

MELLOR

The Tehrmelern Engineer, Schmert gave us our first look at the wonder of the Fringepaths and along with it a rhyme.

Mushy Mellor, Funny Fellow

Running 'midst the trees.

"Who's There?" I said,

As I stood on my head

But no one answered me.

Speculation on the rhyme hinted that a race called the Mellor were loose in the Pathways or "Trees". The last lines gave the impression of shock or confusion. UNIDA researchers began to believe that the designers of the Pathways, the Tehrmelern, were either driven from the Fringe system or were exterminated. This was a frightening realization.

This realization was made flesh when the first encounter with the Mellor was made. The IDE team that first met the Mellor barely survived the encounter. There were reports of at least two team members being shot by the other team members. This was due to the special nature of the Mellor. They were shape shifters.

Mushy Mellor, Hungry Fellow

Hiding 'midst the trees.

"Who's There?" I said,

As it bit off my head

And gurgled gleefully.

-- **Ed Powers**

THE HISTORY OF THE MELLOR

With the ability to travel to alternate Earths, the Tehrmelern found that exploration was not their strong suit. Unused to conflict and xenophobic fear that they encountered with contacting an alternate culture, they decided that they needed emissaries, teachers, and most importantly, explorers, who could be their proxies to these other cultures.

To create this ambassador, the Tehrmelern turned to that master of camouflage the Cephalopod. Using these animals as the basic stock, they engineered a creature that could visually take on the form, texture and coloration of any creature of comparable size. Sometimes this copying was not perfect, so they added the ability to take a DNA sample and use that to help flesh out the mimicry.

To enable them to blend into a culture, they gave their new creation the ability to do a complete memory dump of a creature and store that memory into a bank of highly adaptable neural tissue. This memory bank could be tapped at any time and used as

needed. Finally, they imbued their emissaries with the ability to teach, convince, and preach the Tehrmelern way, so that these cultures could be guided to a point where they could be added to the great Tehrmelern Commonwealth. They called these new creatures "Beloved Child" or *Mellor*.

The Mellor would then travel the Fringepaths, shepherded by a controller Tehrmelern, and then sent to new alternate world to initiate first contact and guidance. They would return to the platforms at regular intervals to report of their progress and receive new orders.

On an alternate world, the Mellor would find an isolated individual and copy their form and memories. Sometimes this would be a domesticated animal, or even a wild one, as long as it allowed them to contact other creatures and eventually any sentients on that world.

After the Mellor made contact, it would use its shape shifting and memory copying abilities to ingratiate itself into the community and through judicious use of these abilities, begin to alter the cultural landscape one person at a time. This process would take centuries, as the Mellor would use its knowledge and basic programming to create a peaceful, creative society, ready for contact with the greater community of the Tehrmelern Commonwealth.

The Mellor never became a leader, guru, or other major figure. If it did copy the memories of such a person, it was to use this intimate knowledge of that person's mind to convince them to follow a more peaceful, ecological, or progressive course of action.

It was inevitable that a Mellor might be found out to be an alien creature. Hopefully, it would have sufficient knowledge of the culture to sidetrack any attempts to find it and or dispose of it. However, a few of them were killed as demonic creatures, witches, or even dissected to find out how they worked. A smaller number were killed through misfortune or accident.

Luckily only a small amount of their accumulated knowledge and experience would be lost. When they returned to the Fringe platform to report, their controller Tehrmelern would do a complete backup of their memories and DNA samples. At most, the Tehrmelern would lose about 10 years worth of knowledge and experience about a world in the case of a Mellor death.

They would then take the backup and restore it to a newly created Mellor and send him back to that world.

Eventually, under the centuries long guidance of its Mellor, a culture will have matured enough to survive the culture shock of being introduced to the greater Commonwealth of the Tehrmelern, and become part of it.

This was how the Commonwealth grew, and for a thousand millennia, that's how it was. Towards the end, Tehrmelern from alternate earths were put in charge of the Mellor, while the Prime Tehrmelern were able to sit back and take it easy.

Then the Keegak Virus was released.

