



CHAPTER 5: TERRORS OF THE LOST PARADISE

MUTATED ANIMALS

The Lost Paradise, for all the life that teems here, is filled with many dangers unique to this corner of the world. In addition to the natural animals that still eek out a miserable existence in the dying forests and mountain landscapes, entirely new species—evolved from pre-Fall forms of life—have carved out a niche of their own in this part of the Twisted Earth. This chapter describes some of the creatures and animals unique to the Northwest environment.

ANGOOSE

Angoose are the descendents of Ancient cattle that managed to survive the Fall. They get their name from the term “Black Angus,” a name for a specific type of cow that was quite common before the Fall.

Angoose have mutated into six-legged creatures with extremely thick hides. At maturity, their hides become covered with tiny horn-like protrusions which are filled with a highly concentrated form of methane gas (a bi-product of a mutated digestive tract), which the angoose can eject at predators. A successful hit causes dizziness and nausea in the unfortunate victim, an effect which lasts up to an hour.

Angoose are docile enough to be kept as herd animals. Some communities, such as the city of Tillamook, maintain hundreds of angoose.

Harry can be a real idiot sometimes. If I've told him once, I've told him a thousand times not to go chasin' stray angoose down into the ruins of Eugene by himself, but does he listen to me? Nope. The crazy son of a bitch thinks because he was once a Guide he can go off and do whatever he pleases. Sure the people look up to him. They think he's some kind of real life hero because of all the stories he tells about his days with the Sentinels. Well, this time he managed to get himself hurt real bad. His precious Sentinel training didn't help him much, either.

I didn't have to hear the damned fool's description of the thing that tore up his leg to know it was a bane cat. All I had to do was look at the jagged claw marks and pus sores to know what got at him. Now he's going to be bed-ridden for at least two moon cycles to give the healing serum we got from a Mountain Walker last harvest season a chance to work. In the meantime, Harry's presence will be missed on the patrols. It's not like we have an excess of able bodies anymore. The thing that gets me is now I'm gonna have to take him down a notch or two in front of the rest of the people so they don't get any hare-brained ideas about doing the same thing.

Harry survived, but he was damned lucky he did, and we didn't get the angoose back either. All in all I'd say it's better to lose one stinkin' angoose than to get a man killed tryin' to get it. There are too many creatures out in the wilderness that are able to take a man apart faster than he can scream for help. It's not like the ancient times when most of the dangerous critters were either afraid of people or locked away in cages. No, these days it's the other way around. We're the ones in the cages now, afraid of the dark once again while all sorts of strange, mutated beasts roam free in the wilderness, just waiting for someone to screw up like Harry did.

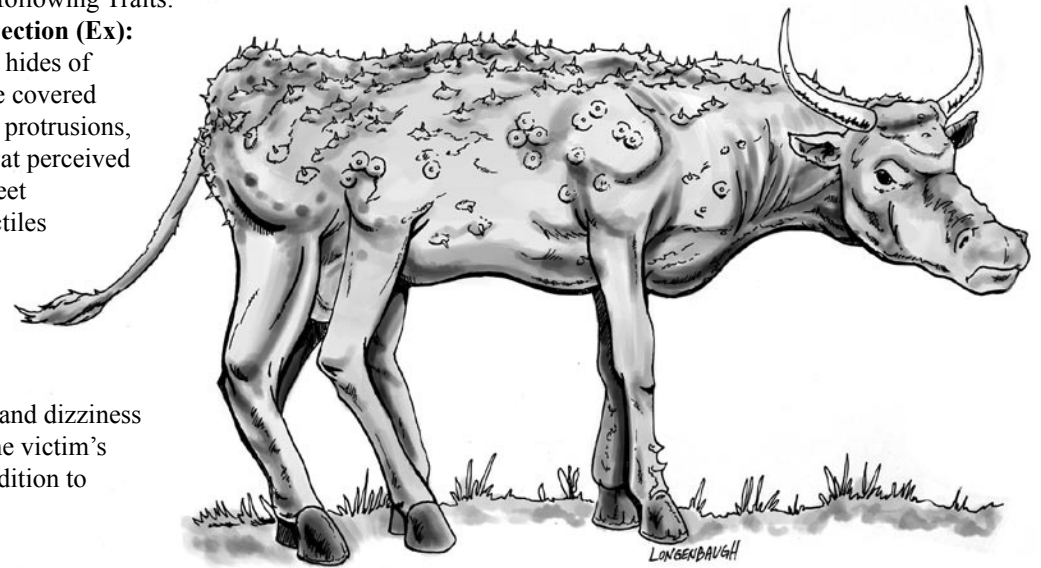
- Duncan Clark

SPECIES TRAITS

Angoose have the following Traits:

Poison Spike Ejection (Ex):

The thick, leathery hides of mature angoose are covered with tiny horn-like protrusions, which can be fired at perceived enemies up to 20 feet away. These projectiles carry a highly concentrated dose of methane gas that causes bouts of extreme nausea and dizziness when it gets into the victim's bloodstream. In addition to



OTHER ANIMALS

In addition to the new creatures detailed in this chapter, the following creatures found elsewhere on the Twisted Earth are also common in the Lost Paradise: *blobs*, *lurking panthers*, *monstrous cockroaches*, *plantmen*, *probing waddlers*, *ratbites*, *ravening hounds*, *screamers*, *terminals*, *terminals (abortion)*, *two-headed mutant bears*, and *wild men*.

the poison effects (DC 14, initial damage 1d6 Dex, secondary damage 2d6 Dex), these darts do 1d3 piercing damage.

Stampede (Ex): A frightened herd flees as a group in a random direction, but always away from the perceived source of danger. A herd runs over anything of size Large or smaller that gets in its way, dealing 1d12 points of damage for every five animals in the herd. A successful Reflex save (DC 16) halves the damage.

Angoose: CR 2; Large animal; HD 4d8+15; hp 37; Mas 16; Init +0; Spd 40 ft.; Defense 13, touch 9, flat-footed 13 (-1 size, +4 natural); BAB +3; Grap +10; Atk +5 melee (1d8+4, gore), or +2 ranged (1d3 + poison, spike); Full +5 melee (1d8+4, gore), or +2 ranged (1d3 + poison, spike); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ poison spike ejection, stampede; AL none; SV Fort +7, Ref +4, Will +1; AP 0; Rep +0; Str 17, Dex 10, Con 16, Int 2, Wis 10, Cha 5.

Skills: Listen +8, Spot +5.

Feats: None.

Advancement: 5-7 HD (Large).

BANE CAT

The bane cat is one of the most vicious predators in the Northwest. These fearsome creatures typically make their homes high in the mountains where the hunting is still good, or among the ruins of old towns where they can prey on unwary travelers.

The elders of the Chinook people recount a strange legend about the bane cat: according to Chinook

lore, the bane cat (known as the “choi-nai-toch” in the Chinook language) was sent by the Great Spirit to guard the entrance to the spirit world after the dropping of the Gourd of Ash made that mystical realm easier to reach from the material world. While most people in the Northwest dismiss the legend as a fantasy, they don’t deny there is a numinous quality about the great cats. Even the most accomplished Sentinel Scouts are confounded by the creature’s tracks, which they claim have a habit of stopping for no apparent reason—almost as if the beast had just vanished into thin air.

