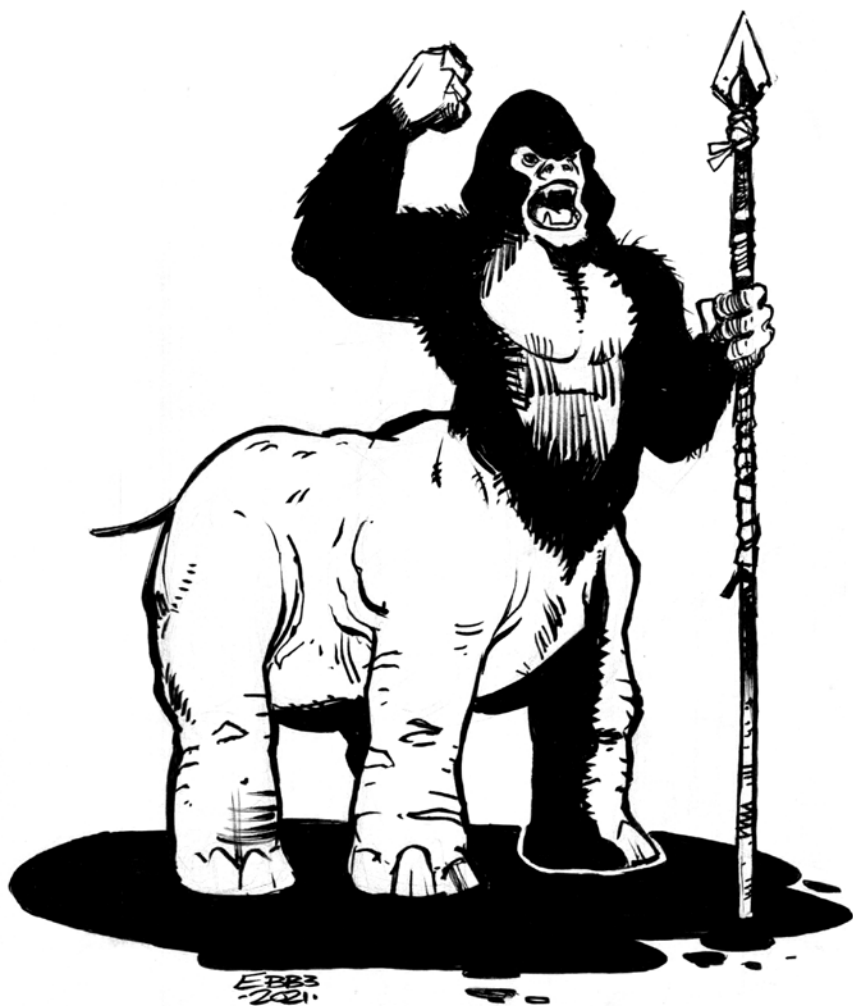
The armadillaphant is covered in flexible scales, like many small desert lizards, offering both protection from enemies and protection from the blistering sun. Thus, armadillaphants are coveted as heavy pack animals and guard mounts for caravans. Mutated armadillaphants occasionally harden their scales, becoming even more resilient to attack.

Armadillaphants primarily attack with their scaled trunks and gore with their thick tusks, but also trample with their powerful, stocky legs. Their feet have semi-hooves – bony growths around the bottom – that aid in



movement through sand. They leave a distinct, shovel-like footprint. They typically attack and move away, trying to break off from combat.

Gorillaphant (gorilla-elephant hybrid): Known throughout the jungle regions by various tribes, the gorillaphant is an intelligent hybrid of gorilla and elephant. The gorillaphant has a smaller elephant's body, with a giant gorilla's torso, similar to a centaur's composition. Overall, the beast towers nearly 10' tall and weighs 1,500-2000 pounds. The gorillaphant avoids contact with humanoids whenever possible and is surprisingly difficult to find in the jungle.



The gorillaphant is more identifiable as a gorilla than elephant and manipulates objects and tools like a great ape. They tend to eschew weapons, preferring to trample or slam with their prodigious forearm strength, but occasionally use a fire-hardened tree branch as a spear.

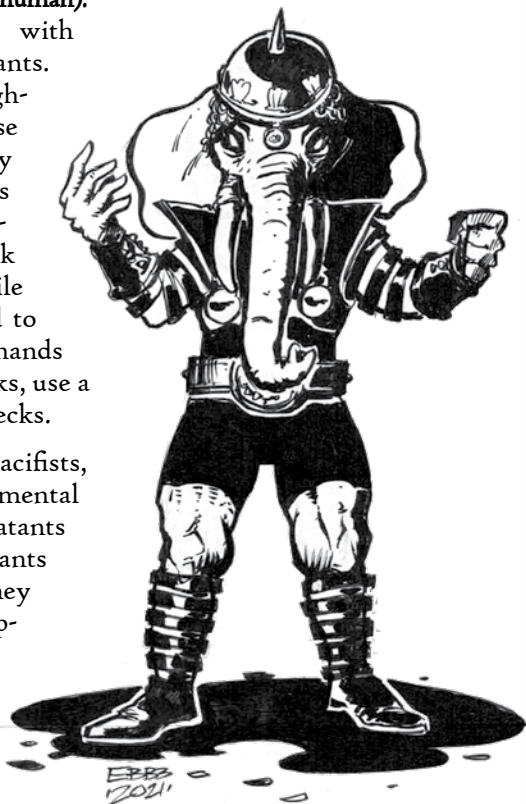
Gorillaphants are largely herbivorous and live in loose tribes or groups, leadership based on age until infirmity. Gorillaphants do not fight with each other, and if a conflict is imminent, one leaves the grazing area, never to return. Very rarely, gorillaphants are used by other tribes as guardians or protectors. The mere sight of one of these creatures often causes predators to leave the area.

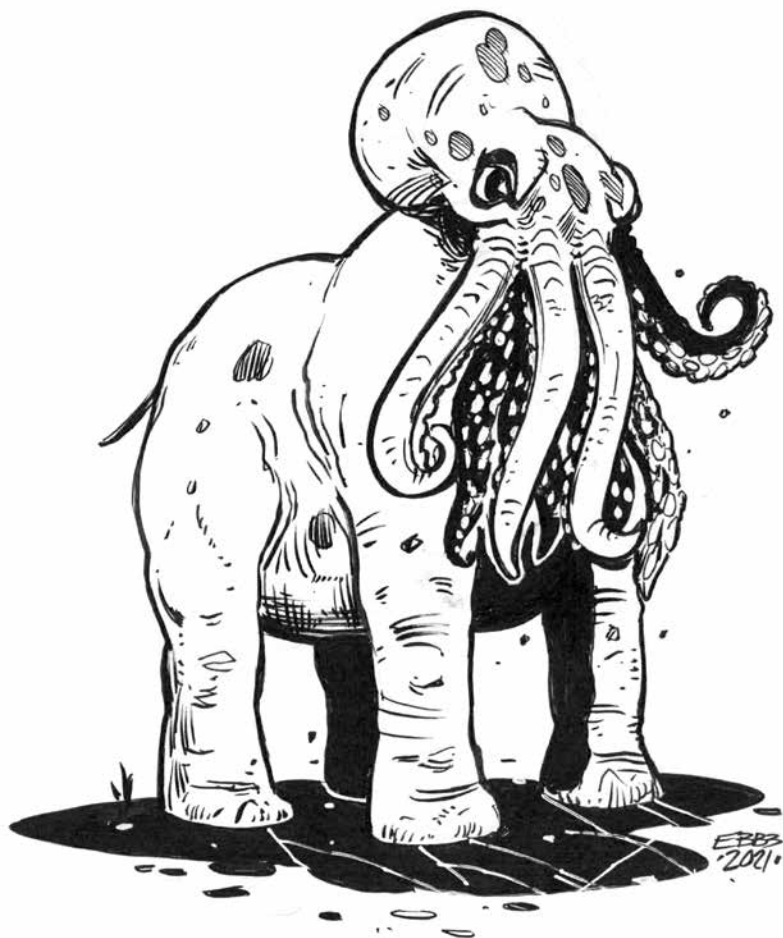
Humaphant (elephant-headed human):

Large, ogre-sized bipeds with the heads of smaller elephants. Standing 7-8' tall and weighing around 500 pounds, these beings are quite physically intimidating. Their skin is thick and resilient like a normal elephant, but their trunk is thinner but more prehensile than normal. It can be used to perform any task they use hands for, although for delicate tasks, use a -1d for any Ref or Agility checks.

While they are generally pacifists, seeking enlightenment and mental clarity, they are brutal combatants when they must. Humaphants prefer giant clubs when they must fight, and beat their opponents to death with them. They can also use their trunk in combat but prefer to gore with their tusks if opponents close the distance to minimize clubbing.

Humaphants enjoy solitary contemplation and are found in quiet temples and monasteries. Their enlightenment causes their image to be used in several cloisters, religions, and orders promoting inner peace and development through the ages.





Octophant (8-trunk elephant): This bizarre creature looks like a normal 10' tall elephant, but with an oversized head bearing eight trunks. It appears somewhat like a giant octopus with an elephant's body. With the increased number of trunks, an octophant has no room for tusks. Being an herbivore, octophants quickly defoliate an area, with all eight trunks acting independently. When an octophant concentrates one or two of its trunks to perform a task, the others flail and entwine other objects, or just massage the beast's head.

Octophants are docile but inquisitive. They often use their trunks to feel the area in front of them, seemingly infatuated with touch. If forced into combat, the octophant attacks many creatures in a 270-degree arc around its head. It also senses opponents above or below it, so the trunks can be used in a three-dimensional combat. Each trunk acts as a tentacle and

attacks independently. Up to two trunks attack a human-sized opponent, four attack a larger than human target, and all eight attack a giant-sized foe. This works against multiple targets as well. If attacked generally from the front, four orcs attacking an octophant are attacked in return by all eight trunks, two attacking each orc.

In addition to an octophant's incredible trunks, it blends into the background like an octopus, a defensive adaptation to keep it out of conflict. A hiding octophant, deep in the jungle, is nearly invisible to normal sight. Their smell is still quite pungent, so this ability is limited for evading certain predators.

Octophants are generally solitary, except during the mating season. This has only been documented a few times by scholars, so information is lacking.

Ragephant (saber-tusked elephant): These massive beasts are a terror when encountered. Standing more than 12' tall at the shoulder, and weighing a staggering 10 tons, these great elephants trample down massive swaths of jungle to form rudimentary trade routes to the more remote villages. With thick skin, wild patches of hair sprouting out all over, and huge, saber-like tusks that clear vegetation, dig in the ground, or skewer attackers.

The ragephant is a chaotic force of nature, with any small frustration setting it off on a mission of destruction. They are highly temperamental and go from the docile eating of foliage to scything down trees and large bushes in an instant. In combat, ragephants are deadly foes. They smash enemies with



their powerful trunk, slice them open with their razor-sharp tusks, or trample anything smaller than them into the ground. If an opponent manages to pierce their hide, ragephants fly into a berserk fury, increasing their to-hit die to annihilate any foes that stand and fight.

Ragephants are seldom seen in groups, preferring a solitary existence. However, during mating season, male ragephants fight each other for mating rights, and then must battle the female, only gaining her consent after proving their worth. If at any time the ragephant is defeated, they go off into the jungle for the rest of the season and wait to try again next year. These battles are rarely fatal, but it is known to happen. Jungle tribes follow ragephants during the mating season, in search of an easy meal should the mating ritual turn deadly.

Rocaphant (bird-elephant hybrid): When is a bird-elephant hybrid even more terrifying? When you notice a GIANT shadow pass overhead and hear an ear-shattering shriek form above. The rocaphant is a combination of a roc as the front half, and a small elephant on the back end. Standing 8'-9' tall



and weighing 3-5 tons, with a wingspan of 40', these are some of the largest elephant hybrids. Due to their large size and thin bones, the rocaphant is uncomfortable being on the ground for extended periods. They enjoy flying and stay aloft for hours, catching updrafts and gliding for hundreds of miles at a time.