The Keegak knew how the Tehrmelern Mellor system worked and with their initial corps of infected Mellor, they struck. The Tehrmelern controllers were each attacked and

replaced with a Master Mellor duplicate, which, in the form of the controller Tehrmelern, went out and made contact with each of the Mellors in that person's "stable". As each Mellor returned to report, it was infected by the Master Mellor, updated with its new marching orders and returned to its world. But instead of preaching peace and cooperation, it would now spread xenophobia and hatred as its mantra.

As for the Commonwealth worlds, the infected Mellor found likely targets and began the patient process of infiltrating all levels of government, culture, and beliefs, all the while reproducing Great Mellor and lesser Mellor as its army.

Sadly, this was even more the case on Tehrmelern Prime. Millions of Tehrmelern were duplicated and killed, infiltrating every strata of society. It would have been the perfect plan, except for one accident that occurred on a Commonwealth world.

The Master Mellor who controlled an army of a hundred thousand Mellor, was killed in an vehicular accident. With its death, the Great Mellor it once controlled, struck out at each other, seeking to become the dominant leader of this army. This resulted in the exposure of this new and terrible version of the Tehrmelern's "Beloved Children" and the start of the Mellor War.

MELLOR ABILITIES

Memory Leech

A Mellor can absorb all the memories and all Smarts and Spirit-based skills of the person that they touched. This copying process includes the creature's DNA pattern. Skills that are based on Agility are one die type lower and no lower than a d4. Strength-based skills are not copied. The Mellor can recall this memory with perfect fidelity and use the DNA pattern to change its shape to match the creature that they copied.

The memory and DNA transference causes a chill to pass through the person, and sometimes they will feel a little disoriented afterwards for a few minutes.

This copying process can be resisted if the person realizes what is happening. The person makes an opposed Spirit roll, and if they succeed, the Mellor does not get a complete copy of the victim's memories and skills. This leaves the Mellor possessing only whatever intelligence it already had to begin with, and the potential for possible flashes of recognition of other people from its victim's memories. In effect it is a killer in the shape of its victim.

Tactics: Infected Mellor will wait until their target is asleep, very tired, drunk, in the throes of lovemaking, or they may even physically assault the person. They'll do anything to hide the effects of a memory leech. When they use this tactic, the target of the Memory Leech must make a -2 Notice roll to realize they've been copied.

Shape shifter

If the Mellor has made a successful Memory Leech attack, they can then use the DNA and what they see of the person to shape shift their external form to match the DNA pattern. A good memory leech will include information on scars, abrasions, tattoos, and other marks on the victim's body.

The preference is shape shift into a naked form of the victim and then put on clothing. But in a pinch, a Mellor can simulate clothing, shoes, and even body piercings as needed. Mellor clothing cannot be taken off.

Shape shifting is a free action and only takes a moment for the Mellor to transform from one stored shape to another.

Mellor shape shifting often involves a great deal of internal re-organization. Not surprisingly, Mellor have no distinct internal organs to target with the exception of their brain, which is *typically* located in the thickest body section. The difference between the brain of a Master Mellor and a Least Mellor is the density of the tissue and the number of creases and folds. They both are about the size of a baseball and weigh from 5 to 25 ounces. Mellor bones are almost an afterthought. They seem to possess flexibility beyond any normal bone but can harden (some say at will) to something greater than shark cartilage. Needless to say, even an isolation cell is not a prison to a Mellor. A Master Mellor once escaped through a food slot.

Mellor Reproduction

The Old Mellor were all born from a Crèche Mellor, a massive blob of tissue and wombs. The Crèche Mellor can produce 100 fully-grown Old Mellor in 1 year. The Crèche Mellor had minimal intelligence and could not move on their own. They required the support of several Quellor to tend it, feed it, remove its waste products, and help with the births of new Mellor. None of the Crèche Mellor survived the Mellor war. At least, that's what everyone believes.

Note: Whether or not there are any surviving Crèche Mellor is up to you, the GM. If there is a fully functional Crèche Mellor, it can be made to produce immune Old Mellor if bitten by a Slarg. It can also be infected with the Keegak Virus. If so infected, it will produce fully functional Master Mellor, and these Mellor will be able to breed.

