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# MASTERS OF THE EARTH : NOMEN CIVILIZATIONS

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## INTRODUCTION

This document details some of the major intelligent NPC races that inhabit the world of the Masters of the Earth campaign setting. These creatures are known as Nomen, a corruption of the original term, New Men. Some Nomen races were created by the ancients and some by the environmental changes wrought by the terrible events during the Black Days. Whatever their origins, they have succeeded in developing their own civilizations to vie for a place and a piece of the power in the world of Masters of the Earth.

## TEMPLATE

Common Name (Racial Name)

Size, Genotype/NPC Class or Classes

**Average Hit Dice:**

**Initiative:**

**Speed:**

**Defense:**

**Base Attack:**

**Attack(melee/ranged):**

**Full Attack:**

**Space/Reach:**

**Special Attacks:**

**Special Qualities:**

**Saves:**

**Abilities:**

**Skills:**

**Feats:**

**Environment:**

**Organization:**

**Challenge Rating:**

**Advancement:**

**Level Adjustment:**

**Combat:**

**Description:**

**\*OGL NOTICE:** ALL text in the **Combat and Description** fields of every creature listed are **NOT** open game content and are ©Paul Williams March 2005, and is to be considered **Product Identity** under the terms of the OGL 1.0a.

## Template Entries

This document relies heavily upon the processes detailed in the MOTE NPC /Monster Classes document and that source should be referenced when questions arise.

Some of the template standards set by core SRD documents are implemented in slightly different ways. Where different the entries below will indicate so.

### **Size, Genotype/NPC Class or Classes**

In this document, this entry has been changed somewhat from the core SRD entries. So, the entry may read, Medium, Genotype(base creature Type or Subtype)/NPC Class (the most appropriate NPC Class listed in the MOTE NPC/Monster Classes Document, usually expressed as an acronym. If a race is capable of being more than one NPC/Monster class, all will be listed, with other statistical fields having separate entries for each class, when different.

**Average Hit Die:** This expresses the Hit Die or Level of the typical or average NPC creature of that race or genotype and class. Separate entries will be listed for each class when different. Non-typical individuals of that race may have more or less class levels and/or Hit Die or may have an altogether different class assignment. This section diverges from the SRD source in that it uses a special 'Combatant' hit die modifier.

**Initiative:** No change from core SRD. This is the bonus or penalty applied to the order in which a creature has his 'turn' each round of actionable game play. This entry will be affected most directly by the Dexterity bonus/penalty and occasionally by feats.

**Speed:** The base speed of the creature. When the creature has more than one mode of movement it will be listed in the following format and order; Land/Burrowing/Swimming/Flying/Other. Blank entries will be noted by a dash '-'. EX: 30'/-/20'/-/- which indicates the creature has a land speed of 30' and a swimming speed of 20' and does not normally have any other movement modes.

**Defense:** How hard it is to hit the creature based on a number of factors. Base(10) + Dex bonus/penalty + armor + special. Occasionally a creature may have a Damage Reduction entry, when this is the case it will be expressed as; Defense/Damage Reduction. Ex: 14/-4. Defense is synonymous with Armor Class(AC).

**Base Attack/Attack/Full Attack:** The three 'attack' entries are used thusly; Base Attack is the creature's base attack rating based on its NPC/Monster class and hit die level without bonuses or penalties due to other factors. Attack is the creature's chances of striking with all bonuses or penalties applied divided into separate melee and ranged entries. Full Attack is the creature's statistics when wielding any of its typical weapons. Where there are different classes, each will have a separate attack bonus entry.

**Special Attacks/Special Qualities:** The difference between Special Attacks and Special Qualities is that Special Attacks will only contain those abilities and powers that directly influence combat in some way. Special Qualities may include mutations, abilities, racial feats or skills and other qualities that affect other aspects of game play.

**Space Reach:** How much area the creature physically takes up due to its size and how much area it effects or can reach with its typical weapons.

**Saves:** The three saves include Will, Fortitude, and Reflex. These entries have a base score based on the creature's NPC class. Will is modified by the Wisdom modifier, Fortitude is modified by the Constitution modifier and Reflex is modified by the Dexterity modifier. When a creature type is capable of being more than one class, there will be separate entries when they are different.

**Abilities:** The creature's physical and mental abilities that determine its ability to do any number of simulated and game related tasks. The six abilities are Strength(Str), Dexterity(Dex), Constitution(Con), Intelligence(Int), Wisdom(Wis), Charisma(Cha) and Moral(MR).

**Skills:** Each creature has a number of points to allocate to its skills based on its NPC class. These skill points are then divided up as the GM chooses among the racial or typical skills of that particular genotype with those skills most likely to be used having the greater emphasis. Individuals of that particular race may have other, unlisted skills, but typically do not. Some skills may have racial bonuses from Special Qualities.

**Feats:** Not all individuals of a given race will have the same feats. So, in the Feats entry there will be a list of 'typical feats' that most representatives of that race will possess. An *individual* of that genotype or race may have any of those typical feats, in addition they may have non-typical feats from any of the listed Feat Groups, not to exceed their class level feat slots. Feat Groups or Feats listed in *italics* are the most likely for that race or type. Expressed objectively, an individual will be likely to have selected a feat from a 'typical' Feat Group 60% of the time. GM's should use their own judgment however, when creating individual NPC's from any given race. Some races may indicate additional racial feats from the Special Qualities field, and these will be underlined in the Feats field when present. These do not count toward the available Feats.

**Environment:** Where a creature will typically be found in the world. Sometimes it is in a single specific location, sometimes in a region and occasionally in entire climate zones.

**Organization:** The form of government and racial temperament. How many are likely to be encountered in any given situation and the race's typical technology level. It may also include information on numbers of settlements and its regional influence.

**Challenge Rating:** A numeric rating that roughly judges how challenging a single creature of the genotype would be to a group of four player characters. Each NPC class may have its own CR.

**Advancement:** How the creature advances. Typically as the NPC class, but outstanding individuals may advance as any class, such as the Explorer class of the MOTE setting.

**Level Adjustment:** Denotes whether this genotype or race is suitable for use as player characters and if so what level it would be. This is a 'best guess' statistic and is completely subjective.

**Combat:**\* The typical combat behaviors of the species or genotype. Includes typical strategies and combat methods: **This section is not OGC and is ©Paul Williams March 2005.**

**Description:**\* Contains general information for the entire race and often contains details of abilities, community life and anything else that helps in defining the NPC race/genotype. **This section is not OGC and is ©Paul Williams March 2005.**

## MISCELLANEOUS NOTES

Although, the races depicted here may be considered typical members of their society, variations in individuals will be common. Most of these races are genetically stable and breed true most of the time. There are occasions when even they birth aberrations and mutants.

Each individual NPC, when not indicated, has a base 10% chance of having non-racial powers or defects in addition to its racial powers. This percentage chance may be adjusted by race, and if so will be indicated in the Special Qualities section.

Method

Roll % die. If equal to or less than the stated percentage value for non-racial mutations roll again on the following chart.

<b>D12</b>	<b>Change</b>
1-2	Loose one racial mutation or ability
3-4	Loose one racial mutation or ability and gain one non-racial beneficial mutation
5-6	Gain one beneficial mutation
7-8	Gain two beneficial mutations
9-10	Gain one beneficial mutation and one defect
11-12	Gain one defect

In the type entry can be found some naming variations; Mutated Humanoids are originally of human stock, those creatures described as Nomen will typically have animal ancestry. The difference will often affect which NPC class or classes the creature type advances at, but otherwise has little statistical differences and they ALL may considered mutants of one form or another.

Extraordinary abilities, mutations or any other entry designated as 'unlisted' are NEW entries of its type and are not listed in any other MOTE source. The description and affects can be found in the NEW ENTRIES section at the end of this document. All NEW entries will eventually make there way into a supplement.

This document uses a 7<sup>th</sup> ability statistic for NPC characters and that is the Moral or MR rating. This is the DC against which an NPC character rolls a Will save (instead of the standard 15 as set in the D20 Moral document) when faced with overwhelming odds, or having reason to be frightened or want or need to check to remain in combat. A failure to exceed the DC rating indicates the individual or group of NPC's attempt to flee combat. An exceptional individual NPC with leadership skills may attempt to rally his troops either to remain in combat or to organize a strategic withdrawal. MR has other factors that adjust the final DC to roll against and these are detailed in the D20 Moral document. If you don't use moral, just ignore the MR rating.

It is always assumed, when not directly stated, that any creature has the basic weapon or armor proficiencies to wield or wear its listed weapons or armor and that this is considered a Special Quality or racial ability of that creature type.

Unless specifically stated in the creatures Advancement field, the creatures HD increases do not affect its size class as it would normal NPC monsters. This difference is part of being an 'intelligent' creature in the MOTE setting.

As stated in the Hit Die entry in the creature template description section above, the MOTE Nomen Civilizations document uses a special Hit Die modifier for creatures designated as Non-Intelligent or humanoids designated as Combatants. These receive a HD modifier based on their size and are handled much as Constitution modifiers are in that it adds to the total Hit Points of the creature. Hit Die and Hit Point calculations are explained in full in the MOTE NPC/Monster chapter.

## NPC RACES

### Bird Men (Sormen or Sorshen)

Medium, Nomen/NNC, NC

**Average Hit Dice:** NNC = 3+0 adolescent or NC = 3+3 (NNC HP11 or NC HP14)

**Initiative:** +2

**Speed:** 25'/-/40'/-

**Defense/DR:** 13 or 15/-2(Dex +2, +1 natural armor and +2 modified leather armor + -2 damage reduction from cutting weapons due to dense feathers)

**Base Attack:** +1

**Attack(melee/ranged):** +3/+3

**Full Attack:** *typical melee* - Talons x2 +3(+7 dive attack for d6 each or 2d6), Spear +3(+7 dive attack for d6 or 2d6), Club +3(+7 dive attack for d6 or 2d6) *typical ranged* – Spear +3(d6), Net +3(entangle)

**Space/Reach:** 5'/5'

**Special Attacks:** Sonic Attack(psychometabolic. mutation), Flyby Attack-Dive +4 to hit/+1 die of damage any natural weapon or melee weapon (NPC feat), Never flat footed, +2 surprise checks.

**Special Qualities:** Fertile(feats), Alertness(feats) +2 Listen and Spot, Flight(ex. NPC ability), Snatch (NPC feat), Wingover (NPC feat), Mutated – Sound Imitation(psychometabolic mutation), Sonic Attack(psychometabolic mutation), Keen Site (unlisted ex. NPC ability), Manufactured Weapons(misc. NPC ability), Natural Weapons(ex. NPC ability-talons), Sorshen have a 10% chance of non-racial mutations.

**Saves:** Good = Reflex/Middle = Will/Bad = Fortitude

NNC = +3/+2/+0

NC = +3/+2/+0

**Abilities:** Str(14/+2) Dex(14/+2) Con(10/+0) Int(11/+0) Wis(12/+1) Cha(9/-1) MR(14)

**Skills:** (2: 14) – Bluff(+1), Deduction(+1), Diplomacy(+0), Language, Trade(+1), Listen(+4), Medical(+1), Perform-Ariel Dance(+3), Perform Task(+1), Search(+5), Sense Motive(+2), Spot(+8), Survival-Rural(+2), Use Object(+1)

**Feats:** Directional Prodigy, Track, Oathbound, Acrobatic, Agile, Mutation Focus, Alertness, On Guard

NNC = (1) feats      NC = (2) feats

Any simple feat from the Use Object Feat Group. Any eligible feat from the Combat, Defensive, *Environmental*, General, Language, *Misc. Physical*, *Mutational*, Sensory, or Task Feat Groups.

**Environment:** Mud and/or clay dwellings and tunnels and caves in high steep cliffs in any climate zone.

**Organization:** Emperial, moderately aggressive, territorial but not expansionist. Shamanistic animists, who use spiritual totems in their lore and worship the winds. Sormen will be encountered either singly, or in scout or hunting groups of 4-8(d5). Females are rarely encountered outside of the immediate settlement area.

**Challenge Rating:** NNC: 1.5      NC: 1.75

**Advancement:** As NPC Citizen, Non-Combatant or Citizen, Combatant or as PC Class(Explorer)

**Level Adjustment:** As class level +1

**Combat:** Spears or Javelins are their favored weapon and they will typically carry several in a sling on their back, though a wide variety of melee weapons are also used. Although the Sorshen are capable fighters on the ground their preferred attack style is a diving attack at +4 to hit, +1 die of damage using either the spears or melee weapons and while in this dive they simultaneously emit a sonic attack. To harass their enemies or to attack those that have no projectile weapons of their own, they will often make flying passes over their enemies, well out of reach and throw their spears. Their bones, due to their hollowness, take double damage from smashing or crushing attacks. The Sorshen are somewhat less organized militarily than some races preferring to rely on individual bravery, though there is a loose seniority structure based on earned respect. Leaders are always seasoned veterans of many personal battles. Sorshen are territorial and can be counted on to aggressively protect their area of influence, though peaceful travelers and traders are allowed to pass through unmolested. Most Sorshen spotted away from their primary cities are almost always hunting parties or scout parties and will consist of D6+1 individuals. The Sorshen are noted hunters and seem incapable of discerning domestic animals from wild animals, which has caused some problems with their neighbors. The Sorshen are also not finicky eaters of meat and see any being, be they sentient or otherwise as a ready source of food when required, though they rarely do take other sentients when there are other sources available. Their dense feathers provide a natural armor bonus of +1 and a –2 damage from cutting or slashing weapons.

**Description:** An intelligent race of avian humanoids. The Bird Men like to live on high cliff and canyon slopes overlooking as much territory as possible. Their mud, clay and stick dwellings range up and down the cliff faces and are often interlinked with internal tunnels and adjacent dwellings. They are primarily carnivorous in diet and unable to discern wild and domestic animals so they will often mistakenly take domestic animals to feed on. Bird Men rarely leave their areas of control for any reason, except the occasional hunting party. Sormen engage in lifelong relationships and when the females are in season, they couple will often go off into the wilds on their own for several days for procreational rituals. During this period the male becomes hyper-aggressive and will attack any intruders regardless of race or intent. Sorshen females lay eggs, which gestate for 8 months under their care. They maintain a separate central nesting area where all egg laying females will care for the eggs. This nesting area is usually dug deep into the cliff side with a single entrance and heavily guarded. The young develop quickly after hatching, and in about 6 months have developed basic language skills and the ability to move about on land, at about a year they can fly and in a year and a half are considered adults, though their training is still not considered complete. They take mates anywhere from their 5<sup>th</sup> year to their 10<sup>th</sup> and live well into their 50's. They have a tribal shaman which holds advisory and spiritual authority to their Emperor. The Sorshen are a very superstitious people and often carry tokens or medicine bags filled with magics against any number of bad spirits and evil magic spells. Their religion is highly individualistic and although they have a religious leader, he is mostly looked upon as a spiritual guide and healer and purveyor of strong magics. Males are responsible for hunting, defense and building tasks. The Bird Men's feet are extremely dangerous and talon equipped and quite dexterous enough to use while in flight as hands. Sormen stand about 6' tall, though rarely stand fully upright and always seem to be crouching or hunched over when on land. They are thin and frail looking which belies their actual physical strength, which is considerable. At the end of their winged arms are three fingered hands. There is a 4<sup>th</sup> finger set back about 6" from the others on the underside of their arms, but it is vestigial and hidden by feathers in any case. Bird Men speak their own tongue and occasionally the trade tongue. Many members of this race like to keep birds of prey as pets and many festivals are held throughout the seasons to contest the honorarium of 'Master of Prey'. Sorshen sleep gripping large poles horizontally suspended above the ground by at least 3', with their wings tight around them, just as any wild bird might. The male will often have a perch on the lip of his private dwelling overlooking the canyons and approaches to the settlement and sleep there regardless of the inclement weather. The Sormen do not use chairs or seating of any kind, but there are perches conveniently placed for their own and their guests use. Sorshen perform an extremely elaborate aerial dance during certain festivals and when mating. It is said that seeing this dance alone is well worth any inconvenience or discomfort at being a Sorshen guest.