The bane cat is polydactyl, having eight toes on each of its razor-sharp claws that leave a signature scar that is easily recognizable by anyone who knows what to look for. The beast typically has tan-colored fur with black or deep green stripes; its large head is vaguely reminiscent of a cougar’s, and its slightly widened maw makes it capable of delivering a ferocious bite. A bane cat’s bite, while deadly in and of itself, carries with it the added danger of infecting the newly opened wound with a wasting disease. Green, pus-filled sores begin to crop up on the flesh

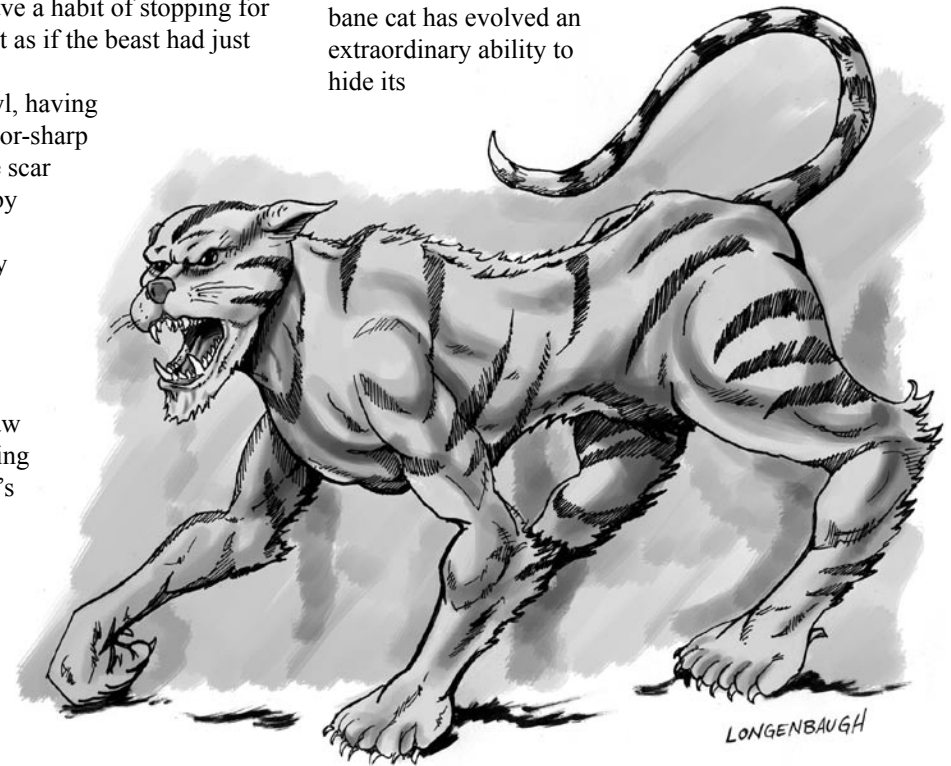
of an infected victim, and are the first signs that the wasting disease has moved into terminal stages. Bane cats have been known to bite their prey once and then follow the infected creature for days, content to let the disease do their work before they move in to finish off and devour the weakened target.

SPECIES TRAITS

Bane cats have the following Traits:

Infection (Ex): The bane cat’s bite delivers a disease capable of killing its prey within days. After the initial bite damage, victims must make a Fortitude save (DC 20) or be infected. The disease’s incubation period is one day; the initial damage is one Str and one Con, and the secondary damage is 1d4 Str and 1d4 Con.

Trackless (Ex): The bane cat has evolved an extraordinary ability to hide its



tracks. It has a tremendous leap, which it often uses to jump to surfaces that leave little trace of its passage (rocks, trees, etc). All DCs to Track a bane cat are increased by 10.

Leaping (Ex): The bane cat's maximum jump distance is not restricted by its height.

Pounce (Ex): During the first round of combat, the bane cat can move and then use an attack action to make a full round attack.

Scent (Ex): The bane cat's heightened sense of smell allows it to detect approaching enemies, sniff out hidden foes, and track even the most elusive prey.

Skill Bonus: A bane cat receives a +8 species bonus to Hide checks when in tall grass or heavy overgrowth.

Bane Cat: CR 7; Large animal; HD 8d8+21; hp 57; Mas 16; Init +4; Spd 50 ft.; Defense 18, touch 13, flat-footed 14 (-1 size, +4 Dex, +5 natural); BAB +6; Grap +15; Atk +9 melee (1d8+5, bite); Full Atk +9 melee (1d6+5, 2 claws) and +7 melee (1d8+4, bite), FS 10 ft. by 10 ft.; Reach 10 ft.; SQ infection, low-light vision, trackless, leaping, pounce, scent; AL none; SV Fort +9, Ref +10, Will +2; AP 0; Rep +0; Str 20, Dex 18, Con 16, Int 2, Wis 10, Cha 5.

Skills: Balance +6, Climb +8, Hide +2 (+10 in tall grass or heavy overgrowth), Jump +8, Listen +2, Move Silently +7, Spot +2.

Feats: Multiattack.

Advancement: 9-16 HD (Large).

BLOOD WHALE

The blood whale is a massive aquatic beast that roams what is left of the inlets and waterways of the Pacific Northwest. Blood whales are named for the bleeding sores that often cover their deformed, sickly bodies.

Blood whales were once orca, a species of whale that flourished in the waters of the Northern Pacific and Puget Sound until driven to the brink of extinction at the hands of the Ancients. The few that survived the

Fall were caught in a nightmarish struggle to survive, feeding on contaminated salmon, sea lions, and whatever else they could find in the dying ocean. Over the years, blood whales were forced to move deeper into the waterways in search of food. In time, the high toxicity levels in the Columbia and other rivers began to affect the creatures, turning them into something only barely resembling the killer whales of long ago.

Latent water pollution throughout the Northwest has inflicted wounds on most blood whales that never heal. The lifespan of a blood whale is painfully long; it is said the mournful wails of the beasts can be heard at night along the Columbia, and even off the coast of northwest Washington near the Sacred Lands.

A blood whale preys on anything that dares swim or move along the polluted waters where it dwells, either biting with its massive mouth or coming up under the hull of watercraft in an attempt to capsize it and spill its passengers overboard—where they can be more easily scooped up.

Battles between blood whales and zug-wa (see below) are not uncommon.