Rocaphants are sought after by powerful kings, wizards, and other powerful beings as aerial steeds. Their eggs are extremely valuable and go for great sums of money or trade items (Judge's discretion). The rocaphants are quite even-tempered and very trainable, but do not take kindly to any mistreatment. If not treated well, they leave their captors at the first opportunity.

A rocaphant's front legs are bird-like, with large talons to tear opponents apart. They typically attack from the air, flying by and making claw attacks (they cannot bite during a flyby). They also grasp targets on the ground and fly up into the air to drop them from a great height. If dropped, the target creature takes falling damage like normal. In addition, a flying rocaphant can attempt to land and crush an opponent with its bulk.

FLYBITER

Flybiter: Init +1; Atk bite +6 melee (1d6+2); AC 13; HD 8d8; MV fly 30', burst 120'; Act 2d20; DCC SP amphibious, buoyancy, mesmerization, swallow whole; SV Fort +3, Ref +3, Will +6; AL N.

MCC SP amphibious, buoyancy, mesmerization, swallow whole.

The flybiter is a large, 12' long, 500+ pound, hovering monstrosity, a floating anglerfish. The creature is amphibious, equally comfortable in water or "on land". It doesn't walk, but hovers, and maneuvers through the air with its fins and tail. It has a long dorsal "fin", with a luminescent orb used to subdue prey. Flybiters are cunning hunters and typically lure prey into compromising situations where the creature has all the advantages.

The flybiter's luminescent orb is mesmerizing to everyone that sees it. All viewers observing the orb in a 30' radius are required to make DC 15 Will saves. Failure means the victims walk towards the light, and success allows the target to act normally. When potential prey gets within 5', the flybiter bursts forward to bite and possibly swallow the prey whole.

Flybiters possess a huge, shark-like mouth filled with long, spiny teeth. The teeth jut out of the mouth, providing a terrifying countenance. The flybiter is so large, opponents smaller than human-sized can be swallowed whole. If the flybiter succeeds in a bite attack, it makes another bite attack that same round to attempt to swallow the target. If the second bite attack succeeds, the target does not take damage but is now trapped in the creature's stomach, where it takes 1d6 acid and 1d4 constriction damage each round thereafter. A trapped



creature trying to cut its way out with a small weapon (such as a dagger) must inflict 10 points of damage against AC 18.

The “flight” of the flybiter is accomplished through an adapted, native organ, similar to a fish’s swim bladder, buried within the beast’s interior. It regulates its buoyancy to float up or down; a non-magical levitation effect. It directs itself with the use of its fins and tail, and is a very nimble floater, despite its massive bulk.

Flybiters are typically found either underground near larger sources of water, or in the deepest jungles, where they are occasionally worshipped as bizarre gods by some semi-humanoid tribes.



HAG

Ladamblanche: Init +4; Atk icy touch +3 melee (1d8); AC 18; HD 5d12; MV 20'; Act 1d20; DCC SP immune to non-magical weapons, chilling aura, spells (as wizard of level 1d4+1), spooky movement; SV Fort +3, Ref +3, Will +4; AL C.

MCC SP *death field generation*, 1d3 mental mutations.

Night Hag: Init +0; Atk bite +3 melee (1d6); AC 12; HD 7d8; MV 20'; Act 2d20; DCC SP immune to non-magical weapons or natural attacks from creatures of 3 HD or less; half damage from fire, acid, cold, electricity, gas; magic resistance (spells cast at a night hag have a 25% chance of failure), souldream, spells (as wizard of level 1d3+3); SV Fort +3, Ref +3, Will +4; AL C.

MCC SP mutation check +10 *assimilation*, mutation check +4 *regeneration*, souldream, wetware (as shaman of level 1d3+3).

Ladamblanche: These horrid undead creatures appear anywhere and are rooted to the area where the trauma that ended their lives occurred. There is always significant backstory involved with their creation and offers a rich roleplaying opportunity. They look like gaunt female elves or humans with long, stringy hair and glowing yellow eyes. They often wear some form of formal ceremonial dress, often marriage related.

Their icy touch inflicts 1d8 points of damage, and they possess a chilling aura that requires a DC 15 Fort save or all in a 30' radius suffer 1d3 points of damage every round, until the creature “dies” or is driven off. A successful save negates damage, and a remove curse stops the ladamblanche from using this effect. They travel over still water and most other terrain as if it were dry land, but crossing running water causes them extreme pain and they avoid it at all costs. A ladamblanche is only truly destroyed if its bones are recovered and burned, otherwise it rejuvenates over the course of 24 hours.

At the Judge's discretion, more powerful versions of these ghostly hags may exist, with other specialized powers. Each ladamblanche has a “theme” or reason they do not pass on to another existence.

Night Hag: Night hags are subversive semi-demons, loathsome creatures bent on corrupting mortals. Night hags were once wicked fey, but their foul nature had them exiled to the lower planes where they degenerated into demons. Night hags appear as 6' tall combinations of black-skinned ogres and elves. They are repulsive, hateful creatures, and their appearance amplifies this.



If a night hag encounters a humanoid while they sleep, the hag invades their dreams and torments the person ethereally. The hag fills her victim's sleep with fear and illusions in the hope of tricking it into performing evil acts in the waking world. Each morning after a hag's souldream, the character must make a DC 13 Will save. Success allows the character to go about their day normally; failure indicates the character must commit an evil act. If they do not, they lose 1 point of Stamina the next evening during their sleep, wracked with guilt and torment. The hag returns to its victim every night until the victim either expires in its sleep or commits seven evil acts.



If the hag has driven her victim to commit seven evil deeds, she traps their corrupted soul in her *soul bag* for transport to Hell.

A night hag carries two very rare magical items that are bound to her, a *heartstone* and a *soul bag*. The lustrous black *heartstone* is a gem that allows a night hag to become ethereal while it is in her possession and grants her the souldream ability. A hag without her *heartstone* cannot use her souldream ability until the stone is returned. The touch of a *heartstone* on a humanoid cures any disease.

When humanoids commit seven evil acts and later die because of a night hag's influence, the hag catches the victim's soul in a black sack made of stitched flesh. A *soul bag* only holds one evil soul at a time. Typically, once a character's soul has been captured, they leave behind a soulless husk, devoid of anima. If the victim's allies retrieve the bag before two days have passed, they can return the soul to the body.

HANUMEN

Hanuman Scientist: Init +1; Atk slam +4 melee (1d6); AC 11; HD 4d8; MV 20' or climb 20'; Act 1d20; DCC SP spells (as cleric of level 1d4+1, wizard of level 1d3+2), vast intellect; SV Fort +2, Ref +5, Will +6; AL L.

MCC SP passive mutation – *eidetic memory* (with a successful DC 11 Intelligence check, the scientist remembers even insignificant details from past events [Judge's discretion]). Additionally, the scientist gains +4 on all artifact checks and AI recognition checks), *heightened intelligence* (Intelligence score is increased by +5; Artifact checks succeed automatically up to tech level 3), mutation check +5 (any 1d3 mental mutations), mutation check +10 1 mental mega mutation “specialty”.

The Hanumen are a race of advanced great apes, evolved enough to perform scientific experiments and possessing an incredible intellect. The Hanumen have developed mental powers to increase their own knowledge and continue to advance their intellects at a staggering rate. Hanuman society prizes mental acumen above all else. Their society is as advanced as the Ancients, at least during their decline. Their architecture and integration with their jungle habitats rivals ancient elven masterworks.

Hanumen average 6' in height and weigh nearly 400 pounds. Male and females are equal in all respects, although male Hanumen tend to favor obtaining additional knowledge, while females tend towards applying the knowledge in new and interesting ways.



Physically, females are slightly nimbler than males, making tactile work easier for them.

Passive by nature, Hanumen are surprisingly staunch foes in physical combat. If forced to resort to fighting, Hanumen can make slamming forearm attacks, but favor artifacts or magic items to inflict damage. Each Hanuman scientist carries id3 magic items or artifacts with them.

Hanumen possess a vast intellect, allowing them “moments of clarity” when they call on reserves of knowledge hidden within. Standing still and closing their eyes to concentrate allows a Hanuman scientist the ability to tap into their cellular knowledge, and potentially find the answer to a question their conscious mind cannot fathom. Roll a DC 15 Will save. If successful, the Hanuman scientist has a “eureka moment” and either solves the problem at hand or gains a clue to lead them in a new direction.

Hanuman society is very ordered and sophisticated, but innately so. There is little conflict between Hanumen, and when there is, it is resolved simply and quickly. On the rare occasions when a conflict cannot be sorted easily, a council is convened to debate and resolve the matter. Outsiders may have a difficult time understanding Hanuman society, and risk running afoul of their many “unwritten laws”. Because of these unfortunate interactions with outsiders, some Scientists have no issues with using outsider “lawbreakers” in their experimentation processes.

IMMATURE INSECT

Immature Ant: Init -1; Atk bite +1 melee (1d3); AC 12; HD 1d4; MV 20' or climb 20'; Act 1d20; DCC SP none; SV Fort +2, Ref +0, Will -5; AL L.

MCC SP none.



Immature Beetle: Init -1; Atk mandible bite +1 melee (1d4); AC 13; HD 1d8; MV 20' or burrow 10'; Act 1d20; DCC SP special; SV Fort +0, Ref -2, Will -4; AL N.

MCC SP none.

Immature versions of insects are simply either younger or smaller versions of the normal example. They are meant to present lower-level characters a challenging opportunity, without being completely over-

whelming. Also, they provide more depth and flavor than “all examples of X creature are exactly the same”.

These examples have been given how to “scale down” the giant beetle.

IMMATURE BEETLE TYPES

- **Fire beetle.** When the immature beetle bites, it exudes a glowing, acidic residue that causes an additional 1 point of damage. The glow is faint but does not fade for 1 day and cannot be washed off — characters bit by a fire beetle are a beacon to other curious creatures.



- **Stag beetle.** The immature beetle’s mandibles are enormous, almost too large for its body. Instead of the normal mandible attack, it attacks at +3 for 1d6+1 damage.
- **Spitting beetle.** The immature beetle spits a sticky, caustic glob as it closes for melee. The spit attacks at +1, has a range of 30’, and causes 1d3 points of acid damage on a hit.
- **Flying beetle.** The immature beetle fly at a speed of 20’.
- **Spiny beetle.** The immature beetle’s legs and carapace are coated in short, sharp spines. Anyone in melee with the beetle automatically takes 1 point of damage per round from the sharp spikes.
- **Armored beetle.** The immature beetle’s carapace is unusually dense, giving it an AC of 15.

LAMIA

Lamia: Init +1; Atk claws +4 melee (1d6 plus drain); AC 16; HD 6d8; MV 50’; Act 2d20; DCC SP *charm person, suggestion* (spell check +4), touch drains Personality; SV Fort +3, Ref +3, Will +4; AL C.

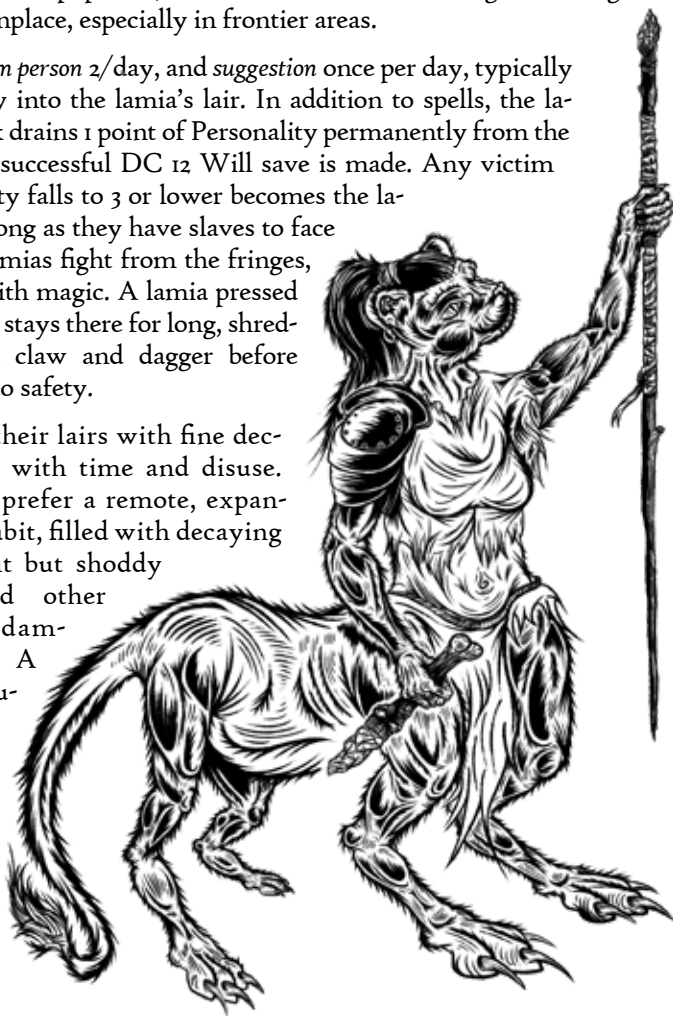
MCC SP mutation check +10 *domination*, touch drains Personality.