## Cadaver(Di'shen)

Medium, Mutant Humanoid/CNC

**Average Hit Dice:** 4+8(HP22)

**Initiative:** -1

**Speed:** 20' (no run)

**Defense:** 9(Dex -1, occasionally armor will be worn +var)

**Base Attack:** +1

**Attack(melee/ranged):** +1/+0

**Full Attack:** as melee weapon (basic weapons only, clubs, knives, cleavers, etc)+1

**Space/Reach:** 5'/5'

**Special Attacks:** Cadaver Disease, Fire Damagex2, Anti-viral injections kill

**Special Qualities:** Cadaver Disease(DC14)

**Saves:** Good=Fortitude/Middle=Will/Bad=Reflex

+3/-3/+0

**Abilities:** Str(11/+0) Dex(8/-1) Con(14/+2) Int(6/-2) Wis(3/-4) Cha(4/-3) MR(18)

**Skills:** (2-2:8) Listen(+3), Search(+2), Spot(+3)

**Feats:** none

Feats(1)

**Environment:** Any climate, usually in ancient ruins or underground

**Organization:** The strongest rule. Very crude, basic organization. Their society, if it can be called that at all, is based on a mutual desire to cohabit and use their strength in numbers to bring down prey. Otherwise there is no real structure. It's almost instinctual rather than any kind of understanding. A typical gang of Di'shen will consist of 10+d10 members, although much larger groups have been rumored.

**Challenge Rating:** 1.75

**Advancement:** none

**Level Adjustment:** none

**Combat:** In combat a Cadavers favored tactic is to corner or surround their intended victims and then ware them out with multiple attacks. Since Cadavers cannot run due to the limiting effects of their diseased condition this requires some cooperation of its members. Cadavers favored weapons are those that cut or stab, but anything will do in a pinch. Once a victim is down they use whatever is nearby to break open the brainpan of their victim and then typically scoop out a portion by hand to eat uncooked. Unless it is absolutely clear that the Cadavers cannot win a battle, they will continue to attack.

**Description:** The actual appearance of an individual Di'shen varies with the specific humanoid race that was infected. Non-humanoids or those with a strong animal genetic background gain a +4 on their save vs the Di'shen disease. Enclaves of Cadavers may be found anywhere in the world and are in fact wide spread due to the gestation period and early spread of initially infected victims during the Last Days. Cadavers can be any sentient, typically humanoid who has been infected by the virus and completed the gestation period but has not been subsequently killed. They have pale bloodless looking skin with various stages of rot. A Cadaver has the life expectancy of his original Constitution in years, after that the wasting, and flesh rotting qualities of the disease will have killed the former sentient. Once the disease has reached it's onset period all the victims previous memories, skills and ability scores become as those stated. Any physical or mental mutations may still be retained at the discretion of the GM. Sentient creatures with natural attack forms will retain those attack forms. Those who had equipped armor on during and after the change, retain that armor. There is no known way to revert an infected Cadaver once the gestation period has passed. All attempts to 'cure' the disease have resulted in the death of the Cadaver. It is known that a double dose of a standard anti-viral serum will kill a Cadaver within moments. It is also known that fire is a good way to dispose of the dead Cadavers and to inflict more damage on the still living. They're apparently susceptible to fire and suffer a penalty of X2damage(save for normal). In addition the virus infecting the Cadavers imbues it's host with the ability to detect a sentient brain by scent within it's natural Spot range. Why the virus needs uninfected sentient brain material is unknown at this time. Fire is rarely used in their lairs and things are kept rather shoddily and anyone entering an unoccupied lair can smell feces, old rotting corpses, living and dead and a myriad of other unpleasant things better left undescribed. The disease has infected most of the implements and bodies of the Cadavers, so a check must be made whenever the skin is broken by a Cadaver weapon or something has been ingested from an infected area.

## Clackers (Te'nkhet)

Medium or Large, Mutated Animal/BI or BNI

**Organization:** The entire Te'nkhet society revolves around the colony, headed by the Empress and a single thinking sub-race of Royals. Both Workers and Warriors are not sentient in any discernable humanoid sense and do the brunt of the menial labor for the colony. The Royals are the only intelligence and are responsible for the bio-technology and the society in general. The Empress exists merely to guide the colony and to produce continuing generations of individual colony members. A typical colony will consist of around 100+ Royals, 100+ Warriors and about 1000+ Workers, and always a single Empress at any time. If any single Te'nkhet is engaged in combat others will eventually respond. After the 4<sup>th</sup> round (d6) additional workers will appear. After an additional 4 rounds (1d4+1) warriors and (2d6) workers will appear. 4 rounds after that (2d6) warriors and (2d10+2) workers will appear. If the threat is not effectively dealt with then, the balance of the nests workers will attack the threat en masse, and the Royalty and Warriors will gather in the inner chambers to protect the Empress. If a party of Clackers are encountered they will be 70% of the time, workers on food foraging missions, 25% will be warrior ants on patrol and 5% will be a combination party of warriors, workers(servants), and royalty on a specific mission, possibly scientific in nature. Centaurs are ruled by an Empress that holds the position for life and is also the sole egg laying female in the society.

**Description:** Clackers appear as ants who's head and thorax are upright, much like centaurs of legend.

There are four distinct sub-races of Clackers., each play a specific role in the Clacker colony. Workers abdomens are about 3' long with the head and thorax another 3'. They have 4 legs in which they walk with and another pair of limbs that they use to manipulate objects with and can be considered for all practical purposes, to be arms. When they have need, they may use these to walk with as well. Warriors are typically a bit larger than Workers and are 4' by 4', though their 'arms' end in large pincers instead of hands. Royals are about the same size as Workers except their heads are twice the size as any other Te'nkhet type. The Empress is about 10' long from head to the end of her abdomen. All Te'nkhet have powerful mandibles that they may use to crush, tear and rend a variety of materials.

Te'nkhet society is at a tech level III stage, but uses a unique bio-technology in place of the hardware based technology of the ancients. They have 'guns' that fire seeds that explode and grenades that are grown and may have explosives or poison gases in them. They have taken bio-engineering to extreme levels and can produce a plant, enzyme, protein or any other biological based element or ability and reproduce or change it to suit their needs.

This species of intelligent ant men sometimes called Clackers build their cities partially above ground and partially below ground. Most of the above ground structures are for storage, processing and industry while below ground are the dwelling places of royalty and their personal guards and servants, laboratories and egg chambers. Only Royal Clackers have the necessary mental capacity to become scientists and leaders. Royalty have a larger cranial cavity than the other subspecies and can automatically control as many workers or warriors as their HD score. Only royalty have a sense of self-preservation, warriors and workers will sacrifice themselves down to the last ant if directed to do so. Royalty scientists have developed a unique biological tech III technology base that is very effective. Only the Royalty use this technology when attacking. The others use their natural weapons of two pincher claws, stings and mandibles. All Clackers are able to communicate with each other non-verbally and what one knows they all know, as there form of telepathy works as a type of group mind.

When Clackers find ancient technology they may keep it for curiosities sake or sometimes study or trade, but otherwise these items hold no particular interest to them. There are rumored to be great storage chambers filled with the unused technology of the ancient ones just laying about. Only Royals have true working eyes and can see visual images. The Workers and Warriors Feel Sound and Vibration with their antennas, which is superior in many ways to mere eyesight and grants them all the Blindsight ability. Clackers have received their common name from the sound their jaws make as they go about their business. Their jaws are always opening and closing for unknown reasons causing a clacking sound. The sound of dozens or even hundreds of Clackers doing this can be quite disconcerting.

## Empress

Large Te'nkhet/BI

**Average Hit Dice:** 10+40 (HP75)

**Initiative:** +1

**Speed:** 0 (immobile)

**Defense:** 10/-4 (immobile-no Dex Bonus, Damage Reduction -4)

**Base Attack:** +5

**Attack(melee/ranged):** does not engage in any physical combat, +4/+6

**Full Attack:** does not engage in any physical combat, Bite +4(d6) crit:19-20/x2

**Space/Reach:** 10'/5'

**Special Attacks:** Domination(telepathic mutation), Mass Domination(telepathic mutation)

**Special Qualities:** Blindsight(ex. NPC ability), Natural Weapons(ex. NPC ability-mandibles/bite), Natural Armor(ex. NPC ability), Mutated – Domination(telepathic mutation), Mass Domination(telepathic mutation), Telepathy(telepathic mutation), Empathy(telepathic mutation). There is NO chance of non-racial mutations

**Saves:** Good=Will/Middle=Fortitude/Bad=Reflex

+8/+6/+4

**Abilities:** Str(8/-1) Dex(12/+1) Con(16/+3) Int(18/+4) Wis(20/+5) Cha(13/+1) MR(18)

**Skills:** (2+4:78) Bluff(+10), Concentration(+10), Deduction(+6), Diplomacy(+10), Knowledge, Earth and Life Sciences and/or Theology and Philosophy(+5) and/or (+5), Language, Regional or Trade(+1) or (+2), Listen(+7), Sense Motive(+10), Spot(+7), Use Object(+5)

**Feats:** Combat Invocation, Mutation Focus-Telepathic, Superior Mutation-Domination/duration, Superior Mutation-Mass Domination/duration

Feats(4)

Any feat from the *Mutational* Feat Group

**Environment:** Any temperate. Lairs in a system of underground chambers, meticulously crafted by Workers and Royals for her needs.

**Organization:** Empress, lord and master of all she surveys. Only one exists at any given time. The Empress never leaves her specially constructed chambers.

**Challenge Rating:** 5.5

**Advancement:** as NPC Intelligent Beast

**Level Adjustment:** none

**Combat:** The Empress is completely immobile and incapable of physical combat. She will use any mental attacks to defend herself or her innate ability to compel her subjects. The Empress is able to directly control a number of Workers or Warriors equal to her Hit Die and a number of Royalty equal to one-half her Hit Die(5) automatically without rolling for success. She may control these subjects as if they were extensions of herself without chance of failure. She may use her position to merely order any number of subjects within her audible or telepathic range and they will comply to the best of their ability, though moral checks always apply in this case.

**Description:** An Empress is a genetically altered Royal, and there is but one at any given time. If it is determined that a new Empress is required a selected Royal will drink a special nectar produced by glands only found in a Worker and that requires its sacrifice. This causes the necessary genetic changes that creates a new Empress. Only the absence of an Empress will cause workers to produce this nectar. During the changing rituals, the future Empress is inseminated by a Warrior. This single act provides enough material to last the Empresses entire egg laying lifespan. The Empress chooses, according to the colonies needs, whether an individual egg is to be a Worker, Warrior, or Royal. Because of the large size of the Empresses abdomen relative to the rest of her body, she is completely immobile and unable to move herself from her chambers, where she continues to add to the colonies minions. The Empress, as are all Royals, are females and the Empress is the sole egg laying individual in all the colony.

All species of Te'nkhet require a mere two-hours of sleep a day and is really only a pause in physical activity and a resting of the mind. They are capable of skipping a number of days worth of rest equal to their Constitution before negative effects are felt.

## Royalty

Medium Te'nkhet/BI

**Average Hit Dice:** 8+24 (HP52)

**Initiative:** +2

**Speed:** 35'

**Defense:** 14/-2 (Dex +2, exoskeleton +2/-2)

**Base Attack:** +4

**Attack(melee/ranged):** +8/+6

**Full Attack:** see APPENDIX C: New Weapons entries, Bite +8(d6) crit:19-20/x2

**Space/Reach:** 5'/5'

**Special Attacks:** Domination(telepathic mutation)

**Special Qualities:** Blindsight(ex. NPC ability), Natural Weapons(ex. NPC ability-mandibles/bite), Natural Armor(ex. NPC ability), Mutated – Domination(telepathic mutation) Telepathy(telepathic mutation), Empathy(telepathic mutation), Chemical-Simple(feats), General-Simple(feats), Mechanical-Simple(feats).

There is NO chance of non-racial mutations

**Saves:** Good=Will/Middle=Fortitude/Bad=Reflex  
+5/+5/+4

**Abilities:** Str(18/+4) Dex(14/+2) Con(16+3) Int(16/+3) Wis(14/+2) Cha(12/+1) MR(16 or 6)

**Skills:** (2+4:66) Bluff(+3), Build(+7), Concentration(+5), Deduction(+5), Diplomacy(+5), Knowledge, Earth and Life Sciences(+7) or Physical Sciences(+7) or History(+7) or Lore(+7), Language, Regional(+2) or Nomen(+2) or Trade(+2), Listen(+5), Repair(+7), Search(+5), Sense Motive(+3), Spot(+5), Use Object(+7)

**Feats:** Chemical-Simple, Chemical-Complex, General-Simple, General-Complex, Mechanical-Simple, Mechanical-Complex

Feats(3)

Any feat from the *Build*, *Charismatic*, *Combat*, *Defensive*, *Environmental*, *General*, *Language*, *Mutational*, *Repair*, *Task*, or *Use Object* Feat Groups.

**Environment:** Any temperate. Typically in underground labs and manufacturing facilities of a Clacker colony.

**Organization:** A seniority system among them is first by group then age. Those who attend the Empress have seniority over those who are pure researchers, who have seniority over those in the manufacturing or repair groups who have seniority over those who supervise Warriors and who have seniority over those who supervise Workers. Within each group seniority is by birth date. Those who were born earlier have social and group seniority and authority over those born at later dates. This seniority system is recognized and automatically known by every individual in the colony due to the hive or group mind aspect of their racial telepathy. Almost no one has ever questioned their position relative to anyone else, nor challenged the system. Those who do, rare as it is, are either killed or escape from the colony to become explorers.

**Challenge Rating:** 4

**Advancement:** as NPC Intelligent Beast

**Level Adjustment:** +1

**Combat:** The royalty prefer to direct Warriors and Workers than to engage in combat directly, but when they do they will bring the full power of the bio-technology to bare. They will typically act to preserve their own lives unless directly protecting the Empress. Royals do not have a sting attack as do Workers and Warriors. A Royals Moral rating is dependent upon whether they are defending the Empress or merely protecting themselves and the colony in general. The highest rating is when they are protecting their current Empress. They are much more reluctant to flee a combat situation when defending her.

**Description:** All Royals are female. Royals are the only truly sentient sub-species of Clacker and are directly responsible for the administration and function of the Clacker colony. Other than their larger head size, which is usually twice the size, they appear in size and shape to be Workers.

## Warrior

Medium Te'nkhet/BNI

**Average Hit Dice:** 8+32 (HP60)

**Initiative:** +2

**Speed:** 40'

**Defense:** 16/-2(Dex +2, Exoskeleton +4/-2)

**Base Attack:** +7

**Attack(melee/ranged):** +13/+9

**Full Attack:** Bite +13(d8) crit:19-20/x2, 2xClaws +13/+13(d6 ea) crit: 20/x2 + Sting +13 (d4+save vs paralization for d4+2 rounds) crit:19-20/-4 save.

**Space/Reach:** 5'/5'

**Special Attacks:** If both claw attacks are successful, the opponent is automatically grappled. If the target fails to break the hold by the following round the Warrior gets a sting attack at +4(paralization DC18) attack bonus.

**Special Qualities:** Blindsight(ex. NPC ability), Natural Weapons(ex. NPC ability-mandibles/bite and 2 pinchers and poison sting), Natural Armor(ex. NPC ability), Mutated –Telepathy(telepathic mutation), Empathy(telepathic mutation), Improved Natural Attack - bite(NPC feat). There is NO chance of non-racial mutations

**Saves:** Good=Fortitude/Middle=Reflex/Bad=Will  
+6/+4/+0

**Abilities:** Str(22/+6) Dex(14/+2) Con(16+3) Int(6/-2) Wis(6/-2) Cha(6/-2) MR(20)

**Skills:** (2+ -2: 12) Listen(+4), Spot(+4), Search(+4)

**Feats:** Improved Natural Attack-Bite(NPC Feat)

Feats(3)

**Environment:** any temperate. Usually found in proximity to or within a Clacker colony.

**Organization:** All Warrior Te'nkhet are equal and possess no intelligence above animal level. They live only to serve the colonies and Empress's security needs.

