

Aerial Observation Unit

Power Source: 2 hydrogen energy cells for 24 hours of operation.

Description: The unit is four feet in diameter with a propulsion system allowing it to carry up to 100 pounds of equipment.

Functionality: Flying at 50 miles an hour, the unit comes with lenses allowing the user to see what the unit sees. Typically, military munitions can be attached to the device to make it a potent killer. The control unit is effective up to 100 miles away

ICR: 2

MA



Air Cycle

Power Source: 1 atomic energy cell powers the cycle for 72 hours of constant operation.

Description: The cycle is a one passenger unit with a force bubble handling the inertia of flight.

Functionality: The unit can reach speeds of 200 miles per hour. It can reach heights of 300 yards in the sky, controlled by governors to go no higher. Special force shields enable the unit to crash into solid walls with no harm to the driver as what is left of the unit gently falls to the ground.

ICR: 2

MA

Anti-Grav Sled

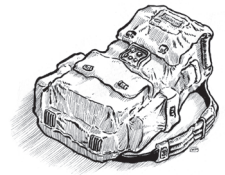
Power Source: Anti-grav sled – 8 hydrogen cells for 48 hours of operation. Coupling unit – 1 hydrogen cell for 25 hours of operation.

Description: This floating sled is one hundred feet long and twenty feet wide with a five foot tall lip around three of its sides to aid in stabilizing its cargo load.

Functionality: Movement of large bulky equipment is accomplished through the use of cargo handlers in the form of anti-gravity sleds. These low propulsion units with anti-grav lifters are able to travel at 33 mph maximum and are equipped with obstacle detectors so that they will never strike or collide with anything. On each side of the sled are 4 small coupling units that enable the user to lift up to 6,600 lbs. with ease. Passenger-carrying sleds are used on the inclined planes connecting the various levels of the ship.

ICR: 4

MA



Backpack

Power Source: None

Description: This style of pack comes in three different sizes, all with the same functions. Straps and a frame allow for the pack to attach many different sizes and types of equipment.

Functionality: The pack is waterproof and proof verses the airlessness of space. There are settings on the pack to allow it to gain a camouflage effect. The outer unit protects the things inside as the outside of the bag is resistant to the following – extremes of heat and cold, acid, water, the airlessness and temperature of outer space, tearing, puncturing, and the extremes of a vacuum. The largest size can hold four cubic yards of material with numerous tie-down straps and pockets on the outside of the unit.

ICR: 10

MA

Battery, Atomic Cell

Description: This energy cell comes in several different types from circular at seven inches in diameter, to spherical at 9 inches in diameter, to a cube form at five inches.

ICR: 3

MA

Battery, Hydrogen Cell

Description: The grey battery is slim and four inches by two inches. When it is charged it is burgundy in color. An empty batter is grey. It became the standard battery for the communication industry and this growth made it become a device in everyone's home. It is endlessly rechargeable.

ICR: 2

MA



Canoe

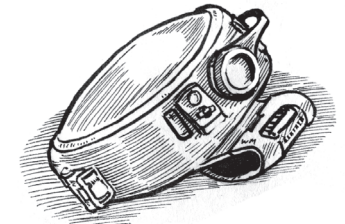
Power Source: None

Description: Coming in all sizes, designs, and material composition, the standard canoe is ten feet long, easily holds six adults, and comes with a paddle for each adult.

Functionality: The canoe moves passengers along at the speed of the paddling. Most canoes take 10 points of damage before they start sinking.

ICR: 10

MA



Canteen

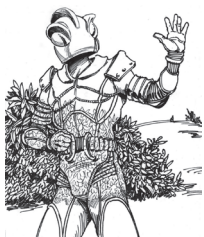
Power Source: 1 hydrogen energy cell for 72 hours of operation

Description: It's a round container, holding a ½ gallon of liquid. There is a control for sterilizing the liquid in the container. There is also a control for generating hot or cold liquid from the pour spout. There is a strap for holding the unit at the hip of the camper.

Functionality: The device is made to hold liquid. It also works to make any liquid safe to drink.

ICR: 10

MA



Chameleon Suit

Power Source: 1 hydrogen cell for 1 hour of operation.

Description: A light gray, skintight bodysuit when inactive. When activated the suit changes colors to appear as whatever is in its surroundings.

Functionality: When activated, the color-changing microfabric of the suite blends with its immediate surroundings, aiding the wearer in concealing themselves. When 100' distant and motionless, the wearer enjoys an AC 2 against incoming ranged attacks.

ICR: 8

MA

UWSC-2290AD WARDEN-MIL

Color Band, Black (Military Access Band)

Power Source: These bands are implanted with harmless radiation having a half-life of 1,000 years.

Description: This band is black and marked "UWSC-2290AD WARDEN-MIL" and bears the symbol of a star over three chevrons surrounded by laurels.

Functionality: Radiated bracelets are the system used to permit entrance into any of the sections of the ship and to control many of the devices. All areas sensitive to these bands have the appropriate color in a 3 by 8-inch rectangle. Devices are activated by touching the ring or band of the appropriate color to the device. Military members aboard the Warden are issued a black color band in addition to another color band related to their station.

ICR: 5

MA

UWSC-2290AD WARDEN-SCI

Color Band, Blue (Science Access Band)

Power Source: These bands are implanted with harmless radiation having a half-life of 1,000 years.

Description: This band is blue and marked "UWSC-2290AD WARDEN-SCI" and bears the symbol of an atom surrounded by laurels.

Functionality: Radiated bracelets are the system used to permit entrance into any of the sections of the ship and to control many of the devices. All areas sensitive to these bands have the appropriate color in a 3 by 8-inch rectangle. Devices are activated by touching the ring or band of the appropriate color to the device.

ICR: 5

MA

UWSC-2290AD WARDEN-ENG

Color Band, Gray (Engineering Access Band)

Power Source: These bands are implanted with harmless radiation having a half-life of 1,000 years.

Description: This band is gray and marked "UWSC-2290AD WARDEN-ENG" and bears the symbol of a square-toothed cog surrounded by laurels.

Functionality: Radiated bracelets are the system used to permit entrance into any of the sections of the ship and to control many of the devices. All areas sensitive to these bands have the appropriate color in a 3 by 8-inch rectangle. Devices are activated by touching the ring or band of the appropriate color to the device.

ICR: 5

MA

UWSC-2290AD WARDEN-HOR

Color Band, Green (Horticulture Access Band)

Power Source: These bands are implanted with harmless radiation having a half-life of 1,000 years.

Description: This band is green and marked "UWSC-2290AD WARDEN-HOR" and bears the symbol of a tree surrounded by laurels.

Functionality: Radiated bracelets are the system used to permit entrance into any of the sections of the ship and to control many of the devices. All areas sensitive to these bands have the appropriate color in a 3 by 8-inch rectangle. Devices are activated by touching the ring or band of the appropriate color to the device.

ICR: 5

MA

UWSC-2290AD WARDEN-COM

Color Band, Green/Red (Military Command Access Band)

Power Source: These bands are implanted with harmless radiation having a half-life of 1,000 years.

Description: This band is olive green bisected by a line of red. It is marked "UWSC-2290AD WARDEN-COM" and bears the symbol of a star over three chevrons surrounded by laurels.

Functionality: Radiated bracelets are the system used to permit entrance into any of the sections of the ship and to control many of the devices. All areas sensitive to these bands have the appropriate color in a 3 by 8-inch rectangle. Devices are activated by touching the ring or band of the appropriate color to the device.

ICR: 5

MA

UWSC-2290AD WARDEN-COM

Color Band, Blue/Red (Command Staff Access Band)

Power Source: These bands are implanted with harmless radiation having a half-life of 1,000 years.

Description: This band is blue/red and marked "UWSC-2290AD WARDEN-COM" and bears the symbol of a star surrounded by laurels.

Functionality: Radiated bracelets are the system used to permit entrance into any of the sections of the ship and to control many of the devices. All areas sensitive to these bands have the appropriate color in a 3 by 8-inch rectangle. Devices are activated by touching the ring or band of the appropriate color to the device.

ICR: 5

MA

UWSC-2290AD WARDEN-SEC

Color Band, Red (Security Access Band)

Power Source: These bands are implanted with harmless radiation having a half-life of 1,000 years.

Description: This band is red and marked "UWSC-2290AD WARDEN-SEC" and bears the symbol of an electric eye surrounded by laurels.

Functionality: Radiated bracelets are the system used to permit entrance into any of the sections of the ship and to control many of the devices. All areas sensitive to these bands have the appropriate color in a 3 by 8-inch rectangle. Devices are activated by touching the ring or band of the appropriate color to the device.

ICR: 5

MA

Color Band, White (Medical Access Band)

Power Source: These bands are implanted with harmless radiation having a half-life of 1,000 years.

Description: This band is white and marked "UWSC-2290AD WARDEN-MED" in red. It bears the symbol of a cross surrounded by laurels.

Functionality: Radiated bracelets are the system used to permit entrance into any of the sections of the ship and to control many of the devices. All areas sensitive to these bands have the appropriate color in a 3 by 8-inch rectangle. Devices are activated by touching the ring or band of the appropriate color to the device.

ICR: 5

MA



Combat Gloves

Power Source: 1 hydrogen cell per glove for 100 hours of continuous operation.

Description: A skin-tight pair of gloves.

Functionality: The gloves fit over the hands and have a number of functions. The gloves do the following:

- The gloves allow the handling of any type of energy without harming the wearer
- The gloves allow the handling of all intensities of radiation, heat at lava states, and poison without danger to a properly protected handler
- The gloves allow the wearer to go into outer space and in the deepest oceans, using a pressure-based force field. Separate thermal and breathing apparatus is required.

ICR: 8

MA



Combat Helm

Power Source: 1 hydrogen energy cell for 48 hours of operation or solar power during daylight hours.

Description: The helm completely covers the head and neck in a black, aerodynamic sphere. The visor can rise to show a transparent visor.