Lamias are horrid, centaur-like creatures, with a comely female torso that merges into a powerful four-legged leonine form. Its sharp black claws show its predatory nature, as does its purring hunger for humanoid flesh. A lamia always follows chaos and evil, seeking to cause maximum mayhem and disorder. Lamias are particularly fond of seeking out adventurers with pure hearts to seduce and corrupt to evil, savoring the destruction of their virtue. They use their magic to lure potential victims to their lairs, relying on their thralls

to capture hapless foes, for feasting or corruption. Lamia are considered “demons” by the general populace, and stories of them abducting and eating children are commonplace, especially in frontier areas.

Lamias cast *charm person* 2/day, and *suggestion* once per day, typically used to lure prey into the lamia’s lair. In addition to spells, the lamia’s claw attack drains 1 point of Personality permanently from the victim, unless a successful DC 12 Will save is made. Any victim whose Personality falls to 3 or lower becomes the lamia’s slave. As long as they have slaves to face their enemies, lamias fight from the fringes, beguiling foes with magic. A lamia pressed into melee never stays there for long, shredding flesh with claw and dagger before springing away to safety.

Lamias adorn their lairs with fine decorations, soiled with time and disuse. They typically prefer a remote, expansive area to inhabit, filled with decaying gardens, ancient but shoddy sculptures, and other luxurious-but-damaged treasures. A theme of opulence is innate to all lamia lairs, although this wealth is tempered by the general degradation of the actual furnishings.



LEPERCON

Lepercon: Init +6; Atk cudgel +1 melee (1d4 plus *fey rot*); AC 14; HD 3d6; MV 50'; Act 2d20; DCC SP *fey rot* (DC 13 Fort save negates), spells (spellcheck +5, see below); SV Fort +2, Ref +4, Will +4; AL C.

MCC SP *fey rot*, mutation check +5 (any 1d3 mental mutations).

Lepercons are fey creatures, with some believing they are an offshoot or mutation of their better-known cousins, leprechauns. Lepercons are

portrayed as irrational, malevolent tricksters (although they have the common fey characteristic of being bound by the wording of bargains they make). They appear as 2' tall, red-haired men with bushy muttonchops, and favor green suits. They all carry cudgels, used as walking sticks and melee weapons.

Lepercons are highly magical creatures with an array of spells and magical powers. In a more technological setting, they access ultrascience at will. All lepercons have some resistance to magic and science: any spell, magic effect, or mental mutation used against a lepercon has a 25% chance of failure. Lepercons are very elusive and shy, they do not take kindly to strangers, and try to avoid conversations.



Lepercons have access to all magic spells, with a spellcheck of +5. They use a maximum of 3 magic spells per day, so they must be judicious (which they hate) and are loath to use magic for anyone, save themselves. Lepercons typically use spells that confuse, create chaos, or disruptions, but occasionally make bargains to perform a mighty magical feat. In tech settings, lepercons have access to id3 mental mutations, also used to confuse foes.

If forced into physical combat, a lepercon strikes with its cudgel, inflicting id4 damage, and requiring the target to make a successful DC 14 Will save or wander away confused for id7 minutes. That target must make a successful Will save for each strike that lands (multiple strikes require multiple saves). Lepercons, as their name implies, also carry a type of wasting disease. Creatures within 10' of a lepercon must make a DC 13 Fort save or contract "fey rot". Fey rot causes a non-fey creature to lose id of their class hit dice every hour. The rot is removable by any item that cures diseases.

MI-GO

Mi-Go: Init +1; Atk claws +2 melee (1d3); AC 13; HD 3d8; MV 20' or fly 50'; Act 2d20; DCC SP blindsense (perfect perception of all things, including invisible targets, within 50'), spells (as cleric of level 1d3+3, wizard of level 1d3+3), voidflight; SV Fort +1, Ref +2, Will +4; AL N.

MCC SP blindsense (perfect perception of all things, including invisible targets, within 50'), voidflight, 1d4 physical mutations, 1d4 mental mutations, 1d3 mental mega mutations, 1d2 physical mega mutations.

The race of mi-go comes from far beyond the sky realms. These creatures are a nightmarish combination of intelligent fungi, insectoid, and other less definable genetic codes. Highly morphic, the genius-level intellect of the mi-go allows these creatures to operate and augment themselves and other members of their society. The physical appearance of a mi-go differs wildly. Some physically resemble pinkish crustaceans approximately 5' long, with multiple pairs of articulated limbs, and a pair of large membranous wings allowing flight. The mi-go power of flight is more than just physically using their wings; they survive in the vacuum of space, and traverse through gates by harnessing the power of an inner organ that sustains them in space and time. Their heads are semi egg-shaped and covered in dozens of short feelers or antennae. They change the color of their heads to communicate with each other, an ability that enhances both their vocalization and *telepathy*. Non mi-go are never truly fluent in their language without the head coloration ability. Their "blood" is a green, sticky and foul-smelling fluid.

Mi-go are functionally immortal creatures, never dying except by violence. This gives them a different perspective on time, culture, society, and the "sciences" of magic and technology. Many of these concepts are the same for mi-go, and others are completely different from what PCs or other races consider correct. Mi-go are consummate tacticians and planners, with some of their schemes requiring hundreds or thousands of years to come to fruition.

While not physically strong, the mi-go are mental powerhouses. Their telepathic powers are nearly unequalled, and their use of tools and artifacts — both magical and ultrascientific — make them incredibly dangerous foes. Even without direct confrontation, battling the machinations of a mi-go should tax the PCs to their limits. Any encounter with a mi-go should involve items never before seen by PCs, which they may or may not be able to use themselves (Judge's discretion).

Some sample mi-go items include:



- “Rayzer gun” — missile weapon capable of freezing a target in a time bubble. The mi-go attack with a +4 missile attack. If successful, the target must make a DC 14 Fort save. If the save fails, the target is “stuck in time” for 1d4 minutes. A save negates. For targets “stuck in time”, they are immune to physical damage for the duration, and cannot move, affect, or be affected by their surroundings.
- “Lightning fork” — this device creates a burst of electricity in a 5’ wide by 40’ long arc, inflicting 4d6 damage. A DC 13 Ref save halves damage.
- “Matter magnet” — this artifact causes two objects to “attract” to each other. Neither are required to be made of metal due to the ultrascience involved. If a PC is the subject of the magnet, they may separate from the other object with a successful DC 15 Strength check.
- “Common” tinkerer’s tools, blacksmith tools, or highly delicate clockwork tools.
- Any object from the *Mutant Crawl Classics* core rulebook, the *Dungeon Crawl Classics* magic items list, any 3rd party resource, or any object the Judge would like to see make an appearance in the campaign!

PICTOGLYPH

Pictoglyph: Init +4; Atk +6 (envelop); AC 16; HD 3d8; MV 30’; Act 1d20; DCC SP blindsense (perfect perception of all things, including invisible targets, within 50’), envelop (DC 14 Will save or target must complete action next round as pictoglyph demands), may adhere to any surface with a successful melee attack, natural camouflage (appears inanimate if immobile); SV Fort +3, Ref +6, Will +6; AL N.

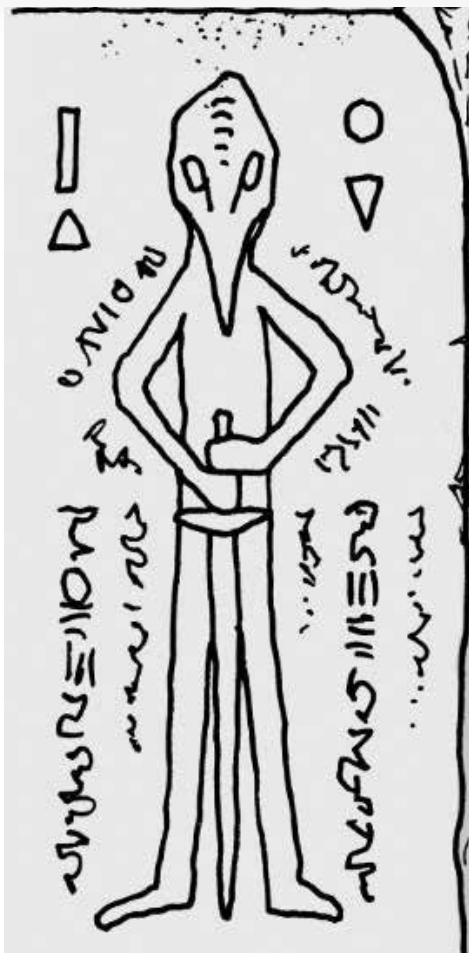


MCC SP blindsense (perfect perception of all things, including invisible targets, within 50’), envelop (DC 14 Will save or target must complete action next round as pictoglyph demands), mutation check +10 merge.

The pictoglyphs are living pictures, graffiti, cave drawings, or other primitive art. No one knows what created the pictoglyphs, whether it was strange radiation or some unknown nanotechnology lost to time.

With a successful strike, the pictoglyph envelops the target and (if a DC 14 Will save

is failed) causes them to enact whatever the pictoglyph depicts. For example, if the pictoglyph is a picture of people prostrating themselves before a demon, they force enveloped targets to prostrate themselves similarly. This attack causes no damage and the pictoglyph immediately leaps off once a target creature completes the action. This removal causes 1 point of damage as hair and skin are pulled away with the pictoglyph. Some groups of pictoglyphs, may be malevolent and seek to harm people. These work in packs to incapacitate their foes by leaping back and forth between targets. Perhaps they were mistreated by humanoids, or it may just be the nature of these groups. They arm themselves with drawn weapons (1d6 damage; range 30') and have been known to be creative with their arsenals, mimicking equipment they have seen.



Although pictoglyphs may be “destroyed” for a short time and their pigments dispersed, they are unable to be slain unless they are placed back on a surface and slain with a picture. For example, one group experienced in dealing with them favored hangings and would draw a noose and gallows with chalk and hang the creatures to much amusement.

The pictoglyphs are intelligent and if effort is taken, they communicate. They often know quite a bit about the layout of the local area, building, or complex where they live. They live on stone, metal or any other smooth surface; they can temporarily reside on paper or animal skins, but these materials deteriorate rapidly (1d4 days).

PLAGUE DOCTORS

Plague Doctor: Init +2; Atk club +3 melee (1d3 plus poison) or toxic touch (1 plus disease); AC 13; HD 3d8+3; MV 30'; Act 1d20; DCC SP natural healing (as a Healer, 1d4, 4/day), poison weapon (DC 14 Fort save or take 1d3 damage every round for 1d5 rounds), spells (cleric of levels 1d4+3, healing/harming spells only), toxic touch (DC 12 Fort save or desiccating rot); SV Fort +5, Ref +3, Will +4; AL N.

MCC SP natural healing (as a Healer, 1d4, 4/day), poison weapon (DC 14 Fort save or take 1d3 damage every round for 1d5 rounds), toxic touch (DC 12 Fort save or desiccating rot), 50% chance of mutation check +5 *gas generation*, 50% chance of mutation check +5 *radiation generation*, 50% chance of mutation check +5 *regeneration*, mutation check +10 molecular integration.