**Challenge Rating:** 4.5

**Advancement:** as NPC Non-Intelligent Beast

**Level Adjustment:** none

**Combat:** Warrior Te'nkhet have no sense of self-preservation and will seek to close and engage all enemies of the colony and fight until death or other direction from a Royal Te'nkhet. The Warrior suffers no off-hand penalties for its second claw attack. If both claw attacks are successful then the target is automatically grappled and a sting attack follows the next round.

**Description:** All Warriors are male. Warrior Clackers are the largest of the different sub-species and have appendages most suited for their roles as protectors of the Empress and the colony. A Warriors exoskeleton is twice as thick as any other Te'nkhet and they can take a lot of damage.

## Worker

Medium Te'nkhet/BNI

**Average Hit Dice:** 6+24 (HP45)

**Initiative:** +2

**Speed:** 35'

**Defense:** 14/-2 (Dex +2, Exoskeleton +2/-2)

**Base Attack:** +5

**Attack(melee/ranged):** +10/+7

**Full Attack:** Bite +10(d6) crit:19-20/x2, Sting +10(d4+ save vs paralizaton for d4+2 rounds) crit: 19-20/-4 save

**Space/Reach:** 5'/5'

**Special Attacks:** 50% of the time a Worker's bite is actually a grapple and the jaws will lock-on its intended target doing d6 damage each round until the Clacker's jaws can be pried off (Str check DC14). If the bite/grapple is successful the Worker will attempt a sting attack at +4 attack bonus the following round. Once the jaws are locked on to a victim it cannot voluntarily release them.

**Special Qualities:** Blindsight(ex. NPC ability), Natural Weapons(ex. NPC ability-mandibles/bite and poison sting), Natural Armor(ex. NPC ability), Mutated –Telepathy(telepathic mutation), Empathy(telepathic mutation), There is NO chance of non-racial mutations

**Saves:** Good=Fortitude/Middle=Reflex/Bad=Will  
+5/+4/-2

**Abilities:** Str(20/+5) Dex(14/+2) Con(16+3) Int(4/-3) Wis(4/-3) Cha(4/-3) MR(20)

**Skills:** (2+ -3: 10) Listen(+3), Spot(+4), Search(+3)

**Feats:** none

Feats(2)

**Environment:** any temperate. Usually found in proximity to or within a Clacker colony.

**Organization:** All Workers are equal and live only to serve the Empress, Royals and the colonies needs. Workers will follow the valid orders of any Royal and never have to worry that those orders will conflict or be superceded by another's orders.

**Challenge Rating:** 3.5

**Advancement:** as NPC Non-Intelligent Beast

**Level Adjustment:** none

**Combat:** Worker Te'nkhets seek only to pursue their cryptic and mundane tasks for the colony. They will ignore anything or anyone who isn't an obvious threat in the pursuit of their duties. However, when faced with a threat or when directed by Royalty, they will close and engage enemies and fight to the death unless directed otherwise.

**Description:** All Workers are androgynous and non-fertile. Workers will generally ignore intruders and carry on about their business unless directed to attack or sensing dangerous or hostile intentions. Although, non-intelligent they possess manipulative hands and can take direction from Royals and thus may accomplish what would normally be impossible tasks for their animal like intelligence. Many of the colonies maintenance requirements are a matter of natural instinct at any rate and require no direct supervision.

## Crab Men ( Thrikshen or Thrikmen)

Medium, Nomen/NC

**Average Hit Dice:** 6+6(HP27)

**Initiative:** +1

**Speed:** 30'

**Defense:** 15/-2 (Dex +1, exoskeleton +4/-2)

**Base Attack:** +5

**Attack(melee/ranged):** +8/+6

**Full Attack:** Pincers +8(d6)x2, Harpoon +8(d6), Crossbow +6(d6), Bubble Prison +6(entrap+d4)

**Space/Reach:** 5'/5'

**Special Attacks:** Natural Weapons-Pincersx2, Bubble Prison(psychometabolic mutation), Snatch Arrows(feat), Deflect Arrows(feat)

**Special Qualities:** Manufactured Weapons(misc. NPC ability), Natural Weapons(ex. NPC ability-Pincersx2), Mutated –Bubble Prison (psychometabolic mutation-unlisted), Appraise and Deduction –4(skill), Thrik have a mere 10% chance on non-racial mutations.

**Saves:** Good=Fortitude/Middle=Reflex/Bad=Will  
+2/+3/+0

**Abilities:** Str(16/+3) Dex(12/+1) Con(10/+0) Int(9/-1) Wis(9/-1) Cha(10/+0) MR(16)

**Skills:** (2-1:10) Appraise(-4), Deduction(-4), Diplomacy(+2), Knowledge, Earth and Life Sciences[water related only](+2), Language-trade(+1), Listen(+1), Perform Task(+1), Search(+1), Sense Motive(+1), Spot(+1)

**Feats:** Deflect Arrows, Snatch Arrows, Environmental Adaptation-Barren World(the world of land and air)  
Feats(3)

Any simple from the Build or Repair Feat Groups, Any from the Combat, Defensive, *Environmental*, *Language*, Misc. Physical, Mutational or Task Feat Groups.

**Environment:** Any aquatic shoreline, temperate or tropical preferred. Dwellings made of sand or mud and a binding enzyme in their saliva.

**Organization:** Their leadership is a quasi-king(of +2 or +3HD and size large) who has no real authority except those he can personally motivate to do his will and in effect often acts merely as a community spokesman. This position is not hereditary, nor permanent in anyway. Anyone can challenge the incumbent to a death duel, the winner of which becomes King, luckily few actually want the position. Most everything is agreed upon by consensus and it often takes several days of careful consideration to do so. Craftsman and merchants of all types create the basic goods for survival in each Thrik community. The Crab Men typically have a mid-Tech II society, with many of their goods focused for use on or in the water.

**Challenge Rating:** 2.5

**Advancement:** as NPC Nomen Combatant

**Level Adjustment:** +1

**Combat:** Their preferred weapons are their pincers/claws but have been known to employ harpoons and a special water form of a crossbow, that works equally well on land. The Thrik are small tanks and can take quite a beating, though are actually, fairly passive. They will seek to avoid confrontation in general and are quite shy and withdrawn around displays of violence. But if the need is great or their community is threatened they make adequate if not enthusiastic adversaries. Generally, they will have a third of their party use missile weapons to hurry their opponents while the others close and engage in melee combat. The Thrik seldom use hand-weapons, preferring to use their own effective natural weapons.

**Description:** Amphibious creatures usually found in sea-shore cave communities. Crab Men are humanoid in appearance, 6-7' tall with a hard, reddish-brown exoskeleton. Instead of hands they have two pincers that are quite capable of delicate manipulation. They walk semi-upright, with four legs for motivation and two for manipulation. Crab Men have a large interest in artifacts and will readily trade large sums of money for useless items and every Crab Men community will generally have a large collection, most of which will of course be useless. They are not the brightest of species however so they will rarely know how to operate the artifacts they do have. In addition to their overall preoccupation with ancient artifacts, they also have taken a liking to the fashions of the previous age and their tailors turn out business suites and dresses, albeit very modified for the Crab Men's physiognomy. They proudly ware these odd costumes on special occasions, such as when their religious water rituals take place, or when outsiders pay a visit. They become a little bit annoyed if visitors don't take notice of their finery.

They will seldom leave the vicinity of a water source as they will dry out and die if away from water for extended periods of time. They are as at home in fresh water as they are in salt.

By nature the Thrik are very curious about other species and readily seek relationships with others and welcome peaceful traders and travelers of all kinds. They are typically on very good terms with other villes near them and readily engage in trade and defensive agreements. They will trade mostly water born products for those they cannot readily manufacture themselves. They are said to make a very good kelp and fish fin soup. The Thrik speak their own incomprehensible tongue and usually the trade tongue with some among them able to speak many of the regional or nomen tongues as well.

Thrik are subject to size and HD increases or decreases according to age. Adolescent Thrik are -1HD and size medium, Elder Thrik are +1 or more HD and size large.

Occasionally a single Thrik will get the wonderlust and leave his people to explore the unknown. They are limited however by their need for moisture and often return after only a relatively short adventuring career to tell their stories and bask in the acclaim of their people.

## Creepers (Slikta'kers' or Da'rizzn)

Medium, Mutant Humanoids/CNC

**Average Hit Dice:** 2+2 (HP9)

**Initiative:** +4

**Speed:** 20'

**Defense:** 16 or 19 (Dex +4, Leather +2, Displacement +3)

**Base Attack:** +1

**Attack(melee/ranged):** +1/+5

**Full Attack:** Dagger +1(d4), Swingout, 5mm Revolver +5(d4), Laser Pistol +5(2d8), Pulse Pistol +5(1d8/pulse-continue rolling until you miss)

**Space/Reach:** 5'/5'

**Special Attacks:** As weapon, Ghosting - ½damage from physical attacks, Displacement – attackers = -3 to hit.

**Special Qualities:** Manufactured Weapons(ex. NPC ability), Dark Vision(ex. NPC ability), Evasion and Improved Evasion(ex. NPC ability), Mutated - Psychometry(Clairement mutation), Ghosting (Psychometabolic mutation), Displacement (Psychometabolic mutation), Mechanical-simple(feet), Electrical-simple(feet), Mechanical-complex(feet), Electrical-complex(feet), Sabotage(feet), Tinker(feet), Hide(feet), Move Silent(feet). The Da'rizzn have a 55% chance of non-racial mutations.

**Saves:** Good=Reflex/Middle=Will/Bad=Fortitude  
+5/+2/+1

**Abilities:** Str(10/+0) Dex(18/+4) Con(12/+1) Int(16/+3) Wis(14/+2) Cha(8/-1)

**Skills:** (2+3:30) Appraise(+2), Bluff(+1), Build(+2), Bypass Device(+2), Concentration(+1), Deduction(+2), Knowledge, High Tech Sciences(+4), Language, Trade(+1), Listen(+2), Perform Task(+2), Repair(+6), Search(+2), Sense Motive(+1), Spot(+2), Use Object(+4)

**Feats:** Hide, Move Silent, Sabotage, Tinker, Electrical-simple/complex, Mechanical-simple/complex, Salvage, Snipe, Twigit, Sleight of Hand, Stealthy, Tech IV  
(2) feats

Any feat from the Repair, Build, *Technical*, *Thievery*, or General Feat Groups.

**Environment:** Any environment. Typically underground, either in expanded natural caverns or artificial tunnel systems. This race might only exist near the ancient ville of Senca in a series of linked underground tunnels and chambers.

**Organization:** Creeper society is divided into three primary groups, you have the Administrators, who are in charge, then you have the Technicians who handle all the scientific and technical aspects of society and then the Workers, who do the grunt work and make up the majority of the population. All three groups are comprised of males only. Females are kept in hidden chambers away from any possibility of viewing the outside world where they are kept in virtual slavery and used to propagate the species. To anyone's knowledge, the Creepers do not believe in any deity and lead a completely secular life. The Da'rizzn have an advanced Tech level III society, most of which is hidden underground in their tunnel complexes, and which they are extremely secretive about. They are lead by a council of seven comprised of Administrators they call the Heptarchy. Each of the council members is also the head of his own Department, which is responsible for different broad aspects of Creeper society. Encounters are typically with either a group of traders (2d4) with an Administrator and at least one Tech or with an expeditionary force, looking for ancient artifacts (3d4) with two Administrators and (1d4) Techs.

**Challenge Rating:** 1.25

**Advancement:** As NPC Civilian, Non-Combatant or by PC class (Explorer)

**Level Adjustment:** As class level

**Combat:** Creepers are always reluctant to engage in armed conflict of any sort, but when there is no other choice, defend themselves with anything at their disposal. They are very likely to use advanced firearms or high tech weapons and armor and typically will be armed with those types of weapons. A Creepers first line of defense is conversation or failing that, running and hiding. Only as a last resort will they fight. When they are forced to fight, their ability to Ghost and Displace while using their advanced range weapons gives them some advantage over their adversaries despite their low hit points. It is not uncommon to see a Creeper step from a seemingly solid wall to deliver a devastating ranged attack, only to see them fade back through to the other side before retribution can be brought to bare.

**Description:**

The Creepers are a very secretive species. They don't seem to associate with any other species at all except as a source of occasional trade, which is always done on their terms. They occasionally mount raids usually comprised of an Administrator, at least one Technician and several Workers, into ancient towns held by other species to obtain a rumored artifact. These raids will always be at night after which they will disappear. They seldom go into the daylight or well-lit environments though they seem physically capable of doing so. Their tongue is incomprehensible to outsiders containing many sub-audible and physical components. They always dress in dark, drab clothing with veiled faces except for their dark small eyes. No female of their species has ever been reported.

The Da'rzn are descendants of group of scientists and engineers at an ancient underground lab. They were trapped by events of the Black Days and sealed themselves in along with many of their family members where they created a new society. Because food resources were not plentiful, the early Administrators opted to begin genetic modification of the small population by decreasing their size somewhat. Thus most Da'rzn are around 4-4 ½ft tall and 100lbs. This solved, at least for the short term, their requirements for self-sustainability. This went on for several decades when the reactor they used had a containment breach bathing the entire expanded facility with radiation causing many to die and mutating the survivors. After some time the race has by and large stabilized into what you see today.

The Da'rzn have maintained much of the pre-collapse knowledge base and have used it to create a somewhat comfortable, safe life. They are obsessed with ancient artifacts in general and will frequently be seen with many trinkets from the ancients dangling from their clothing and belts. Rarely is anything actually of value except to collectors, but occasionally there will be the odd useful artifact, of which, the individual Creeper will always know its use and function.

Although the Creepers are secretive about their own society and what it is they plan and do, they are by and large fairly gregarious and don't mind conversing with other races, so long as the conversation is historically or technically based. It is said that Creepers are always plotting to steal what they cannot buy from any they meet, though when asked for specifics, no one ever recollects anyone else that has actually been a victim of a theft from the Creepers. No doubt it is because they are also said to be able to become like ghosts and pass through walls, so therefore rarely get caught.

Although most of their technology abilities are at the advanced tech III level, they have managed to retain the ability to produce power cells of various types and trade these and other tech III items with outsiders for anything they need.

## Dog People (Ka'nshen)

Medium, Nomen/NNC or NC

**Average Hit Dice:** NNC = 4+8 adolescent or NC = 6+18 ( NNC HP22 or NC HP39)

**Initiative:** +1

**Speed:** 35'

**Defense:** 14(Dex +1, Studded Leather +3)

**Base Attack:**

NNC: +2

NC: +5

**Attack(melee/ranged):** NNC: (+5/+3) or NC: (+8/+6)

**Full Attack:** *typical melee* – Bite +8 or +5(d6), Short Sword +8 or +5(d6), *typical ranged* – Crossbow +7 or +4(d6), Short Bow +6 or +3(d6), Sling +6 or +3(d4)

**Space/Reach:** 5'/5'

**Special Attacks:** Ballistic Attack(psychokinetic mutation), Telekinesis(psychokinetic mutation)

**Special Qualities:** Keen Hearing(unlisted ex. NPC ability), Low Light Vision(ex. NPC ability), Blindsense(ex. NPC ability), Manufactured Weapons(misc. NPC ability), Natural Weapons(ex. NPC ability-bite), Mutated – Telekinesis(psychokinetic mutation), Ballistic Attack(psychokinetic mutation), Fertile(feats), Track(feats), Perform Task-Climb(feats) –2 and Weapon Focus(feats)-crossbow. Dog Men have a 30% chance of non-racial mutations.

