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INTRODUCTION

In *Mutant Future*, the term "monster" can refer to any being other than the player characters. Monsters are listed in this section in an encyclopedic format. Each monster has certain characteristics, which are defined below. Although each monster listing can be considered to represent the "average" specimen of a particular creature, the Mutant Lord can alter the abilities and power level of any creature to fit the situation.

Number Encountered: This variable number represents the typical number of this type of monster that will appear together at one time. For example, if a 4 HD creature has a Number Encountered listing of 1d8, then when this creature is encountered, 1d8 of the creatures will be present. The Mutant Lord should alter the Number Encountered as necessary to adjust the difficulty level. In general, the number should be reduced if the creature is encountered by weaker characters, and increased if encountered by more powerful characters. A number range in parenthesis represents the number of monsters of a type that typically inhabits their "nest" or lair, or the number that will be encountered in a wilderness setting.

Alignment: All monsters will be chaotic, neutral, or lawful. Many monsters are either unintelligent or are simply unconcerned about law and chaos, and are considered neutral.

Movement: There are two listings under this category. The first represents a number in feet per turn that a creature may move. The second value provided in parentheses represents the monster's encounter movement, which are in feet per round. If two different rates are given, the additional movement will relate to movement of a different kind, which will be appropriate to the creature. A couple of possibilities include flying or swimming.

Armor Class: In game terms, the AC of a monster means the same thing as a character's AC. For monsters, this value reflects not only the creature's general agility but also its natural armor, from tough hide or a mutational adjustment.

Hit Dice: This value is roughly equivalent to character level, but for mon-

sters it always represents a number of hit points determined by this number of d8s. For example, a 2 HD monster will have 2d8 hit points. Sometimes a value is given as a "+" or "-", in which case this number is added or subtracted from the hit points rolled. A monster will have a minimum of 1 hp. Hit dice further reflect the attack ability of monsters. The hit dice number will be located on the Monster Attack table, and the number needed to hit different armor classes will be used for an encounter. Further, the number of hit dice a monster has is related to how many experience points the characters receive when the monster is killed. Refer to the Monster Experience Points table in Section 4.

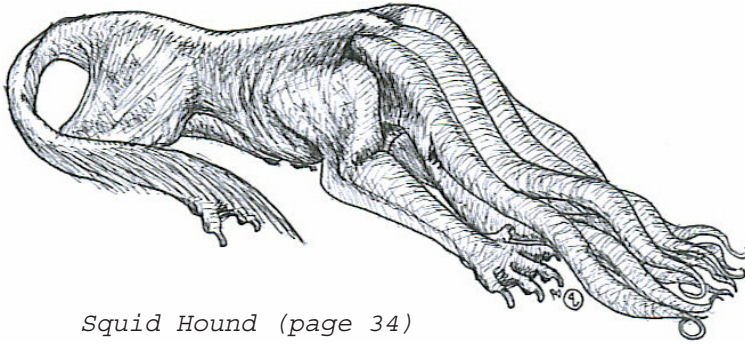
Attacks: This listing describes how many attacks are available to a monster, per round, and the nature of the attacks. These will be listed in the same order as the appropriate damage in the damage listing.

Damage: Damage is listed in the same order as attacks, and is represented by a number and the kind of die that should be rolled, just like weapon damage is rolled. Some monsters may in fact employ weapons. There are a number of special or unusual attacks that monsters can employ, and the effects of these are explained in greater detail below.

Acid

Some monsters employ acid. When acid successfully hits, it does damage because it has made contact with flesh. Once contact is made, acid does not need to make a new successful roll to hit in another round (unless otherwise noted). Most acid can be removed by rinsing it off with water or other non-flammable liquids (beer, wine). If armor is de-

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Squid Hound (page 34)

stroyed by acid, the character's AC should be adjusted to reflect having no armor.

Charge

In order to make a charge, a monster must have clear terrain and be able to run toward an opponent for 20 yards. The extra momentum of such an attack inflicts double the normal damage. Likewise, if a braced attack is prepared against a charging monster, such as a spear braced in the ground, a successful hit will deal double damage to a charging monster.