Plague doctors — as they have become known — are a race of human-sized extraplanar beings hailing from a world other than this one. These beings arrive either directly after, or right before, an epidemic scale viral event. Diseases, mass deaths, and unexplained pestilences are attributed to them, although they occasionally offer a cure no other being has.

Plague doctors are outsiders, hailing from an alternate version of the Prime plane. Things are slightly different however, and these powerful healers appear to be the cause of as many plagues as they cure. Disease and pestilence are constant companions of plague doctors, and they infect with a touch. The Judge is encouraged to use any specific disease they choose, otherwise the touch inflicts a wasting disease similar to a mummy's rot. The disease requires a DC 12 Fort save. Failure causes the victim's body to slowly shrivel and desiccate. Affected creatures take 1 Stamina damage each day and are constantly thirsty. The Stamina damage does not heal naturally until the rot is arrested by magical healing, or healing by a device; natural rest does not cure the disease. Aside from their toxic touch, they often have various vials, bottles, and containers of other noxious materials and poisons.

A plague doctor's motivations are seldom clear. It is not certain if they arrive to help with a contagion, or to recover them. It is known that they take a sample of any disease they encounter, and if they are keeping and cataloguing these illnesses somewhere, that is a dangerous place indeed.

Plague doctors frequently possess several magic items and technological artifacts to aid in healing — and perhaps cause an affliction. They all carry medium-size bird cages with them, and a small parakeet-like bird resides within. What these cages are for, none can ascertain.



PREDATIVE PLANTS

CASTER BEAN

Caster Bean: Init +0; Atk none (special); AC 12; HD 10d8; MV 1'; Act 3d20; DCC SP blindsense (perfect perception of all things, including invisible targets, within 50'), hypnotizing aura (DC 18 Will save or become entranced and desiring to consume a bean from the plant), poisonous bean (DC 14 Fort save or die); SV Fort +15, Ref +0, Will +8 (see below); AL C.

MCC SP blindsense (perfect perception of all things, including invisible targets, within 50'), hypnotizing aura (DC 18 Will save or become entranced and desiring to consume a bean from the plant), poisonous bean (DC 14 Fort save or die).

VENUSIAN FLESH GORGER

Seedling: Init +1; Atk thorn +3 (1d6+1); AC 12; HD 2d8; MV 30'; Act 1d20; DCC SP spore cloud (when struck a final blow, the seedling explodes in a cloud of spores, 1d6 damage to all in a 30' radius, DC 12 Fort save negates), SV Fort +2, Ref +2, Will +0; AL N.

Small: Init +6; Atk vine slam +4 (1d4 plus paralyzing touch) or bite +4 (1d8); AC 14; HD 3d10; MV 0'; Act 2d20; DCC SP blindsense (perfect perception of all things, including invisible targets, within 50'), natural camouflage (70% concealment), pheromones (any creature within 100' must make a DC 13 Fort save or approach), paralyzing touch (DC 12 Fort save or paralyzed 1d6 turns); SV Fort +2, Ref +3, Will +3; AL N.

MCC SP blindsense (perfect perception of all things, including invisible targets, within 50'), pheromones (any creature within 100' must make a DC 13 Fort save or approach), paralyzing touch (DC 12 Fort save or paralyzed 1d6 turns), mutation check +10 *holographic skin*.

Medium: Init +6; Atk 3 vines slams +6 (1d4 plus paralyzing touch) or bite +6 (2d6); AC 16; HD 6d10; MV 0'; Act 4d20; DCC SP blindsense (perfect perception of all things, including invisible targets, within 50'), natural camouflage (70% concealment), pheromones (any creature within 100' must make a DC 13 Fort save or approach), paralyzing touch (DC 12 Fort save or paralyzed 1d6 turns); SV Fort +3, Ref +6, Will +6; AL N.

MCC SP blindsense (perfect perception of all things, including invisible targets, within 50'), pheromones (any creature within 100' must make a DC 13 Fort save or approach), paralyzing touch (DC 12 Fort save or paralyzed 1d6 turns), mutation check +10 *holographic skin*.

Caster Bean Plant: The caster bean plant is a bushy mass of foliage with red stems. It produces large quantities of poisonous spiked beans. If left unchecked, the caster bean plant grows up to 40' tall. The plant has a rudimentary consciousness, focusing solely on eating and procreating. These plants move very slowly in search of food.

The caster bean plant lures prey by “breathing” through its foliage to produce a hypnotizing aura of pheromones. Once hypnotized, any prey attempts to eat the plant’s beans. After consuming a bean, a target needs to make a successful DC 14 Fort save or die. Consuming the plant’s beans, sickening, falling dead, decomposing, and eventually nurturing the soil is the entire ecology of this plant. Anyone hypnotized continues to eat beans until the plant is destroyed.

After the caster bean plant is defeated, 2d6 beans can be harvested. With proper preparation, the beans can then be eaten by spellcasters to increase the potency of their spells. If consumed while casting a spell, the caster bean adds a +2 to the spellcheck.

Venusian Flesh Gorgier: The Venusian Flesh Gorgier (VFG) is extraplanetary in nature, a traveler from another world. This deadly plant would spread quickly across the hothouse jungles of The Rage if it were not checked in some way. Fortunately for the local inhabitants and fauna, the VFG requires *bacillus exosubtilis* bacterial spores present in the soil in order to flourish. These bacterial spores are able to “hear” the VFG’s chemical distress and engage in a symbiotic relationship, allowing the VFG to process the needed nitrogen to survive. When a VFG is found, the immediately surrounding soil always contains *bacillus exosubtilis* but the soil beyond that may not.



If other living creatures are exposed to *bacillus exosubtilis* in any significant quantity (more than a handful of soil), the bacteria spores propagate and attempt to form a symbiotic relationship with this newly discovered partner. This causes mutations, poisoning, and even death in some rare cases. But for a lucky few, the *bacillus exosubtilis* grants extraordinary powers (Judge's discretion; roll randomly for 1 mutation or defect).

The VFG releases fragrant pheromones that draw living creatures towards it. Creatures that approach within 100' of the VFG must make a DC 13 Fortitude save or be drawn to the VFG in a dumbfounded state, unable to act. This euphoric state lasts 1d4 turns, or until the victim is killed and seeded.

Seedling: The Venusian Flesh Gorgers seeds all corpses it does not devour. After 1d5 days, the spouted VFG seedling is able to assert rudimentary control over the rotting meat puppet it is growing in. These seedlings remain with their parent plant for roughly 1 year, then leave to discover territory of their own. An old and powerful VFG may have as many as a dozen seedlings nearby, almost ready to find territories of their own.

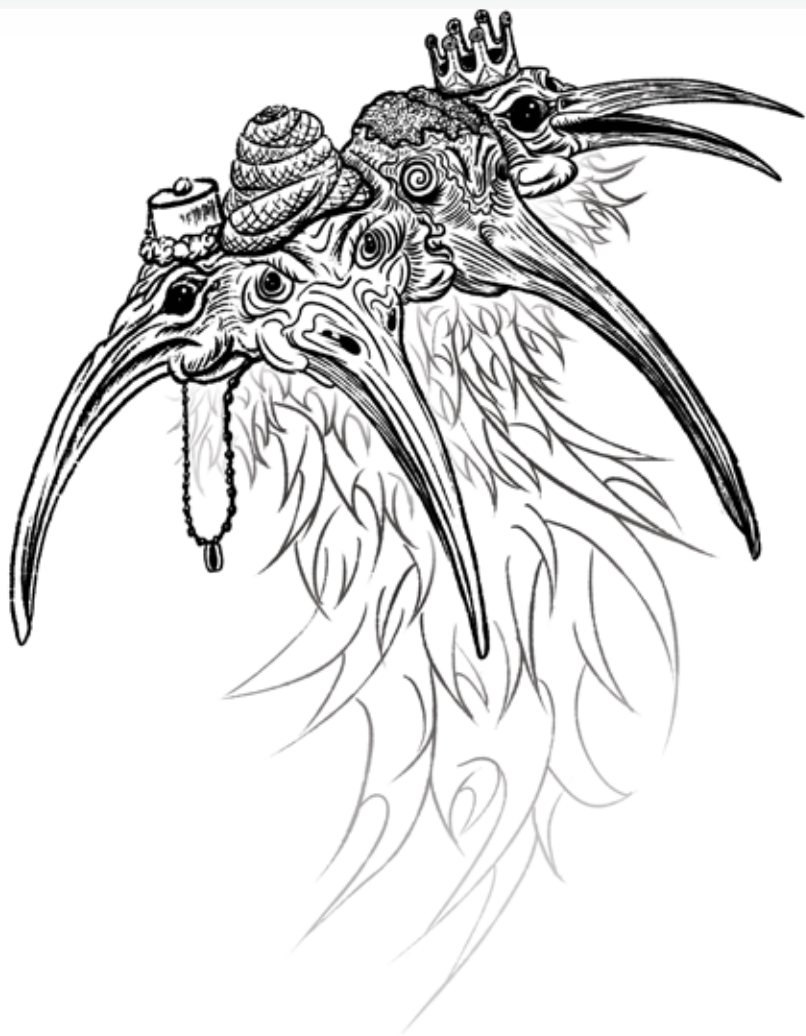
RAKSHASI

Rakshasi: Init +2; Atk claws +3 melee (1d4) and bite +3 melee (1d4); AC 20; HD 7d8; MV 40'; Act 2d20+1d16; DCC SP immune to non-magical weapons or natural attacks from creatures of 3 HD or less; magic resistance (level 1-3 spells cast at a rakshasi have a 90% chance of failure), spells (as wizard of level 1d4+5, spell check at +6 with illusions); SV Fort +2, Ref +2, Will +5; AL C.

MCC SP mutation check +8 *assimilation*, *regeneration*, mutation check +10 *domination*, *metamorph*, mutation check +15 *illusion generation*, wetware (as shaman of level 1d4+5), wetware resistance (level 1-3 wetware cast at a rakshasi have a 90% chance of failure).

The rakshasi (singular and plural) is a wicked semi-demon that employs subtle illusion and misdirection in its attempted dominion over all other beings. Few creatures ever see the fiend in its true form, for it takes on any guise it desires. They prefer an appearance and role of power: a noble, ruler, or rich merchant. A rakshasi's true form combines the bodily features of a human and the head of an animal: predominantly, that of an elephant, gorilla, hawk, ibis, lion, or tiger.

A rakshasi escapes the lower planes to feed its appetite for humanoid flesh and evil schemes. It selects its prey with care, taking pains to keep its presence in the world a secret. For rakshasi, death on the Material Plane means



an agonizing and torturous return to the lower planes, where its essence remains trapped until its body reforms — a process that takes years. When the rakshasi is reborn, it has all the memories and knowledge of its former life, and it seeks retribution against the one who slew it, or it might punish its killer's family, friends, or descendants.

Rakshasi are typically only affected by the most powerful spells (level 4 or 5; level 1-3 has a 90% chance of failure), and they are only hit with magical weapons with a single exception; crossbow bolts that have been blessed by a cleric or shaman are the bane of the rakshasi — they are instantly killed by such weapons.

ROBOTS

Devouring Scarab Swarm: Init +3; Atk swarming bite +2 melee (1d6); AC 12; HD 2d8; MV 40' or climb 20'; Act special; DCC SP bite all targets within 10' x 10' space, half damage from non-area attacks, blindsense (perfect perception of all things, including invisible targets, within 30'), devour (reduce any unliving creature to nothing in 1d4 rounds); SV Fort +3, Ref +3, Will +0; AL N.

MCC SP bite all targets within 10' x 10' space, half damage from non-area attacks, blindsense (perfect perception of all things, including invisible targets, within 50'), devour (reduce any unliving creature to nothing in 1d4 rounds).

EXO Skeleton "Extended eXistance cOunterpart": Init +1 (d16); Atk halberd +3 (1d10+1); AC 15; HD 3d8; MV 30'; Act 1d20; DCC SP *infravision* 60', immune to mind-altering spells; SV Fort +3, Ref +3, Will +0; AL C.