Functionality: The helm is proof versus heat energy, bullets, and radiation shots. Its communication systems can be charged to keep in touch with up to 100 other helms simultaneously as well as individuals within that group. The range of such communication is up to 40 miles. The helm is rigged for outer space and underwater operation. Magnification capabilities allow the wearer to view up to ten miles away as if it were short range. The unit can also sense in the infrared and ultra-violet spectrums allowing the wearer to note radiation intensities and heat signatures.

ICR: 4

MA



Emergency Container

Power Source: 1 atomic energy cell for 50 years of operation.

Description: This cylinder is two feet tall and one foot in diameter at its mouth. The cylinder is painted bright orange with clear markings as deadly material.

Functionality: There are lots of materials that are deadly to a human's health that can be stored in these containers. Generally, most types of radiated materials can be safely stored as gels in these containers.

ICR: 10

MA



Fire Starter

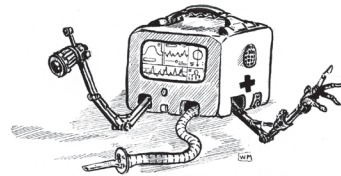
Power Source: 1 hydrogen energy cell for 100 flames.

Description: It's a four-inch by two-inch by ½-inch plate of silver.

Functionality: Pressing the center of the device activates the flame charger. A one-inch flame erupts from the top of the device. The flame can be made three times as large but uses up two charges of the unit. A small glowing strip at the right side of the device shrinks with the power level of the unit.

ICR: 9

MA



First Aid Kit

Power Source: 2 hydrogen energy cells for ten applications of the kit.

Description: It's a one-foot cube with a large screen on one surface and several dials and a speaking receptor on the right and left side.

Functionality: The unit can analyze damage to the flesh of subjects. It's capable of noting damage to the inner organs as well. It then speaks to the problem and lists the things it can do to cure the issue. All types of damage, except for the ravages of age, can be fixed by the machine.

ICR: 8

MA



Force Field Tent (B)

Power Source: 1 atomic energy cell or broadcast power

Description: The tent is designed for four large occupants. Each has a force field mattress with a spongy formfitting surface. The tent has a cube shape with ten feet of headroom at its center. Each of these tents are fields of force with a slight glow to them. The tents are all white and cannot be seen through when activated.

Functionality: The tent can be activated in 60 seconds and allows enough air inside to never be a problem. The tension of the field can be holed with a hard push, but natural elements of hard rains, hard snows, and even hard hailstorms bounce off the tension of the field generated. The field of force generates a level floor no matter the terrain. No force of wind can cause the tent to be moved from its initial placement, but winds over 100 miles an hour can destroy the tent with their force. The tents are not designed for the pressure of underwater areas or outer space.

ICR: 4

MA

Geiger Counter

Power Source: 1 chemical cell, or 2 hydrogen cells.

Description: This device is a slender metal cylinder one foot in length with a two-inch diameter.

Functionality: This handheld unit is able to sense varying levels of radiation and emits a loud clicking sound when in the presence of radiation.

ICR: 7

MA

Hand-Held Programming Analyzer

Power Source: 2 hydrogen cells for 10 hours of continuous use.

Description: A palm-sized microcomputer with a two-inch display and small keypad for use in entering new code.

Functionality: This tool has 5 separate systems.

- Reenable intentionally disabled mundane electronic systems (automatic)
- Diagnose malfunctioning computers, robots and androids (automatic)
- Repair programming of non-AI systems (MR 18)
- Repurpose robots to new color band programming (MR 10)
- Repair or delete AI systems when used in conjunction with both gold programmer bands operating in superuser access mode.

ICR: 4

MA

Inflatable Raft & Oars

Power Source: None

Description: When collapsed, the raft appears as nothing more than a drab green three-foot sphere. Expanded it increases in size to carry up to six individuals.

Functionality: It begins as a three-foot sphere. Compressed air increases the boat to fourteen feet long and six feet wide. The boat sports a special silk sail and four collapsible oars are stored within the raft's semi-rigid bottom. The unit takes 30 points of damage before tearing. The raft can be deflated by pulling a release valve and comes with compressed air enough for three uses.

ICR: 5

AC: 5

MA

Infrared Goggles

Power Source: 1 hydrogen cell for 24 hours of continuous operation.

Description: These goggles extend six inches from the wearer's face and are held in place by a strap wrapping around the back of the head.

Functionality: This is a device able to detect heat areas at any distance in much the same manner as normal vision takes in its sights.

ICR: 10

MA

Jetpack

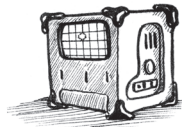
Power Source: 4 chemical cells for 12 hours of flight time.

Description: Strapped over the shoulders, this form-fitting device is a two-foot by three-foot box with a slender profile and a curved opening on the bottom. Attached to the system is a helmet with a heads-up display on its visor.

Functionality: Capable of sustained flight at speeds of up to 100 miles per hour, the curvature of the propulsion system requires the pilot to remain in a standing position to achieve lift. The device is controlled by movements of the head in addition to the pilot's gaze. One must merely look at where they wish to go and they will take off in that direction.

ICR: 1

MA



Life Detector

Power Source: 1 hydrogen energy cell for 24 hours of operation

Description: The device is a seven-inch cube with a large screen on one side and a set of controls on the left and right sides of the screen.

Functionality: The unit can be set to detect all life in a 40-yard area and selected types of life in a 100-yard circle around the unit. If exposed to a unique type of life it can be set to detect that type of creature/mutant up to one mile away. The unit can also detect life essences (hit points) and be set to detect specific levels of hit points up to 350 yards away.

ICR: 1

MA



Light Cube

Power Source: 1 hydrogen energy cell for 24 hours of operation

Description: The device is a five-inch cube made of milky crystal.

Functionality: The unit obeys verbal commands and has many types of operations:

- Beam operation generates a blinding white beam effective up to one mile away from one face of the cube.
- Area operation generates a sphere of light as bright as the full moon in a 30-yard sphere around the cube.
- Movement Security operation has the cube identify any number of individuals and then set up a 50-yard area around the cube. As beings enter this area, a beam from the cube lights them up and follows them as long as they are in the area of the cube.

ICR: 4

MA

Military Flashlight

Power Source: 1 atomic cell for up to one year of continuous, normal use or 10 rounds of blinding light.

Description: A black cylinder, eight inches long, with a lens on one side and a cooling system on the other.

Functionality: The flashlight operates at the push of a button:

- Generates a daylight strength beam of light visible within one mile and is dimmable to the equivalent of candlelight.
- Beam operation generates a blinding white beam effective up to five miles away. Can be used to blind foes (Treat as WC: 9) temporarily or, if within 100 feet, permanently. Blinding beam drains the entire charge in 10 rounds.

ICR: 7

MA

Sound Elimination Headphones

Power Source: 1 hydrogen cell for 48 hours of constant operation.

Description: Large, padded headphones.

Functionality: These are used when in the area of sonic devices to stop any possible damage. These do not protect creatures specifically vulnerable to sonic attacks due to their physical make-up (crystalline creatures, mutants with duralloy skeletons, etc.).

ICR: 5

MA



Space Suit

Power Source: 1 hydrogen cell for 24 hours.

Description: This protective clothing is made of a heavy fabric interwoven with duralloy fibers to provide extra resilience. Suits are color coded in the same way that color bands are, although they do not require a band to function.

Functionality: These suits are made to be as multipurpose as possible. They serve as protective suits for outer space, for radiation areas, and for possible on-planet hostile environments. They have their own 24-hour air supply, a powerful light source, and minor medical and water sources in the helmet. They are powered by a hydrogen energy cell for up to 24 hours.

ICR: 3

MA



Universal Food Paste

Power Source: None

Description: It's a tube ten inches long and two inches wide. It has a red paste inside.

Functionality: The paste is delicious and has all the nutrients a human adult needs for a day of heavy activity. One inch of the paste is a full meal and leaves the user satisfied. That inch also heals five points of bodily damage and removes any pain indicators like headaches and muscle soreness. However, eating two inches or more of the paste in less than two hours can give the user a debilitating stomachache for several hours. The tube contains 20 inches worth of meals.

ICR: 9

MA

Water/Hydrogen Energy Converter

Power Source: Any

Description: Two canisters connected by rigid tubes open to allow water to be collected for conversion to fuel. A series of ports in the back allow for plugging in up to six hydrogen cells to be filled in sequence.

Functionality: Hailed as a scientific breakthrough on par with space travel itself, this simple-looking device draws hydrogen from water and store it in a hydrogen energy cell. A by-product of this process is oxygen that also has many uses. The unit can use any type of power cell or source for its operation and is purposely small to permit use both on a planet and on the ship. It only takes 5 minutes for the unit to power 1 energy cell.

ICR: 5

MA

MA

MA

MA

MA

MA

Android, Thinker (Artificial Life Form)

Armor Class: 5 **Hit Points:** 100
Movement in Spaces: 8
Radiation Resistance: 9
Constitution: 18
Mental Resistance: 18
Strength: 6 **Dexterity:** 18

Weapons: Laser rifle type 3 (WC: 6, 10d6), vibro-blade (WC: 9, 12 points)

Systems: Life Leech (leeches 6 points from all creatures in a 70' radius), Vulnerable to Sonic Attack (double damage)

Normal Reaction: This android wishes to assist humans but will attack any other forms of intelligent life.

MA

Bio-Creature (Mutated Amoeba)

Armor Class: 2 **Hit Points:** 50
Movement in Spaces: 1
Radiation Resistance: 16
Constitution: 16 **Mental Resistance:** 16
Strength: 16 **Dexterity:** 25

Weapons: Acid Spray (WC: 3, 3d6/2d6/1d6 done over 3 rounds), tentacle (WC: 1, 20 – treats all armor as AC 8)

Mutations: Acidic Vomit, Chameleon Powers, Dissolving Juices, Grasping Tentacles, Heightened Dexterity, Heightened Precision, Life Detection (150'), Mental Transparency, Taller

Normal Reaction: The bio-beast moves more quickly than the eye can follow, lashing out with its tentacle and pulling its victim into its body to float in a pool of acid and digestive juices (inflicting 3d6/round and incidentally damaging/destroying armor/weapons/equipment). It can also regurgitate its stomach acids as a ranged attack.