**Saves:** Good=Fortitude/Middle=Reflex/Bad=Will

NNC: +3/+2/+0

NC: +4/+3/+0

**Abilities:** Str(16/+3) Dex(12/+1) Con(14/+2) Int(9/-1) Wis(9/-1) Cha(6/-2) MR(12)

**Skills:** NNC=(2+ -1: 8) NC=(2+ -1: 10)

NNC: Deduction(+1), Listen(+1), Perform Task(+1), Ride Beast(+1), Search(+1), Sense Motive(+1), Spot(+1), Survival, Rural(+1)

NC: Deduction(+1), Language, Trade or Nomen(+1), Listen(+3), Perform Task(+1) –2 Climb, Ride Beast(+1), Search(+1), Sense Motive(+1), Spot(+1), Survival, Rural(+1), Use Object(+1)

**Feats:** Track, Weapon Focus-crossbow, Point Blank Shot, Far Shot, Dead Aim, Rapid Shot, Precise Shot, Rapid Reload, Handle Beast, Intimidating Presence, Interrogator, Mechanical-Simple, General-Simple

NNC: 2 feats

NC: 3 feats

Any feat from the *Combat*, *Defensive*, *Environmental*, *Misc. Physical*, Mutational, or Task Feat Groups and simple or non-technical feats from the Use Object Feat Groups.

**Environment:** Most any climate zone. Those in colder climates have a thicker coat of fur, those in warmer climates have very thin coats.

**Organization:** Tribal packs divided into hunting packs. Each pack has its group of females that are only accessible to the Packmasters. The Tribal pack consists of several groups of hunting packs and is lead by the Pack Lord. Ka'nshen are said to worship the moon and can often be heard in the distance howling away at it in great ritualistic events where there is a lot of liquor and storytelling of young warriors bravery or hero's of the pack. The Dog Men have no shaman or healer classes and any who are wounded or dying that do not recover eventually get eaten by the pack. No one cares for the ill or wounded among the Ka'nshen, nor the elders. Encounters will be either with a hunting/scout party of 4-6(d3) or with an entire pack of 10-30 individuals(d3). Each pack will have a single leader of +2HD and armed with a modern firearm or energy weapon.

**Challenge Rating:** NNC: 1.75 NC: 3.25

**Advancement:** By NPC Nomen, Combatant or by PC class (Explorer)

**Level Adjustment:** As class level +2

**Combat:** Only adolescents would be considered non-combatant nomen(NNC). The Dog People are malicious and evil beings and are universally reviled by most other societies. Ka'nshen are a very aggressive race and are always attacking and harassing their neighbors with raids. Their favored weapons are generally primitive missile weapons such as crossbows, shortbows, and slings and when they can get them firearms or advanced beam weapons. A warrior with weapons of the ancients is typically a war leader or packmaster. Favored melee weapons include a special serrated short sword or long knife that they use to decapitate or take trophies from their enemies. They have been known to wield a wide variety of other melee weapons as well. Plus, Ka'nshen may always rely on their vicious bite in a pinch. They like to

simultaneously use shields in combat and many of their warriors have this skill. Dog Men are fond of taking trophies from their victims as testament to their fighting prowess. They will have necklaces of noses or ears, jars of eyeballs, shrunken heads on a trophy belt and other gruesome displays of their skills. They are especially fond of humanoid's fingers and consider them a delicacy. Their military organization is based loosely on packs. Each pack will be lead by a packmaster, which acts as a war leader, and as in all positions of authority within the Ka'nshen society, will always be the strongest, boldest fighter among them. Ka'nshen, when in battle are rather a loose cannon and will generally attack immediately upon seeing a potential victim unless they have strong leadership. They are moderately intelligent fighters and will usually attack from a distance any strong enemies, only closing for the kill when it is determined their intended victims are weak enough to cause little danger.

**Description:** Ka'nshen are bipedal man-dogs that revel in the suffering of others. They have protruding jaws filled with canine teeth and black beady eyes that see well in the dark. They stand about 7 feet tall and are very strong, yet agile. They typically weight from 180lbs to over 240lbs. They have hands with opposable thumbs but their legs are more canine like and end in large paws that hinder their climbing abilities somewhat. They like to enslave others and when tired of a specific slave will torture it to death and then devour it with friends. Dog Men fear large winged creatures, often avoiding combat when a particularly large predatory bird passes nearby, viewing it as a bad omen. They speak several species tongue in addition to their own and the trade tongue. They howl and holler as they attack it is said, presumably in the hopes of frightening their opponents or perhaps to embolden themselves. Either way it is quite an un-nerving experience. They prefer to live in cave environments, which are often littered with the bones of their victims and all manor of waste and feces.

The Dog People generally have a technology level of II and can manufacturer most items within that tech level. They rarely trade with outsiders, being unable to restrain themselves from killing for the slightest perceived insult every trader they come across, although it is rumored that a very few traders have mastered the difficult art of communicating and trading with the Dog Men and still keep their heads and their fingers. Typically they will trade for slaves, as the Ka'nshen are known to quickly go through the ones they have or take. They may have the slaves work open pit or shaft mines and trade the works for more slaves. The Dog Men do not treat their slaves very humanly and may beat them often (they call this 'tenderizing'), though rarely are they starved, as this would decrease their meat value.

In addition to their fear of large flying creatures, it is known that Ka'nshen have an aversion to water and will often not cross running streams or other bodies of water if they risk getting wet and it is rare indeed to see one in any boat or ship on open water.

Some Tribal Packs have learned how to tame riding beasts. Often reptilian or canine mounts are utilized, with canine mounts preferred above all others.

## Forest Kin(Merya or Ishfers)

Tiny, Mutant Humanoid/CNC or CC

**Average Hit Dice:** CNC 2+2 or CC 3+6 (CNC HP9 or CC HP15)

**Initiative:** +5

**Speed:** 20'

**Defense:** 17(Dex +5, Size +2)

**Base Attack:**

CNC +1

CC +2

**Attack(melee/ranged):** CNC: -1/+6 CC: +0/+7

**Full Attack:** Short Sword -1 or +0(d4), Short Bow +6 or +7(d6), Sling +6 or +7(d4-1), or as weapon type

**Space/Reach:** 5'/5'

**Special Attacks:** Telekinesis(psychokinetic mutation), Illusions(telepathic mutation), Dodge(feats), Lightning Reflexes(feats), Elusive Target(feats), Precise Shot(feats), Trained animal companions.

**Special Qualities:** Mutated – Telekinesis(psychokinetic mutation), Illusions(telepathic mutation), Animal Empathy(telepathic mutation-unlisted), Darkvision(ex. NPC ability), Pass Without Trace(ex. NPC ability-unlisted), Dodge(feats), Lightning Reflexes(feats). The Kin only have a 25% chance for non-racial mutations.

**Saves:** Good=Reflex/Middle=Will/Bad=Fortitude

CNC: +6/+1/+1

CC: +7/+2/+1

**Abilities:** Str(6/-2) Dex(21/+5) Con(12/+1) Int(14/+2) Wis(12/+1) Cha(13/+1) MR(12)

**Skills:** (CNC-2+2:24 or CC-2+2:28) Bluff(+2), Concentration(+2), Diplomacy(+3 or +2), Disguise(+2), Language, Beast(+2 or +3), Listen(+2 or +3), Ride Beast(+3 or +5), Search(+2), Sense Motive(+2), Spot(+2 or +3), Survival, Rural(+2)

**Feats:** CNC – Elusive Target CC – Elusive Target, Precise Shot

CNC Feats(1)

CC Feats(2)

**Environment:** Temperate or Tropical Rain Forests

**Organization:** The Kin have a patriarchal monarchy and a royal family that is required to take wives from the tribe so that the bloodlines remain strong and so that those of royal blood retain their connection with the rest of the Kin. Any issue of male royalty are automatically recognized as part of the royal family and retain all the rights and privileges of the class. Female royalty are required to marry common Kin as well, though their heirs do not have automatic recognition as royalty. A Royal contest is held yearly to decide the best candidates who are then selected and recognized as part of the royal family. All of this insures that the royal family will remain strong and in control. Kin females do not have any specific rights or decision making powers within the society, excepting the Kin home, they rule absolutely within their own homes and any decision concerning the home is theirs to make. Encounters with the Kin will generally be with scout or hunting parties and will be with d6+4 individuals. A village will comprise between 100-400 people with 2/3rds being Non-Combatant Citizens of one type or another.

**Challenge Rating:** CNC: 1 CC: 1.5

**Advancement:** as NPC Combatant Citizen

**Level Adjustment:** none

**Combat:** The Kin have developed a method of delivering a nasty explosive(2d6) or acid attack(1d6 +1d4 for d2 rounds) by filling a nut shell with the material of choice and then throwing them at their chosen target. They are known to train and ride many beasts of the forest, from wolves, wild dogs, and bears, to the occasional great eagle. Battle tactics for the Kin is highly developed and effective. While ground forces engage the enemy, an aerial unit will bombard enemy positions with their bombs in coordinated attacks. The ground units are always accompanied by trained animals, which get direct assistance from the Kin's telekinetic abilities. They will also employ their natural ability to produce illusions that have the effect of distracting and confusing the enemy. It is rare that a Kin will even attempt melee combat, as their advantage lies in their ranged attacks and their ability to use the animals of their forest homes. It is common for the Kin to set many traps in and around their territory of control, so travelers and strangers be wary. The Kin use a variety of weapons scaled to their size, most of which are ranged weapons. They use a short sword that does combat knife damage and a longbow with a shortbow's range. They also use slings, blowguns and a crossbow that has the hand-crossbow range. They also use pits, snares and nets when they can prepare for combat ahead of time.

**Description:** The Kin are small bi-pedal humanoid creatures, typically standing about 2' tall. They are thin and lightly boned with delicate features and sharp angular faces with long noses and slightly pointed ears. The Kin run the gamete of skin colors depending on environment. Hair is typically black with little to no body or facial hair and with large black eyes under prominent dark brows. Their teeth are pointed and vicious looking but are rarely used to attack with. The Kin speak their own language, which has an ultra-sonic component to it and often will speak the local trade tongue as well. The Kin have a natural disposition to bare albino offspring and it is common to see several among any given population of them. The royalty of the Kin have a particular propensity to having albino offspring. The Kin have also been known to trade, but they are difficult to contact being a reclusive people and having very little needs beyond some raw materials. Being small of stature precludes them from using many full sized implements that are available through normal humanoid trade. Their culture has become somewhat self-reliant given those limitations and so you will find many trades-folk who are able to produce most of their material needs, blacksmiths, tailors, etc. The Kin are a naturally curious race and can be encountered in many locals in small adventuring bands. If they come to a city it is usually for a specific purpose, which they will complete as quickly as possible before returning to the more comfortable environs of the wilds. There is rumored to be a version of Mountain Kin, but this has not yet been substantiated.

## Green People (Gre'nshen)

Medium Mutant Humanoid/CNC or CC

**Average Hit Dice:** CNC = 4+12 adolescent or female or CC = 4+16 male (CNC HP26 or CC HP30)

**Initiative:** +2

**Speed:** 30'

**Defense:** 12 - 17(+2 Dex, +1 to +4 unique leaf armor)

**Base Attack:**

CNC: +1

CC: +3

**Attack(melee/ranged):** CNC: (+1/+3), CC: (+3/+5)

**Full Attack:** *typical melee* – Spear +1 or +3(D6), Hand Axe +1 or +3(D4) *typical ranged* – Shortbow +3 or +5(D6-2), Net +3 or +5(entangle)

**Space/Reach:** 5'/5'

**Special Attacks:** Domesticated Attack Animals

**Special Qualities:** Fertile (feat), Animal Affinity(feat) +2 Handle Beast and Ride Beast, Hide(feat) +2, Move Silent(feat) +2, Handle Beast(feat), Hide Leaf Armor +1 to +4 and +1 to hide, Mutated – Green Skin of various shades(psychometabolic-Pigmentation Change, unlisted) +2 Hide, Plant Growth(telepathic mutation; unlisted), Animal Empathy(telepathic mutation, unlisted) +2 to animal related tasks. Manufactured Weapons(misc. NPC ability). Individual Green's only have a 5% chance of non-racial mutations.

**Saves:** Good=Fortitude/Middle=Reflex/Bad=Will

CNC: +3/+3/+0

CC: +3/+3/+0

**Abilities:** Str(11/+0) Dex(14/+2) Con(16/+3) Int(12/+1) Wis(11/+0) Cha(14/+2) MR(16)

**Skills:** (2+1: 21) – Bluff(+3), Language, Beast(+1), Listen(+2), Medical(+2), Perform-Dance(+4), Perform Task(+4/+10/+8/+8 Handle Beast/Hide/Move Silently, ), Ride Beast(+7), Search(+2), Sense Motive(+1), Spot(+2), Survival, Rural(+4), Use Object(+3)

**Feats:** Hide, Animal Affinity, Climb, Track, Handle Beast, Basic Weapon Prof., Exotic Weapon Prof., Move Silent, Fertile

CNC and CC: (2) feats

Any Standard non-tech based Feat from the *Charismatic*, Combat, Defensive, Environmental, General, Language, Medical, *Misc. Physical*, Mutational, Sensory, or *Task* Feat Groups. They also have access to the Increased HD and Multi-Weapon NPC feats.

**Environment:** Any Forest or Jungle setting, housed typically in living structures at ground or treetop level.

**Organization:** Tribal with an elected matriarchal leadership. Technology Level I society. Xenophobic tendencies. Disdain the use of technology. Encounter: D6+2 hunting party or 50-100 village.

**Challenge Rating:** CNC: 1.75 CC: 2.25

**Advancement:** As NPC Citizen, Non-Combatant or Citizen, Combatant or as PC Class(Explorer)

**Level Adjustment:** As character level and racial template (Mutant Humanoid Explorer)

**Combat:** Greens typically use non-lethal means to drive away or capture and release non-invited guests. If for some reason they see something as a threat to their people they do not hesitate to use any non-technological lethal force at their disposal. They will avoid combat or even cursory contact if at all possible, and if not they will first counterattack with their animals while they use any missile weapons they carry to methodically attack the strongest of their attackers. Greens have discovered a strange plant with leaves they use to make a extremely effective armor. They call it 'hide-leaf' and when properly made confers from a +1 to +4 defense bonus and a +1 hide bonus when in forested or jungle settings.

Typical Weapons Include: Short bow, spear, sling, hand-axe, war-hammer, knives and nets (all constructed of stone, wood and animal parts). Women may be warriors in the Green's culture and will comprise approximately 30% of any hunting or combat group.

**Description:** The Green People, Forest Men, Glen Shadows, The Never Seen, Tree Talkers, etc.

The Greens are largely a hunting and gathering culture of tech level 1. They do have a number of non-standard, natural technologies that balance them out and allow them to survive in the harsh and dangerous environment in which they live. GM's should play them as tech hating, close to nature and animals, and xenophobic. If something of substance is done to aid their people, they will feel indebted and grant privileges and honors. Tree Talkers have the ability to join in a psychic link, and while singing, enhance the growth of plants, allowing unnatural size, shapes and growth rates. They typically use this ability to create their tree-top homes. They also have a form of animal empathy that they use to train local non-intelligent

animals and beasts of their forest homes. They use these creatures to protect their lands and homes and to assist them with day to day tasks. Many Forest Men gather at a single large village area protected by thorny barriers and traps, while some choose to live a more solitary lifestyle either alone or in small family groups. Greens have the same physical appearances as Humans except for their green skin, which provides them with excellent camouflage in their natural surroundings. Greens hate all technology above the minimal for life sustenance, typically at about tech level I. They will not keep any ancient technology that is found, preferring to hide it or avoid it if not easily disposed of. They live in complete harmony with their environment shunning all outsiders who may disturb their way of life. It has been reported that their dwellings look as if they had been grown instead of built and several were noted to be in great tree tops. Greens speak only their own tongue, that of the beasts, and occasionally the trade tongue. In whatever region that Green's choose to settle the forest is well managed and they have been known to associate with Keepers and occasionally Forest Kin. Whenever a forest has both Greens and Keepers cohabitating it's confines, the foliage will be denser and growth more vigorous and dramatic. The Green People near Mal'r Lake are known to have a somewhat cordial relationship with the Mudmen that inhabit the region. The mudmen are interested in the Green's only in that they believe the Green's actually use the power of the Oneness when they are manipulating the growth of plants, though they think this is a relatively minor aspect of the power of the Oneness and view the Green's as being mildly crippled because they cannot fully sense or manipulate the Oneness. As for the Green's they view the Mudmen as mere oddities that occasionally impart some pearl of wisdom or warn them of intruders that approach their territory from the East. They otherwise ignore each other.