MCC SP immune to mind control, EMP proof, mutation check +4 *extra senses*.

Pollinator: Init -2; Atk appendage +7 melee (see below); AC 15; HD 10d8; MV fly 20'; Act 3d20; DCC SP *infravision* 60', immune to mind-altering spells, gasses; SV Fort +5, Ref +3, Will +0; AL N.

MCC SP immune to mind control, EMP proof, mutation check +15 *gas generation* (see below).

Devouring Scarab Swarm: The devouring scarab swarm is a malign mechanical version of a standard swarm of insects, created in a laboratory by Kersete in ages past to dispose of debris of all kinds. The insects are individually non-threatening, but as a swarm, they inflict horrendous damage. The swarm occupies another creature's space and vice versa, and the swarm moves through any opening of 1" diameter or more. A scarab swarm reduces any dead creature to nothing in 1d4 rounds. The swarm eats through metal, glass, and ceramics in an addi-



tional 1d4 rounds. The only material the scarabs do not eat is stone, but they do burrow through it.

The moving swarm is a mesmerizing experience when it moves en masse. The swarm is attracted to high pitch sounds (which could be used to distract it). Unfortunately, the frequency at which adventurers scream is also quite attractive to the creatures!

Scarab swarms sense all objects within 30', including invisible or incorporeal targets. However, a swarm is held at bay by strong acrid scents. This does them no harm, but they avoid any area with an acidic scent. Ammonia, urine, and acidic compounds hold scarab swarms back if poured on the floor as a barrier. The tiny constructs are not particularly hardy, and once they begin their function (clearing debris), they begin a slow disintegration of their atomic structure. Ironically, as cleanup creatures, this reduces them to a fine grey dust or ash over the course of 24 hours.

EXO Skeleton: EXO skeletons are scientifically created simulacra designed to replace the need for living creatures to perform mundane tasks. While EXO skeletons are mindless, they do have a technology that guides their actions. The skeletons make coordinated attacks when within 30' of each other. This allows the skeletons to use combat actions to close ground, avoid attacks, or any other action to improve its combat prowess. Treat the EXO skeleton as an intelligent foe with regards to combat tactics.



Typically, these automata are used for unpleasant, or in some cases dangerous, work (refuse collection, mining, soldiering, etc.). Like animated objects, the EXO skeletons continue to perform their last ordered tasks to the best of their ability until given another command. The EXO skeletons are capable of some limited independent action although they typically have 3-4 innate commands (known as Behavior Laws, or BLs, for short) that they do not normally defy. Normal EXO skeletons lack the natural ability to communicate, though some advanced designs may be able to communicate in different ways (writing, speech, or some other method). An EXO skeleton's Behavior Laws are initiated by their creator at the time of their "awakening".

An EXO skeleton does not require food, drink, sleep, or air. It does need to self-recharge for 1 hour every week; during that time, it cannot perform any tasks, but it can accept commands to carry out at a future time. Very rarely, an EXO skeleton encounters a situation where it has a conflict with one of its Behavioral Laws. In these situations, the skeleton must make a DC 10 Personality Check. If the skeleton fails the check, it acts in accordance with its BL and continues with its programming. If the construct fails its check, it has gained a degree of independent thought, and is free-willed. These episodes of free will rarely last more than 24 hours but on occasion may be permanent (Judge's discretion).

Pollinator: Pollinators are large, 15' long cylindrical creations used to tend large-scale agricultural farms or interior terrariums for the incredi-rich. They are specifically augmented for efficiency to grow and harvest crops, tending to their every need.

The pollinators are incapable of independent thought, and disruptions to their programming cause them to react in a specific way: remove the obstruction! A pollinator's visual spectrum consists of variations in the infrared spectrum. They are incapable of differentiating between plant life and other life forms. In a pollinator's "view", things are binary: either a plant, to be tended, or vermin, to be removed.



Pollinators float through the air with a levitation effect, slowly going about their programmed existence. The pollinators expel various gases as the float, either fertilizing, feeding, or watering. In rarer circumstances, they expel insecticides, toxins, or other chemical combinations. The pollinator may use the *gas generation* table from the *Mutant Crawl Classics* mutations section, with a +15 on the mutation check.

Typical pollinator makeup consists of 1d5+3 tentacle-like, prehensile appendages, each with a useful tool either chosen from the table, or randomly determined with a d7 roll:

TABLE 1-1: POLLINATOR APPENDAGES

Roll	Result	Effect
1	Shovel	A shovel is used to block blows (+1 to AC) or inflict 1d6+1 damage.
2	Sledge	Heavy hammers, sledges inflict 1d5+3 damage, but are only used every other round.
3	Clippers	Clippers are smaller, more delicate shears, capable of fine cutting. They inflict 1d4 damage on a successful hit.
4	Shears	Shears are larger, long-bladed clippers, capable of inflicting 1d6+4 damage. On a natural 20, the shears have a 50% chance of lopping off a limb (Roll 1d7: 1 - left hand, 2 - left arm, 3 - right hand, 4 - right arm, 5 - left leg, 6 - right leg, 7 - head). Limbs lopped off require a DC 20 Fort save, or go into shock, unable to function for 1d4 rounds, and continuing to lose 1d6 damage each round until healed. Creatures requiring a head, and having it lopped off, die instantly.
5	Saw	These extremely sharp, spinning tools inflict heinous wounds on fleshy targets. These tools inflict 2d6+4 damage and have a 25% chance to lop off a limb, as a shear.
6	Pick	Picks are heavy digging implements, used to break hard ground or stones. They inflict 1d4+3 damage.
7+	Grasper	Graspers are 3- and 4-pronged clamps that are capable of varying degrees of pressure, from delicate flower-picking to stone- and bone-crushing force. When manipulating small objects, the grasper is as functional as a human hand. If used to damage a target, it inflicts 3d4 damage.



SAURIANS

Ankylosaurian: Init -1; Atk tail slam +6 melee (2d6+2); AC 18; HD 9d8; MV 20'; Act 1d20; DCC SP none; SV Fort +8, Ref +4, Will +3; AL N.

MCC SP none.

Brontosaurian: Init -3; Atk stomp +18 melee (5d6+5); AC 14; HD 25d8; MV 10'; Act 1d20; DCC SP none; SV Fort +16, Ref +4, Will +6; AL N.

MCC SP none.

Elasmosaurian: Init -1; Atk bite +11 melee (4d6); AC 12; HD 15d8; MV 5' or swim 50'; Act 1d20; DCC SP none; SV Fort +10, Ref +10, Will +5; AL N.

MCC SP none.

Octorapter: Init +2; Atk trunk +4 melee (1d6); AC 14; HD 6d8; MV 40'; Act 1d20 plus 1d16 per trunk (see description); DCC SP burst of speed (double movement in a straight-line rush for 1 round), camouflage (the octorapter changes its skin color to blend into the background, requiring a DC 15 Int check to discover), multiattack (octophant attacks multiple opponents at the same time); SV Fort +3, Ref +3, Will +4; AL N.

MCC SP multiattack (octorapter attacks multiple opponents at the same time), mutation check +5 *holographic skin, increased speed*.

Spinasaurian: Init +1; Atk spines +7 melee (1d6 plus poison and grasp); AC 12; HD 10d8; MV 20'; Act 4d20; DCC SP blindsense (perfect perception of all things, including invisible targets, within 30'), grasp (if an attack roll exceeds its target roll by 4 or more points, it grapples its target), poisonous touch (DC 14 Fort save or paralyzed for 1d4 turns), radial symmetry; SV Fort +8, Ref +8, Will +2; AL N.

MCC SP blindsense (perfect perception of all things, including invisible targets, within 30'), grasp (if an attack roll exceeds its target roll by 4 or more points, it grapples its target), poisonous touch (DC 14 Fort save or paralyzed for 1d4 turns), radial symmetry.

Stegosaurian: Init -1; Atk bite +12 melee (1d6) or tail slam +12 (4d6); AC 17; HD 16d8; MV 15'; Act 1d20; DCC SP none; SV Fort +12, Ref +8, Will +5; AL N.

MCC SP none.

Tri-Rex: Init +1; Atk bite +13 melee (3d6); AC 13; HD 18d8; MV 20'; Act 1d20 plus 1d20 per head; DCC SP burst of speed (double movement in a

straight-line rush for 1 round), hardy hide, savage bite, swallow whole; SV Fort +13, Ref +8, Will +7; AL C.

MCC SP burst of speed (double movement in a straight-line rush for 1 round), hardy hide, savage bite, swallow whole.

Saurians are generally massive reptiles, some easily surpassing 20'-30' in length, each weighing many tons. They are typically herbivorous, with some notable exceptions. Saurians are generally non-hostile, and do not seek confrontation, also with some exceptions. These creatures share many characteristics of both smaller reptiles and some avians. A few examples of saurians are:

Ankylosaurian: An ankylosaurian looks like a 20' long, 6-ton turtle with a spiked shell and squat, elephant-like legs. It is generally docile and avoids confrontation. If provoked it swings its clubbed tail to evade predators while walking away.

Ankylosaurians are herbivores, and travel in small familial groups. Some remote tribes have trained ankylosaurians to act as "heavy machinery" to aid in agriculture or building. Due to their docile nature and dim intellect, they are slow to learn new tasks, but do not mind labor.



Brontosaurian: The brontosaurian stands 20' tall at the shoulder, with an overall length of 60'-70', equally divided between head/neck, body, and tail. They are usually between 15-20 tons in weight. Their only attack is a vicious stomp, inflicting massive damage. These gigantic creatures are very slow moving and enjoy submerging much of their bulk in rivers or lakes to take the weight off these tree-trunk-like legs.



Brontosaurians are encountered in groups of 1d3+2 or even in rare herds of up to 20 or more. Brontosaurians attempt to leave any conflict at first opportunity.



Elasmosaurian: Fish-like, carnivorous, and deadly, the elasmosaurian is 30' long and weighs 5 tons. It has a long, prehensile neck used to feed, but has a thick, lizard-like body with strong fins that must stay in the water. These creatures are wholly aquatic and cannot survive more than a few minutes on land. They possess a powerful bite and have been rumored to attack whales and giant squid if necessary.

Elasmosaurians live in community pods of 1d3+3 individuals. They seldom strike out on their own, being highly social animals.

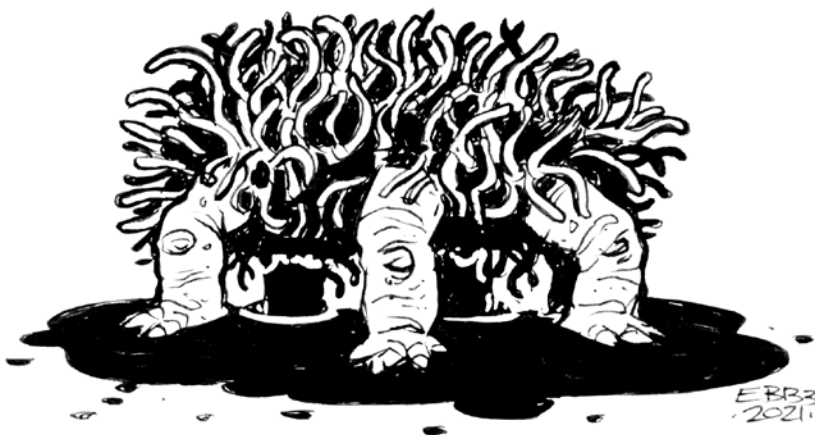
Octoraptor: These early precursors to the octophant are a jungle terror. They roam through the deep, dense jungles of The Rage searching for prey. Smaller than many of their fellow saurians, the octoraptors are fleet hunters with insatiable appetites. They are savage predators, traveling in packs to bring down much larger and stronger prey.

About the size of a horse, octoraptors have semi-translucent skin, allowing them to blend into their surroundings. Their wickedly sharp claws can easily shear through flesh and are highly prized by jungle tribes for weapons. Each octoraptor has a velociraptor-like body, with a full octopod body for the head.