Old Mellor were quite capable of reproducing more Mellor on their own. However, their method of reproduction required the participation of a native female on the alternate world they were living on. The Mellor would then take the DNA of the female and fashion embryos that were implanted within the female. Depending on the species, this could be as few as two embryos, and as many as several dozen. One of the embryos is in fact an embryonic Mellor.

When born, the baby Mellor will resemble a male juvenile of the species and it will grow and develop normally for that species. The other embryos will produce females of the species. Depending on the nature of the species' genetics, they may be perfect clones of the female or fraternal twins.

When the juvenile Mellor reached the age of maturity, the parent Mellor will take it away and introduce it to their controller Tehrmelern. There it will complete its education and receive orders for further operations on that alternate world. It will operate in conjunction with its parent.

Master Mellor birthed from infected Crèche Mellor, can reproduce the same way as the Old Mellor. But, the control system for their reproductive system was rewired by the virus and allows them to reproduce in a different manner. Crèche Mellor produced Master Mellor can reproduce by injecting special genetic capsules into the body of a corpse. The capsule contains nanobiomachines that will convert the body into a Great

Mellor. Depending on the size of the corpse, these new Great Mellor may have to feed to increase their size and mass to their standard bulk.

If hard pressed and without any other resources, breeding Master Mellor, and all other Mellor can undergo division like a giant bacteria, and divide itself into two Mellor one step down. This is called **Mellor Mitosis**. For example, a Master Mellor can divide into two Great Mellor.

These new Mellor will retain the memories of the parent Mellor, but none of the stored DNA patterns or stored memories. These are lost during Mellor Mitosis. Both of these new Mellor will be undersized and hungry. Very hungry. One will be dominant over the other, unless there is higher-level Mellor present.

MELLOR TYPES

Old Mellor

Old Mellor are the immortal servants of the Tehrmelern that miraculously escaped the “Mellor Infestation”. These extremely rare survivors are found in remote places still tending equipment, guiding a culture, or continuing a final order. They are gentle, impressionable and as trusting as children. Old Mellor are helpful, pleasant and have an outstanding capacity as information carriers. Each Old Mellor has the ability to remember up to 100 individuals. These forms are temporarily or permanently gained either visually or by touch (visual copies do not include memories).

Like any living creature, Old Mellor must eat. Luckily, they are omnivores and can receive sufficient nutrition from eating whatever the locals eat. However, if they cannot find any form of food, they can put themselves into form of hibernation until a source of food is available. They can only survive for 100 years this way, before dying.

Any Old Mellor that comes into direct contact with a Mutant Mellor will be infected and become a Master Mellor in 4d10 hours. The infection culminates with a violent psychological battle as the hostile invading retrovirus takes control of its victim.

Old Mellor

Attributes: Agility d10, Smarts d6, Spirit d12, Strength d10, Vigor d6, Charisma +2; Pace 8; Parry 6; Toughness 12; Resilience 10

Skills: Climbing d10, Fighting d8, Healing d10, Investigation d10, Language (Tehrmelern) d8, Notice d8, Persuasion d12+1, Shooting d8, Stealth d10

Special Abilities:

- **Armor +3:** Thick rubbery skin.
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Does not suffer from disease or poison.
- **Fast Regeneration:** Mellor make a Vigor roll every turn to heal damage.
- **Hardy:** Does not suffer a wound from being Shaken a second time.
- **Low Light Vision:** Can see in the dark.
- **Loyal:** Loyal to the Tehrmelern and will obey their instructions.

- **Memory Leech:** With a touch, they can absorb all the memories of the person they are touching. This includes the person's DNA pattern. They can recall this memory with perfect fidelity. They can store up to 100 individuals in memory.
- **Shape Shifter:** They can change their shape to any of the 100 individuals they have stored in their memory.
- **No Skeleton:** Because they have cartilage instead of bones, Mellor can deform their bodies enough to fit through any opening that is at least 1 inch wide, and at least 1 foot wide.