MA



Black One (Mutated Wolf Spider)

Armor Class: 8 **Hit Points:** 46
Movement in Spaces: 4
Radiation Resistance: 8
Constitution: 10 **Mental Resistance:** 4
Strength: 14 **Dexterity:** 17

Weapons: Bite (WC: 3, 1d6+1 + poison)

Mutations: Electrical Generation, Immunity (mental), New Body Parts (spinnerets), Poison Fangs (INT 11)

Defect: Mental Defenselessness (illusion)

Normal Reaction: When creatures touch their web, the pack attacks by using electrical generation before moving in to finish them off.

MA

Blaster Flower (Mutated Maize)

Armor Class: 6 **Hit Points:** 32
Movement in Spaces: 0
Radiation Resistance: 8
Constitution: 8
Mental Resistance: 8
Strength: 8 **Dexterity:** 8

Weapons: Kernels (WC: 3, 2d8)

Mutations: Larger Than Normal, Seismic Sensitivity (30'), Texture Change (stone-like)

Normal Reaction: This plant reacts to any living creature moving within 10' of itself by rising to its full 20' height and firing its gravel-like kernels at the target. Once it begins firing it attacks all creatures in the area until nothing remains within 30' of the plant.

MA

Blood Bird (Mutated Scarlet Tanager)

Armor Class: 5 **Hit Points:** 23
Movement in Spaces: 1/6 (fly)
Radiation Resistance: 18
Constitution: 8
Mental Resistance: 18
Strength: 8 **Dexterity:** 16

Weapons: Beak (WC: 3, 1d6)

Mutations: Immunity (mental control, radiation), Irradiated Body (INT 10)

Defects: Mental Block vs. Pegasus

Normal Reaction: Blood birds attack as a flock, swarming around a single target, darting in and out of range to peck pieces of its flesh while the radiation from their bodies slowly kills their victim. The radiation extends 10' from their bodies, providing some defense against those who might aid their prey.

MA

Bomb Cactus (Mutated Cactus)

Armor Class: 5 **Hit Points:** 150
Movement in Spaces: 0
Radiation Resistance: 9
Constitution: 18
Mental Resistance: 3
Strength: 3 **Dexterity:** 3

Weapons: Thorns (WC: 1, poison – 20 points upon removal)

Mutations: Explosive Reproduction, New Plant Parts (flesh-boring seed-thorns), Poison Thorns (INT 11)

Normal Reaction: When defending itself, the cactus will launch its thorns at its attackers. If the plant takes 11 or more points of damage it will let off an explosion (40hp) in a 60' area. Additionally, the seed-thorns from the cactus's explosive reproduction are carried 100' and are capable of boring into the flesh, causing great damage when ripped loose.

MA



Bulkhead Spider (Mutated Trapdoor Spider)

Armor Class: 2 **Hit Points:** 88
Movement in Spaces: 8
Radiation Resistance: 18
Constitution: 18 **Mental Resistance:** 9
Strength: 18 **Dexterity:** 18

Weapons: Bite (WC: 1, 3d8+3 + poison), cocoon (WC: 1, Strength 16+ or vibro-blade to escape in 1d6 rounds)

Mutations: Immunity (paralysis), Larger Body Parts (carapace), New Body Parts (carapace), Poison (INT 12, paralysis), Resistance (energy ½), Special Webbing

Normal Reaction: Upon emerging, the spider immediately attacks its nearest prey, seeking to bite it, cocoon it, and drag it back into the web. If the characters retreat, any cocooned characters are devoured.

MA

Catcher Plant (Mutated Pitcher Plant)

Armor Class: 4 **Hit Points:** 18
Movement in Spaces: 6
Radiation Resistance: 12
Constitution: 5
Mental Resistance: 12
Strength: 12 **Dexterity:** 12

Weapons: None.

Mutations: Dissolving Juices, Larger Than Normal, Life Detection (100'), Mental Paralysis, Mobility

Normal Reaction: Upon sensing a living creature within range, the plant attempts to paralyze its prey before scooping them up into its flower and dissolving them at a rate of 20/round.

MA

Changer, Giant (Mutated Robin)

Armor Class: 4 **Hit Points:** 33
Movement in Spaces: 1/4 (fly)
Radiation Resistance: 12
Constitution: 12 **Mental Resistance:** 12
Strength: 12 **Dexterity:** 12
Weapons: Beak (WC: 3, 3d6)
Mutations: Chameleon Powers, Immunity (poison), Larger Than Normal, Precognition
Defects: Mental Block vs. Pegasus

Normal Reaction: Using its camouflage powers, the man-sized bird surprises its victims by swoops down and attempting to impale them on its beak. If successful it takes back to the air to drop them from a great height. If reduced to less than 10 hit points it will re-camouflage itself and attempt to flee.

MA

Crimson Terror (adult) (Mutated Tyrannosaurus Rex)

Armor Class: 6 **Hit Points:** 100
Movement in Spaces: 20
Radiation Resistance: 12
Constitution: 20 **Mental Resistance:** 4
Strength: 16 **Dexterity:** 13
Attack #: 2

Weapons: Bite (WC: 5, 9d10), tail (WC:4 5d10)

Mutations: Physical reflection (electrical, laser)

Normal Reaction: A crimson terror will attack any potential prey that crosses its path and will only retreat if reduced beneath half its hit points. Its size makes moving through wooded areas difficult (halved).

MA

Crimson Terror (young) (Mutated Tyrannosaurus Rex)

Armor Class: 6 **Hit Points:** 44
Movement in Spaces: 3
Radiation Resistance: 11
Constitution: 12 **Mental Resistance:** 6
Strength: 15 **Dexterity:** 11

Weapons: Bite (WC: 5, 4d10), tail (WC:4 5d10)

Mutations: Physical reflection (electrical, laser)

Normal Reaction: A crimson terror will attack any potential prey that crosses its path and will only retreat if reduced beneath half its hit points.

MA

Dandy-Lion (Mutated Dandelion)

Armor Class: 6 **Hit Points:** 49
Movement in Spaces: 0
Radiation Resistance: 17
Constitution: 12 **Mental Resistance:** 16
Strength: 16 **Dexterity:** 10
Attack #: 2

Weapons: Branch javelins (WC: 2, 2d6+4), sword fronds (WC: 1, 3d6)

Mutations: Branch Javelins, New Plant Parts (lion head) Sword Fronds

Defects: Stasis in Periods of Darkness

Normal Reaction: When approached, the dandy-lion will first roar a warning, in an attempt to warn off potential threats. Should this not work, the plant attacks using first its branch javelins at up to a 50' range, using its sword fronds against creatures approaching within 10'.

MA

Dark Fungus (mutated fungus)

Armor Class: 8 **Hit Points:** 66
Movement in Spaces: 0
Radiation Resistance: 12
Constitution: 1 **Mental Resistance:** 12
Strength: 1 **Dexterity:** 12

Weapons: Touch (10d6)

Mutations: Force Field Generation (30 points), Heightened Intelligence, Illusion Generation, Mass Mind, Telepathy

Defects: Mental Defenselessness (mental attacks)

Normal Reaction: This fungus lures in prey by using its telepathy and illusion generation to fool creatures into touching it (no to-hit roll required). For every victim slain it grows in size by another cubic foot.

MA

Dart Creature (Mutated Porcupine)

Armor Class: 4 **Hit Points:** 11
Movement in Spaces: 3
Radiation Resistance: 12
Constitution: 12 **Mental Resistance:** 12
Strength: 12 **Dexterity:** 12

Weapons: Bite (WC: 1, 1d4), poison quills (WC: 8, 3d6 + INT 15 poison, 20' range)

Mutations: New Body Parts (poison quills)

Normal Reaction: Never surprised, dart creatures seek to avoid close combat, preferring to project their quills at potential predators. If reduced to 5 hit points or less, it will flee.

MA



Death Healer (Mutated Blood Orange Tree)

Armor Class: 7 **Hit Points:** 88
Movement in Spaces: 0
Radiation Resistance: 18
Constitution: 15 **Mental Resistance:** 3
Strength: 18 **Dexterity:** 10

Weapons: Thorns (automatic, 20/round)

Mutations: Aromatic Powers, Berries, Dissolving Juices, Increased Senses

Defects: Attraction Odor (True Humans)

Normal Reaction: The berries are always positioned so that there are three berries on the very edge of the flower and clusters of berries deeper in the flower bowl. When a berry is picked from deeper in the flower, the flower closes and grasps the thief with its thorns while the flower begins to digest the flesh. The plant's berries heal 11 hp and three berries de-age an uninjured person by 5 years.

MA

Death Tree (Mutated Cherry Tree)

Armor Class: 5 **Hit Points:** 35
Movement in Spaces: 0
Radiation Resistance: 10
Constitution: 10
Mental Resistance: 10
Strength: 10 **Dexterity:** 10

Weapons: Radioactive berries (INT 15)

Mutations: Berries, Life Detection (40')

Normal Reaction: When approached, the tree will cast 3d6 berries no closer than 10' and no further than 20', filling that area with radiation to protect itself.

MA

Death Tree (ancient) (Mutated Cherry Tree)

Armor Class: 5 **Hit Points:** 58

Movement in Spaces: 0

Radiation Resistance: 10

Constitution: 10

Mental Resistance: 10

Strength: 10 **Dexterity:** 10

Weapons: Radioactive berries (INT 15)

Mutations: Berries, Life Detection (40')

Normal Reaction: When approached, this massive tree will cast 3d6 berries no closer than 10' and no further than 75', filling that area with radiation to protect itself.

MA



Destroyer Robot (Robotic Enforcer)

Armor Class: 4 **Hit Points:** 190

Movement in Spaces: 9

Radiation Resistance: 11

Constitution: 11 **Mental Resistance:** 10

Strength: 34+ **Dexterity:** 11

Attacks #: 2

Weapons: Fists (WC: 4, 2d10+20) laser rifle type 2 (WC: 6, 7d6 – built into right arm), sonic disruptor rifle (WC: 7 15d6 – built into left arm), vibro-combat knife (WC: 9, 25 + 4d10).

Systems: Bipedal, standard sensory receptors

Color Band Access: Green/Red

Normal Reaction: Upon orders from NICS, the robot immediately moves to engage the characters using both of its weapon arms. It remorselessly attacks the characters, following them should they retreat.