If engaging in combat, the octoraptor attacks all creatures in a 270-degree arc around its head. It also senses opponents above or below it, so the trunks can be used in a three-dimensional combat as well. Each octoraptor trunk attacks independently, although due to the octoraptor's size, four trunks can attack a human-sized target, working against multiple targets as well. If attacked generally from the front, two orcs attacking an octoraptor are attacked in return by all eight trunks, four attacking each orc.

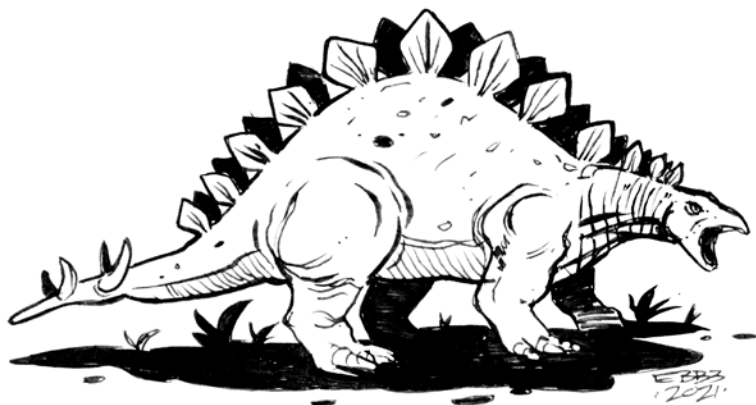
Spinasaurian: This 15' diameter, 10' tall creature looks like a sea anemone with legs. It is amphibious, able to exist equally well on land or in water. Its writhing tendrils allow it to perceive everything in a 30' radius, giving the creature 360 degrees of awareness at all times, and enabling it to hunt for prey as well as lay in wait. Spinasaurians have a limited ability to change their coloration, to better blend into their surroundings. This does not give them camouflage but does allow them to "fit in" to their surroundings.



Spinasaurians are omnivorous, and devour any organic material their tendrils encounter, including leftovers from other creature's hunts. This includes offal, excrement, and other unsavory material. They even eat raw plant matter, and some varieties favor intelligent plant life as a delicacy.

The spinasaurian's tendrils are surprisingly strong, able to grapple a victim with a successful strike that exceeds its needed to-hit target by 4 or more points. In addition to the grapple ability, the tendrils are covered in a paralyzing toxin. Any beings touched by the tendrils must make a successful DC 14 Fort save or be paralyzed for 1d4 turns.

Stegosaurian: These 4-legged, 30' long, 2-ton dinosaurs have massive back plates standing out from their spine, used to both regulate body heat, and protect against any predators. They are dim-witted, lumbering herbivores, and travel in small groups.



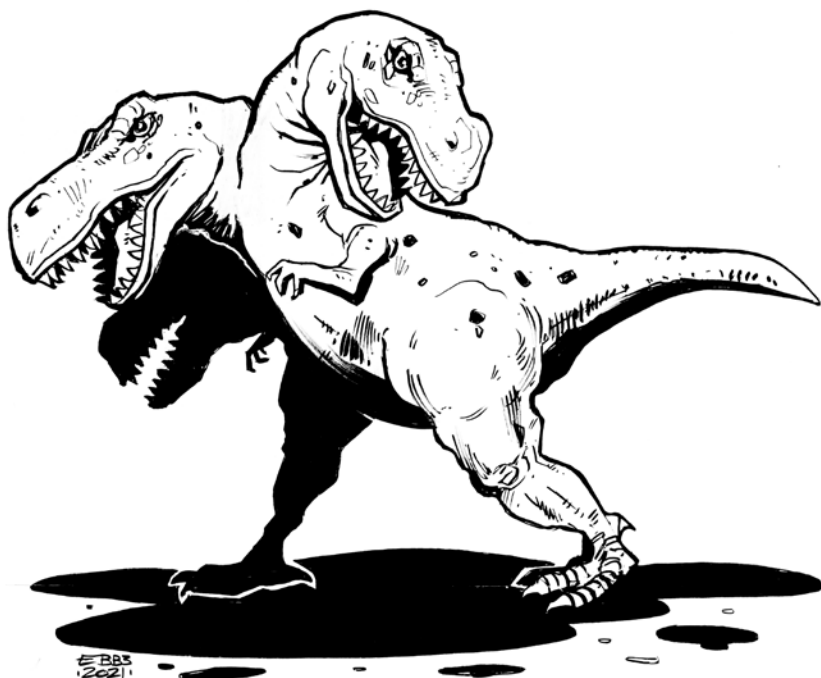
On the rare occasions when a predator thinks it is a good idea to attack the well-armored stegosaurian, they are more than capable of defending themselves. As noted, their back plates offer excellent armored defense, and their spiked tails can inflict massive damage to any opponents to their rear. Typical stegosaurian tactics include attempting to leave the scene of conflict, and if pursued, they swing their tails back and forth to discourage interruption. While not normally considered nimble due to their size and bulk, a stegosaurian is quite capable of “hopping” around to present its spiked tail toward opponents threatening them.

Tri-Rex: These three-headed nightmares are, despite arguments they were a deliberate experiment, a natural mutation of standard Tyrannosaurus rex. Like their “normal” cousins, the tri-rex stands on two legs, and is capable of a short burst of speed to chase down prey. The average tri-rex is 40' from snout to tail tip and weighs 12 tons.

The tri-rex has three powerful bites, and each head is capable of independent action. Each head has its own action die used to attack, while also able to move or chase opponents. A tri-rex could chase down a group of targets, and each head would be able to attack a separate — or worse, the same — target.

The tri-rex's bite is a savage thrashing attack; when it grasps a target, it shakes its head back and forth attempting to shred. Due to its size and biting power, the tri-rex can maintain its hold on a bitten opponent in subsequent rounds, automatically inflicting 3d6 damage each round. Its opponent must be less than half the size of the tri-rex for it to maintain this control. A tri-rex's other heads may attack a held creature as well; if one head maintains control of a target, the other two heads can attempt a bite attack at +1d.

If the tri-rex chooses not to maintain the hold, it can swallow an opponent whole if it is less than 10' tall. Swallowed opponents suffer 2d6 crushing damage plus 1d6 points of acid damage from the creature's digestive fluids. A swallowed creature can cut its way out of the tri-rex by using a small, one-handed weapon or tool, and inflicting 20% of the tri-rex's hit points. Example: if a tri-rex has 100 hp, it requires 20 hp, against AC 13, to cut a hole large enough to escape.



SNAILOID

Healer: Init -1; Atk slam +2 melee (1d3 plus disease) or by weapon +2 melee or +2 missile attack; AC 14; HD 3d8; MV 20' and climb 5'; Act 1d20; DCC SP healing (as cleric or healer of level 1d3+1; if cleric, healing spells only), shell retreat; SV Fort +3, Ref +1, Will +2; AL L.

MCC SP healing (as healer of level 1d3+1), shell retreat.

Shaman: Init -1; Atk slam +1 melee (1d3) or by weapon +2 melee or +2 missile attack; AC 14; HD 3d8; MV 20' and climb 5'; Act 1d20; DCC SP shell retreat, spells (as wizard or shaman of level 1d3+1); SV Fort +1, Ref +2, Will +4; AL L.

MCC SP shell retreat, wetware (as shaman of level 1d3+1).

Warrior: Init +1; Atk slam +2 melee (1d4 plus disease); AC 17; HD 3d8; MV 30' and climb 10'; Act 1d20; DCC SP great warrior (as warrior of level 1d3+1), shell retreat; SV Fort +3, Ref +2, Will +2; AL L.

MCC SP great warrior (as sentinel of level 1d3+1), shell retreat.

Snailoids are a race of semi-bipedal gastropods, a cross between a humanoid and a human-sized snail. They each possess arms, hands, and heads, and large shells on their backs, with a single massive "foot". A snailoid's shell is any shape, type, or decoration, but is always large enough for the "shell retreat" ability. They are a race of wild variation, with some having longer arms than a humanoid might, eyes on the end of stalks like a snail, more or less elaborate shells, and different sized and shaped gastropod "feet". This should be a great roleplaying opportunity for players and the Judge to customize these beings.

Snailoid society is similar to other humanoid tribal societies. They have leaders, based on whatever merit the Judge determines. They are defined by class or caste, with healers, shamans, and warriors being prevalent. Other members of Snailoid society are certainly artists or tradespeople, but the most common members of the group (called a rout) encountered by PCs would be of the three main types. There is no differentiation in their society regarding sex or age; they regard each other based on accomplishment. Snailoid society requires all members to seek tasks that the rest of the community can judge; those that are considered unworthy are cast out. Many Snailoids encountered by PCs are from this outcast group.

Whether these beings are snails that were somehow mutated to increased size and intelligence, or were some form of experiment fusing the two beings together, is the subject of some debate. The truth may never be known and may be a combination of both. It is known they are a very



mutable species, with some even seeking out particular body modifications, such as removing their protective shells, or enhancing their ability to use tools. Snailoids have an interesting relationship with the mi-go, and often seek out the alien surgeons to help them. One or the other is frequently encountered in the others “tribe”.

In combat, Snailoids act as PC members of their respective classes. The above examples are for “common” Snailoids; there are more or less powerful versions if the Judge desires. All Snailoids (with their shell intact) perform the “shell retreat” defense, where they wriggle more of their body into their shells to avoid damage to their softer sections. This maneuver increases a Snailoids AC with a +4 bonus. Snailoids are incapable of wearing armor but use shields or other augmentation to increase their protection.

Healer: Snailoid healers are slow, deliberate beings, intent on restoring any wounded being to health, regardless of race. Snailoid healers are revered in their culture and hold the highest ranks in their society. If forced into combat, Snailoid healers use weapons or strike with a slam attack that inflicts 1d3 damage and requires a DC 13 Fort save. If the save is failed, the target contracts a mild skin disorder causing 1 additional point of damage every day until healed. If the save is successful, there is mild itching but no other effects.

Shaman: While they are one of the most common class types of the Snailoids, shamans are still typically shunned by the greater Snailoid community. Regardless of whatever beneficial contributions they may bring to the larger group, a shaman’s magical or mental powers are not understood or accepted as a whole. Only in times of extreme consequences are they accepted in, but even then, it is for a short period of time. Snailoid shamans that suffer mutations or corruption due to spell-casting are considered legendary beings in their culture, equally feared and revered.

Warriors: Snailoid warriors form the bulk of Snailoid interactions. They are the largest of the classes or castes that encounter outsiders. They may use any type of weapon, but frequently prefer 2-handed arms.



SPHINX

Sphinx: Init +1; Atk claws +4 melee (1d6); AC 18; HD 10d8; MV 40' or fly 60'; Act 2d20; DCC SP roar, spells (as cleric of level 1d3+3, wizard of level 1d3+2); SV Fort +4, Ref +2, Will +4; AL L.

MCC SP healing (as healer of level 1d3+3), mutation check +4 *empathy*, *extra senses*, *wings*, mutation check +10 *eidetic memory*, *sonic generation*, *life force transference*, *wetware* (as shaman of level 1d3+2).

A sphinx is a highly magical desert creature, bearing the head and upper torso of a humanoid male or female (or in rare cases, that of another beast such as a ram or raptor) on a lion's body. It sometimes has the wings of a majestic eagle, other times not. Outwardly stern, it often begins conversations with riddles or questions. Beneath this exterior, a sphinx has a noble heart. It has no wish to lie or deceive, though it does not give away answers readily. A sphinx tests the courage and intelligence of supplicants, not only by forcing them to complete quests but also with its complex riddles. Those who pass its tests may be rewarded with sage-like knowledge.



The noble sphinx emits a booming roar. The power of the roar differs depending on how close the victim is, either causing fear to all within 100', causing paralysis for 1d4 rounds within 30', and causes the loss of 2d6 points of Strength and stunning for 1d6 rounds to those within 20'. A DC 15 Fort save negates the effects of the roar. A successful save grants immunity to ALL the sphinx's roar effects. If the target loses Strength, it returns at the rate of 1 point per round.