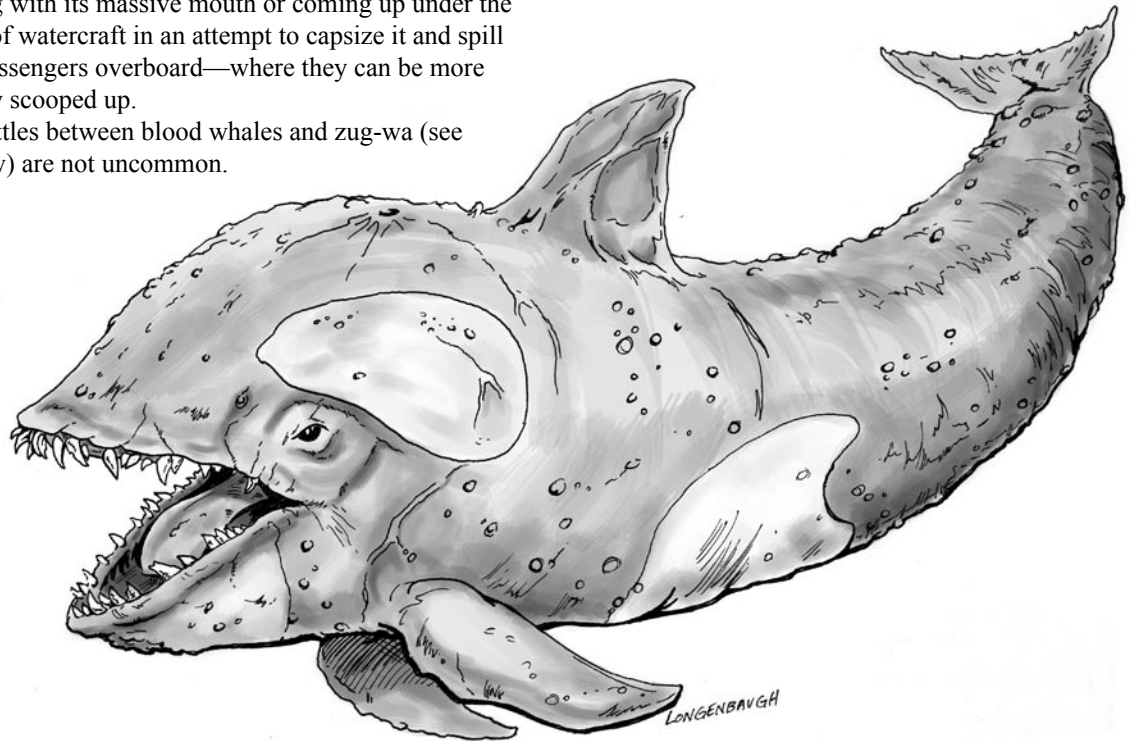
SPECIES TRAITS

Blood whales have the following Traits:

Blindsight (Ex): Blood whales can “see” by emitting high-frequency sounds inaudible to most other creatures; this natural “sonar” allows them to locate objects and creatures within 120 feet. A *silence* spell negates this ability and forces the whale to rely on its vision, which is approximately equal a human's.

Hold Breath (Ex): A blood whale can hold its breath for a number of rounds equal to 8 times its Constitution score before it risks drowning.

Improved Grab (Ex): The blood whale must hit with a bite attack to use this ability. Upon a successful bite attack, the blood whale can attempt to swallow its prey whole with its *Swallow Whole* ability.



Swallow Whole (Ex): A blood whale can swallow an opponent caught in its massive jaws by making a successful grapple check. Once inside the blood whale, the swallowed creature takes 2d6 points of acid damage per round. In addition, the victim is exposed to the toxic pollutants in the blood whale's digestive system (DC 15, initial damage 1d6 Con, secondary damage 1d6 Con).

A swallowed creature can cut its way out of the blood whale by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the stomach (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Skills: A blood whale receives a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A blood whale receives a +4 racial bonus to Spot and Listen checks; these bonuses are lost if its blindsight is negated.

Blood Whale: CR 8; Huge animal; HD 9d8+48; hp 88; Mas 21; Init +2; Spd swim 40 ft.; Defense 18, touch 10, flat-footed 16 (-2 size, +2 Dex, +8 natural); BAB +6; Grap +22; Atk +12 melee (2d6+12, bite); Full Atk +12 melee (2d6+12, bite), FS 15 ft. by 15 ft.; Reach 10 ft.; SQ blindsight, hold breath, improved grab, swallow whole; AL none; SV Fort +11, Ref +8, Will +5; AP 0; Rep +0; Str 27, Dex 14, Con 21, Int 2, Wis 14, Cha 4.

Skills: Listen +14, Spot +14, Swim +16.

Feats: Alertness, Endurance, Run, Toughness.

Advancement: 10–18 HD (Huge); 18–36 HD (Gargantuan).

Advanced Blood Whale: CR 14; Gargantuan animal; HD 20d8+143; hp 233; Mas 25; Init +2; Spd swim 40 ft.; Defense 20, touch 8, flat-footed 18 (-4 size, +2 Dex, +12 natural); BAB +15; Grap +39; Atk +23

melee (2d8+18, bite); Full Atk +23 melee (2d8+18, bite), FS 20 ft. by 20 ft.; Reach 15 ft.; SQ blindsight, hold breath, improved grab, swallow whole; AL none; SV Fort +19, Ref +14, Will +8; AP 0; Rep +0; Str 35, Dex 14, Con 25, Int 2, Wis 14, Cha 4.

Skills: Listen +14*, Spot +14*, Swim +20.

Feats: Alertness, Endurance, Run, Toughness.

GIANT MUTANT SOCKEYE

The poisonous waterways of the Northwest are now home to a mutated descendant of the native sockeye salmon. The giant mutant sockeye has become a staple food source for many river communities, although the people often pay for their meat in blood. The fish has grown in size over the ages; mature specimens now weigh an average of two hundred pounds. The sockeye has a voracious appetite and even shows signs of sentience. Entire schools of sockeyes have been known to surround smaller watercraft and capsize the vessels, spilling passengers out into the water where they make easy prey for the giant fish. More often than not, those who manage to survive the initial encounter with a giant mutant sockeye come away missing a limb or two for their troubles... if they're lucky.

Mutant sockeye have long feeler tentacles that resemble catfishes' whiskers. They use these "whiskers" to inject a paralytic toxin into the bloodstream of their prey. The poison works quickly, causing a temporary paralysis that usually leads to drowning.

SPECIES TRAITS

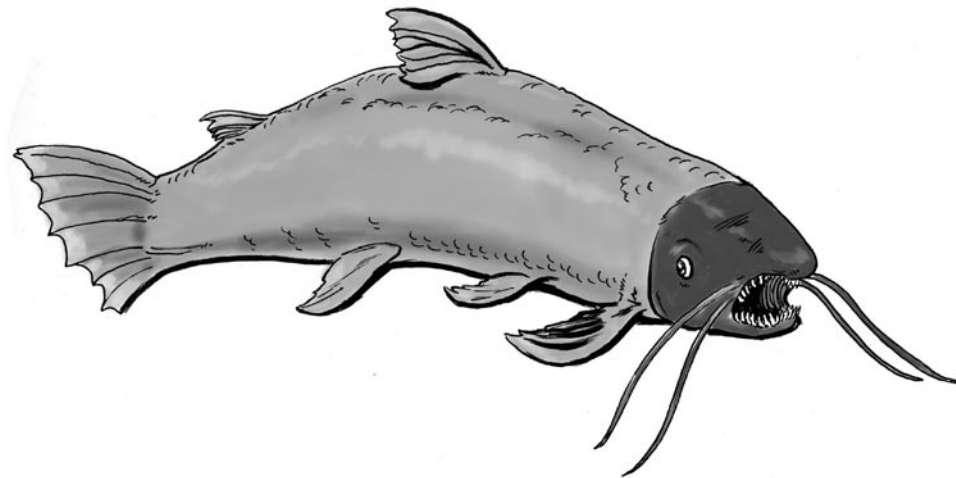
Mutant sockeye have the following Traits:

Blindsense (Ex): A sockeye can locate creatures underwater within a 30-foot radius. This ability works only when the sockeye is underwater.

Keen Scent (Ex): A sockeye can notice creatures by scent within a 180-foot radius and can detect blood in the water at ranges of up to a mile.

Poison Stingers (Ex): The sockeye has four stingers with which to damage and paralyze prey. In addition to taking normal damage from the attack, victims struck by a stinger must also make a Fortitude save (DC 15) or be paralyzed for 1d4+1 rounds.

Skills: A sockeye receives a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



Giant Mutated Sockeye: CR 2; Medium-size animal; HD 3d8; hp 14; Mas 10; Init +4; Spd swim 40 ft.; Defense 16, touch 14, flat-footed 14 (+4 Dex, +2 natural); BAB +2; Grap +4; Atk +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+2, bite) and +4 melee (1d4+paralysis, 4 stingers), FS 5 ft. by 5 ft.; Reach 5 ft.; SQ blindsense, keen scent, poison stingers; AL none; SV Fort +3, Ref +7, Will +2; AP 0; Rep +0; Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 2.