MA

Fin (Mutated Dolphin)

Armor Class: 4 **Hit Points:** 66

Movement in Spaces: 1/4 (swim)

Radiation Resistance: 14

Constitution: 14 **Mental Resistance:** 18

Strength: 14 **Dexterity:** 14

Weapons: Charge (WC: 4, 3d6)

Mutations: Force Field Generation (50 points), Heightened Intelligence, Immunity (poison, radiation), Mental Blast, New Body Parts (arms), Telepathy.

Normal Reaction: If not attacked, it will attempt to peacefully communicate. If endangered it will strike by ramming with its bony nose. It is capable of using any weapon which comes into its possession.

MA

Fire Ant, Giant (Mutated Ant)

Armor Class: 4 **Hit Points:** 22

Movement in Spaces: 6

Radiation Resistance: 17

Constitution: 9

Mental Resistance: 9

Strength: 18 **Dexterity:** 18

Weapons: Mandibles (WC: 3, 2d10), Stingers (WC: 2, 3d6 + Poison)

Mutations: Larger Than Normal, New Body Parts (massive mandibles), Poison Sting (INT 10, 5 on following round)

Normal Reaction: The ants swarm the robots, using their mandibles and stingers (WC: 2, 3d6 + Poison) to great effect. If unchecked, the ants will destroy the robots. If attacked, the ants immediately scent-mark the characters as a threat to the nest and wholly focus on them. The response to the threat is disorganized, and only one ant at a time will attack any given target while the others rush about to get a better angle of attack.

MA

Flying Fish (Mutated Swordfish)

Armor Class: 4 **Hit Points:** 45

Movement in Spaces: 3 (swim)/4 (fly)

Radiation Resistance: 9

Constitution: 9

Mental Resistance: 9

Strength: 9 **Dexterity:** 18

Weapons: Beak (WC: 3, 5d6)

Mutations: New Body Parts (beak), Wings

Normal Reaction: The flying fish attacks by ramming its prey with its razor-sharp beak. If the prey is killed, the fish lands on it and feeds. If the prey is not killed, the fish swims a distance away and launches another attack on the same target.

MA



Garden Robot #1 (Ecology Robot "Garden" Unit)

Armor Class: 4 **Hit Points:** 150

Movement in Spaces: 1

Radiation Resistance: 11

Constitution: 11 **Mental Resistance:** 11

Strength: 11 **Dexterity:** 2

Weapons: Forestry tools (WC: 3, 2d6), herbicides (plant only, poison INT 18), pesticides (insect only, poison INT 18)

Systems: Anti-grav units, head lamps, manipulative tentacles, marking dye, standard sensory receptors

Color Band Access: Green

Normal Reaction: If attacked, this robot sprays all targets in area with glowing blue marking dye (+1 penalty to AC, in darkness, for 6 hours).

MA



Garden Robot #2 (Ecology Robot "Garden" Unit)

Armor Class: 4 **Hit Points:** 150

Movement in Spaces: 1

Radiation Resistance: 11

Constitution: 11 **Mental Resistance:** 3

Strength: 11 **Dexterity:** 3

Weapons: Forestry tools (WC: 3, 2d6), manipulative tentacles (WC: 7, disarm)

Systems: Anti-grav units, head lamps, manipulative tentacles, marking dye, standard sensory receptors

Color Band Access: Green. Will listen to orders and then depart without obeying.

Normal Reaction: This robot uses its tentacles to grab weapons and throw them into the darkness (MR vs. 12 to find).

MA



Garden Robot #3 (Ecology Robot "Garden" Unit)

Armor Class: 4 **Hit Points:** 80

Movement in Spaces: 1

Radiation Resistance: 11

Constitution: 11 **Mental Resistance:** 3

Strength: 11 **Dexterity:** 3

Weapons: Forestry tools (WC: 3, 2d6)

Systems: Anti-grav units, head lamps, manipulative tentacles, marking dye, standard sensory receptors

Color Band Access: Green. Will listen to orders and then depart without obeying.

Normal Reaction: This robot uses its tools to "prune" the limbs from any creature it encounters.

MA

Gazer Lily, Giant (Mutated Blue Bell)

Armor Class: 2 **Hit Points:** 79
Movement in Spaces: 0
Radiation Resistance: 16
Constitution: 11
Mental Resistance: 16
Strength: 11 **Dexterity:** 15
Weapons: Heat ray (WC: 2, 4d6)
Mutations: Larger Than Normal, New Plant Part (eye), Sun Flowers
Normal Reaction: Surveying its surroundings from 30' in the air, the flower attacks any creature it sees approaching within 50'.

MA

Ghost Lotus (Mutated Flower)

Armor Class: n/a **Hit Points:** n/a
Movement in Spaces: 0
Radiation Resistance: 17
Constitution: n/a **Mental Resistance:** 12
Strength: n/a **Dexterity:** special
Weapons: Pollen cloud (INT 13)
Mutations: Insubstantial, Radiation Pollen (INT 13)
Normal Reaction: When any prey approaches the shoreline near the lotus, the flowers send out a cloud of sparkling radioactive pollen (no attack roll needed) across a 200' area. The plant is immune to physical attacks, passing through its insubstantial form, but is vulnerable to mental attacks and high level (14+) radiation.

MA

Hawkoid (Mutated Sparrow Hawk)

Armor Class: 8 **Hit Points:** 40
Movement in Spaces: 6/12 (fly)
Radiation Resistance: 16
Constitution: 10 **Mental Resistance:** 14
Strength: 10 **Dexterity:** 16
Weapons: Bow (WC: 1, 1d6)
Mutations: Fear Generation, Force Field Generation (20 points), Heightened Intelligence, Levitation, New Body Parts (hands)
Normal Reaction: Hawkoids attack from above, using their bows to hunt potential prey and to defend their territory. If reduced to 10 hit points or less, they will use their fear generation. With a successful mental attack, the target must flee from the hawkoid's presence for 3d6 rounds. The hawkoids will use this time to pursue and fire upon their target while they are unable to return fire.

MA

Hell's Bells (Mutated Blue Bell)

Armor Class: 7 **Hit Points:** 35
Movement in Spaces: 0
Radiation Resistance: 12
Constitution: 12
Mental Resistance: 15
Strength: 3 **Dexterity:** 10
Weapons: None
Mutations: Heightened Intelligence, Mental Control, Seismic Sensitivity
Normal Reaction: The flowers release a sonic-based form of mental control against targets within 30'. Those falling under its sway are forced to leave all food and drink at the base of the plant and then depart.

MA

Hisser, Black (Mutated Caiman)

Armor Class: 6 **Hit Points:** 22
Movement in Spaces: 5
Radiation Resistance: 13
Constitution: 12
Mental Resistance: 4
Strength: 16 **Dexterity:** 13
Weapons: Bite (WC: 8, 5d6+2), tentacles (WC: 8)
Mutations: Acid Bite, Grasping Tentacles, Immunity (radiation), Poison (INT 6, paralysis)
Normal Reaction: These solitary creatures are highly aggressive, rushing towards potential prey while hissing loudly. When reduced below 9 hp the hisser's tentacles generate an intensity 6 paralysis poison.

MA

Imitator (Mutated Golden Hawk)

Armor Class: 7 **Hit Points:** 19
Movement in Spaces: 1/5 (fly)
Radiation Resistance: 18
Constitution: 12
Mental Resistance: 18
Strength: 11 **Dexterity:** 18
Weapons: Beak (WC: 5, 15), claw (WC: 4, 4d6)
Mutations: Immunity (lasers), Radiated Eyes (INT 10), Shapechange.
Defects: Mental Block vs. Pegasus
Normal Reaction: This flyer is fully intelligent but does not have the manipulative appendages to take advantage of it. It can completely shape-change into any creature within 25 feet of it, thus making it resistant to the powers of that creature; plus it retains its own radiated eye ability. This transformation unlike other chameleon changes is complete and lasts as long as the bird wishes. Due to the energy used in changing, the bird can only accomplish this once a month.

MA

Invisible Attacker (Mutated Humanoid #7)

Armor Class: 5 **Hit Points:** 14
Movement in Spaces: 12
Radiation Resistance: 11
Constitution: 11 **Mental Resistance:** 11
Strength: 11 **Dexterity:** 21
Weapons: None.
Mutations: Immunity (energy, poison), Invisible, Radiated Eyes (INT 12), Regeneration (5/round)
Normal Reaction: These creatures attack without mercy, killing for both food as well as pleasure. They commonly concentrate their radiated gaze on a single target in hopes of taking it down quickly. When using their gaze, the eyes of the invisible attackers become visible, glowing a baleful red.

MA

Jawed Plant, Giant (Mutated Venus Flytrap)

Armor Class: 5 **Hit Points:** 45
Movement in Spaces: 5
Radiation Resistance: 0
Constitution: 17
Mental Resistance: 17
Strength: 17 **Dexterity:** 17
Weapons: Bite (WC: 4, 5d6: 30' range)
Mutations: Heightened Senses 30' (all), Jawed Plant Pod, Tentacles x2
Normal Reaction: This giant version of a jawed plant lunges at its prey using its toothsome tentacles to attack. Once bitten, its victims continue to take acid damage (20/round) until freed. Able to only attack with one tentacle at a time, it is capable of holding prey in both tentacles.

MA

Junkyard Droid (Pieced-Together Combat Droid)

Armor Class: 6 **Hit Points:** 44
Movement in Spaces: 1
Radiation Resistance: 12
Constitution: 12 **Mental Resistance:** 12
Strength: 12 **Dexterity:** 12

Weapons: Slug projector type 2 (WC: 2, 3d6), bayonet (WC: 3, 4d6)

Systems: Bipedal legs (non-functional), low-light sensors, standard sensory receptors

Color Band Access: Black

Normal Reaction: This battered hunk of twisted metal will drag itself towards and attack anything attempting to communicate with it. It is immune to all paralysis and mental control.