Master Mellor

The Master Mellor are the direct old Mellor stock infected with the Keegak Virus. These all but immortal creatures closely resemble the original stock of Mellor. Like the Old Mellor, the Master Mellor can hold up to 100 forms and minds in indefinite storage and is able to use any and all information from these minds. These Mellor invade worlds to take the form of advisors to great leaders or powers behind the throne, and then plunge the world's societies into bloody wars of genocide.

Ninety-nine percent of the Master Mellor are sterile, as they were infected after the fact by the original Master Mellor produced from rogue Keegak infected Crèche Mellor.

Master Mellor

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d10, Vigor d10, Charisma 0; Pace 6; Parry 6; Toughness 11; Resilience 9

Skills: Climbing d10, Fighting d8, Healing d10, Investigation d10, Language (Tehrmelern) d8, Notice d8, Persuasion d12+1, Shooting d8, Stealth d10

Special Abilities:

- **Bite or Claws:** Str+d6
- **Ambidextrous:** No off hand penalty.
- **Two-Fisted:** Can attack twice with both sets of claws.
- **Armor +4:** Thick rubbery skin.
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Does not suffer from disease or poison.
- **Fast Regeneration:** Mellor make a Vigor roll every turn to heal damage.
- **Fear:** Anyone who sees a Master Mellor shape change from one form to their natural form must make a Fear check.
- **Hardy:** Does not suffer a wound from being Shaken a second time.
- **Lifeforce Leech:** A touch attack that drains the lifeforce from the target. On a successful Fighting roll, the target takes a point of Fatigue. Can be resisted by the target by making a Vigor roll.
- **Low Light Vision:** Can see in the dark.
- **Mental link to all inferior Mellor:** Can control all inferior Mellor from Least to Great Mellor within a hundred miles and know what they are experiencing.
- **Intelligence Leech:** Can leech the target's Smarts score.
- **Memory Leech:** With a touch, they can absorb all the memories of the person they are touching. This includes the person's DNA pattern. They can recall this memory with perfect fidelity. They can store up to 100 individuals in memory.

- **Shape Shifter:** They can change their shape to any of the 100 individuals they have stored in their memory in one action.
- **No Skeleton:** Because they have cartilage instead of bones, Mellor can deform their bodies enough to fit through any opening that is at least 1 inch high, and at least 1 foot wide.

Great Mellor

The Great Mellor are the second rarest and most deadly of the Mellor. Simply looking at one of these great beasts can inflict stark terror in a person. Normally, Great Mellor are under the control of a Master Mellor, not necessarily the one that spawned them. If they are without a master, Great Mellor become very territorial and will fight other Great Mellor for control of all lesser Mellor in a region. The Master Mellor need not be present to keep the Great Mellor from fighting each other.

Great Mellor are usually accompanied by any number of inferior Mellor types which they can control from up to 2 miles away. They have extremely keen senses and are almost never ambushed.

They can store the physical forms and memories of 12 previous victims of their choice. Reproduction creates another Great Mellor or two High Mellor through Mellor Mitosis.

Great Mellor

Attributes: Agility d12+1, Smarts d6, Spirit d8, Strength d12+4, Vigor d12, Charisma 0; Pace 6; Parry 8; Toughness 10; Resilience 9

Skills: Climbing d10, Fighting d12, Healing d10, Investigation d10, Language (Tehrmelern) d8, Notice d12, Persuasion d12+1, Shooting d10, Stealth d10

Special Abilities:

- **Bite or Claws:** Str+d6
- **Ambidextrous:** No off hand penalty.
- **Two-Fisted:** Can attack twice with both sets of claws.
- **Armor +4:** Thick rubbery skin.
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Does not suffer from disease or poison.
- **Very Acute Senses:** A Great Mellor can make a Notice roll at -2 to avoid being caught flatfooted by an ambush due to their very acute senses.
- **Fast Regeneration:** Mellor make a Vigor roll every turn to heal damage.
- **Fear -2:** Anyone who sees a Great Mellor in their natural form or shape change from one form to their natural form must make a Fear check at -2.
- **Hardy:** Does not suffer a wound from being Shaken a second time.
- **Lifeforce Leech:** A touch attack that drains the lifeforce from the target. On a successful Fighting roll, the target takes a point of Fatigue. Can be resisted by the target by making a Vigor roll.
- **Low Light Vision:** Can see in the dark.
- **Mental link to Least to High Mellor:** Can control Least to High Mellor and know what they are experiencing.
- **Intelligence Leech:** Can leech the target's Smarts score.