Skills: Listen +6, Spot +6, Swim +9.

Feats: Multiattack, Weapon Finesse (bite), Weapon Finesse (stingers).

Advancement: 4-6 HD (Medium).

MONSTROUS SAND CRAB

Sand crabs make their homes on the sandy flats of the Shipwreck Coast and in the rocky beaches of what used to be the Olympic Peninsula. The sand crab has survived the terrible years since the Fall by preying on creatures that live out in the wasteland that once used to be a lush coastline.

The monstrous sand crab grows to a mind-boggling three feet tall, making it a valued food source for tribes that live out in these isolated areas. They have six large eyes in the front of their shells, six spider-like legs (stretching out to eight feet long), two front pincers which they use as their primary weapons, and two smaller legs that are usually tucked beneath their abdomens.

Monstrous sand crabs' comparatively small frames belie their massive strength. They are extremely adept at using their pincers in combat—in fact, they're quite capable of severing an extremity with a quick "snip."

SPECIES TRAITS

Monstrous sand crabs have the following Traits:

Improved Critical (Ex): The sand crab's pincers are extremely sharp, increasing the critical hit threshold to 19-20.

Monstrous Sand Crab: CR 1/2; Small animal; HD 2d8+4; hp 13; Mas 15; Init +1; Spd 20 ft., swim 10 ft.; Defense 18, touch 12, flat-footed 17 (+1 size, +1 Dex, +6 natural); BAB +1; Grap +1; Atk +6 melee (1d6+4/19-20, pincer); Full Atk +6 melee (1d6+4/19-20, 2 pincers); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ improved critical; SV Fort +5, Ref +4, Will +0; AP 0; RP +0; Str 18, Dex 12, Con 15, Int 2, Wis 10, Cha 2.

Skills: Climb +8, Hide +7, Jump +6, Move Silently +7.

Feats: None.

Advancement: 2-6 HD (Medium-size).

Advanced Monstrous Sand Crab: CR 2; Medium-size animal; HD 5d8+15; hp 37; Mas 17; Init +0; Spd 20 ft., swim 10 ft.; Defense 17, touch 11, flat-footed 16 (+1 size, +6 natural); BAB +2; Grap +2; Atk +7 melee (1d8+6/19-20, pincer); Full Atk +7 melee (1d8+6/19-20, 2 pincers); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ improved critical; SV Fort +5, Ref +5, Will +1; AP 0; RP +0; Str 22, Dex 10, Con 17, Int 2, Wis 10, Cha 2.

Skills: Climb +10, Hide +6, Jump +10, Move Silently +6.

Feats: None.

HELKAN

Like angoose, helkan are a docile animal often herded by the people of the Northwest. Helkan are descended from the majestic elk that once thrived in the wilds of the northwest United States and Canada.

The average helkan bull stands eight feet tall at the shoulders and is covered with an ultra-thick hide of coarse fur, which provides exceptional protection from hunters' weapons and predators' claws. Skilled



hunters and tanners often fashion primitive body armor from the helkan's tough hide.

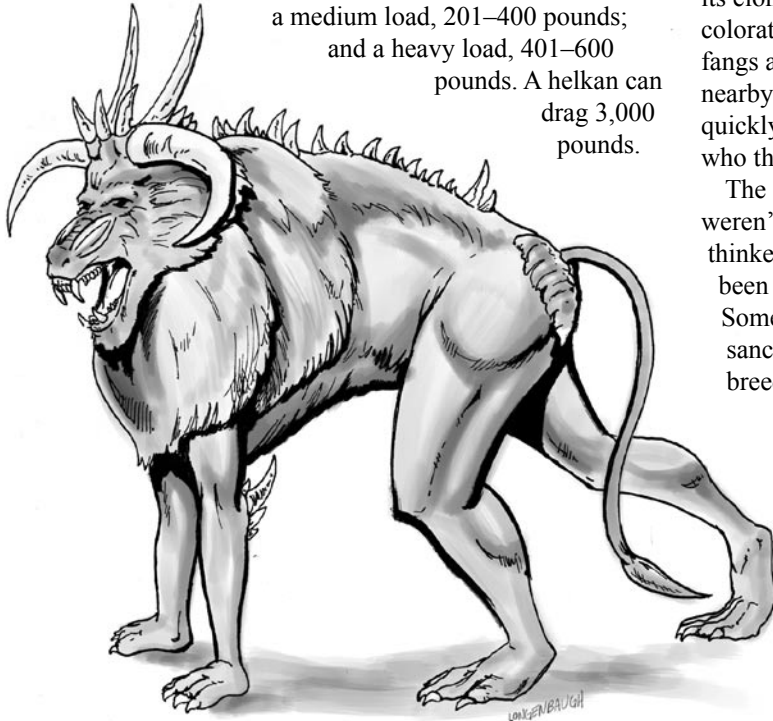
Herd of helkan are kept in settlements across the Northwest, where the beasts are valued for more than just their fur. A properly prepared helkan can provide enough meat and other useful items to last a family for good long time.

SPECIES TRAITS

Helkan have the following Traits:

Stampede (Ex): A frightened herd flees as a group in a random direction, but always away from the perceived source of danger. A herd runs over anything of size Large or smaller that gets in its way, dealing 1d12 points of damage for every five animals in the herd. A successful Reflex save (DC 16) halves the damage.

Carrying Capacity: A light load for a helkan is up to 200 pounds; a medium load, 201–400 pounds; and a heavy load, 401–600 pounds. A helkan can drag 3,000 pounds.



Helkan: CR 3; Large animal; HD 6d8+18; hp 45; Mas 16; Init +1; Spd 40 ft.; Defense 16, touch 10, flat-footed 15 (-1 size, +1 Dex, +6 natural); BAB +4; Grap +12; Atk +7 melee (1d8+6, gore); Full Atk +7 melee (1d8+6, gore), FS 10 ft. by 10 ft.; Reach 10 ft.; SQ stampede; AL none; SV Fort +8, Ref +6, Will +2; AP 0; Rep +0; Str 18, Dex 12, Con 16, Int 2, Wis 12, Cha 5.

Skills: Listen +10, Spot +5.

Feats: Endurance.

Advancement: None.

HORNED BABOON

Horned baboons are fiercely territorial creatures that dwell in the mountains of Old Oregon. The horned baboon gets its name from the sharp horns that protrude from its massive arms, head, and back. Thick fur covers most of the horned baboon's body; its elongated snout is marked by a distinct rainbow coloration. When threatened or angered, it bears its fangs and works itself into a frenzy, which incites nearby horned baboons to become more aggressive—quickly resulting in a large force of enraged creatures who throw themselves at their prey with abandon.

The ancestors of the horned baboon obviously weren't indigenous to this area of the world, and some thinkers have speculated that the creatures must have been kept in zoos or used in laboratory experiments. Some evidence points to the remains of a wildlife sanctuary at Winston, Oregon as this mutated breed's point of origin.

Whatever their origins may be, horned baboons have managed to thrive in the wilds of the Northwest. They have been known to attack caravans in large numbers, often overwhelming the surprised defenders with their sheer numbers. The horned baboon is incredibly strong, agile, and fearless in combat, capable of making long jumps to quickly close

the distance between it and its prey. The beast prefers to pounce on victims and pin them down with its powerful bulk and razor-sharp claws before finishing them off with its bite attack.