The Greens have an elected queen that oversees many ceremonial functions for a ten year period after which new elections are held, though the incumbent is usually selected. Most Greens are highly independent and individualistic so their form of day-to-day government is one of consensus.

The Green People have their origins in the ancient past, even before the Black Days. They are actually an Enclave. A group of like minded individuals that for whatever reasons, decided to have themselves altered to achieve specific life-style choices. The Greens started off as a group of people who wanted to get back to the old way of living off the land and to pursue a more natural existence. Their green skin coloration is a result of genetic modification they all elected to make to permanently mark them in their new way of life. The other abilities came later as mutations shortly after the events of the Black Days in the radiation and toxin filled environment, but quickly became genetically stable due to their limited, but pre-established breeding pool. The Tree Talkers rarely have abnormal births as a result, and are genetically stable.

Green People males stand between 5'2" and 6' and weigh from 135lbs to 185lbs. Females are generally a little smaller at 5'0 to 5'8" and weigh from 90lbs to 145lbs. Typical hair color is black or a very dark green almost indistinguishable from black in most light. Both males and females generally wear their hair long either braided in a single pony tail or pulled back and tied off into a pony tail. Garb is light and as little as weather or circumstances permit. They are not shy about their bodies and Green's of both sexes are lean and comely of face and body.

## Howlers(Yaps' or Yapnshen)

Medium, Nomen/NC

**Average Hit Dice:** 2+4 (HP11)

**Initiative:** +1

**Speed:** 25'

**Defense:** 13(Dex +1, Armor-Rags/Furs +2)

**Base Attack:** +1

**Attack(melee/ranged):** +1/+2

**Full Attack:** by edged weapon type +1 or Bite +1(d6)

**Space/Reach:** 5'/5'

**Special Attacks:** Fear Aura(moral save), Immunity-Mental Attacks, Spring Attack

**Special Qualities:** Natural Weapons(ex. NPC ability-bite), Manufactured Weapons(misc. NPC ability), Blindsight(ex. NPC ability), Spring Attack(feat), Mutated – Fear Aura(telepathic mutation, unlisted), Immunity-Mental Attacks(psychometabolic mutation), Heightened Senses(psychometabolic mutation).

Howlers have a 45% chance of having non-racial mutations.

**Saves:** Good=Will/Medium=Fortitude/Bad=Reflex

+0/+1/+1

**Abilities:** Str(10/+0) Dex(12/+1) Con(12/+1) Int(9/-1) Wis(9/-1) Cha(4/-3) MR(10)

**Skills:** (2-1: 6) Bluff(-2), Listen(+6), Perform Task(+1,var), Search(+1), Spot(+6)

**Feats:** Blind Fight, Spring Attack

Feats(1)

Any melee weapon feat from the Combat, appropriate Defensive feats, Environmental, *Misc. Physical*, *Mutational*, or Task Feat Groups

**Environment:** Any temperate. Prefer subterranean locations.

**Organization:** Yap's are rather chaotically tribal, ruled only by the strongest among them. They worship the spirits of the dead, which are controlled by their shaman. The shaman will usually have at least as much influence, and often more as the chief of the tribe because of his powers over the spirits of the dead. Picture the baser forms of the old religion of Voodoo and you will understand the role the shaman plays in Howler society. Howlers live for the hunt, and they roam their territories each night in search of prey, rain, snow, sleet or sunshine, they will be hunting each night without fail. Only females in advanced pregnancy, adolescents, and the shaman stay behind, the others form individual hunting parties. It is an honor to have the chief among any hunting party and most vie to have him along, plying him with promises of the juiciest pieces of the prey.

While Howlers prefer intelligent beasts or humanoids, they will take animals as prey. So long as they feast each night, they are not that particular.

Although, if they find sheet metal they can fabricate steel tools and basic edged weapons, they are largely a tech I stone age society. They do not know the use of fire and fear it.

They are led by a Chief who is at least a 6 HD NC and will often have some special weapon or mutation.

The shamans power comes from the manipulation of the tribe and his or her ability to use natural remedies and poultices.

Howlers are fast breeders and have spread through most of the known lands where they quickly become menaces to whatever region they inhabit.

**Challenge Rating:** 1

**Advancement:** As NPC NC

**Level Adjustment:**

**Combat:** Howlers get their names from the terrible yells they emit while attacking. They attack enmass, attempting to overwhelm their intended victims. They rarely if ever carry ranged weapons, instead arming themselves with small cutting weapons or short swords that are often serrated to saw through the bones of their prey. If they do use ranged weapons it will be thrown objects that they pickup from the ground and then usually only to harass or hurry their opponents. The Howlers do not even need to check moral until at least 1/2 of their original number have fallen or 1/3<sup>rd</sup> plus their leader. Typically, a hunting party of 10-20 Howlers will be accompanied by a double HD leader who possesses some sort of powerful mutation, usually physical. Howlers are immune to all mental attacks. Their minds are entirely too chaotic and fluid to be susceptible to such things. In addition, each Howler generates an aura of fear around itself that extends 10'. Some say it is the howling itself that causes people to turn and run, but it is this psychic aura that does it.

Each character makes a single moral save when they first come into contact with the aura of any single Howler, if the save is successful the character is immune to further fear effects from any other Howler.

**Description:** Howlers are fierce creatures that typically live in subterranean passages and sewer systems and the like in the ancient ruins of cities. They emerge only in darkness to range their territories in search of food, preferably of the humanoid persuasion. These creatures are entirely blind in lighted conditions. Yaps' stand about 4 ½ft to 5' tall and weigh between 90 and 150lbs. Yaps' will always carry edged weapons, they like to chop their meals up into hand sized chunks. They dress in thick rags and are generally very un-kept and smell terrible. They are mean and base creatures that delight in the suffering of their victims. They are ruled by the strongest among them and as such the position of Lord is a lifetime one. They speak only their own tongue and do not generally care to communicate with their meals at any rate. They will sacrifice large numbers of themselves in the pursuit of 'The Hunt'. On occasion, when the hunt goes well and they have feasted their fill, but there are victims left over, they will drag the captives back to their lairs where they are tortured for the pleasure of the adolescents and where they are taught the fine arts of skinning and flaying. A female Howler always has twins, one female and one male. The gestation period from inception is a mere three months and the young grow to adulthood in approximately 2 years. The fast breeding cycle and their extreme temperament have made the Howlers a menace in whatever regions they settle in. Yaps' receive a +6 to their Spot and Listen skills due to their Heightened Senses mutation. They also have the full use of the feat Spring Attack, where they are able to move both before and after an attack so long as the total movement does not exceed their move rates.

## Kameez(Ro'ya'fin)

Medium, Mutant Humanoid/CC

**Average Hit Dice:** 6+24(HP45)

**Initiative:** +3

**Speed:** 30'

**Defense:** 16(Dex +3, Black Studded Leather +3)

**Base Attack:** +5

**Attack(melee/ranged):** +8/+8

**Full Attack:** by weapon type (firearms common)

**Space/Reach:** 5'/5'

**Special Attacks:** Combat Martial Arts, Precise Shot, Burst Attack, Suppression Fire

**Special Qualities:** Mutated – Chameleon Ability(psychometabolic mutataion, +8 Hide skill), Fused Breast Plate(psychometabolic mutation, unlisted-no individual ribs. +2Fort saves vs slams, falls or blunt weapon attacks), Athletic(feet), Combat Martial Arts(feet), Precise Shot(feet), Burst Attack(feet), Suppression Fire(feet), Relic Weapon Proficiency-any(feet), Vehicle-Land(feet), Vehicle-Primitive(feet). Kameez have a 35% non-racial mutation rate.

**Saves:** Good=Fortitude/Middle=Reflex/Bad=Will

+5/+5/+1 +2 save vs slams, falls and blunt weapon special attacks

**Abilities:** Str(16/+3) Dex(16/+3) Con(16/+3) Int(12/+1) Wis(10/+0) Cha(10/+0) MR(15)

**Skills:** (2+1:30) Bluff(+2), Bypass Device(+2), Deduction(+2), Diplomacy(+2), Knowledge-Military(+2), Language-Trade(+1), Listen(+2), Medical(+2), Perform Task –Hide(+10), Move Silent(+3), Climb(+4), Swim(+4), Ride Beast(+2), Search(+2), Sense Motive(+2), Spot(+2), Survival-Rural(+2), Use Object(+2)

**Feats:** Weapon Focus, Quick Draw, Drive-By Attack, Athletic, Combat Martial Arts, Precise Shot, Burst Attack, Suppression Fire, Relic Weapon Proficiency, Vehicle-Land, Vehicle-Primitive

Feats(3)

Any from the Build, *Combat*, *Defensive*, *Environmental*, *Medical*, *Misc. Physical*, *Repair*, *Task*, *Thievery*, *Use Object* or *Vehicle Feat* Groups.

**Environment:** Any, especially where there are a large amount of military ruins to scavenge

**Organization:** Semi-nomadic aggressive militaristic society that survives by scavenging off the old world or by eliciting tribute from lesser beings.

The military/social structure of Kameez is as follows:

- Scout or Special Operations Team = 10 or less men
- Squad = 10 men
- Platoon/Troop = 4 Squads or 40 men
- Company = 4 Platoons or 160 men
- Battalion/Clan = 4 Companies or 640 men

Occasionally, under strong need or leadership clans will join to form the following unit types:

- Regiment = 4 Battalions/Clans or 2560 men
- Brigade/Legion = 4 Regiments or 10,240 men
- Division = 4 Brigades or 40,960 men
- Corps = 4 Divisions or 163,840 men
- Army/Horde = 4 Corps or 655,360 men

It is known that the entire population of every Clan does not exceed more than 100,000 individuals, so a Horde has never been seen. But the mere thought of even an entire Corps of Kameez gathering is enough to send most other peoples into hiding or the sending of emissaries baring gifts. Officers of the Clans are drawn from specific families as are the Clan leaders or Colonels. The rest are 'grunts' and can achieve their own non-com grades of rank.

Clan symbols include:

Flaming Skull Clan: Flaming red skull in a circle

The Lords: a leaf medieval shield with two swords crossed behind in a circle

Blazers: A leather clad skeleton on a harley in a circle

Chameleons: The upper torso of a betoothed horned chameleon with his tongue out. In a circle

Strikers: A horizontal blazing comet in a circle

Each clan will have a small group of non-combatant specialists. These specialists build, and repair the items required by the clan and are treated with some disdain by the fighters of the clan, but everyone understands

that without them the hardships would be greater, so they are often afforded special privileges by the leadership.

**Challenge Rating:** 3.25

**Advancement:** as NPC Combatant Citizen

**Level Adjustment:** +1

**Combat:** Kameez use a modern form of unit level combat that is usually devastating to those who oppose them. Each Kameez receives combat training from an early age and is encouraged to be brave and loyal to his particular clan and people, everyone else is a casualty waiting to happen. They will typically employ modern weapons using advanced combat techniques and combined force teams against their designated targets. Even lightly or unarmed they are quite deadly. Typically against most forces they will prefer to use their racial advantages while hiding and ambush their intended targets to great effect. When modern armors are unavailable the Kameez favor a black studded leather of their own manufacturer, the breast of which will have their clan symbols.

**Description:** Kameez are quite proud of their pre-Black Days origins. Kameez were genetically altered humans that were used as scouts, infiltrators and forward spec ops teams during the wars that preceded the final collapse of civilization. Their ability to blend in with their surroundings and their strict military social structure has allowed them to dominate lesser species wherever they have decided to roam. The kameez are semi-nomadic, picking up and leaving any given base camp at the drop of a hat and moving on at seeming random periods. Kameez look like typical medium to dark skinned humans with the only outward difference being a fused breast plate in place of individual ribs encasing their torsos and prominent bony brow ridges. Less apparent is their ability to change skin textures and coloration to blend in with the immediate surroundings giving them advantages to their hide skills. It is typical to see most Kameez, both male and female with filed teeth as well as multiple tattoos and piercings identifying their individual clans, families and units, which are extremely important in the social structure of Kameez life. Extensive training is given each male member of the clan, which amounts to full combat training before adulthood. Failure means the male is treated as a child for the rest of his days. Females have a high mortality rate and are treated like precious cargo at all times and can often have multiple husbands to ensure continuation of the race. Kameez aren't necessarily hostile to other races, though they do see themselves as superior to most and are usually only loyal to their individual clans, families and squadmates. Kameez can always be counted on to have a number of sophisticated weapons and armors at their disposal. They seek them out wherever they can find them and keep them well maintained. The clan social structure is based on old military units of battalion size equaling a single 'clan', typically of about 600-700 fighting men. All social structures are based on the number of fighting men available to each individual unit, regardless of non-combatants or support personnel. So a typical clan will actually contain between 1500-2000 members. The whole clan will be mobile in some way, often by ox carts and horses though Kameez can be counted on to utilize any modern vehicle they can lay their hands upon.

## Keeper or Guardian Tree(Wochmer)

Large, Mutated Plant/FI

**Average Hit Dice:** 10+40(HP75)

**Initiative:** -1

**Speed:** 20'

**Defense:** 12/-1(Dex -1, Size -1, Bark +4/-1)

**Base Attack:** +3

**Attack(melee/ranged):** +9/+2

**Full Attack:** 2xFists+9(d8), Stones/Boulders +2(d10)

**Space/Reach:** 10'/10'

**Special Attacks:** Animate Plants, Summon-Plants, Natural Weapons, Natural Armor

**Special Qualities:** Mutated – Animate Plants(psychokinetic mutation, unlisted), Summon-Plants(telepathic mutation), Natural Armor-Bark(ex. NPC ability), Natural Weapons-Fists(ex. NPC ability), Plant Regeneration(ex. NPC ability), Rooting(ex. NPC ability), Tremorsense-1mile(ex. NPC ability), A Guardian Tree has a 15% chance of having non-racial mutations.

**Saves:** Good=Will/Middle=Fortitude/Bad=Reflex  
+8/+7/+2

**Abilities:** Str(23/+6) Dex(9/-1) Con(18/+4) Int(18/+4) Wis(20/+5) Cha(12/+1) MR(16)

**Skills:** (2+4:84) Bluff(+2), Concentration(+10), Diplomacy(+6), Knowledge-Earth and Life Sciences(+12), Language-Beast(+10), Listen(+8), Medical(+10), Search(+10), Sense Motive(+2), Spot(+8), Survival-Rural(+6)

**Feats:** Language-Beast, Medical-Vet, Medical-Horticulturist, Pharmaceutical-Simple  
Feats(4)

**Environment:** Any temperate to tropical forest or jungle

**Organization:** Solitary guardian of a particular forested region

**Challenge Rating:** 5.5

**Advancement:** as NPC Intelligent Flora

**Level Adjustment:** +1

**Combat:** In combat the Keeper attempts to use his powers of Animate Plants and Summon Plants instead of direct personal combat with it's enemies. However, when pressed Keepers will use their two fists to pummel their enemies into submission. The Keeper will rarely attempt to kill anything but the most vile of creatures, but will instead try to drive them from his forest. If someone traveling through a Keepers forest only takes dead wood and only what they must to eat, then the travelers will not be bothered.