- **Memory Leech:** With a touch, they can absorb all the memories of the person they are touching. This includes the person's DNA pattern. They can recall this memory with perfect fidelity. They can store up to 12 individuals in memory.
- **Shape Shifter:** They can change their shape to any of the 12 individuals they have stored in their memory.
- **No Skeleton:** Because they have cartilage instead of bones, Mellor can deform their bodies enough to fit through any opening that is at least 1 inch high, and at least 1 foot wide.

High Mellor

The High Mellor are the second most formidable of the Mellor. They possess the same abilities as other Mellor forms with some improved characteristics and damage per attack. The real threat is their intelligence. They are not mindless carnivores and will avoid obvious traps and even the occasional subtle one. As ferocious as they are, they will not charge blindly unless there is no other way to survive. They are more than willing to escape a deadly encounter alive and come back later to exact revenge upon a current opponent. They have a maximum Smarts of d10 and they can store up to 8 sets of memories and physical forms of their past victims and they can call them up with a few moments effort. While they are still limited by how much mass they can add to their new shape, they can shed up to 50% of their mass if that is what is required to make the duplication accurate and perfect. Adding the mass back is simply one huge meal away. They are able to control other High Mellor of lesser intelligence than themselves as well as all other lower forms of Mellor inside a 4000 ft range.

Reproduction creates another High Mellor or two Medium Mellor.

High Mellor

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d12+1, Vigor d6, Charisma 0; Pace 6; Parry 8; Toughness 9; Resilience 9

Skills: Climbing d10, Fighting d12, Healing d10, Investigation d8, Language (Tehrmelern) d8, Notice d8, Persuasion d12, Shooting d10, Stealth d10

Special Abilities:

- **Bite or Claws:** Str+d6
- **Ambidextrous:** No off hand penalty.
- **Two-Fisted:** Can attack twice with both sets of claws.
- **Armor +4:** Thick rubbery skin.
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Does not suffer from disease or poison.
- **Fast Regeneration:** Mellor make a Vigor roll every turn to heal damage.
- **Fear:** High Mellor can perform a d12 Fright attack.
- **Hardy:** Does not suffer a wound from being Shaken a second time.
- **Lifeforce Leech:** A touch attack that drains the lifeforce from the target. On a successful Fighting roll, the target takes a point of Fatigue. Can be resisted by the target by making a Vigor roll.
- **Low Light Vision:** Can see in the dark.
- **Mental link to Least and Medium Mellor:** Can control Least to Medium Mellor and know what they are experiencing.
- **Intelligence Leech:** Can leech the target's Smarts score.

- **Memory Leech:** With a touch, they can absorb all the memories of the person they are touching. This includes the person's DNA pattern. They can recall this memory with perfect fidelity. They can store up to 8 individuals in memory.
- **Shape Shifter:** They can change their shape to any of the 8 individuals they have stored in their memory.
- **No Skeleton:** Because they have cartilage instead of bones, Mellor can deform their bodies enough to fit through any opening that is at least 1 inch high, and at least 1 foot wide.

Medium Mellor

The Medium Mellor are like their monstrous predecessors in all respects other than size, strength and dexterity. The Medium Mellor has improved chances of duplication, mind transfer and better Life Force Leech. Medium Mellor can control and see through the eyes of any Lesser, Low or Least Mellor within 3000 ft. Medium Mellor can reproduce the same as Lesser Mellor but now possess the intelligence to avoid the genetic collapse into a lesser form by willingly entering hibernation, available food permitting. This is the lowest form of Mellor that can travel the Fringepaths using a Fringeworthy form and a key crystal since the Tehrmelern activated the Mutant Mellor detection system. Lower level Mellor lack the ability to successfully shape shift to a Fringeworthy form or the Intelligence to hack the system with a key crystal.