The horned baboon is also capable of using whatever inanimate objects might be lying around—branches, rocks, pieces of wreckage, etc.—as rudimentary weapons.

SPECIES TRAITS

Horned baboons have the following Traits:

Scent (Ex): This ability allows the horned baboon to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Horned Baboon: CR 3; Medium-size animal; HD 6d8+12; hp 39; Mas 15; Init +4; Spd 30 ft., climb 30 ft.; Defense 18, touch 14, flat-footed 14 (+4 Dex, +4 natural); BAB +4, Grap +8; Atk +8 melee (1d4+4, claw) or +8 melee (1d6+4 bite); Full Atk +8 melee (1d4+4, 2 claws) and +6 melee (1d6+4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ low-light vision, scent; AL none; SV Fort +8, Ref +10, Will +3; AP 0; Rep +0; Str 18, Dex 18, Con 15, Int 2, Wis 10, Cha 3.

Skills: Climb +8, Jump +8, Listen +4, Spot +4.

Feats: Multiattack.

Advancement: 7-12 HD (Large).

Advanced Horned Baboon: CR 6; Large animal; HD 10d8+40; hp 85; Mas 19; Init +3; Spd 30 ft., climb 30 ft.; Defense 18, touch 14, flat-footed 14 (-1 size, +3 Dex, +6 natural); BAB +6, Grap +18; Atk +13 melee (1d6+8, claw) or +13 melee (1d8+8 bite); Full Atk +13 melee (1d6+8, 2 claws) and +11 melee (1d8+8, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision, scent; AL none; SV Fort +11, Ref +10, Will +3; AP 0; Rep +0; Str 26, Dex 16, Con 19, Int 2, Wis 10, Cha 3.

Skills: Climb +12, Jump +12, Listen +4, Spot +4.

Feats: Multiattack.

POISON LAMPREY

The freshwater lamprey that once dwelled in the waters of the Columbia River before the Fall managed to survive and adapt to what's left of the now-toxic waterway. In some areas they have even begun to thrive, their burgeoning numbers making them a rich food source for the people who live along the river's mighty banks.

For all their value to the people of the Northwest waterways, poison lamprey make a dangerous food source. An adult lamprey is large enough to wrap itself around a full-grown helkan and drag it under water, where it latches onto its unfortunate prey with a powerful sucker lined with pointed teeth arranged in concentric circles. Once attached, the poison lamprey uses its rasping tongue and sharp teeth to tear open wounds on its prey's skin, feeding on blood and body tissue until its victim is torn to shreds. The lamprey's vicious bite also injects prey with a toxic venom capable of killing in a matter of days. Animals affected by this toxin often return to the waters to cool their fevers—only to die, be carried downstream, and become meals for schools of lamprey lurking in the waterway.

River Folk have developed a unique and somewhat disturbing technique for catching these creatures—they use herd animals as live bait. They place an animal in a body harness, lower it into deep water, and wait for lampreys to come after what appears to be an easy meal. Once the lamprey have latched onto the unfortunate beast, the River Folk haul the animal out with the lamprey in tow and stand back, waiting for the creatures to suffocate out of water. Once the lamprey are dead, they are cleaned and their venom sacks carefully removed.

The River Folk usually dry and smoke the flesh of the creature to make jerky.

SPECIES TRAITS

Poison lampreys have the following Traits:

Attach (Ex): A poison lamprey that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached poison lamprey loses its Dex bonus while attached. A poison lamprey must be attached to use its poison. The lamprey deals automatic bite damage each round while attached.

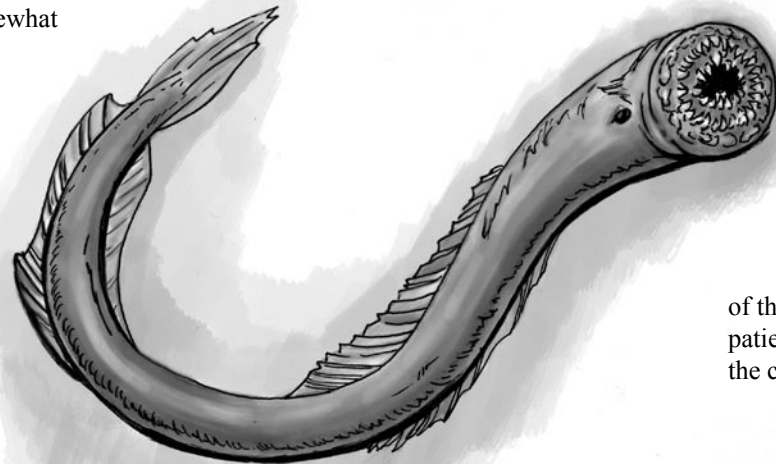
Poison (Ex): While attached to a victim, a poison lamprey can inject venom into its prey (DC 12; initial damage 1d6 Con; secondary damage 1d6 Con).

Poison Lamprey: CR 1; Medium-size animal; HD 2d8; hp 9; Mas 10; Init +4; Spd swim 40 ft.; Defense 18, touch 14, flat-footed 14 (+4 Dex, +4 natural); BAB +1; Grap +5; Atk +5 melee (2d4+5, bite); Full Atk +5 melee (2d4+5, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ attach, poison; SV Fort +2, Ref +6, Will +0; AP 0; RP +0; Str 21, Dex 18, Con 10, Int 2, Wis 10, Cha 2.

Skills: Listen +5, Spot +5.

Feats: None.

Advancement: 3-5 HD (Medium).



SAND WORM

These deadly creatures appear to be a bizarre cross between a lizard and a worm. The main body of the beast is segmented like a worm, brown and covered with sickly pink splotches, yet is covered with scales like those found on reptiles. The sand worm's body is also ringed with black, fleshy spikes that secrete a fluid that is intoxicating when drunk—and which is also said to have healing properties. The soldiers of the People's Army hunt sand worms specifically for the purpose of "milking" the beast of this liquid, which they call "joga."

Even more curious is the presence of a pair of retractable legs on each segment of the worm—the creature retracts them while burrowing underground and extends them while moving across the ground's surface. Probably the most bizarre aspect of this creature is its lack of an identifiable head—instead, the sand worm boasts a gaping maw with two tiny oval eyes on either side. A mass of serrated, spiked tentacles protrudes from the beast's oral cavity, some extending up to fifteen feet in length. The average sand worm grows to be some twenty feet long and ten feet tall.

When above ground, a sand worm lashes out at prey with its tentacles and tries to draw them into its maw, where the victim is chewed and shredded by the five rings of jagged teeth that line the creature's mouth, or sometimes even swallowed whole. Sand worms prefer a more subtle approach, however; when circumstances allow, the creature burrows beneath the surface of the ground, extends its tentacles up, and waits patiently for unwary travelers to pass close enough for the creature to catch them.

SPECIES TRAITS

Sand worms have the following Traits:

Tremorsense (Ex): Sand worms can sense the vibrations made by people or creatures walking along the surface of the earth up to 60 feet away, and can unerringly home in on the exact location.

Improved Grab (Ex): If a sand worm hits a creature with a tentacle, it may grapple as a free action. Success indicates the sand worm has grabbed hold of its prey and can drag the victim into its mouth on the following round. Creatures grappled in this manner suffer 1d4+5 damage each round they are held. Once the victim reaches the sand worm's mouth, the creature may either attempt to swallow its prey whole or instead choose to bite.