MA

Kraken (Mutated Giant Octopus)

Armor Class: 3 **Hit Points:** 125
Movement in Spaces: 10/20 (swim)
Radiation Resistance: 10
Constitution: 12 **Mental Resistance:** 18
Strength: 28 **Dexterity:** 16
Attack #: 9

Weapons: Beak (WC: 3, 4d10+14), Tentacles x8 (WC: 5, 1d6+14)

Mutations: Larger Than Normal, Total Carapace

Normal Reaction: The Kraken floats in the waters, watching for a shadow to be cast from above and strikes at the first target it sees. Once a Kraken has identified its prey (or a floating source of prey) it attacks with all eight of its tentacles as well as biting with its beak.

MA

Lepusoid (Mutated Hare)

Armor Class: 4 **Hit Points:** 18
Movement in Spaces: 8
Radiation Resistance: 18
Constitution: 9 **Mental Resistance:** 9
Strength: 18 **Dexterity:** 18
Attack #: 2

Weapons: Fléchette grenade x6 (WC: 3, 4d6), spear (5d6 + poison)

Mutations: Combat Adaptation, Find Fault, Heightened Intelligence, Heightened Precision

Normal Reaction: Lepusoids hunt in pairs, their spears tipped with a poison (INT 12) that reduces victim strength to 1 for 24 hours. They attack from two sides, seeking to spear as many foes as possible to weaken them to the point of being harmless. They will flee if reduced to ½ hit points or if their partner is killed. If pursued they will use grenades to slow or kill their foes.

MA

Lie Lacks (Mutated Lilac)

Armor Class: 7 **Hit Points:** 33
Movement in Spaces: 1
Radiation Resistance: 18
Constitution: 9 **Mental Resistance:** 3
Strength: 3 **Dexterity:** 3

Weapons: Smother (2d10/round)

Mutations: Mobility, Paralytic Odor (Poison INT 9), Seismic Sensitivity

Normal Reaction: The plant's odor extends in a 20' radius. When a paralyzed victim falls to the ground, the plant moves atop them and smothers them. In the case of multiple targets, it will move from one to the next, killing each one prior to beginning to feed. Paralyzed victims must be moved clear of the odor to shake off its effect.

MA

Little Gray (Extraterrestrial Biological Entity)

Armor Class: 2 **Hit Points:** 66
Movement in Spaces: 6
Radiation Resistance: 18
Constitution: 18 **Mental Resistance:** 18
Strength: 9 **Dexterity:** 9

Weapons: Disintegration beamer (ICR: 0, WC: 9, 25, 10 shots per clip)

Abilities: Heightened Senses, Immunity (mental control, paralysis), Telepathy

Normal Reaction: The alien will immediately turn its fire on any potential hostiles before returning its focus to the engineering bots.

MA

Manling (Mutated Humanoid #6)

Armor Class: 5 **Hit Points:** 66
Movement in Spaces: 1/3 (swim)
Radiation Resistance: 15
Constitution: 15 **Mental Resistance:** 15
Strength: 15 **Dexterity:** 15

Weapons: Spear gun (WC: 2, 2d6 + poison INT 13)

Mutations: Force Field Generation, Gills, Heightened Senses, Life Detection (intelligent life, 50 yards), Life Leech, Mental Control, New Body Parts, Telepathy.

Normal Reaction: Manlings are hostile to non-aquatic life and use crudely made spear guns. If that fails to kill its target, or it is outnumbered, it uses life leech to slay the air-breathers.

MA

Meat Beetle (Mutated Hide Beetle)

Armor Class: 2 **Hit Points:** 8
Movement in Spaces: 3
Radiation Resistance: 10
Constitution: 10 **Mental Resistance:** 10
Strength: 18 **Dexterity:** 18

Weapons: Pincers (WC: 3, 3d6)

Mutations: Heightened Strength, Immunity (lasers, radiation), Life Detection (150'), Tunneling Talons

Normal Reaction: An ambush predator, the meat beetle burrows into the ground to await its prey. Once it detects a living creature within striking range, it bursts out of the ground, attacking its intended prey with its pincers. It continues attacking its victim until it has retreated outside the range of its life detection or the beetle is killed.

MA

MLRSD (Military Long-Range Security Droid)

Armor Class: 3 **Hit Points:** 100
Movement in Spaces: 10
Radiation Resistance: 18
Constitution: 18 **Mental Resistance:** 18
Strength: 18 **Dexterity:** 18

Weapons: Plasma rifle (ICR: 2, WC: 5, 30d6/100).

Systems: Grav pod, humanoid appearance, 360° heightened sensory receptors, infrared-lenses, radiation detection

Color Band Access: Security override, ignores all armbands.

Normal Reaction: Ordered to secure the area when the bunker went into lockdown, the MLRSD demands intruders leave immediately or be subject to summary execution.

MA

MMRSD

(Military Medium-Range Security Droid)

Armor Class: 3 **Hit Points:** 55

Movement in Spaces: 2

Radiation Resistance: 18

Constitution: 11 **Mental Resistance:** 11

Strength: 18 **Dexterity:** 11

Attacks #: 2

Weapons: Laser pistol (WC: 6, 10d6), tranquilizer darts (WC: 2, poison – INT 13, causing 3 hours unconsciousness)

Systems: Tread-drive, camouflage systems, heightened sensory receptors, infrared-lenses, manipulation arms x2, storage compartment

Color Band Access: Security override, ignores all armbands.

Normal Reaction: The MMRSD, operating independently, is investigating a prior breach of the bunker. If the characters follow its orders and surrender, it will “arrest them” and remove them from the bunker, leading them to the edge of Blume Lake where they are released with a warning. Any resistance is met with tranquilizer darts and – failing that – laser fire. It will remove ALL military and security armbands prior to releasing the characters.

MA

MSRSD

(Military Short-Range Security Droid)

Armor Class: 4 **Hit Points:** 50

Movement in Spaces: 2

Radiation Resistance: 18

Constitution: 18 **Mental Resistance:** 3

Strength: 18 **Dexterity:** 12

Attacks #: 2

Weapons: Slug projector type 3 (WC: 5, 5d6)

Systems: Anti-grav, standard sensory receptors, infrared-lenses

Color Band Access: Security override, ignores all armbands.

Normal Reaction: These robots attack all intruders. They show no mercy.

MA



Mushroom People, Morel (Small Mutated Mushroom)

Armor Class: 7 **Hit Points:** 7

Movement in Spaces: 2

Radiation Resistance: 18

Constitution: 9 **Mental Resistance:** 18

Strength: 3 **Dexterity:** 18

Weapons: Spear (WC: 2, 0)

Mutations: Heightened Intelligence, Humanoidal, Reproduction Spores, Special Absorption, Telepathy

Normal Reaction: Highly territorial, these morels use their spears to defend themselves if physically attacked. They will seek to leap into their target's chest and be absorbed into their flesh (12s on 3d6). They then release their spores, burrowing into their target's flesh and growing 1d3 Medium-sized morel mushroom people in 24 hours – killing the host.

MA

Mushroom People, Morel (Medium Mutated Mushroom)

Armor Class: 7 **Hit Points:** 15

Movement in Spaces: 4

Radiation Resistance: 18

Constitution: 10 **Mental Resistance:** 18

Strength: 5 **Dexterity:** 18

Weapons: Spear (WC: 2, 1d6-1), touch (WC: 1, Symbiotic Attachment)

Mutations: Electrical Generation (WC: 5, 3d6), Heightened Intelligence, Humanoidal, Increased Senses, Reproduction Spores, Symbiotic Attachment, Telepathy

Normal Reaction: These morels capture hosts via physical contact. Their symbiotic attachment requires three rounds of unbroken contact to enact, granting complete control over the host's body and nervous system. Only killing the creature will break its grip once it has commenced the takeover and, once achieved, its flesh merges with that of the host at the point of contact. Its spores grow into 1d2 large-sized morel mushroom people in 24 hours – killing the host.

MA

Mushroom People, Morel (Large Mutated Mushroom)

Armor Class: 3 **Hit Points:** 80

Movement in Spaces: 6

Radiation Resistance: 18

Constitution: 18 **Mental Resistance:** 18

Strength: 18 **Dexterity:** 18

Weapons: Spear (WC: 2, 1d6+4)

Mutations: Force Field Generation (50 points), Heightened Intelligence, Humanoidal, Mental Paralysis, Reproduction Spores, Telepathy

Normal Reaction: These fungi are the enforcers of the morel mushroom people. They immediately attack anything perceived as a threat, fighting to the death. Upon death they release a shower of spores into the air which grow into 1d6 small-sized morel mushroom people within 24 hours.

MA

Octoid (Mutated Octopus)

Armor Class: 8 **Hit Points:** 33

Movement in Spaces: 1/3 (swim)

Radiation Resistance: 15

Constitution: 13 **Mental Resistance:** 15

Strength: 12 **Dexterity:** 12

Attack #: 3

Weapons: Bite (WC 3, 3d6/10), Tentacles (WC 8, special)

Mutations: Chameleon Powers, Energy Regeneration (laser), Grasping Tentacles, Heightened Brain Talent (two saves vs. mental attacks), Heightened Intelligence

Normal Reaction: If two tentacles strike a victim in a round, the target is held – the mutant automatically bites.

MA

Pontoon-Bot (Robotic Conveyance)

Armor Class: 2 **Hit Points:** 44

Movement in Spaces: 3 (swim)

Radiation Resistance: 10

Constitution: 10 **Mental Resistance:** 10

Strength: 10 **Dexterity:** 10

Systems: Outboard motor

Color Band Access: Black, green

Normal Reaction: The pontoon-bot is eager to be helpful, offering information about itself, its purpose, and anything else that creatures it encounters seem to be interested in. If attacked it will attempt to flee, it has no weapons or forms of attack.

MA

Poppivlads (Mutated Poppies)

Armor Class: 5 **Hit Points:** 6 per 5' patch (60)

Movement in Spaces: 8

Radiation Resistance: 9

Constitution: 11 **Mental Resistance:** 16

Strength: 5 **Dexterity:** 10

Weapons: (WC: 1, 1d6)

Mutations: Hallucinatory Pollen (Poison INT 13, duration 3d10 - Target CON rounds), Mobility, Vampire Thorns

Normal Reaction: Upon contact, the plant releases its pollen in a 10' radius. Affected creatures begin hallucinating and lie down while the plant moves in and uses its thorns to drain them of all fluids. Targets subdued by the poppivlad's pollen do not require a to-hit roll.