**Description:** The Keepers are a product of the International Forest Service breeding program before the end. They were genetically engineered to assist the Forest Service in their mission as overseers of forested resources. The Keepers traditionally were used to guard against poachers, replant forests and care for the wildlife of a designated area. A Keeper appears to be a bipedal humanoid with a dark brown/red woody fibrous skin and deep set dark eyes on its face. It stands approximately 9-11' tall and looks thickly built. A Keeper typically weighs in at about 500-800lbs. It has no neck, as it's torso continues into what would normally be a humanoids head. It does have a knot hole that appears to be a mouth but no sound ever issues from it. A nose that is about 3 inches and branchy looking extends from its 'face' just below and between its eyes as in most humanoids. The hands of a Keeper have only three longish digits, all of which appear to be opposable and quite nimble. A Keeper does not wear clothes and has no need for them in any case. Temperature, humidity and other normal weather conditions do not seem to affect a Keeper one way or another. A Keepers home is generally woven from living plants or inside a hollowed old great tree trunk that has fallen. One of the Keepers abilities is that of 'budding'. Whenever a Keeper has been damaged beyond re-growth or is nearing the end of its natural life cycle a Keeper will flower and one of those flowers will fall from the Keeper and sprout. A new Keepers body will grow from this sprout that retains all the previous Keepers memories and abilities, but not extra HD. It is believed that Keepers are naturally long lived to begin with, living 400-600 years before budding is required. Since the only time a Keeper is seen is when it decides to intervene with travelers who have broken its unwritten laws it is difficult to converse with them. But, a Keeper can be counted on to know nearly anything about its area of responsibility. Keepers are more susceptible to fire than normal suffering 2Xdamage or save for normal.

A Keeper may attempt to use his Medical skill on humanoids but at a -2 penalty.

## MudMen, Mud Throwers(Skwishen, Skwistro's)

Medium Mutant Humanoid/ NC

**Average Hit Dice:** NC = 3+9 (NC HP20)

**Initiative:** -1

**Speed:** 20'

**Defense:** 9(-1 Dex)

**Base Attack:**

NC: +2

**Attack(melee/ranged):** (+3/+1)

**Full Attack:** Melee(Grapple/Smother) +3, Ranged +1

**Space/Reach:** 5'/5'

**Special Attacks:** Mudball attack (-5 move), Smother attack

**Special Qualities:** Point Blank Shot(feat), Far Shot(feat), Mutated – Empathy(telepathic mutation; modified) racial group only, Mud Adherence(psychometabolic mutation, unlisted) mud sticks to flesh, Feel Sound (clairsentient mutation; unlisted), Attuned to the Oneness (telepathic mutation, unlisted), Rooting(ex. NPC ability), Listen skill –2, Individual Mudmen have a 10% chance of non-racial mutations.

**Saves:** Good=Fortitude/Middle=Will/Bad=Reflex

NC: +3/+4/-1

**Abilities:** Str(12/+1) Dex(8/-1) Con(14/+2) Int(10/+0) Wis(16/+3) Cha(9/-1) MR(12)

**Skills:** (2+1: 21) – Bluff(+2), Concentration(+4), Language, Trade(+1), Listen(+0)Perform Task(+2), Search(+4), Sense Motive(+1), Spot(+2)

**Feats:** Point Blank Shot, Far Shot, Precise Shot, Improved Hit Die, Improved Precise Shot, Die Hard, Toughness

NC: (2) feats

Any Standard non-tech based Feat from the *Environmental*, Misc. Physical or Mutational Feat Groups. They also have access to the Increased HD NPC feats.

**Environment:** Mal'r Lake Region in heated mudpools approx. 15 miles South West of Boze.

**Organization:** Hereditary Monarchy, Feudal, non-aggressive, detached, disinterested. D8+1 Mudmen will be encountered at any given average sized mud pool. Larger mud pools may contain as many as 2d10+5 Mudmen.

**Challenge Rating:** NC: 2

**Advancement:** As NPC Nomen, Combatant, Nomen, Non-Combatant or as PC Class(Explorer)

**Level Adjustment:** As character level and racial template (Mutant Humanoid Explorer)

**Combat:** Mudmen do not use any weapons other than their natural weapons, feet, hands, etc. and their special mud attack.

MudMen have a mudball ranged attack that if successful, hardens instantly on impact and causes the target to loose (–5') movement until the target can no longer move.

Once a target is immobile or is within range the MudMen use a grapple/smothering attack. Once a successful attack lands it takes an amount of rounds = to the targets CN before they smother to death, unless the hold can be broken (Endurance feat applies). This attack may be non-lethal at the discretion of the attacker and causes, instead of death, the knocked out effect. No save.

Mudmen are immune (as the mutation) to the following attack form: any energy attack

Mudmen take half damage from these attack forms: cold, corrosives

Mudmen take double damage from this attack form: Sonic ( Mudmen do not see with their pseudo eyes but Feel Sound instead.

**Description:**

Mudmen, also known as Skwistro' or Skwishen, do not maintain any form of technological society, preferring to live as one with their environment, though they are obviously intelligent. It is not known how the Mudmen sustain themselves. They have never been seen to hunt or forage and have always been seen in or near their mud pools. Most conjecture that they actually eat the mud. The Mudmen meditate for hours in those warm pools of mud heated by geothermal vents under the surface, contemplating the 'Oneness of All Things'. All Mudmen are constantly tuned into any other Mudman and can sense when another is in trouble through a special form of racial Empathy. They cannot 'empathize' with other species. Physically they have the appearance of blobby bipedal mud. They are slow moving and in fact will not move far from their pools, which they claim are sacred, and to them life sustaining. Mudmen generally know much that transpires within their sphere of influence when contemplating the 'Oneness'. The Mudmen are typically non-violent,

unless attacked or provoked, though no one trades with the Mudmen as it is not known if they even have a need or desire for anything beyond their pools. They speak their own strange tongue and a few individuals may know some of the local species tongues as well. When they choose to communicate with others, they speak very slowly and deliberately, mud can often be seen to spatter from their mouth areas, so don't stand too close. They seem to be on general good terms with the Greens, though each species pretty much keeps to themselves. The Mudmen seem to believe that the Greens may unknowingly use a form of the Oneness when they manipulate their trees to form dwellings and protective hedges, though they are mistaken. Mudmen are seldom found in groups less than four and seem rather social within their own species, though they seem to show little interest in other species.

No one knows whether the Mudmen are made of mud, or whether it merely coats all their visible skin. No clothing can be discerned nor any specific features. They show no eyes or ears, though they can obviously see and hear and there is an opening that approximates a mouth. Some vary in height by a little but most are rather thicker and shorter looking than the average human standing about 5' and weighing in around 175lbs. No one has been able to discern males from females of the species and the Mudmen themselves don't seem to discern any differences.

Only the Mudmen have the ability to sense the Oneness of all things and is a special power only they possess, though they can show glimpses of it to other sentients in their presence, by guiding them through their link. The mud pools that the Mudmen enjoy merely facilitate their state of mind that allows the link. This is not known to themselves nor anyone else. They all think it is a benefit of the pools themselves. The pools do provide the Mudmen with all their sustenance needs, and in a similar method to plants 'rooting', they require about 4 hours of time per day to maintain their strength and this time doubles for both their sleep and food/water requirements. The mud pools will do this for any being who immerses themselves within their confines.

All Mudmen are actually clones. The Mud pools around Mal'r lake contain colonies of nanites that have mutated and evolved themselves to create a symbiotic relationship with the Mudmen. It is the nanites that sustain and heal the Mudmen and also provide the enzymes that harden the mud once it leaves the body of a Mudman or the confines of the pool. If or when the nanites decide that another Mudman is needed, it simply creates or grows a new one by facilitating a cloning process they are programmed with. There are actually only male Mudmen and so are aptly named. There is a racial memory of the original Mudman of which all others are created and is part of their lore. Their progenitor was a people-less wanderer during the period of the Black Days that became trapped in one of the pools that was previously infected with nanites used for medical experimentation. They labored to keep the suffocating stranger alive and by doing so created an early version of the Mudmen and thus the race was born.

A Mudman may only survive separation from the mud pools for a 24 hour period before succumbing to the affects of starvation and thirst, just as if they had not eaten, slept or drank anything, as the pool fulfills all of those requirements.

## Shriker(Sorwerdn)

Tiny, Mutant Beast/BI

**Average Hit Dice:** 2+4(HP11)

**Initiative:** +5

**Speed:** 10' / - / - / 40' & 80' dive / -

**Defense:** 17(Dex +5, Size +2)

**Base Attack:** +1

**Attack(melee/ranged):** +0/+6

**Full Attack:** 2x claw +0(d4), 1x beak +0(d4), dropped objects +6(d4-1)

**Space/Reach:** 5'/5'

**Special Attacks:**

**Special Qualities:** Flight(ex. NPC ability), Natural Weapons-2xclaw & beak(ex. NPC ability)Flyby

Attack(NPC feat), Wingover(NPC feat), Know Location/Direction(ex. NPC ability-unlisted), Shrikers have only a 5% chance of having on-racial mutations

**Saves:** Good=Reflex/Middle=Will/Bad=Fortitude

+6/+1/+2

**Abilities:** Str(8/-1) Dex(20/+5) Con(14/+2) Int(12/+1) Wis(12/+1) Cha(12/+1) MR(12)

**Skills:** (2+1:18) Bluff(+1), Diplomacy(+1), Investigation(+3), Language-any regional or beast or trade(+5), Listen(+2), Search(+3), Sense Motive(+1), Spot(+2)

**Feats:** Read Lips

Feats(1)

**Environment:** Any, Temperate, Coastal or Tropical preferred

**Organization:** Semi-solitary: mates for life, (1-2 with 1 or 2 hatchlings typical)

**Challenge Rating:** .75

**Advancement:** as NPC Intelligent Beast

**Level Adjustment:** none

**Combat:** Shrikers do not engage in combat and will only attack someone attempting to restrain them from escaping or protecting their mate or progeny. They can be convinced to harass or distract a mutual enemy.

**Description:** Shrikers appear as very large raven black hawks. They have dark intelligent eyes that don't miss much around them. The Shriker can be over 1' in length/height, with a wingspan in excess of 2-3'.

They weigh in at about 2-5lbs and are capable of carrying as much in flight. Their general demeanor is territorial, non-migratory (females migrate between male held territories and males migrate to obtain empty territory), non-aggressive, extremely curious and exploratory. A Shrikerling matures slower than most beasts because of it's enhanced abilities and increased learning time and typically does not leave the nest until it's third year. A passerby may be startled by it's unexpected shrill growling voice breaking the silence of his/her travels. The Shrikers were originally bred before The End as scouts and spies for armed units. To this end they were genetically altered with several new abilities that were put to good use for their intended task. They are highly intelligent and very capable communicators, able to pass on directions, locations and general information quite effectively. The original Shriker was taught to read signs and symbols of the terrain it was over-flying as well as basic text to assist it in it's primary role as scout and spy, though it is unknown if any today have this ability. They are, however, perfectly capable of passing this skill on to following generations, if they were so inclined. The Shriker can be counted on to learn most any of the local spoken languages in it's territory. The Shriker has an innate ability to find it's way back to any location it has visited before in it's lifetime and in fact always knows it's location in relation to any other known fixed point. It is easily befriended and makes a fine, if somewhat picky companion.

## Spartans (Bi'tshen)

Medium, Mutant Humanoids/CC

**Average Hit Dice:** 4+12 (HP26)

**Initiative:** +2

**Speed:** 30'

**Defense:** 12+armor(Dex +2)

**Base Attack:** +3

**Attack(melee/ranged):** +5/+5

**Full Attack:** by weapon, melee +5 or ranged +5

**Space/Reach:** 5'/5'

**Special Attacks:** Mental Blast; +3 range: 16' dam: 6, Combat Martial Arts dam: 1d6

**Special Qualities:** Manufactured Weapons(misc. NPC ability), Healing Stamina(misc. NPC ability), Fast Healing(ex. NPC ability), Mutated – Mental Blast(telepathic mutation), Conceal Thoughts(telepathic mutation), Combat Martial Arts(feat), Defensive Martial Arts(feat), Combat Throw(feat), Relic Weapon Proficiency – any(feat), Basic Armor Proficiency-minor/major(feat). There is a 15% chance of non-racial mutations.

**Saves:** Good=Will/Middle=Reflex/Bad=Fortitude

+2/+3/+3

**Abilities:** Str(14/+2) Dex(14/+2) Con(14/+2) Int(14/+2) Wis(12/+1) Cha(9/-1) MR(12)

**Skills:** (2+2: 32)

**Feats:** Point Blank Shot, Far Shot, Combat Martial Arts, Defensive Martial Arts, Combat Throw, Relic Weapon Proficiency-any, Basic Armor Proficiency-minor and major

Feats(2)

Any from the *Combat*, *Defensive*, *Environmental*, *General*, *Medical*, *Misc. Physical*, *Mutational*, *Sensory*, *Task* or *Use Object* Feat Groups.

Other Castes may have feats in the *Build*, *Medical*, *Repair*, *Technical* or *Vehicle* Feat Groups.

**Environment:** Any. They are known only to reside in the downtown region of the ancient city of Burnz where they take up only a small portion of the cities old footprint.

**Organization:** The Spartans follow a modified form of the ancient path of Bushido. Their leaders are chosen from among an elite warrior caste although ALL Spartan's are trained in armed and unarmed combat from the time they are children. Their leadership is referred to by their positional titles and usually their last names, such as Lord Commander Jo'vok or Colonel Hurrn or High General Krisham. A Lord Commander is usually a cabinet level government servant or advisor to the High General who rules the Spartans. A Colonel leads a brigade, a Captain leads a company and a lieutenant commands a squad. etc.... A brigade comprises 4 companies, which has 4 squads of 10 men and 2 platoons of 5 men each. In addition there is a caste system. There are tradesman castes, technical castes and slave master castes, with the leadership coming exclusively from the various military castes. Women can and do hold positions of importance and are equal to men socially, though they are generally physically weaker than most male Spartans.

The Spartan's are currently led by High General Krisham, Master of Hands, Lord of Ancient Things and Ruler of Burnz. His first name is Bob, but be careful when and how you use that information. His ascendancy to power was marked by the typical aspirations of great leaders and not a little bit of political and social manipulation following a glorious military career. He was brought to power by a nearly bloodless coup when it was determined by the majority of the Warrior caste that their previous ruler had become to weak to continue his position.

**Challenge Rating:** 2.25

**Advancement:** As NPC CC

**Level Adjustment:** +1

**Combat:** Spartan's have a highly structured military style combat training program. They focus on unarmed combat, as it is part of their social rituals involving community status. They do not neglect any of the other martial skills however and are highly skilled in most every form.

Attacks and defenses are disciplined and intelligent. They love to close to show their unarmed combat prowess, but will not unduly risk their or their comrades' lives to fulfill the urge. When the situation warrants, they will withdraw from combat, and when they do so, covering fire is common. They understand well, the concepts of misdirection, flanking, ambush and sniping.

Although a wide variety of ranged weapons are common, it is uncommon for the Bi'tshen to wield anything other than light melee weapons, relying instead on their own unarmed combat skills.

It is common to take prisoners, and occasionally the Bi'tshen raid just for the purpose of gaining prisoners, that they then enslave. Sometimes, a Warrior Bi'tshen will take a personal slave, but usually they are turned over to the Slave Masters for pacification and training, where they then help the entire community.

**Description:** The Bi'tshen are the center of the regional artifact trade routes. Many merchants travel to the ancient ruins of Burnz where they trade goods gathered from near and far for the ancient artifacts of the ancients, later to be sold or traded throughout the known lands.