Confusion

Swarming animals, such as bats or insects, often may attack by engulfing an opponent and making him unable to independently determine what he will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

Roll 1d10	Behavior
1-4	Attack character's group.
5-6	Do nothing but flail about uselessly.
7-10	Attack creature's group.

A *confused* character that can't carry out the indicated action does nothing but babble incoherently.

Continuing Damage

Some monsters have attacks that, once successful, continue to deal damage on subsequent rounds without requiring further rolls to hit. Examples include the constrictive attack of a giant snake, or a character swallowed by a giant monster.

Dive

Some monsters capable of flight can attack by swooping in to do a dive attack. Opponents must be in open terrain for this attack to be effective. Like a charge, this attack deals double damage. If the roll to hit is 18 or greater and the flying monster is of sufficient size, it grasps the opponent and attempts to carry him away.

Paralysis

The paralysis attack of most monsters lasts 2d4 turns, and a saving throw versus stun attacks is allowed. When a character is paralyzed, he collapses and is incapable of any movement whatsoever, including speaking. Characters remain conscious and aware of their surroundings. Paralyzed characters are very vulnerable to attack, and no roll to hit them is required.

Poison

One of the most dreaded attacks of some monsters is poison. A character exposed to the poison of a monster, unless otherwise noted, must succeed in a saving throw versus poison or suffer the full effects of the poison type.

Swallow Attack

Some monsters are capable of swallowing a character whole, and will ordinarily do so in an attack if a "20" is rolled to hit. Characters who are swallowed will suffer damage every round until they die (varies by monster), or until the monster is killed. If a character who has been swallowed has a sharp weapon, he may attack the monster from inside its belly with an attack penalty of -4 (but firearms always hit). Should a swallowed character die and remain in a monster's belly for 6 turns, he has been completely digested.

Trample

When a monster tramples, it stomps or throws its weight against an opponent to deal damage due to its immense bulk. This attack adds +4 to hit if the opponent is humansized or smaller. Any mon-

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NEW MUTATIONS

Following are a variety of new mutations. Those that are drawbacks to their recipient are marked with a (D).

HUMAN/ANIMAL MUTATIONS

PHYSICAL MUTATIONS

Aberrant Form (Altered Body Shape) (D)

If the mutant was long and thin, it is now short and squat. If it was short and squat, it is now long and thin. Creatures in between are now one or the other (50% short, 50% long). All such mutants' movement rates are cut by half, as their bodies move in unnatural ways.

Aberrant Form (Adaptive Organ)

This mutant has a new organ that has two or more functions. Only one function works at a time, but the mutant can convert to either in one round. The player and ML should discuss this mutation and how it will work for the mutant.

Aberrant Form (Xenochemistry)

The mutant's chemical makeup is so different from the biosphere that it provides some benefits and penalties. All



carnivores dislike like the mutant's scent and will either avoid the mutant (75%) or attack him as an intruder (25%). The mutant's flesh is either indigestible (75%) or poisonous (25%). The former means anyone eating the mutant takes 6d8 points of damage over 16 hours and the latter is equivalent to the toxic weapon mutation. On the downside, there is little for the mutant to eat — only plants and animals with this mutation and the same chemistry are food for him. Because of this, most creatures who gain this mutation starve to death quickly or must remain within a limited area that can support their dietary needs.

Burning Blood

The mutant's blood acts a supercharger for others and functions as if it was hercurin (MF core book, page 127). This mutant takes 3d4 points of damage for every dose extracted.

Chemical Communication

This mutant can leave detailed information on objects that can be understood only by mutants with this mutation or the improved smell mutation. Up to 250 words can be left on any object and less for very small things.

Clinging Skin (D)

This mutant leaves bits of skin on all the surfaces he touches. This makes him easy to track and miserable in social situations.

Energy Absorption

This mutation weakens one type of energy that strikes the mutant (roll d6; 1-2 heat, 3-4 cold, 5 radiation, 6 electricity). This mutant takes half damage for the energy type rolled or selected during character creation.