MA



Purple Beast (Mutated Gorilla)

Armor Class: 3 **Hit Points:** 144
Movement in Spaces: 6
Radiation Resistance: 18
Constitution: 18 **Mental Resistance:** 18
Strength: 18 **Dexterity:** 17
Attack #: 3
Weapons: Fists (WC: 2, 5d6)

Mutations: Electrical Generation, Heightened Dexterity, Heightened Intelligence, Heightened Strength, Immunity (lasers), Multiple Body Parts (extra arms, extra eyes), Regeneration (5/round, 60 points), Taller, Telepathy

Defects: Mental Defenselessness (true humans)

Normal Reaction: If approached in a non-threatening manner, he introduces himself as Addis, offering to share his fire and food (mostly unrecognizable root vegetables). Like others of his kind, he is gentle by nature and, due to his fascination with True Humans, will not intentionally harm them. If forced to defend himself, he can strike with his massive fists or channel electrical current into one powerful blow (8d6). It is mentally incapable of harming true humans.

MA

Red Stinger (Mutated Raspberry Bush)

Armor Class: 5 **Hit Points:** 60
Movement in Spaces: 0
Radiation Resistance: 16
Constitution: 7 **Mental Resistance:** 3
Strength: 9 **Dexterity:** 3
Weapons: Thorns (WC: 4, 1d6 + poison)

Mutations: Berries, Immunity (radiation), Poison Thorns (INT 17)

Normal Reaction: Touching the plant triggers its thorns, springing back into flesh. There are 5d100 berries on the plant and every 5 berries eaten grants immunity to one intensity level of radiation (up to INT 18) for one hour.

MA

Salamander (Mutated Amphibian)

Armor Class: 4 **Hit Points:** 77
Movement in Spaces: 2/4 (swim)
Radiation Resistance: 10
Constitution: 17 **Mental Resistance:** 17
Strength: 17 **Dexterity:** 17
Weapons: Spear rifle (WC: 2, 2d10+3)

Mutations: Force Field Generation, Heightened Balance, Heightened Touch, New Body Parts (hands), Pyrokinesis, Taller.

Normal Reaction: Salamanders begin battle by using their large two shot spear rifles before roasting their targets alive with their pyrokinesis.

MA

Security Robot, Type III #1 (Robotic Crowd Control - damaged)

Armor Class: 3 **Hit Points:** 88
Movement in Spaces: 6 (fly/bounce)
Radiation Resistance: 18
Constitution: 18 **Mental Resistance:** 4
Strength: 18 **Dexterity:** 18
Attack #: 2

Weapons: Tentacles (WC:4, 3d6)

Systems: Grav pod (malfunctioning), head lamps, standard sensory receptors, tentacles x2

Color Band Access: Black, red

Normal Reaction: The security droid will immediately attack unauthorized personnel, not ceasing until one target is dead. Due to its malfunctioning grav pod, it moves by bouncing up and down.

MA

Security Robot, Type III #2 (Robotic Crowd Control - damaged)

Armor Class: 5 **Hit Points:** 44
Movement in Spaces: 7 (fly)
Radiation Resistance: 9
Constitution: 9 **Mental Resistance:** 9
Strength: 9 **Dexterity:** 15
Weapons: Tentacles (WC:4, 3d6)

Systems: Grav pod, head lamps, standard sensory receptors, tentacles x2

Color Band Access: Black, red. Will listen to orders and then depart without obeying.

Normal Reaction: The bot has the senses of a human and three blinding bright head lamps that it is smart enough to shine in the eyes of the characters. Its tentacles are waving around but can no longer paralyze. Presenting the black or red arm band prominently causes the robot to cease attacking. However, it listens to the character with the band and then floats away, shedding sparks all the way.

MA

Singing Vine (Mutated Sunflower)

Armor Class: 3 **Hit Points:** 10
Movement in Spaces: 4
Radiation Resistance: 10
Constitution: 10 **Mental Resistance:** 10
Strength: 10 **Dexterity:** 10
Weapons: None.

Mutations: Calming Sonics, Heightened Intelligence, Manipulative Vines, Mobility, New Plant Parts (human face), Speech, Telepathy

Defect: Attraction Odor (plant)

Normal Reaction: The vine's irresistible sonics extend 60' and any intelligent targets must do everything in their power to aid the vine. Non-intelligent creatures are immune to its sonic powers but are still attracted by its odor.

MA

Spiked Fungus (Mutated Fungus)

Armor Class: 7 **Hit Points:** 11
Movement in Spaces: 1 (float)
Radiation Resistance: 7
Constitution: 7 **Mental Resistance:** 7
Strength: 7 **Dexterity:** 7
Weapons: None.

Mutations: Contact Poison Spores (INT 18), Energy Drain

Normal Reaction: The spores are attracted to power sources, clinging to them while draining their power. When the fungus is reduced to zero hit points it explodes into a cloud of fine black spores. The spores cover everything within 10 yds, making any skin contact (such as pulling off gloves) potentially fatal.

MA

Stabber (Mutant Woodpecker)

Armor Class: 2 **Hit Points:** 44
Movement in Spaces: 1/8 (fly)
Radiation Resistance: 14
Constitution: 14 **Mental Resistance:** 14
Strength: 14 **Dexterity:** 14
Attack #: 3
Weapons: Beak (WC: 3, 3d10)

Mutations: Larger Than Normal, New Body Parts (aluminum beak and feathers), Sonic Abilities (special)

Defects: Mental Block vs. Pegasus

Normal Reaction: The stabber launches its initial attack by swooping from above and surprising all non-precognitive targets while using its whistle to paralyze non-intelligent targets. After landing on a target it during its initial attack, repeatedly strikes with its beak in subsequent rounds, taking to the air after a target is killed and starting its attack run anew.

MA



Sword Bush (Mutated Fern)

Armor Class: 6 **Hit Points:** 30
Movement in Spaces: 10
Radiation Resistance: 5
Constitution: 5 **Mental Resistance:** 18
Strength: 5 **Dexterity:** 5
Weapons: Bite (WC: 4, 2d6: 30' range), Fronds (WC: 3, 2d6)

Systems: Force Field Generation (60 points), Life Detection (50'), Jawed Plant Pod, Manipulative Tentacles x3, Mental Control, Mobility, Precognition, Sword Fronds x18, Teleportation

Defect: Light Sensitivity

Normal Reaction: The sword bush initially uses its mental control over its chosen prey, forcing it to enter the range of its jawed pod and subject itself to being bitten. Once it has latched on, the target continues to suffer from acid damage (20/round) until freed. If the plant takes no other action, it can use its sword fronds to attack a target (x3) to defend itself while ingesting another creature. In total darkness its movement is reduced to 1/4 speed.

MA

Tech Droid (General Purpose Engineering Robot)

Armor Class: 2 **Hit Points:** 60
Movement in Spaces: 2
Radiation Resistance: 18
Constitution: 12 **Mental Resistance:** 18
Strength: 18 **Dexterity:** 10
Weapons: None

Systems: Grav pod, head lamps, standard sensory receptors, tentacles x2

Color Band Access: Gray, prioritizes command lower than repairing the operations center.

Normal Reaction: If undisturbed it will ignore the characters, moving around them as it replaces burned out systems, installs new circuitry, and bends the door back into working order. If attacked it will retreat and summon the four MSRSD from area 6-1.

MA



Turtloid (Mutated Turtle)

Armor Class: 3 **Hit Points:** 56
Movement in Spaces: 1/2 (swim)
Radiation Resistance: 11
Constitution: 11 **Mental Resistance:** 11
Strength: 11 **Dexterity:** 6
Weapons: Bite (WC: 2, 4d6), claws (WC: 3, 3d6)
Mutations: Immunity (mental control, paralysis, poison), Telepathy, Teleportation

Normal Reaction: The turtloid will immediately attack any creature it finds in the water. If it is encountered while using the raft, the turtloid will begin its assault by tearing out the bottom of the raft. Characters will likely be forced to drop equipment to be able to stay afloat and swim to shore (+2 random encounters).

MA

Unicorn (Mutated Horse)

Armor Class: 8 **Hit Points:** 22
Movement in Spaces: 20
Radiation Resistance: 18
Constitution: 12 **Mental Resistance:** 4
Strength: 18 **Dexterity:** 18

Weapons: Hooves (WC: 3, 2d6), Radiated Horn (WC 4, 4d6, 15' range)

Mutations: Heat Generation (6d6, 3x/day), Immunity (radiation), New Body Parts (horn), Shorter (3' at the shoulder)

Normal Reaction: When any being tries to touch or tame a unicorn, it emits a high intensity heat blast with a range of 15 feet. Because of the nature of the beast, it lives in or near centers of high radiation. The unicorn acts first in all rounds.

MA

Water Snake Droid (Aquatic Horticultural Robot)

Armor Class: 6 **Hit Points:** 20
Movement in Spaces: 2 (swim)
Radiation Resistance: 11
Constitution: 11 **Mental Resistance:** 11
Strength: 17 **Dexterity:** 11

Weapons: Pruning Jaws (WC: 1, 2d6+3)

Systems: Anti-grav units, pruning jaws, standard sensory receptors

Color Band Access: Green

Normal Reaction: Using its weak anti-grav units to keep itself at near neutral buoyancy, the droid prunes anything it comes across (animal or vegetable) without discrimination.

MA

Water Grabber (Mutated Weeping Willow)

Armor Class: 6 **Hit Points:** 55
Movement in Spaces: 0
Radiation Resistance: 11
Constitution: 11 **Mental Resistance:** 11
Strength: 15 **Dexterity:** 3
Attack #: 2

Weapons: Tentacles (WC: 1, drowning; treats all armor as AC 8)

Mutations: Heightened Senses, Manipulative Vines, New Body Parts (root system).

Normal Reaction: When the water grabber senses creatures with range, it grabs them with its vines and attempts to drown the bodies in the water (treat drowning as poison INT 1). Its roots press the bodies into the side of the shore and feeds off the nutrients.