Sphinxes are accomplished spell casters, casting clerical and wizard spells.

TECHNOBITE

Technobite: Init +1; Atk slam +4 melee (1d3) or by weapon +4 melee or +4 missile weapon; AC 12; HD 4d8; MV 30'; Act 1d20; DCC SP technology items; SV Fort +3, Ref +5, Will +4; AL N.

MCC SP technology items, 1d4 physical mutations, 50% chance of 1d2 mental mutations, 10% chance of 1d2 physical mega mutations.

Whether native inhabitants or extradimensional entities, technobites are compulsive technology collectors. Depending on the tech level of the setting, technobites may collect clockworks, with gears, springs, and assemblies strewn about, or tinker's tools, with blocks, puzzles, and other enigmatic bits consuming all their attention. Some technobites collect artifacts, or magical items, and others select bits from long-lost civilizations, no longer useful, but unknown in this age.

Physically, technobites are human-sized bipeds, with typical humanoid features, allowing them to easily pass for humans. They are a distinctly separate race and enjoy performing physical enhancements on their person. Some of these enhancements are surface, exterior augmentations, while others are interior, internal organ changes. Technobites possess any items the Judge sees fit, depending on the technology of the setting. They are associated with current, advanced, or ancient items, and usually maintain a "theme" of collections they prefer.

If confronted, technobites use their items to full effect, not hesitating to "show off" (a common technobite war cry is "Watch this!"). They have an array of weapons to draw from, and an example is presented below.

Technobites are particularly interested in mutations and transformational magic and seek out such instances wherever possible. They are fascinated by the chaotic principle of "change for change's sake", although they never use their own direct influence to manipulate.

Due to the technobites' compulsive nature, they do not congregate for long with their own kind. While they do meet others to trade items, their innate need to collect prevents them from "sharing" or giving away their pieces except in rare instances. Technobites prefer to focus on the acquisition of technology, rather than personal relationships. They are considered near-sociopathic by other races for their single-minded devotion to their interests.



Abraes the Artificer: Init +1; Atk slam +4 melee (1d3) or light/plasma sword +4 melee (2d12) or +4 lazar pistol (3d6); AC 15; HD 4d8; MV 50'; Act 1d20; DCC SP technology items; SV Fort +3, Ref +5, Will +4; AL N.

MCC SP technology items, 1d4 physical mutations, 50% chance of 1d2 mental mutations, 10% chance of 1d2 physical mega mutations.

Items: Abraes possesses the following items —

DCC *light sword* (this magic longsword is made of pure starlight, and is +2 to hit), *wand of lightning* (this 1' long wooden rod emits a 40' long lightning bolt that inflicts 3d6 damage, 3/day), *necklace of adaptation* (allows the wearer to exist in hostile environments for up to 24 hours. Must recharge for 1 hour for every hour of use), *helm of air* (helmet allows wearer to breathe fresh air for up to 24 hours. Must recharge for 1 hour for every hour of use), *Abraes' cloak of armor* (this cloak provides the same armor benefit as studded leather armor, +3), *Master thief's tools* (allows the user to pick locks as a thief with a +4 bonus)

MCC plasma sword, lazar pistol, enviro belt (not worn), bubble helmet (not worn), force field belt, cybernetic leg, multitool.



TECHNO-MUMMY

Techno-mummy: Init -1; Atk slam +4 melee (1d6 plus rot); AC 13; HD 8d8; MV 20'; Act 2d20; DCC SP damage reduction 5, life-sight (senses all living beings within 30'), dread (DC 15 Will save), rotting touch (DC 15 Fort save), unliving, vulnerable to fire; SV Fort +6, Ref +0, Will +6; AL C.

MCC SP immune to mind control, EMP proof, mutation check +4 *extra senses, infravision, temporary invulnerability*, biohazard, dread, rotting touch, unliving.



These mummies are prepared with technology and science, not dark magic or curses. The undead creatures are created in scientific laboratories in places where technology has evolved to an extremely high level. While some may be the result of medical experiments failing, or chemical interactions gone awry, they are usually part of a larger meticulous plan. Observing the mummy's animation fills all onlookers with a sense of nihilism and dread. Any viewer within 30' must make a successful DC 15 Will save. If the save is failed, the viewer is frightened and suffers a -2 penalty to all rolls for 1 minute. If the save is failed by 5 or more, the viewer is rendered unconscious for the same duration. The mummies "see" all living beings within 30', including invisible or incorporeal targets.

The chemicals and preservatives used to prepare the techno-mummy have potentially damaging effects on living tissue. Any character striking the mummy with a weapon (melee or ranged) releases a cloud of chemicals that surround the creature in a 5' radius. Anyone entering the radius must make a DC 16 Fort save. If successful, the chemicals are merely an irritant, and all further melee attacks are made at a -1 penalty. If the save is failed, the character inhales the toxins and must make a new DC 13 Fort save every round for 4 additional rounds. Every failure of this save inflicts 2d6 points of toxic shock. These chemicals also harden the mummy, allowing it to ignore the first 5 points of damage inflicted on it by any physical attack.

The techno-mummy makes a single attack with its rotting, disfigured fist. If the target is a living creature, it must succeed on a DC 15 Fort save or suffer chemical burns from the mummy's preservative fluids. The fluids do not mix well with living flesh; the afflicted target does not regain hit points normally, and its hit point maximum decreases by 1d6 for every 24 hours that elapse. If the chemicals reduce the target's hit point maximum to 0 its body turns to chemical sludge. The affliction lasts until removed by a *neutralize poison* spell or similar effect.

Techno-mummies do not rot or decay normally. They are well-preserved and last for thousands of years, if not forever. Rarely, a techno-mummy retains some of its memories from when it was living and thus has the basic goals and drives as it did in life. They are all chaotic and thoroughly evil. Some of these creatures turn on their creators, but others follow commands and plans, attempting to aid their "masters". These creatures may retain a semblance of their former skills if they were adventurers (the parameters of these abilities are left to the Judge's discretion).

TITAN

Titan of Law (32' tall, 14,000 lbs.): Init +2; Atk weapon +26 melee (1d10+14); AC 20; HD 22d12; MV 50' or fly 60'; Act 4d24; DCC SP immune to fire and energy damage, spells (as cleric of level 1d7+3, wizard of level 1d4+3); SV Fort +16, Ref +12, Will +16; AL L.

MCC SP immune to fire and energy damage, 1d4 physical mutations, 1d6 mental mutations, 1d4 physical mega mutations, 1d3 mental mega mutations.

Titan of Balance (30' tall, 12,000 lbs.): Init +1; Atk slam +24 melee (1d6+12); AC 18; HD 20d12; MV 50'; Act 4d24; DCC SP immune to electrical damage, spells (as cleric of level 1d3+3, wizard of level 1d6+4); SV Fort +14, Ref +14, Will +16; AL N.

MCC SP immune to electrical damage, 1d6+1 physical mutations, 1d6+1 mental mutations, 1d4 mental mega mutations, 50% chance for 1d3 physical mega mutations.

Titan of Chaos (31' tall, 15,000 lbs.): Init +4; Atk slam +24 melee (1d6+14+poison) or weapon +24 (1d10+14); AC 20; HD 22d12; MV 50' or fly 100'; Act 4d24; DCC SP immune to life draining and cold damage; SV Fort +18, Ref +14, Will +12; AL C.

MCC SP immune to life draining and cold damage, 1d6+1 physical mutations, 1d4 mental mutations, 1d3 physical mega mutations, 1d4 mental mega mutations.

Titans are a near-immortal race of highly magical giants, formed in the 1st Age by powerful wizard-priests using ultrascience. These beings are a step below the gods and AIs of The Rage, and as such are generally unconcerned with the limited “younger races” (e.g., nearly everything else).

Titans are each unique versions of their race, with no two titans embracing the same spheres of interest. There are few of these great beings left, and each takes on a specific task, attempting to fulfill some goal only they comprehend. The work of a titan is generally an awesome, world-changing undertaking. If it suits their goal, they enlist other races to fit specific needs for short-term assignments — giving the characters missions, acting as an unofficial patron. Pacts with titans are always binding; the characters fulfill their ends or face the wrath of the titan. This wrath may be in the form of direct intervention, a curse, plague, or bad fortune following them, or the actions of another set of the titan’s minions, seeking their master’s favor. This wrath is only appeased by completion of the titan’s goal, or the death of the characters. Titan’s memories are long and unforgiving.

The beings are rarely inclined to physical combat, as their magic and powers are incredible. However, occasionally some titans like to “get their hands dirty” and engage in physical combat. Each titan has their own array of magical items, weapons, and artifacts designed to eliminate threats. The Judge should feel free to assign whatever items are appropriate to the challenge they want to present the players. All titans are immune to certain energy attacks, wear elaborate and intricate armor/powered armor, and have an array of magical powers, mutations, and effects at their disposal. An example of one titan, the Titan of Balance known as “The Technician” is presented below:

The Technician, Titan of Balance: Init +1; Atk slam +24 melee (1d6+12); AC 18; HD 20d12; MV 50'; Act 4d24; DCC SP blindsense (perfect perception of all things, including invisible targets, within 60'), immune to electrical damage, spells (as cleric 6/5/2, wizard 10/4, spellcheck +15); SV Fort +14, Ref +14, Will +16; AL N.

DCC spells: cleric 1 – *detect magic, holy sanctuary, paralysis, resist cold or heat, second sight, word of command*; 2 – *banish, binding, curse, neutralize poison or disease, restore vitality*; 3 – *speak with the dead, true name*; wizard 1 – *cantrip, comprehend languages, mending*; 2 – *levitate, locate object*; 3 – *dispel magic, lightning bolt, planar step*; 4 – *polymorph, wizard sense*.

MCC SP (perfect perception of all things, including invisible targets, within 60'), immune to electrical damage, mutation check +5 *cognitive immortality, electrical generation, gas generation, magnetic control, molecular analysis, molecular integration, radiation generation, symbiotic touch*.

Items: The Technician possesses the following items -

DCC staff of telekinetic manipulation (A 5' long gray metal rod that allows its possessor to manipulate up to 4 objects within 100', each weighing no more than 50 pounds, or a single object up to 200 pounds. This does not allow the possessor to manipulate living objects. This effect is usable at will), *key of passage* (A 3' long skeleton key made of unknown golden metal. It allows its wielder to use the spells ward portal or knock, 1/round. Each spell is used with a +10 spellcheck).

MCC com badge, fusion torch, sonic spanner (all items triple size for use by a titan; requires an artifact check at -10 to use properly: purpose is identified with normal artifact checks).



NEW CHARACTER RACES

PISCAN

PISCAN

Where manimals and other bipedal humanoids are the inheritors of the blasted landscape after the wars of the previous Ages, you are the master of your watery domain. Culture and sophistication abound under the waves, free of the machinations of the surface world. Under the crushing pressure of the watery deep, you have been forged to be strong, resilient, and clever. While you can, and do, make your way on land, the seductive songs of the ocean depths always call to you.

Piscean (pie-SEA-an; singular and plural) are the descendants of various hybridization experiments from sometime in the distant past, well before the current Age. Some Piscean trace their lineage all the way back to the 2nd Age when the great druids of the time cast powerful magics on all animal life, awakening a level of intelligence never before encountered.

Piscean characters are all born with the ability to speak, to walk bipedally in an upright fashion, and possess prehensile appendages useful for manipulating objects and tools, like surface dwellers. In addition, all Piscean are amphibious, breathing air and water equally well. Most Piscean are excellent swimmers, but some suffer from limitations based on their “base creature”.

Hit Points: Piscean gain 1d6 hit points at each level.