Medium Mellor

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6, Charisma 0; Pace 6; Parry 8; Toughness 9; Resilience 9

Skills: Climbing d8, Fighting d10, Healing d6, Investigation d6, Language (Tehrmelern) d8, Notice d8, Persuasion d8, Shooting d6, Stealth d6

Special Abilities:

- **Bite or Claws:** Str+d6
- **Ambidextrous:** No off hand penalty.
- **Two-Fisted:** Can attack twice with both sets of claws.
- **Armor +4:** Thick rubbery skin.
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Does not suffer from disease or poison.
- **Fast Regeneration:** Mellor make a Vigor roll every turn to heal damage.
- **Fear:** Medium Mellor can perform a d10 Fright attack.
- **Hardy:** Does not suffer a wound from being Shaken a second time.
- **Lifeforce Leech:** A touch attack that drains the lifeforce from the target. On a successful Fighting roll, the target takes a point of Fatigue. Can be resisted by the target by making a Vigor roll.
- **Low Light Vision:** Can see in the dark.
- **Mental link to Least and Lesser Mellor:** Can control Least to Lesser Mellor and know what they are experiencing.
- **Memory Leech:** With a touch, they can absorb all the memories of the person they are touching. This includes the person's DNA pattern. They can recall this memory with perfect fidelity. They can store up to 4 individuals in memory.
- **Shape Shifter:** They can change their shape to any of the 4 individuals they have stored in their memory.

- **No Skeleton:** Because they have cartilage instead of bones, Mellor can deform their bodies enough to fit through any opening that is at least 1 inch high, and at least 1 foot wide.

Lesser Mellor

The Lesser Mellor behave similar to Low Mellor in eating habits, hibernation and reproduction but what makes them a serious threat is that they are much better at shape shifting and possess a chance of absorbing their victims mind and memories. A successful Mind Transfer of the victim permanently adds 1 die to the Lesser Mellor's Smarts up to a maximum value of d8. The chance may be slim but it makes them a far more dangerous encounter. The Lesser Mellor also has the ability to Leech Life Force from its victim in the form of CON. Any Lesser Mellor, that has built up its Smarts to d6 or better, can control and see through the eyes of any Least or Low Mellor within 2000 ft. The same limitations of shape shifting, reproduction and genetic collapse apply.

Lesser Mellor

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6, Charisma 0; Pace 6; Parry 8; Toughness 7; Resilience 7

Skills: Climbing d8, Fighting d8, Healing d6, Investigation d6, Language (Tehrmelern) d8, Notice d8, Persuasion d6, Shooting d4, Stealth d6

Special Abilities:

- **Bite or Claws:** Str+d6
- **Ambidextrous:** No off hand penalty.
- **Two-Fisted:** Can attack twice with both sets of claws.
- **Armor +4:** Thick rubbery skin.
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Does not suffer from disease or poison.
- **Fast Regeneration:** Mellor make a Vigor roll every turn to heal damage.
- **Fear:** Lesser Mellor can perform a d10 Fright attack.
- **Hardy:** Does not suffer a wound from being Shaken a second time.
- **Lifeforce Leech:** A touch attack that drains the lifeforce from the target. On a successful Fighting roll, the target takes a point of Fatigue. Can be resisted by the target by making a Vigor roll.
- **Low Light Vision:** Can see in the dark.
- **Mental link to Least and Low Mellor:** Can control Least and Low Mellor and know what they are experiencing.
- **Memory Leech:** With a touch, they can absorb all the memories of the person they are touching. This includes the person's DNA pattern. They can recall this memory with perfect fidelity. They can store up to 3 individuals in memory.
- **Shape Shifter:** They can change their shape to any of the 3 individuals they have stored in their memory.
- **No Skeleton:** Because they have cartilage instead of bones, Mellor can deform their bodies enough to fit through any opening that is at least 1 inch high, and at least 1 foot wide.