The Spartans have the same general physical characteristics as humans. They appear nearly emaciated and are more gaunt and long in the face with prominent brow ridges and chins and slightly pointy ears. They average in height from 5' to 6 ½ and weigh 120 – 190 lbs. Their physical appearance belies their strength and resilience and often they are underestimated. They follow a bushido like honor system and are renowned for their emotionless hand-to-hand fighting techniques. They feel that their society is superior to others and look down on inferior species. They are a slave owning, warrior people, though not expansionist. They often raid other species for slaves to do tasks such as building, farming, mining and other necessary but menial labors. They treat slaves as prized animals not to be abused, but not to be wasted in idleness either. They will raid on occasion to gain new artifacts or slaves. They rarely show emotion publicly and can keep a straight face even after the best joke. They will often have and use artifacts from the ancient days, they are highly intelligent and know how to use most of the artifacts that they possess. Something peculiar to the Spartans is the fact that they seem to not use any furniture for sedentary purposes. They prefer an esthetic lifestyle and disdain many of the usual comforts opting to train their mind and bodies everyday of their lives. They actively control traffic through their territories and tax any trade, through frequent patrols. If anyone is found to be breaking their laws, the least that will happen is confiscation of any interesting goods, perhaps slavery, and occasionally summary execution, though this is more rare.

Outsiders are not expected to observe the various caste rituals and rules, although they all believe that even the lowest caste the Slave Masters are higher socially than most if not all outsiders. This does not prevent them treating important outsiders with respect, but you will never catch any Spartan treating an outsider with anything remotely like deference.

For whatever reason, perhaps being cast out of their society, or for reasons of their own a Bi'tshen will leave his people to travel the world as an Explorer. Some of the most renowned Explorers have been Spartans.

A Spartan always keeps his word, but a common saying is, 'beware the word of a Spartan'. Although Spartan's DO always keep their word, you have to be very cautious and wary and not read more into a promise than what is said.

## Two Heads(Seknogs')

Medium, Mutated Humanoid/CNC or CC

**Average Hit Dice:** CNC = 4+12 adolescents or CC = 4+16 (CNC HP26 or CC HP30)

**Initiative:** +1

**Speed:** 25'

**Defense:** 14+1(Dex +1, Studded-Leather Armor +3, 2-wpn Def +1 vs melee attacks)

**Base Attack:**

CNC: +1

CC: +3

**Attack(melee/ranged):** CNC: (+3/+2) CC: (+5/+4)

**Full Attack:** Scimitar +5(d8), Mace +5(d8), Lance +7(d8), Short Bow+4(d6), Hand Crossbow+4(d4)

**Space/Reach:** 5'/5'

**Special Attacks:** Dual-Brain(+partial action), Dodge +1Def(feet), Combat Reflexes(+1 AOO), Multi-Weapon Fighting (-4/-4 attacks), Two-Weapon Defense +1Def(feet), +2 attack bonus when mounted on personal Ekwo's, Mounted Archery -2 or -4 penalty, Mounted Combat (negate damage to mount), Ride-by Attack

**Special Qualities:** Manufactured Weapons(misc. NPC ability), Language-trade tongue(feet), Animal Affinity-equines only(feet), Animal Companion-Ekwo's(feet) Move Silent(feet), Combat Reflexes(feet), Handle Beast(feet), Mounted Archery(feet), Mounted Combat(feet), Ride-by Attack(feet), Multi-Weapon Fighting(NPC feat), Two-Weapon Defense(feet), Basic Weapon Proficiency-any(feet), Mutated – Dual Brain(psychometabolic mutation), Telepathy(telepathic mutation), Intuition(clairsentient mutation), Summoning-mammal[Ekwo's](telepathic mutation), Seknog have a 20% chance of non-racial mutations.

**Saves:** Good=Will/Medium=Fortitude/Bad=Reflex

CNC: +2/+4/+2

CC: +2/+4/+2

**Abilities:** Str(14/+2) Dex(12/+1) Con(16/+3) Int(11/+0) Wis(13/+1) Cha(12/+1) MR(14)

**Skills:** (2+0:16) Bluff(+2), Diplomacy(+1), Knowledge, Lore and/or Current Events(+1), Language, Regional and/or Nomen(+1), Listen(+1), Perform(+2), Perform Task(+1), Ride Beast(+4), Search(+1), Spot(+1), Use Object(+1)

**Feats:** Relic Weapon Proficiency-any, Basic Armor Proficiency-major and minor, Animal Affinity, Animal Companion, Handle Beast, Mounted Archery, Mounted Combat, Ride-by Attack, Trade Tongue, Move Silent, Combat Reflexes, Two-Weapon Defense, Basic Weapon Proficiency-any

Feats(2)

Any from the Build, *Combat*, *Defensive*, *Environmental*, *General*, *Language*, *Misc. Physical*, *Mutational*, *Repair*, *Sensory*, *Thievery*, or *Use Object* Feat Groups

**Environment:** Any temperate grassland or prairie

**Organization:** Seknogs' are a semi-nomadic clannish people who are gregarious and adventurous. They play well with others and readily seek the company of strangers. A clan is typically led by a chief who is counseled by a group of elders. The hunting or scout leaders are strong, adventurous males or females that are generally well liked and respected for their abilities and who have earned their trust through personal exploits. A typical clan is comprised of 80-200 males and generally a few more females and half again the number of adolescents. for a total of anywhere from 200-500 people. They are a relatively basic or just pre-tech III society. They would probably be more advanced but their semi-nomadic ways hinder them.

Encounters will be with a hunting, scouting, exploration or trading party of between 6 and 10 individuals, usually led by a leader of +2 HD.

**Challenge Rating:** CNC: 1.75 CC: 2.5

**Advancement:** as NPC Citizen, Non-Combatant or Citizen Combatant

**Level Adjustment:** +1

**Combat:** The young Seknog, being brash, like a good altercation to prove their fighting prowess, but as they age, wisdom and the teachings of their people moderate them into thoughtful, reluctant combatants. Although any Seknog encountered are likely to wield any assortment of ancient or modern weaponry, those they can make themselves are fine curved scimitars, maces, lances and short bows. They are also quite fond of using dual hand crossbows and nets. When dual wielding ranged weapons, they will fire often fire with two hands, reloading with the two free hands, so they take no extra penalties for reloading two weapons. The short bows often used from horseback at which they are quite adept. When in open country, which is their habit to occupy, they use their horses or Ekwo's to remain highly mobile and fast. They use coordinated cavalry charges to engage their enemies with the variety of weapons they employ to great

effect. They will often deploy a kind of mounted archers while heavily armed members will engage the enemy. Any Seknog mounted on his personal Ekwo's gains a +2 to their attack rolls due to the creatures ability to read the needs of his humanoid companion. If the Ekwo's is actively engaging in combat itself while carrying a rider, this bonus is negated.

**Description:** Two-Heads are your typical two headed four armed humanoids with otherwise human appearances. They generally stand 6' tall and are well muscled. The Seknog love to tell stories, sometimes not discerning truth from exaggeration. But truth is not the point in any case, it is the entertainment value of a good story that matters most to a Two-Head. They will often trade valuable commodities for a good tale, especially those involving the exploits of other Two-Heads or of the ancient ones who came before.

Most if not all Seknog clans have formed a close bond with herds of Ekwo's, a form of intelligent equine, and where there is one, usually there will be the other. Ekwo's, because of their intelligence are highly discerning who they associate with, but somehow, the Seknog have managed to find favor with Ekwo's, which readily allow them to ride them, though they will never be seen pulling a cart or hauling cargo like a common beast of burden unless there is great need. This special bond they have with the Ekwo's extends to the ability to Summon them when needed. A Seknog has the same bond with all equine creatures, minus the ability to summon them and they gain the Affinity benefits will all those types of creatures, which they also raise, and sometimes trade.

Every year adolescents who grow to adulthood go through a survival ritual, during which they present themselves before the Ekwo's herd in hopes that they will be found worthy of receiving an Ekwo's companion. This Ekwo's will be the Seknog's lifetime companion and serve only that Seknog throughout it's own life. When the Ekwo's companion is unavailable for some reason or another, a Seknog rides one of the many fine horses they breed, and for which they are renowned.

Two-Heads are a semi-nomadic tribal group that will often pack up and move to several pre-established ville locations. They are on good terms with most sentients. The Two-Heads are fascinated by technology and are always keen on finding and using them. They also raise a large number of goats, which unfortunately are a favorite meal of Birdmen. Individual or hunting groups of Two-Heads will often raid into the ancient ruins that surround their territories to gain artifacts or metals and to test the metal of their young men. Two-Heads speak their own tongue and many of the areas racial tongues and the trade language. They are also known to make a very sought after woven material made from goat and Ekwo's hair that is both beautiful and warm. The Two-Heads are ruled by a council of elders. Many of the Two-Heads prefer to dwell in large skin tents instead of traditional stone or wood dwellings, though they have many of these at each ville location, usually for tradesmen and government functions. A favorite drink of the Two-Heads is a fermented blood and goat or mares milk concoction that they readily offer to guests. They find it highly offensive if a guest refuses this drink.

## Trolls (Hunshen or Na'di'hun)

Medium, Mutant Humanoid/CC

**Average Hit Dice:** 6+30(HP51)

**Initiative:** +2

**Speed:** 25'

**Defense:** 14(Dex +2, Natural Armor +2)

**Base Attack:** +5

**Attack(melee/ranged):** +9/+7

**Full Attack:** 2x Claws +9 and +5(d6), Club +9(d6), Sharpened Stick +9(d6-1)

**Space/Reach:** 5'/5'

**Special Attacks:** Natural Weapons-clawsx2, Improved Natural Armor +2, Regeneration 5HP/round, Fire vulnerability

**Special Qualities:** Natural Weapons(ex. NPC ability-clawsx2), Improved Natural Armor+2(NPC feat), Regeneration-typell 5HP/round, vulnerable to fire(ex. NPC ability), Mutated – Psychic Tracking(clairsentient mutation), Hunshen have a 25% chance for non-racial mutations.

**Saves:**

+2/+2/+1

**Abilities:** Str(18/+4) Dex(14/+2) Con(18/+4) Int(8/-1) Wis(8/-1) Cha(4/-3) MR(17)

**Skills:** (2-1:10) Listen(+4), Perform Task(+1), Search(+2), Sense Motive(+1), Spot(+4), Survival-rural(+2)

**Feats:** Cleave, Power Attack, Alertness

Feats(3)

Any melee from the Combat Feat Group, or any from the *Environmental*, *Mutational*, *Misc. Physical* or *Task Feat Groups*

**Environment:** Any humid, moist or damp temperate or tropical environment. Dwellings consist of stick and mud shelters with few amenities.

**Organization:** The Trolls are usually led by a +2HD chief they all call Master. All life revolves around pleasing the Master and everyone else are treated with varying degrees of disdain by the Master according to his or her whim and whomever he or she favors. All other levels of society are structured around who is the strongest or most aggressive. Hunshen have a very basic Tech level I society. They cannot manufacture even the most basic two component weapons or tools. Their manufacturing capabilities end at sharpening sticks or pulling the limbs off of a club like branch or perhaps chipping a rock so that it is a bit sharper (don't bother trying to shave with it though). Fire use is very rare, and they have a rather unhealthy fear of it in general. As long as game is plentiful in a region they are relatively stable. Once game becomes scarce they will migrate to areas or regions that are more bountiful.

**Challenge Rating:** 4

**Advancement:** as NPC Combatant Citizen

**Level Adjustment:** +2

**Combat:** Most of the time a Troll will attack it's intended victims with their bare hands and claws.

Occasionally they will wield their primitive weapons or pick up rocks and stones to throw. Otherwise, they will all hurry to close with their opponents to be the first to kill and thus gain the right to portion out the pieces as they see fit. Hunshen are not subtle about their methods of attacking, though they are cunning enough to see the benefits of ambushes and waiting for opportune moments. They will withdraw from combat if clearly outclassed, but will not stray far so as to continue the hunt when conditions are better. Due to their regeneration abilities they are only vulnerable to fire and heat damage. Treat energy damage normally, and other damages as subdual damage(refer to NPC regeneration entry in the MOTE NPC/Monster Classes chapter).

**Description:** Trolls are terrible carnivores with insatiable appetites for any humanoid. These creatures will attack parties stronger than themselves in pursuit of a good meal knowing that most creatures will not live as long as they considering their ability to regenerate. They live in tribal clans and have been known to raid other troll clans as readily as other humanoids. Once they have decided that they want a particular humanoid as a meal, they will pursue this individual just about anywhere and for any length of time until their appetites have been sated. They use only the most basic of technology and prefer to use their own two clawed hands and great strength to attack with. They speak only their own tongue and live in mud and stick huts, rarely using fire even, which they don't like very much.

The DC for Psychic Tracking 'lock-on' is 10. Once a lock-on has been achieved a Troll can follow that particular individual anywhere in the world without losing them.

## Walking Bears (Za'ersu' or Ersu'shen)

Medium, Nomen/NNC or NC

**Average Hit Dice:** NNC = 4+12 adolescent or NC = 6+24 females, 8+32 males (NNC HP26 or NC HP45 or HP60)

**Initiative:** +0

**Speed:** 25'

**Defense:** 15/-1 (fur +2/-1 slashing, Studded Leather +3)

**Base Attack:**

NNC(adolescent):+2

NC(adult female):+5

NC:+7

**Attack(melee/ranged):** NNC: (+6/+2) NC: female(+9/+5), male(+11/+7)

**Full Attack:** Morning Star +6 or +9 or +11(d6), Flail +6 or +9 or +11(d6), Bite +6 or +9 or +11(d6) or Claw+Claw +6 or +9 or +11(d6) / Crossbow +2 or +5 or +7(d6)

**Space/Reach:** 5'/5'

**Special Attacks:** by weapon

**Special Qualities:** Manufactured Weapons(misc. NPC ability), Natural Weapons(ex. NPC ability-bite/claw), Scent(ex. NPC ability), Low Light Vision(ex. NPC ability), Blindsight(ex. NPC ability), Diehard(unlisted ex. NPC ability), Mutated –Mental Immunity-fear(telepathic mutation, unlisted), Weapon Focus-any blunt(feet), Power Attack(feet), Self-Sufficient(feet). Za'ersu' have a 15% chance of having non-racial mutations.

**Saves:** Good=Fortitude/Middle=Will/Bad=Reflex

NNC: +4/+1/+1

NC: +5/+2/+1 female

NC: +6/+2/+2 male

**Abilities:** Str(18/+4) Dex(10/+0) Con(16/+3) Int(12/+1) Wis(10/+0) Cha(11/+0) MR(8)

**Skills:** NNC=(2+1:24) NC(female)=(2+1:30) NC(male)=(2+1:36)

NNC: Bluff(+3), Deduction(+1), Diplomacy(+1), Knowledge, Earth and Life Sciences-Flora and Fauna(+3), Language, Trade or Nomen(+1), Listen(+4), Perform Task(+2), Search(+2), Sense Motive(+1), Spot(+3), Survival, Rural(+3),

NC(female): Bluff(+3), Deduction(+1), Diplomacy(+3), Knowledge, Earth and Life Sciences-Flora and Fauna(+3), Language, Trade or Nomen(+1), Listen(+4), Perform Task(+2), Search(+2), Sense Motive(+3), Spot(+3), Survival, Rural(+3), Use Object(+2)

NC(male): Bluff(+5), Deduction(+1), Diplomacy(+2), Knowledge, Earth and Life Sciences(+4), Language, Trade or Nomen(+2), Listen(+4), Perform Task(+2), Search(+2), Sense Motive(+3), Spot(+3), Survival, Rural(+7), Use Object(+3)

**Feats:** Brawl, Improved Brawl, Improved Damage Threshold, Track, Power Attack, Cleave, Shield Proficiency, Greater Cleave, Improved Sunder, Confident, Intimidating Presence, Leadership, Standout Leader, Tactics, Called Shot-Melee, Weapon Focus-any blunt, Self-Sufficient, Oathbound.

NNC: 2 NC: 3 NC: 4

Any feat from the *Combat*, *Defensive*, *Environmental*, *Misc. Physical*, *Mutational*, *Task* or *Use Object* Feat Groups.