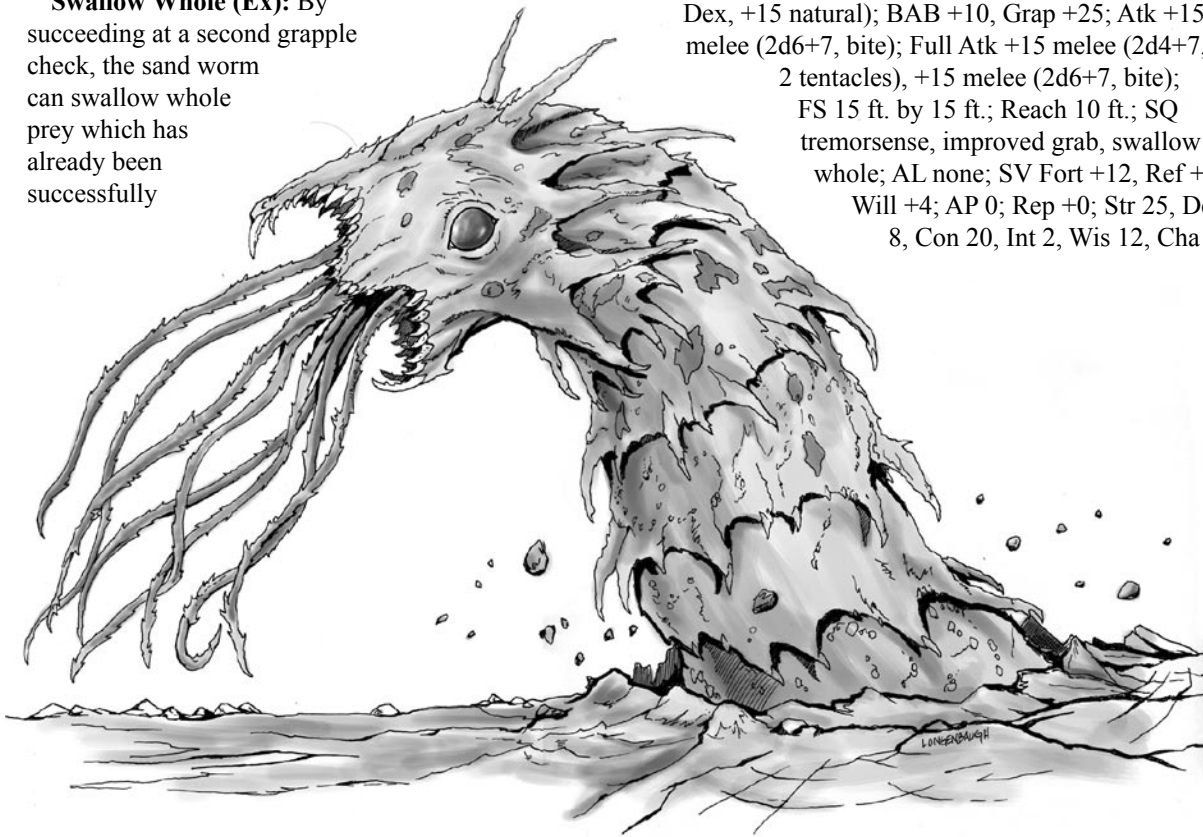
Swallow Whole (Ex): By succeeding at a second grapple check, the sand worm can swallow whole prey which has already been successfully

grappled with its tentacles and pulled into its mouth. Success indicates the opponent has been swallowed and is now inside the sand worm, where the trapped victim takes 2d6+7 crushing damage per round.

A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Skill Bonus: A sand worm receives a +8 species bonus to Hide and Move Silently checks when fully or partially buried in sand.

Sand Worm: CR 9; Huge Mutant Beast; HD 10d10+50; hp 105; Mas 20; Init -1; Spd 30 ft, burrow 30 ft.; Defense 22, touch 7, flat-footed 22 (-2 size, -1 Dex, +15 natural); BAB +10, Grap +25; Atk +15 melee (2d6+7, bite); Full Atk +15 melee (2d4+7, 2 tentacles), +15 melee (2d6+7, bite); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ tremorsense, improved grab, swallow whole; AL none; SV Fort +12, Ref +6, Will +4; AP 0; Rep +0; Str 25, Dex 8, Con 20, Int 2, Wis 12, Cha 3.



Skills: Hide +2 (+10 in sand), Move Silently +5 (+13 in sand).

Feats: Multiattack, Improved Multiattack.

Advancement: 11-20 HD (Huge), 21-40 (Gargantuan).

Advanced Sand Worm: CR 15; Huge Mutant Beast; HD 25d10+178; hp 316; Mas 24; Init -1; Spd 30 ft, burrow 30 ft.; Defense 24, touch 5, flat-footed 24 (-4 size, -1 Dex, +19 natural); BAB +25, Grap +48; Atk +32 melee (2d8+11, bite); Full Atk +32 melee (2d6+11, 2 tentacles), +32 melee (2d8+11, bite); FS 20 ft. by 20 ft.; Reach 15 ft.; SQ tremorsense, improved grab, swallow whole; AL none; SV Fort +21, Ref +13, Will +9; AP 0; Rep +0; Str 33, Dex 8, Con 24, Int 2, Wis 12, Cha 3.

Skills: Hide -2 (+6 in sand), Move Silently +5 (+13 in sand).

Feats: Cleave, Multiattack, Improved Multiattack, Improved Overrun, Power Attack, Toughness.

SHADETRAP

The shadetraps are vicious tricksters. The deadly plant was originally a genetically modified version of the Venus flytrap, created out of sheer scientific whimsy prior to the Fall. The shadetraps have thrived in recent years by using innovative methods of securing nourishment.

A typical shadetraps grows to between eight and twelve feet tall, standing with its petals outspread to the sun to absorb the light necessary for survival. The giant plant supplements this photosynthesis with more tangible nourishment, however; when an unsuspecting prey comes too close, the shadetraps sweeps down and engulfs it within its petals. Once the target is thoroughly enveloped within the petals, the plant secretes corrosive fluids which eat away the flesh and bone of the target. Only bodies completely protected by metal are rejected and dropped to the ground by the plant.

SPECIES TRAITS

Shadetraps have the following Traits:

Tremorsense (Ex): Their sensitivity to surface vibration allows shadetraps to sense and locate enemies moving along the ground within 30 feet.

Improved Grab (Ex): To use this ability, the shadetraps must hit with its bite attack. If successful, it may immediately attempt to swallow the victim whole.

Swallow Whole: After making a successful improved grab, the shadetraps can “swallow” a victim by closing itself over the target’s body and releasing its corrosive digestive acids, which inflict 1d10 damage per round. Creatures swallowed in this manner can attack from inside the shadetraps with small or natural weapons.

Shadetraps: CR 2; Large plant; HD 3d8+9; hp 23; Mas -; Init -1; Spd 0 ft.; Defense 12, touch 8, flat-footed 12 (-1 size, -1 Dex, +4 natural); BAB +2; Grap +11; Atk +6 melee (1d8+5, bite); Full Atk +6 melee (1d8+5, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ tremorsense, improved grab, swallow whole; AL none; SV Fort +6, Ref +0, Will +0; AP 0; Rep +0; Str 20, Dex 9, Con 17, Int 3, Wis 9, Cha 3.

Skills: None.

Feats: None.

Advancement: 4-6 (Large).

SPINER

These deceptively harmless-looking plants have taken more than their fair share of travelers of the Twisted Earth by luring unsuspecting creatures into killing range with their aromatic scent and vibrant green-and-blue coloration.