Low Mellor

The Low Mellor, like the Least Mellor, are vicious carnivores. In addition, it may take the shape of its last victim for camouflage. It can only assume the forms of animals or at best a mindless copy of an intelligent creature but is still limited by mass. It cannot assume a form of greater mass than itself + the mass of its latest victim. Low Mellor can reproduce in one of two ways. A Low Mellor can inject a genetic capsule into a corpse which provides material sufficient to hatch another Low Mellor in d4 + 4 days. This newborn Low Mellor cannot take the form of the host shell it grew out of. If no victim is available and food is getting scarce the Low Mellor can either hibernate the same as Least Mellor or after d4+4 hours of coma, split into 2 Least Mellor. What makes the decision between hibernate or collapse and divide is uncertain since it has nothing to do with intelligent choice. It may be hormonal, age-driven, environmental or simply blind chance. We just don't know.

Low Mellor

Attributes: Agility d10, Smarts d4-2, Spirit d6, Strength d6, Vigor d6, Charisma 0; Pace 6; Parry 8; Toughness 7; Resilience 7

Skills: Climbing d8, Fighting d8, Notice d8, Stealth d6

Special Abilities:

- **Bite or Claws:** Str+d6
- **Ambidextrous:** No off hand penalty.
- **Two-Fisted:** Can attack twice with both sets of claws.
- **Armor +4:** Thick rubbery skin.
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Does not suffer from disease or poison.
- **Fast Regeneration:** Mellor make a Vigor roll every turn to heal damage.
- **Fear:** Low Mellor can perform a d10 Fright attack.
- **Hardy:** Does not suffer a wound from being Shaken a second time.
- **Lifeforce Leech:** A touch attack that drains the lifeforce from the target. On a successful Fighting roll, the target takes a point of Fatigue. Can be resisted by the target by making a Vigor roll.
- **Low Light Vision:** Can see in the dark.
- **No Skeleton:** Because they have cartilage instead of bones, Mellor can deform their bodies enough to fit through any opening that is at least 1 inch high, and at least 1 foot wide.

Least Mellor

The Least Mellor are mindless eaters that will devour any life in their path. They often congregate in swarms of up to a thousand if food supplies are plentiful. If a Least Mellor consumes an amount of food equal to its body weight, it will fall into a comatose state for d4+4 hours after which it will divide into 2 Least Mellor. Least Mellor are the only Mellor that cannot shape shift to resemble their victim. Because of its fantastic metabolism, a Least Mellor will quickly begin to starve if food sources are not readily available. Starving Least Mellor will go into a cannibalistic frenzy and after consuming their body weight worth of food, the survivors will again enter a comatose state but instead of reproducing, the Least Mellor will enter into a state of hibernation that has

been found to last up to 14000 years, possibly more. If disturbed, i.e. if food disturbs them, they will awaken in d10 seconds and show no lethargy or lack of ferocity.

Least Mellor

Attributes: Agility d10, Smarts d4-2, Spirit d12, Strength d8, Vigor d10, Charisma 0; Pace 6; Parry 8; Toughness 9; Resilience 7

Skills: Climbing d8, Fighting d8, Notice d8, Stealth d6

Special Abilities:

- **Bite or Claws:** Least Mellor swarms do 2d8 damage from biting and clawing everyone in a medium burst template. Damage is applied to the least armored portion of the victim.
- **Armor +2:** Thick rubbery skin.
- **Construct:** +2 to recover from being Shaken. Called shots do no extra damage. Does not suffer from disease or poison.
- **Fast Regeneration:** Mellor make a Vigor roll every turn to heal damage.
- **Fear:** Low Mellor can perform a d10 Fright attack.
- **Hardy:** Does not suffer a wound from being Shaken a second time.
- **Low Light Vision:** Can see in the dark.
- **No Skeleton:** Because they have cartilage instead of bones, Mellor can deform their bodies enough to fit through any opening that is at least 1 inch high, and at least 1 foot wide.
- **Swarm:** Parry +2. Because the Least Mellor attack by the scores, cutting and piercing weapons do no real damage. Area-effect weapons do normal damage. Characters can try stomping and kicking to inflict damage equal to their Strength die every round. Because Least Mellor do not simply disperse, but fight to the death, the characters must inflict three wounds to defeat them.