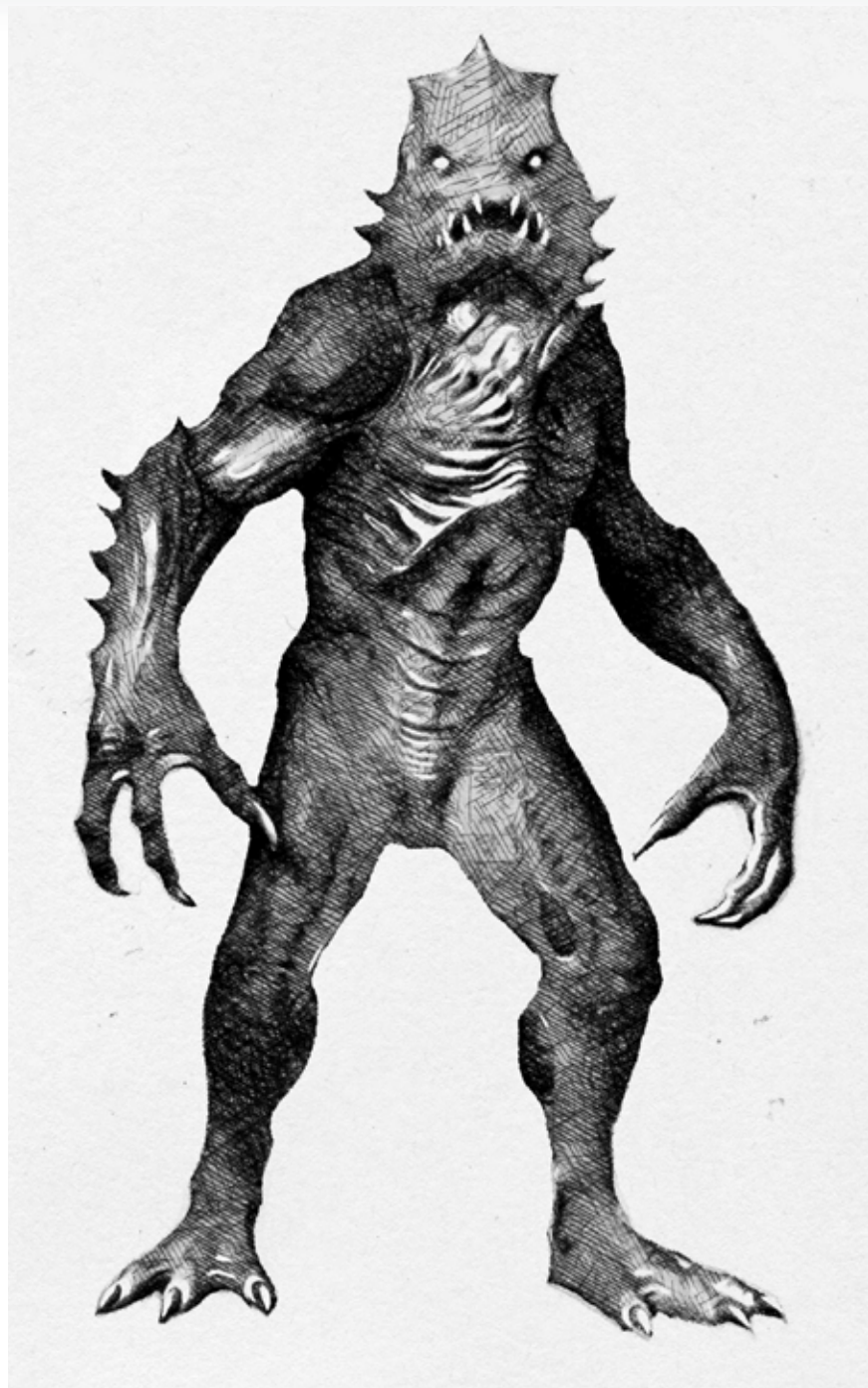
Mutations: Upon achieving 1st level, a Piscean gains 1d2 random physical and 1d3 random mental mutations.

Natural Attack: Piscean have a natural 1d4 bite or claw melee attack. There is a 30% chance a Piscean has both a bite and claw attack.

School Mentality: When coordinating melee attacks on a target, multiple Piscean gain a +1 bonus to attacks for each previous successful melee attack on the same opponent within the same combat round.

Artifacts: Piscean have an affinity for the artifacts of the ancients, resulting in easier artifact checks (see Table 2-1).

Radburn Resistance: Piscean exposed to radiation or other mutagens do not lose their mutations from being exposed to radiation.



Glowburn: Piscean may elect to use glowburn when activating a mutant power.

AI Recognition: Because of their highly non-human appearance, piscean have a natural -2 to AI recognition rolls.

Archaic Alignment: Piscean player characters may begin as members of The Clan of Cog or The Curator archaic alignments. Some NPC piscean may embrace The Blessed Brotherhood.

TABLE 2-1: PISCAN

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Artifact Check
1	+1	1d6/II	1d20	+1	+1	+1	+2
2	+2	1d8/II	1d20	+1	+1	+1	+2
3	+2	1d8/II	1d20	+1	+2	+2	+3
4	+3	1d10/II	1d20	+2	+2	+2	+3
5	+3	1d10/II	1d20+1d14	+2	+3	+3	+4
6	+4	1d12/III	1d20+1d16	+2	+3	+3	+4
7	+4	1d12/III	1d20 (x2)	+3	+4	+4	+5
8	+5	1d14/III	1d20 (x2)	+3	+4	+4	+6
9	+5	1d14/III	1d20 (x2)	+3	+5	+4	+7
10	+6	1d16/III	1d20 (x2)	+4	+5	+5	+8

TABLE 2-2: PISCAN TITLES

Level	Title
1	Tadpole
2	Podling
3	Shark-Kin
4	Pod Leader
5	Wavelord
6	Master of the Seas



XSECT

XSECT

When the humanoids took over the surface world and warred for supremacy, underground, and in the hidden places, other beings stirred. Whether from the results of experimentation, mutation, or some cosmic technological force, the true future inheritors of the world were evolving. You are the xsects.

Xsects (EX-seckts) are a previously unknown evolutionary development. They are a race born of the low things — insects — as well as the most enduring lifeforms. Flyers, crawlers, biters, and builders, all the small things have gained intelligence, form, and abilities previously only found in surface humanoids. The varieties of xsects are limitless, so consider these examples as a jumping off point for what you create in your game.

Xsect characters are all born with the ability to speak, to walk bipedally in an upright fashion, are roughly the size of humans, and possess prehensile appendages useful for manipulating objects and tools, like surface dwellers. In addition, all xsects are able to adapt to normal surface-world temperatures (they do not get hot or cold like humans), are omnivorous, able to forage food others find unpalatable, and have access to a multitude of forms, depending on their “base stock”.

Hit Points: Xsects gain 1d5 hit points at each level.

Mutations: Upon achieving 1st level, an xsect gains 1d4 random physical and has a 50% chance of 1 random mental mutation.

Natural Attack: Xsects have a natural 1d4 bite or slam melee attack.

Racial Animosity: Typically, xsects and plantients do not get along well. Xsects consider plantients a food source, and never really lose that drive, even after long friendships. Player character xsects control themselves enough to adventure with plantient friends.

Artifacts: Xsects have no natural affinity for artifacts of the ancients but do gain some bonuses for them with experience (see Table 3-1).

Radburn Resistance: Xsects are completely immune to all forms of radiation and suffer no ill effects to their mutations by exposure.

Glowburn: Due to their innate immunity to radiation, xsects may not use glowburn when activating a mutant power.

AI Recognition: Because of their completely unhuman appearance, xsects have a natural -4 to AI recognition rolls.

Archaic Alignment: Xsect player characters may begin as members of The Clan of Cog or The Blessed Brotherhood archaic alignments. Xsects are extremely literal with how they deal with the world, bordering on sociopathic. They do not emote as other creatures do, and it tends to cause friction in groups of non-Xsects. Player character xsects may be able to overcome this emotional shortcoming (Judge’s discretion).

TABLE 3-1: XSECTS

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Artifact Check
1	+1	1d6/II	1d20	+1	+1	+0	+0
2	+1	1d8/II	1d20	+1	+1	+0	+0
3	+2	1d8/II	1d20	+1	+2	+1	+1
4	+2	1d10/II	1d20	+2	+2	+1	+1
5	+3	1d10/II	1d20+1d14	+2	+3	+2	+2
6	+3	1d12/III	1d20+1d16	+2	+3	+2	+3
7	+4	1d12/II	1d20 (x2)	+3	+4	+3	+4
8	+4	1d14/III	1d20 (x2)	+3	+4	+3	+5
9	+5	1d14/III	1d20 (x2)	+3	+5	+3	+6
10	+5	1d16/III	1d20 (x2)	+4	+5	+4	+7

TABLE 3-2: XSECT TITLES

Level	Title
1	Drone
2	Worker
3	Warrior
4	Swarm Master
5	Hive Lord
6	Royalty





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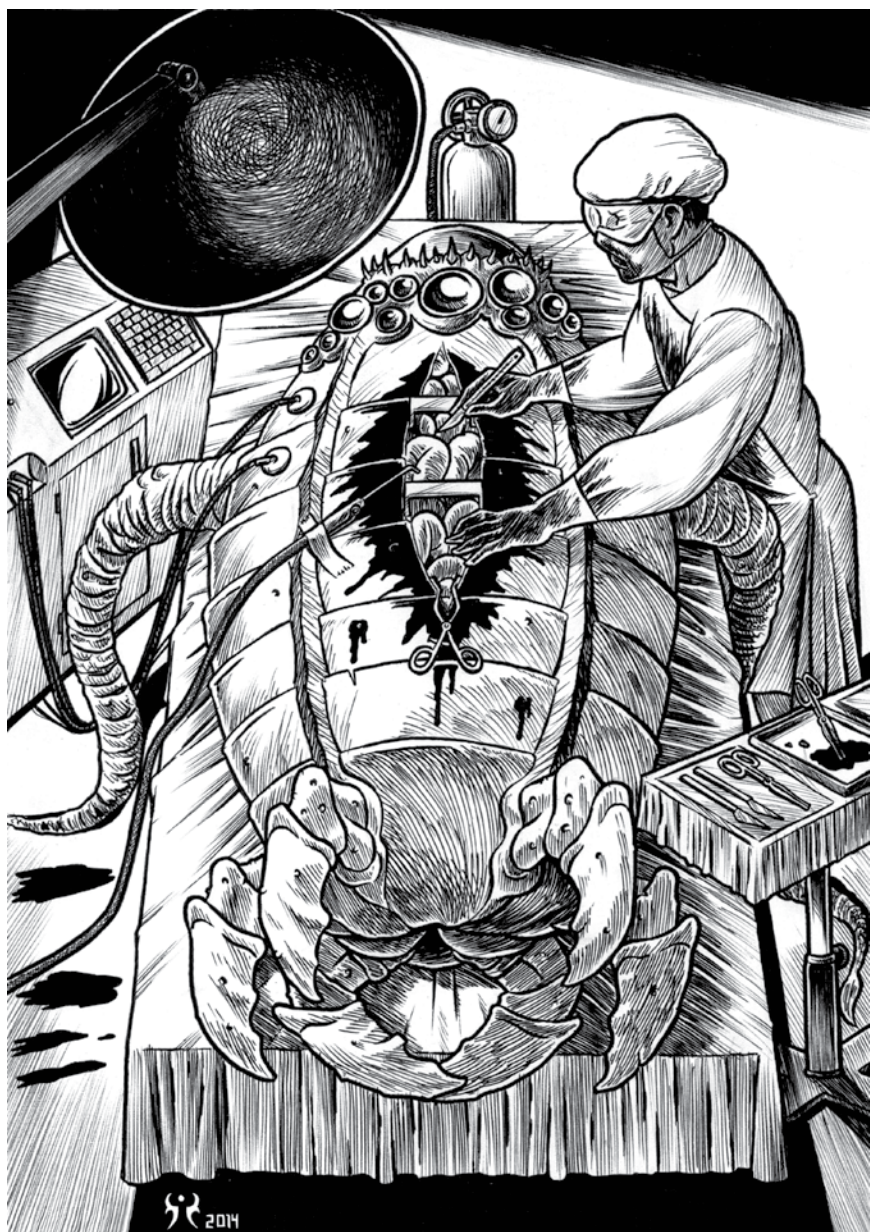
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