Spinners are an unusual type of plant that has adapted to life on the water-starved Twisted Earth by finding another source of moisture: the remains of animals it has killed. The spinner continuously exudes a sap-like

resin from its main stalk, a resinous substance that hardens into needle-point projectiles. These “needles” can be hurled out by the plant’s semi-animate branches in a 360-degree radius, and can travel up to 20 feet.

A victim struck with a spinner needle usually succumbs to the plant’s chemical poison, quickly becoming delirious, losing consciousness, and dying. The extensive root system necessary for survival in this hostile environment allows the plant to absorb the water from the dead body over time.

SPECIES TRAITS

Spinners have the following Traits:

Tremorsense (Ex): Their sensitivity to surface vibration allows spinners to sense and locate enemies moving along the ground within 20 feet.

Poison Needles (Ex): Once it has detected a nearby target, a spinner launches a group of three poison-tipped needles towards the victim (DC 14, initial damage 1d4 Dex, secondary damage unconsciousness 1d3 hours).

Spinner: CR 1/2; Small plant; HD 1d8; hp 5; Mas -; Init +1; Spd 0 ft.; Defense 12, touch 11, flat-footed 11 (+1 size, +1 Dex); BAB +0; Grap -5; Atk +2 melee (1d4+1, needles), Full Atk +2 ranged (1d4+1, 3 needles); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ tremorsense, poison needles; AL none; SV Fort +2, Ref +1, Will -1; AP 0; Rep +0; Str 8, Dex 12, Con 10, Int 3, Wis 9, Cha 3.

Skills: None.

Feats: None.

Advancement: None.

TOXIC RACCOON

This highly intelligent creature has survived through the long years since the Fall by relying on heightened thieving and stealth abilities—skills that at one time made the common raccoon notorious among campers across the United States. Toxic raccoons have mutated over the years due to unrestricted growth and the abundance of carrion and other waste products in the dark years after the Fall. In true Darwinian fashion, the strongest and largest packs claimed mating rights, and consequently the creatures have grown in size to an average of three feet tall with no real loss of the speed for which their ancestors were infamous. Their powerful hind legs propel the creatures through ruins and wasting forests at speeds that few predators (or victims) can match.

The ancient kin of the toxic raccoon were not known for their ferocity in combat, and at one time were actually afraid of Ancient humans—but not anymore. The Twisted Earth is a harsh world, one



in which survival is most often attained through violence. Toxic raccoons are no different than the other creatures that inhabit the wasteland and ruins; they're quite capable of defending themselves against the many predators that roam the wastes.

In truth, the toxic raccoon is a very nasty, ill-tempered creature that thrives on violence. Perhaps long years of exposure to substances that should have wiped their species out long ago makes the animals so hateful. Or maybe somewhere deep in the creature's subconscious is a primeval memory of times before the "two-leggers" destroyed their world, a recollection that triggers violent rages and breeds hatred against all life. Whatever the reasons may be, there can be no speculation about the disposition of toxic raccoons: they are exceptionally malevolent creatures, especially with regard to human beings. Toxic raccoons have been known to attack groups of humans even when they were hopelessly outnumbered. Nothing incites the animals to commit acts of spiteful violence so much as the scent of humans entering their territory.

Toxic raccoons are aptly named, having survived in the most radiated stretches of wilderness in the Lost Paradise. They are native to the Dead Water region of the Pure Lands, although they can be found in sizeable numbers throughout the Northwest wherever there are human settlements or ruins in which they can scavenge.

Toxic raccoons often make their nests amidst the ruins of old towns, especially those abandoned long ago by people who were forced to flee the radiation and toxic floods or die. As a result of countless years of exposure to high radiation and of feeding on toxin-laced animals, trash and other polluted sustenance, each new generation of toxic raccoon develops a stronger immunity to radiation. Indeed, these twisted creatures actually become irradiated beings, capable of contaminating anyone or anything they touch.

SPECIES TRAITS

Toxic raccoons have the following Traits:

Scent (Ex): This ability allows the toxic raccoon to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Irradiated (Ex): Toxic raccoons are intensely irradiated; any physical contact with the creatures can be deadly. Each time a toxic raccoon successfully makes a bite attack, its victim accumulates *mild* radiation.

Immunities (Ex): Having adapted to life in a harsh radiated environment, the toxic raccoon is immune to *severe* radiation (as well as heat generated by radiation).

Toxic Raccoon: CR 1; Small animal; HD 2d8; hp 8; Mas 10; Init +5; Spd 30 ft.; Defense 16, touch 16, flat-footed 11 (+1 size, +5 Dex); BAB +1; Grap +0; Atk +6 melee (1d3+1, claw) Full Atk +6 melee (1d3+1, 2 claws) and +4 melee (1d4+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ immunities, low-light vision, irradiated, scent; SV Fort+3, Ref +6, Will +1; AP 0; RP +0; Str 12, Dex 20, Con 10, Int 2, Wis 14, Cha 2.

Skills: Hide +14, Move Silently +10, Spot +2.

Feats: Multiattack, Weapon Finesse (bite), Weapon Finesse (claw).

Advancement: 3-4 HD (Small), 5-8 (Medium).

Advanced Toxic Raccoon: CR 3; Small animal; HD 6d8+6; hp 33; Mas 12; Init +4; Spd 30 ft.; Defense 16, touch 14, flat-footed 12 (+4 Dex, +2 natural); BAB +4; Grap +7; Atk +8 melee (1d3+3, claw) Full Atk +8 melee (1d3+3, 2 claws) and +8 melee (1d4+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ immunities, low-light vision, irradiated, scent; SV Fort+6, Ref +9, Will +4; AP 0; RP +0; Str 16, Dex 18, Con 12, Int 2, Wis 14, Cha 2.

Skills: Hide +17, Move Silently +13, Spot +2.

Feats: Multiattack, Weapon Finesse (bite), Weapon Finesse (claw).

VOMIT RAT

These giant, voracious vermin can be found everywhere in the cities of the Northwest, roaming the ruins in large packs that prey on unwary travelers.

After the Fall, the bodies of the dead lay strewn in every place imaginable, left unburied by those few people that remained. The carrion provided a veritable feast for all sorts of vermin, including the ubiquitous rats. These creatures crept out of the sewers and dark cracks of the dead cities to feed on the lifeless bodies scattered throughout the streets and abandoned homes. Over time, the rats grew in size and numbers due to unrestricted breeding. The putrid, toxic, and sometimes radiated flesh upon which they dined day after day slowly began to work a sick kind of magic on their bodies. The creatures began to develop all manner of deformities—extra legs, drastically increased size, horns, and a plethora of other defects.

The average vomit rat is six feet long from snout to tail and stands three feet at the shoulders, although "bull" rats—the leaders of a given pack—tower at least a foot above the rest. Pregnant rats are even larger, but rarely leave their dens because of their condition.

Vomit rats vary in coloration from gray to white, with odd-colored mottling on their bristly hides being quite common. Their eyes are invariably red or black, and it isn't uncommon to find white puss draining from the rims of the eyes—a sign of the species' increasing decrepitude.

Vomit rats are smarter than most animals, even their mundane, non-mutated cousins. Many who have seen them claim that there is a modicum of intelligence behind their eyes as they watch their prey.

Most vomit rats carry a variety of diseases, some of which can be contracted simply by touching the creature. In combat, vomit rats prefer to rush their enemies and overwhelm them with sheer size and numbers. If outnumbered, however, a vomit rat proceeds with caution, taking care never to back itself

into a corner if at all possible. The vomit rat's main weapons are its claws and teeth, though they are also known to vomit a corrosive substance onto their prey (which gives the creature its unusual name).