**Environment:** Any forested(excepting polar) temperate or cold and region (there is rumored to be a jungle variety that is smaller, -1HD and less furry)

**Organization:** Clan based. Each settlement will be a single clan, usually led by a warrior class the leader of which is usually hereditary and referred to as King so and so. If the next in line is perceived as weak, then succession by murder is not unheard of, nor necessarily frowned upon. Under the King are two Master at Arms for each of the sexes and the Master of Maidens. The Master's are in charge of the various lodges in each clan, which are lead by the Lodge Master. Religion is common and usually revolves around deified heroes of the past and their myths. The religious leaders are considered very adept and skilled holistic healers in addition to being the keepers of knowledge and tellers of stories. Encounters will typically be with a single, young, male individual or occasionally with a hunting party of 1-6(d6). All encounters will be with either all female or all males. They rarely mix even in the confines of their villes. Walking Bears have a well developed tech II society and can produce most any product of that level.

**Challenge Rating:** NNC(adolescent): 2 NC(female): 3 NC(male): 4

**Advancement:** By NPC Nomen, Non-combatant or Nomen, Combatant or by PC class(Explorer)

**Level Adjustment:** As class level +1

**Combat:** It is a shameful and disgracing act to run from combat, no matter the odds, for the Za'ersu'. Any who do are officially ostracized from his or her people, usually by banishment from the clan. Nor, will any other clan take in the offender. The Za'ersu's' favored weapons are blunt melee weapons which, due to their great strength and skill, are quite effective. The favorite tactic is to immediately close with their enemies to minimize the effectiveness of ranged weapons and where the Za'ersu' have a distinct advantage. Although, it is not typical, occasionally a Walking Bear will wield a ranged weapon, but this is usually a recourse left for situations where more direct, hands-on methods are not immediately viable. Individual bravery is the norm, and although attacks and defense are coordinated, the forward thinking Za'ersu' is always looking for opportunities to increase his standing with heroic personal combat against overwhelming odds. Males are typically more aggressive than females, though none will attack strangers who prove to be peaceful in their intentions. Warriors of both sexes gain prestige and bragging rights by their physical combat prowess.

**Description:** Walking Bears or Two-Legged Bears are large fearsome bipedal creatures with large eyes that glow at night. They stand about 7' tall and have great barrel chests and thick limbs covered by matted fur, which they like to tie colored ribbons to. Their fur color is a fairly uniform dark brown, though some are known to have nearly black fur. They have a prominent snout which still retains its heightened smell capabilities making the Za'ersu' excellent trackers under most conditions. The Za'ersu' are formidable hand to hand warriors with a fearsome reputation. Walking Bears prefer to live in varying forms of thatched or stone walled sod roofed lodges. Walking Bears like to think of themselves as great warriors who NEVER run from a fight, and in fact to run from a fight no matter the odds is a sure way to be banished. Walking Bears happily use modern weaponry and armors when it is available, but will usually be seen in all manner of makeshift armor. They manufacture and use a wide variety of blunt weapons, which are their preferred weapons, maces being predominant. They prefer elaborate ceremonies for every occasion, to bring rains, before battle, to celebrate guests, etc., any excuse is enough. They are said to worship the moon as a good god and the sun as an evil god. Most Walking Bears speak their own tongue as well as the trade tongue. Walking Bears love to adventure and explore and are likely to be found in many viles and towns where they are often in trouble as they like to prove their skills as fighters by picking them with the locals, though they will rarely attempt to severely harm anyone as they feel their just having a good time. They are also reputed to be heavy drinkers of alcoholic beverages, which probably contributes to their eagerness to test their metal publicly. They are constantly raiding into bordering territories of other inimical NPC races to prove their battle prowess.

Their entire society is really a dual one, as almost all aspects of their lives are spent separate from the other sex. Each clan will have both a male and female leader, including healers, who govern the happenings of each with a King, being the most renowned male and leader of the entire Clan. Males and females lodge separately, hunt separately, have their own rituals and heroes. The first year or two of their lives, the females care for the young, after that they are separated by sex with the males and females going to their perspective lodges and becoming the communal responsibility of that particular lodge.

All males belong to a warrior sect attached to a specific lodge, which is like a large communal barracks or home. Each lodge will hold as many as 20 individuals and each lodge has it's own leadership, the Lodge Master, that answers to the Master at Arms. There will be two Master at Arms within each Za'ersu' clan, one each for the sexes who answer to the King. There are often rivalries between lodges to see who has the bravest, strongest warrior and many contests are held throughout the year that channel this rivalry and much honor is gained for the lodge who's participants win the most contests.

Females will always be associated with a specific lodge that also has it's own Lodge Master. Although most females do not form warrior societies as the males do, there is an exception; the Battle Maidens are a small group of female warriors who have the responsibility of guarding dignitaries and leaders, and act as the personal bodyguard of the King, as well as policing the clans ville. They are highly skilled and professional and use a secret hand language to communicate among themselves that is not known to anyone outside of their group. Warrior Maidens have their own Lodge Master, but is referred to as the Master of Maidens that answers only to the king and not the Master at Arms as other societies or groups within the clan.

There are many individual and smaller lodge homes scattered throughout the clan's ville, these are used for liaisons between the sexes. It is very rare that individuals form long-term relationships, regardless, these small lodges are where they meet. Couples always require the permission of their perspective Lodge Masters to use one of these structures and internal lodge politics often means there is no guarantee that permission will be granted. One's position as a warrior or family connections are often considered when matings are requested.

## NEW ENTRIES

### APPENDIX A: NEW MUTATIONS

Some entries are actually changes or additions to existing mutations listed in the MOTE Mutations document, which will be reflected in future updates. Entries that change or update existing mutations will be listed in blue..

Plant Growth      Cost: 1                      Mutation Group: Telepathic  
**Range:** Wis+level'                      **Number:** -  
**Duration:** Permanent                      **Use:** 1/day/2 levels  
**Damage:** -                                      **Prerequisite:** -

Doubles daily growth rate of plants, and allows control over the direction and shape of growth when 2 or more 'growers' are telepathically linked to perform the same goal. To link only requires that those who are participating in the Growth Link have the Plant Growth mutation, possession of the Telepathy mutation is not required.

Animal Empathy              Cost: 1                      Mutation Group: Telepathic  
**Range:** Wis+Level in yrds                      **Number:** All within range  
**Duration:** Constant                      **Use:** At will  
**Damage:** -                                      **Prerequisite:** -

This mutation is a limited off-shoot of the Empathy mutation and is only effective with creatures or beasts of animal intelligence. The mutant can sense the presence of creatures with animal intelligence within range. They can also determine their general emotional state by making a successful Wis roll. In addition the mutant is able to send his own feelings and state of mind to any animal within his range. This ability grants a +2 to any skill check to ride, handle or train any normal or changed animal of animal intelligence.

[note: this mutation is similar in context and scope to the existing mutation Animal Affinity and will probably be combined with that mutation in a future update]

Misc. Physical Mutations: Standard              Cost: Varies  
**Range:** Varies                                      **Number:** Varies  
**Duration:** Constant                                      **Use:** Constant  
**Damage:** -                                      **Prerequisite:** -

The mutant has one or more visible physical traits.

**Pigmentation Change** ( skin or hide is an unusual color for its race, species or type. Can often provide some camouflaging abilities +2 to hide in the right environment. Ex: Green skin color provides the hide bonus in scrub, grassland, forest or jungle setting, though the GM may discount the bonus during some seasonal changes, such as the dry season in grasslands, where the grass is tan or brown). This mutation can have a detrimental effect as well, as it marks the individual or race as being obviously 'changed/mutated'. This mutation is similar to, but less powerful than the Chameleon Ability mutation.

Mud Adherence              Cost: 1                      Mutation Group: Psychometabolic  
**Range:** -    **Number:** -  
**Duration:** Constant                                      **Use:** Constant  
**Damage:** -    **Prerequisite:** -

Mud sticks to the flesh of the creature in unnatural amounts and acts as a type of armor for some sorts of attacks. It also chemically changes the structure of the mud so that when it leaves the surface of the skin it hardens almost immediately. These abilities are a chemical byproduct of hosting a specific type of nanite population, and is not a true mutation, but is listed as a mutation, since it is not readily discernable in any case from a mutation.

The Oneness                      Cost: 2                      Mutation Group: Telepathic  
**Range:** 100'/level                      **Number:** All within range  
**Duration:** var                      **Use:** At will  
**Damage:** -                      **Prerequisite:** -

The ability to sense and manipulate the Oneness.

The Oneness: is the life force of all living things as it interacts with all other living things. It can bestow certain benefits when properly focused or channeled.

Benefits of contemplating the Oneness:

The Oneness can only be contemplated within the confines of the warm, bubbling mud pools that frequent the area around the Malr' Lake region.

Range: 100'/level or HD of contemplating character

Duration: Only while in tune with the Oneness

1. The ability to sense the location, type and relative demeanor or intent of all sentient life forms within range of the contemplator.
2. The ability to heal damage and strengthen ones Fortitude, for an 8 hour period following a full period of contemplation. 10 hit points are regained in addition to normal healing amounts.
3. The ability of the contemplator to sense, empathize with and influence non-sentient life forms within range of the contemplator.
  - a. Sense: contemplator knows location, type, abilities and number of life forms within range.
  - b. Empathize: contemplator knows the general feelings and well-being of life forms within range.
  - c. Influence: On an unsuccessful will save vs a dominate attempt, the effected creature can be influenced emotionally to induce anger, fear, etc. or to feel a need to be in a certain area or region as if called.
4. At 10<sup>th</sup> HD/level and above, contemplators can influence plant growth and seedling germination within their area of influence. Plant growth is at twice normal but only while the contemplator is focusing within the pool environment.

Heightened Senses: [Keen Site](#)                      Cost: 1  
**Range:**Varies                      **Number:** Self  
**Duration:** At will                      **Use:** Constant  
**Damage:** -                      **Prerequisite:** -

The mutants site is hyper acute. You gain +4 to the Spot and Search skills but suffer double normal damage from attacks that target the eyes (i.e. flash grenades, etc...).

Immunity                      Cost: 1                      Mutation Group: Psychometabolic\*  
**Range:**-                      **Number:** Self  
**Duration:** Constant                      **Use:** Constant  
**Damage:** -                      **Prerequisite:** -

This mutation allows the recipient to potentially ignore the effects of certain environmental or opponent attacks. Any damage at or below the characters Wisdom score cause NO effects. Those above, he can add his Wisdom to his save check if applicable. Roll for an immunity below:

**Mental Immunity-Fear:** Instead of being immune to all forms of mental attacks, the mutant is immune to only mental or physical abilities that cause the Fear, Panicked or Frightened affects.

\*In a future update, those immunities that are purely mental will be moved to a mutation group more appropriate than psychometobic, which should only be for physically based immunities.

Fear Aura      Cost: 1      Mutation Group: Telepathic  
**Range:** Wis+level in feet      **Number:** Any within range  
**Duration:** Constant      **Use:** 1/day/2 levels  
**Damage:** -      **Prerequisite:** -

Those within range of this mutation must save vs the Frightened condition or suffer the effects of that condition.

Bubble Prison      Cost: 2      Mutation Group: Psychometabolic\*  
**Range:** 40'      **Number:** targets in 10' area  
**Duration:** d4+1 rounds      **Use:** Wis Mod+level every other round  
**Damage:** d4 w/in 10'      **Prerequisite:** -

A medium sized bubble is generated from the mouth and travels toward the target at a rate of 10' round and range of 40' (-10'/10mph of wind) after which it envelops and traps the opponent. The bubble is immune to blunt weapons of any sort, but a pointed weapon can automatically pierce the bubbles skin, bursting it and doing 1d4 concussive force damage to any within 10'. This bubble, without interference, will last for 1d4+1 rounds before bursting on it's own. The opponent may make a standard attack using a pointed weapon to burst the bubble prior to its enveloping attack. The Bubble Prison can be generated every other round a number of times equal to Wis Mod+Level

Animate Plants      Cost: 1      Mutation Group: Psychokinetic  
**Range:** Wis+level in yards      **Number:** Any within range  
**Duration:** Constant      **Use:** 1/day/2 levels  
**Damage:** d4      **Prerequisite:** -

The mutant can animate plants in his immediate area to do its bidding. Anything from building shelters, clearing paths, obstructing paths or attacking its enemies. The equivalent of d4 vine plants having d4HD and Def14 and doing d4 damage per round will be animated. The ability to animate plants is a psychokinetic mutation and not dependant on the individual plants abilities or powers in anyway. The vines can be used to grapple and restrict movement. They have the Strength of the controllers Wisdom score. In addition, the vines attacks ignore armor defense unless the armor is a type that is completely sealed(i.e. powered armor).

## APPENDIX B: NEW NPC ABILITIES

**Keen Site:** (Extraordinary Ability, Physical Mutation)

Grants a +4 to Spot and Search skills and doubles the normal vision Spot range of the being. The user suffers double normal damage and duration from attacks that affect the eyes, such as flash grenades.

**Keen Hearing:** (Extraordinary Ability, Physical Mutation)

Grants a +6 to the Listen skill and doubles the normal hearing range of the user. In addition the user suffers double the normal affects of audible attacks, such as sonic or flash bang grenades.

**Diehard:** (Extraordinary Ability)

As the feat Diehard

**Alert:** (Extraordinary Ability)

As the feat Alertness

**Affinity:** (Mental NPC Ability)

The NPC receives a +4 racial bonus when dealing with a specific type of creature.

### Pass Without Trace: (Extraordinary Ability)

Those attempting to track an NPC with this ability suffer a –6 to their tracking skill due to the NPC's ability to cover it's tracks.

### Know Location/Direction: (Extraordinary Ability)

As the Clairsentient mutation of the same name

## APPENDIX C: NEW WEAPONS

### Clacker Pellet Rifle

Crit: 20/x2 range: 40'

Ammunition: small rounds approx. 50cal in size globularly shaped. Usually preloaded into ammo-balls of (20)shots that are top loaded into the weapon. (20)B

Dam Type: Penetration

Dam: d8+1

Dam Type: Explosive/Concussion

Dam: d10+2

Area: 10'

Dam Type: Gas

Dam: knockout

Area: 20'

Dur: 1-2 rounds

### Clacker Sonic Bug Horn

Crit: 20/-4 Range: 20' w/10' wide beam

Dam: d10 subdual & save or receive –2 attack

and defense for 1-2 rounds following.

### Clacker Sticky Grenade

Crit: 19-20/-4

Range: Thrown

Dam: entrapment/no movement

Area: 20'

Dur: 2-5

hours or by Clacker enzymes in Clacker spit.

### Clacker Gas Grenade

Crit: 19-20/-4

Range: Thrown

Dam: toxin(T3) – d8+1/round

Area: 20'

Dur: 1-4r

### Clacker Force Grenade

Crit: 19-20/-4

Range: Thrown

Dam: save vs knockback 15' and stun

Area: 10'

### Clacker Bug Bomb

Crit: n/a

Range: Thrown

Area: 20'

Dam Type: Bug Swarm

Dam: d4+2/round sv or

receive –2 attack and defense for duration.

Dur: d4+1 rounds

### Clacker Acid Pistol

Crit: 19-20/x2

Range: 20'

Area: 5'

Dam Type: Acid

Dam: d4+1

Shots: (6)C

### Clacker Beetle Tank

Crit: 20/x3

Spd: 40'

Def: 18/-2 (-2 dam vs any kinetic energy weapon, guns, swords,

maces, etc)

Init: +2

HD: 8+14(HP42)

Attack: mandibles/bite d10

Attack: +10

Saves: +4Fortitude/+4Reflex/+3Will

### Kin Nut Bombs:

Crit: 19-20/x2

Range: Thrown

Area: 5'

Dam Type: Explosive

Dam: 2d6

Dam Type: Acid

Dam: 1d6+1d4

For d2 rounds

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