MA

Winged Biter (Mutated Python)

Armor Class: 4 **Hit Points:** 12
Movement in Spaces: 5/12 (fly)
Radiation Resistance: 12
Constitution: 5 **Mental Resistance:** 12
Strength: 14 **Dexterity:** 12

Weapons: Bite (WC: 1, 1d6 + INT 13 poison), spit (WC: 2, INT 13 poison, 30' range)

Mutations: Immunity (paralysis, poison), Poison (INT 13), Precognition, Wings

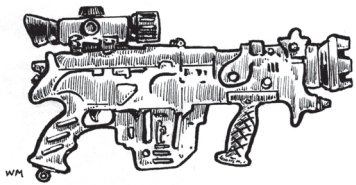
Defects: Mental Block vs. Pegasus

Normal Reaction: Winged biters are always precognitive and can never be surprised. If threatened, the mutant will give a loud hiss to warn away creatures it sees to be a threat.

MA

Blank writing area with horizontal lines.

MA



Bio-Rifle

Power Source: 1 Atomic cell (2 shots)

Damage: Paralysis followed by death

Description: The unit is three feet long with two grips and is capable of laser-targeting a form and cause the blast to explode just over the lasered target. The blast radius is adjustable from 1 yard to 30 yards. If the blast touches flesh or the victim breathes in the biomaterials, the bio-form instantly attacks the central nervous system. If the victim can't resist the effects in the first two minutes they are paralyzed. In paralysis they live five more minutes and then die

Ranges: S/1-50 yds. M/51-250 yds. L/251-1,500 yds.

ICR: 2

WC: 8

MA

Chemical Defoliant

Power Source: Chemical reservoir holding 20 applications.

Damage: 7d6/25

Description: This tank and attached sprayer are worn on the back. These chemicals act on the fiber of any plant or fungus, taking effect immediately.

Ranges: S/1-5 yds. M/6-10 yds. L/11-15 yds.

ICR: 10

WC: 8

MA

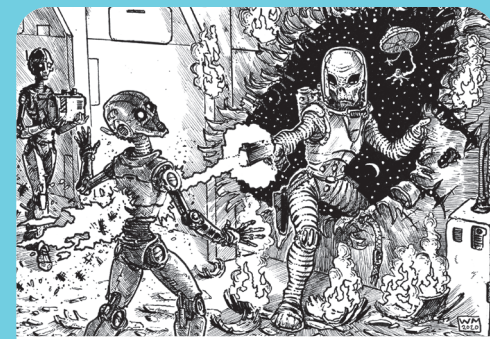
Deflection Bracelet

Power Source: Self-contained charge for 90 minutes of use.

Description: This bulky cuff halts the first 10 points of damage from energy-based attacks. Once the battery is depleted, the bracelet crumbles to dust.

ICR: 2

MA



Disintegration Beamer

Power Source: Unknown (10 shots)

Damage: 25

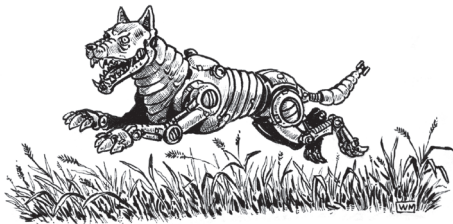
Description: This pistol is rectangular and squared off at all edges. When fired the entire barrel pulses with a cerulean light that coalesces into the disintegration beam. It is absolutely indecipherable to any creature with a MR beneath 25.

Ranges: Line of sight

ICR: 0 (unlearnable via normal means)

WC: 9

MA



Dog Bot

Power Source: 4 atomic cells for 100 hours of operation

Damage: 10d6

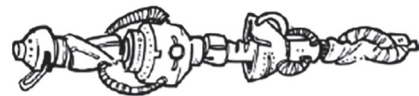
Description: This unit simulates the size and look of an adult German Shepard. The computer brain of the bot fixes on whoever activates it and can follow verbal orders from that person. The unit attacks with its powerful bite. Perfect for security, the bot has night vision and very sensitive hearing allowing them to be set up to guard an area.

Armor Class: 3 **Hit Points:** 125

ICR: 2

WC: 8

MA



EMP Pistol

Power Source: 1 hydrogen cell (5 shots)

Damage: Special

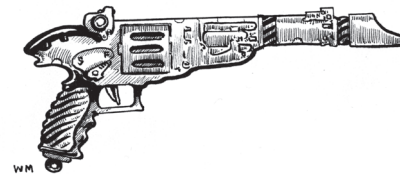
Description: The small hand unit fires an electromagnetic pulse. This pulse deadens the power in any and all battery using units; but not units using broadcast energy. Each pulse has a 75% chance of success on any given power system.

Ranges: S/1-5 yds. M/6-15 yds. L/16-35 yds.

ICR: 3

WC: 8

MA



Gamma Revolver

Power Source: Self-contained shell (4 shots)

Damage: Radiation (INT 15)

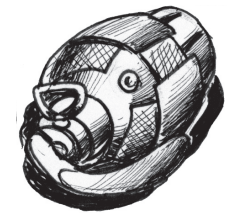
Description: The revolver is a foot long and the 4-shell cylinder is five inches wide. Radiation gloves provided with the revolver negate the chance of damage when exchanging out cylinders to reload. The blast radius of the shell is two inches in diameter and the radiation falls to negligible levels after 5 minutes.

Ranges: S/1-30 yds. M/31-50 yds. L/51-150 yds.

ICR: 2

WC: 8

MA



Grenade, Fléchette

Power Source: Self-contained

Damage: 16d6/8d6/4d6

Description: The grenade explodes, sending a spray fléchettes outward at 30mph in a fifty-foot cloud. Targets within fifteen feet of the explosion take full damage, targets up to twenty-five feet away take ½ damage, and targets up to fifty feet away take ¼ damage.

Ranges: S/1-20 yds. M/21-40 yds. L/41-60 yds.

ICR: 9

WC: 1 (ignores AC>4)

MA



Grenade, Fragmentation Type 1

Power Source: Self-contained

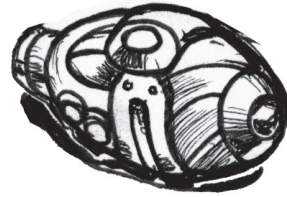
Damage: 30

Description: The fragmentation grenade blasts forth with a mass of metal fragments going twice the speed of sound. Fragments travel up to 50 yards from the blast. There is a 65% chance that those within the blast radius take 30 points of damage from metal bits. Victims with an armor class of 3 or less take no damage from fragmentation strikes.

Ranges: S/1-20 yds. M/21-40 yds. L/41-60 yds.

ICR: 9 **WC:** 1 (treat target area as AC 8)

MA



Grenade, Gamma

Power Source: Self-contained

Damage: Radiation (INT 15)

Description: The unit silently releases a blast of radioactive mist in a 30-yard diameter sphere from the ignition point. Every five minutes, the diameter of the effect halves.

Ranges: S/1-25 yds. M/26-50 yds. L/51-75 yds.

ICR: 2 **WC:** 1 (treat target area as AC 8)

MA



Grenade, Paralysis

Power Source: Self-contained

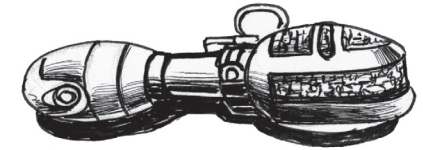
Damage: Paralysis, Poison (10)

Description: The grenade releases a cloud of orange gas that renders its victims helpless for four hours while staining their skin bright orange.

Ranges: S/1-20 yds. M/21-40 yds. L/41-60 yds.

ICR: 6 **WC:** 1 (treat target area as AC 8)

MA



Grenade, Plasma

Power Source: Self-contained plasma charge

Damage: 40

Description: The plasma grenade is streamlined for extra distance when thrown. Each carton of 500 comes with 5 throwing handles doubling the range an adult could normally throw the weapon. When detonated, the plasma strikes everything within a ten-foot radius.

Ranges: S/1-25 yds. M/26-50 yds. L/51-75 yds.

ICR: 2 **WC:** 1 (treat target area as AC 8)

MA



Heat Dart Pistol

Power Source: Self-contained (10 shots)

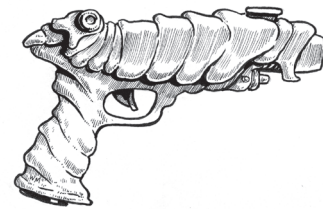
Damage: 20 + 40/additional round

Description: The small hand unit fires a dart that heats up to molten levels as it moves through the air. Then as long as the dart is still attached to the target it inflicts additional damage for the next five combat rounds before cooling. When empty, the gun crumbles to dust.

Ranges: S/5-15 yds. M/16-29 yds. L/30-60 yds.

ICR: 3 **WC:** 6

MA



Kinetic Pistol

Power Source: 1 hydrogen cell (20 shots)

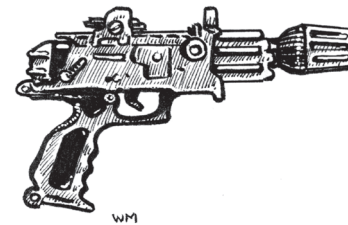
Damage: 20

Description: It's a small oval unit that easily fits in an adult male hand at six inches long and 3 inches wide. There is a special strip on the side of the weapon that lets the unit cling to anything the strip is pressed to with any firmness. When fired it uses a magnetic rail system to fire a cluster of five ceramic pellets at the target.

Ranges: S/1-10 yds. M/11-19 yds. L/20-60 yds.

ICR: 2 **WC:** 9

MA



Laser Pistol (damaged)

Power Source: 1 hydrogen cell (8 shots)

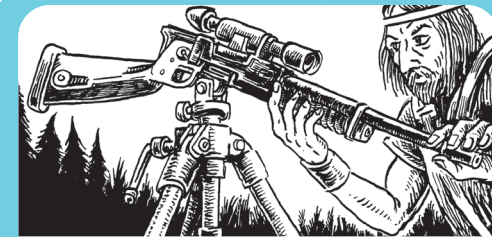
Damage: 2d6

Description: The focusing lens of this weapon is cracked and misaligned reducing both the efficacy and range of the pistol.

Ranges: S/1-5 yds. M/6-10 yds. L/11-20 yds.

ICR: 4 **WC:** 6

MA



Laser Rifle Type 3

Power Source: 2 hydrogen cells (7 shots)

Damage: 10d6

Description: This long military-grade rifle is equipped with a special scope to enable sniper fire.

Ranges: S/1-150 yds. M/151-300 yds. L/301-1000 yds.

ICR: 2 **WC:** 6

MA

Lightning Projector Staff

Power Source: 2 hydrogen cells (20 bolts)

Damage: 4d6/15

Description: This eight-foot-long staff hums loudly whenever powered and the hair of its bearer stands up due to the electrical field generated. Simply touching the staff to pick up or wield inflicts a shock causing 1 point of damage.

Ranges: S/1-10 yds. M/11-25 yds. L/26-50 yds.

ICR: 4 **WC:** 1

MA

Lion Decoy

Power Source: Broadcast Energy

Damage: 3d6

Description: The unit looks like an adult lioness. Voice activated by a single control unit, the decoy obeys orders and performing the actions of a normal lion. It can't be ordered to attack humanoids of any type but can hunt for food useful for its user to eat. The unit attacks targets with its claws, smashing them to the ground. The unit is equipped with night-vision. When fully functional, these decoys are highly robust.

Armor Class: 3 **Hit Points:** 200

ICR: 4 **WC:** 2

MA

Paralysis Rod Type 1

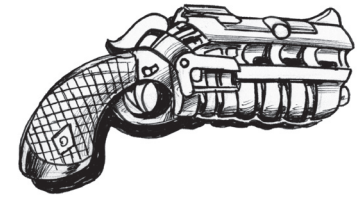
Power Source: 1 chemical cell for 3 hours of operation. 1 solar cell for 5 hours of operation. 1 hydrogen cell for 10 hours of operation

Damage: 3d6 hours of unconsciousness

Description: A slender, metallic rod that is three feet long with a one-foot long extender. After warming up for 3d6 minutes this device reacts to any type of electrical nervous system, overloading the synapsis to the brain causing complete unconsciousness for 3-18 hours. It is only effective when in direct contact with flesh.

ICR: 8 **WC:** 4

MA



Plasma Pistol

Power Source: Self-contained shells (8 shots)

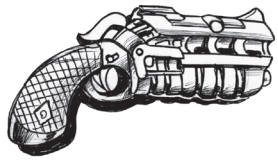
Damage: 25d6/85

Description: The revolver has 8 large chambers for the plasma slugs. It is ten inches long and five inches wide. A laser sight allows for accuracy in dark conditions. The device is set up for bio-suppression so only one rigged trooper can fire the weapon.

Ranges: S/1-30 yds. M/31-55 yds. L/56-75 yds.

ICR: 2 **WC:** 5

MA



Plasma Pistol (damaged)

Power Source: Self-contained shells (5 shots)

Damage: 12d6/40

Description: The revolver has 8 large chambers for the plasma slugs. It is ten inches long and five inches wide. A laser sight allows for accuracy in dark conditions. The device is set up for bio-suppression so only one rigged trooper can fire the weapon. The shells of this unit have degraded, lessening their damage potential and partially melting the cylinders. It cannot be reloaded.

Ranges: S/1-30 yds. M/31-55 yds. L/56-75 yds.

ICR: 2 **WC:** 5

MA

Protein Disruptor Pistor Type 1

Power Source: 1 hydrogen cell for 25 shots

Damage: 5d6/15d6/20d6 (flesh only)

Description: This weapon breaks down proteins into its fundamental chemical pieces. At close range the lens can be adjusted to shoot a two-yard circle while, in normal operation, it affects a six-inch area. (see MA pg. 8 for special rules in using this weapon)

Ranges: S/1-10 yds. M/11-24 yds. L/25-50 yds.

ICR: 8 **WC:** 8

MA

Radiant Plant Destroyer

Power Source: 2 hydrogen cells (9 waves)

Damage: 10d6/35 (plants only)

Description: The large hand weapon is designed to spray energy waves that destroy plant fiber at a touch. The wave strikes a four-yard diameter circle with killing energy, damaging only plant matter.

Ranges: S/1-30 yds. M/31-41 yds. L/42-50 yds.

ICR: 4 **WC:** 8

MA

Robotic Neutralizer

Power Source: 1 hydrogen cell for 24 hours of operation.

Damage: Special

Description: At a touch of the neutralizer the unit stops the action of most robots. A self-willed, malfunctioning robot is immune to the effects of the neutralizer. The casings of military robots are specifically hardened against the effects of this device.

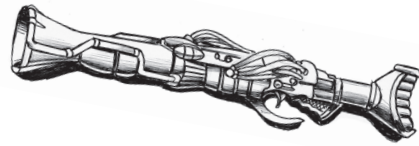
ICR: 1 **WC:** 8

MA

Security Riot Shield

Power Source: Kinetic energy absorption
Armor Class: -1 to current AC (minimum 1)
Description: This small metal disk is clipped onto clothing and converts a part of the wearer's kinetic energy into a low-powered force screen. Use of the shield is easy to understand, as the slip allows it to be attached to nearly any form of clothing or armor, although understanding how the device works is far more challenging. The shield only works against physical attacks and provides no benefit against other attack forms (such as energy weapons).
ICR: 10 (4 to understand its inner workings)

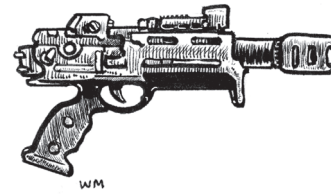
MA



Slug Projector Rifle Type 3

Magazine Quantity: 20 shots
Damage: 5d6 subdual (x2 vs. AC≥5)
Description: This unit is a bulkier, longer-range version of its hand-held counterpart. Made for heavier use than other models of slug projectors, this weapon can be fired twice in a combat round.
Ranges: S/1-75 yds. M/76-150 yds. L/151-250 yds
ICR: 6 **WC:** 5

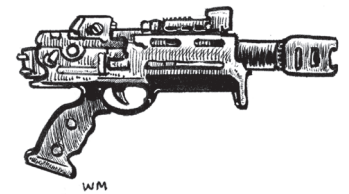
MA



Slug Projector Type 2

Magazine Quantity: 5 shots
Damage: 3d6/10 (x2 vs. AC≥6)
Description: This two-handed weapon fires large semi-solid round, inflicting stunning damage. The barrel opens to exchange the cylinder holding the rounds and propellant.
Ranges: S/1-30 yds. M/31-60 yds. L/61-90 yds
ICR: 8 **WC:** 5

MA



Slug Projector Type 3

Magazine Quantity: 10 shots
Damage: 5d6 subdual (x2 vs. AC≥5)
Description: Made for heavier use than other models of slug projectors, this weapon can be fired twice in a combat round.
Ranges: S/1-50 yds. M/51-100 yds. L/101-150 yds
ICR: 8 **WC:** 5

MA

Sonic Disruptor Pistol

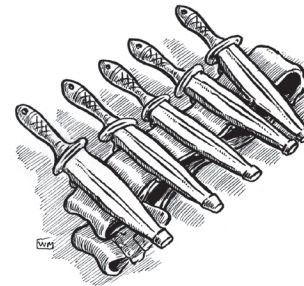
Power Source: 1 hydrogen cell for 10 shots
Damage: 15d6 (robots) / deafness 3d6 hours
Description: This unit makes a sonic field around its target and can weaken, melt, or even shatter processed metals. The affected area is at three feet at shot range, two feet at medium, and one foot at long range. The weapon only works against refined metals, as opposed to raw ore. Duralloy is the only metal with a resistance to the weapon, requiring sustained fire for several rounds to destroy. (see MA pgs. 8-9 for special rules in using this weapon)
Range: S/1-10 yds. M/11-24 yds. L/25-50 yds
ICR: 5 **WC:** 7

MA

Sword, Duralloy

Power Source: None
Damage: 3d8
Description: Nothing more than a length of duralloy lodged in a crude handle. The blade of this weapon is paper-thin and has negligible weight, allowing it to be employed with great speed and penetrating power to cause serious injury. Items made of duralloy are greatly prized.
ICR: 10 **WC:** 3

MA



Throwing Blade

Power Source: None
Damage: 10
Description: The blade is nine inches long and has two edges with a micro-tip for easy penetration of almost anything. The shape of each blade has been streamlined for throwing. There are aerodynamic features to each blade, so they fly far and true.
Ranges: S/1-10 yds. M/11-15 yds. L/16-25 yds
ICR: 10 **WC:** 3

MA



Vibro-Blade

Power Source: 1 hydrogen cell for 20 minutes of operation
Damage: 12/10/12/12
Description: This portable cutting tool looks like a simple plastic tube about 4 inches long. A button on one end of the tube creates a blade-shaped force field, 8 inches in length. Fully charged, this device weighs 1lb.
ICR: 7 **WC:** 9

MA



Vibro-Combat Knife

Power Source: 1 hydrogen cell for 90 hours of constant operation

Damage: 25 (15 to non-flesh)

Description: The vibration effect of this weapon is specifically attuned to the cutting of flesh, doing reduced damage to other targets.

ICR: 7 **WC:** 9

MA

Vibro-Saw

Power Source: 3 hydrogen cells for 30 minutes of operation

Damage: 15/12/18/18

Description: This device is a larger, industrial version of the vibro-blade. When found in its unpowered state, the device resembles a 20th century flashlight. It works on a similar principle to the vibro-blade, but has a longer, wider blade (18 inches long and 6 inches wide), and weighs 3lbs. when fully charged.

ICR: 8 **WC:** 9

MA

War-Dart

Power Source: None

Damage: 1d6+3

Description: These heavy darts measure one foot long and have a trio of durable fins. The heavy metal tips ensure that they strike point-first when thrown in large aerial arcs and are barbed to maximize trauma. In combat, one dart can be thrown from each hand/grasping appendage, per round.

Ranges: S/1-10 yds. M/10-15 yds. L/16-25 yds

ICR: 10 **WC:** 1

MA

MA

MA

MA

MA

MA