SPECIES TRAITS

Vomit rats have the following Traits:

Scent (Ex): This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Acid Vomit (Ex): Once every 1d4 rounds, a vomit rat can disgorge an extremely corrosive substance up to 10 feet away as a ranged touch attack that inflicts 1d6 acid damage per round, continuing until the putrid fluids are flushed away.

Vomit Rat: CR 2; Medium-sized mutant beast; HD 3d10; hp 17; Mas 9; Init +3; Spd 30 ft., swim 20 ft.; Defense 15, touch 13, flat-footed 12 (+3 Dex, +2 natural); BAB +2; Grap +5; Atk +5 melee (1d8+3, bite), or +5 ranged (1d6, acid vomit); Full Atk +5 melee (1d4+3, 2 claws) and +3 melee (1d8+3, bite), FS 5 ft. by 5 ft.; Reach 5 ft.; SQ low-light vision, scent, acid vomit; AL none; SV Fort +3, Ref +6, Will +2; AP 0; Rep +0; Str 16, Dex 16, Con 10, Int 4, Wis 12, Cha 5.

Skills: Hide +13, Move Silently +8.

Feats: Multiattack, Plague Carrier (DC 12).

Advancement: 4-6 HD (Medium), 7-12 (Large).

Advanced Vomit Rat: CR 4; Large mutant beast; HD 8d10+16; hp 60; Mas 14; Init +2; Spd 30 ft., swim 20 ft.; Defense 15, touch 13, flat-footed 12 (-1 Size, +2 Dex, +4 natural); BAB +8; Grap +23; Atk +14 melee (2d6+7, bite), or +9 ranged (1d6, acid vomit); Full Atk +14 melee (1d6+7, 2 claws) and +14 melee (2d6+7, bite), FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision, scent, acid vomit; AL none; SV Fort +4, Ref +8, Will +7; AP 0; Rep +0; Str 24, Dex 14, Con 14, Int 4, Wis 12, Cha 5.

Skills: Hide +12, Move Silently +7.



Feats: Improved Multiattack, Multiattack, Plague Carrier (DC 16).

WHIPPET

Found mainly around the original eco-domes of the Northwest, the whippet is a feared hazard for travelers and tradesmen. Resembling any one of many vines indigenous to the area, it relies on its natural camouflage to fool unwitting travelers.

When prey passes within reach, the whippet quickly lashes out, wrapping itself around any available appendage and yanking the target to it. Once it has a hold, the plant continues to envelop the victim and pull it closer, coiling around the body and crushing it while simultaneously pricking it with thousands of minute barbs, through which the mutant plant absorbs the water from its prey.

SPECIES TRAITS

Whippets have the following Traits:

Tremorsense (Ex): Their sensitivity to surface vibration allows whippets to sense and locate enemies moving along the ground within 30 feet.

Camouflage (Ex): Since the whippet resembles a normal vine or plant when at rest, a successful Spot check (DC 14) is required to notice it prior to an attack.

Improved Grab (Ex): To use this ability, the whippet must hit with its slam attack. If it succeeds, it may constrict its victim.

Constrict (Ex): A whippet that succeeds at a grapple check inflicts 1d8+5 damage every round until its victim breaks free.

Whippet: CR 2; Large Plant; HD 3d8+9; hp 23; Mas -; Init -1; Spd 0 ft.; Defense 8, touch 8, flat footed 8 (-1 size, -1 Dex); BAB +2; Grap +11; Atk +6 melee (1d8+7, slam); Full Atk +6 melee (1d8+7, slam); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ tremorsense, camouflage, constrict, improved grab; AL none; SV Fort +6, Ref +0, Will +0; AP 0; Rep 0; Str 20, Dex 9, Con 17, Int 3, Wis 9, Cha 3.

Skills: None.

Feats: None.

Advancement: None.



NORTHWEST FLORA

In addition to the mutated creatures detailed in this chapter, some of the more mundane mutations common to the Northwest ecosystem merit mention. In order to understand how this new mutated ecosystem has developed, one must go back to the dark years following the Great War.

The dark years were a time of great upheaval not only for mankind, but for all life on the planet. Nuclear winter set in; what plant life remained began to die off due to the rapid desertification of the land. Much of the Northwest region escaped this devastating process because weather patterns held firm here for much longer than in other places of the world, providing water that would be needed in the

long dry years to come.

During the first few years after the Fall, substantial flooding ravaged the region as severe radiation-tainted “super” storms rolled in off the poisoned sea and hovered over the blasted Northwest for weeks at a time, blanketing the land in toxic rain. Consequently, there was a substantial surge in growth of moss and other lichens—so drastic in fact that much of the plant life and old growth forests were wrapped in a blanket of the stuff. In addition to providing the plants with much-needed nutrients, these moss, algae, and other lichens acted as a buffer, shielding the old trees and plant life from the more direct effects of the radiation and bio-agents unleashed on the world.

Another “X factor” that played into the survival of the forests was the presence of spores of genetically

altered plants that had been spread throughout the region prior to the Fall. In their quest to seed the area with strains of “super crops” able to withstand the effects of the deteriorating environment, scientists unwittingly introduced a new variable into a fragile ecosystem—new strains of plant life that might have had wildly different and potentially dangerous side effects had the Fall not taken place.

Over time, the region began to see mutated strains of old plants and trees develop and thrive while the many of the older, un-mutated species died out.

The remaining wildlife of the region aided the spread of these mutated plant species as well. Leaf-eating animals were forced to adapt, instead eating seed and even moss and lichen as their other food sources dwindled.

The following list is only a sampling of the various species of plant life found in the Sacred Lands

and other areas of the Northwest. To

provide a complete list of all the myriad plants, trees, and organisms that can be found in this region of the Twisted Earth would require its own book. Gamemasters and players are encouraged to create their own variations of existing plant life.

NORTHWEST (SITKA) SPRUCE

The famous northwest spruce is still found in huge clusters in the Sacred Lands, where they defy the changing of the world climate. The hardiness of the spruce is mainly the result of a symbiotic relationship with species of moss that act as filters. These moss “buffers” remove contaminants through the stomata and prevent blockage of the transpiration process by which the mighty trees channel water and other nutrients to their limbs. In addition, the spruce has

also grown exponentially in size to capture as much light as possible, resulting in heights of 300 to 400 feet and a circumference of roughly 30 feet in some of the oldest trees. Root systems are vast, digging deep to gather as much rain water as possible.

Mutations: The northwest spruce has mutated over the years, incorporating an outer layer of mossy bark which gives the tree added protection from the effects of radiation. The medicine men of the Chinook and other native tribes harvest the moss bark and use it to treat the “wasting disease” (their term for radiation sickness).

WESTERN HEMLOCK

The western hemlock has always been a shade-tolerant tree; so when nuclear winter set in, the great hemlocks weren’t adversely affected by the lack of sunlight. Indeed, the western hemlock appeared to thrive in the sun-starved Twisted Earth, spreading out over increasingly large areas to become one of the dominant species of tree in the Northwest.

However, the tree’s root systems had to strengthen in order to compete with the Sitka spruce for precious water. In many cases, the roots of spruce and hemlock trees have actually joined and share a given water supply. Those who know where to look are able to “milk” the massive root systems for the remarkably sweet water they hold. Unlike the spruce, the western hemlock does not have an outer layer of moss-bark. Instead, the mighty trees purge contaminants by forming highly toxic “hemlock berries” which, if ingested by animals or humans, can cause death in a matter of hours. Tribals and Mountain Walkers harvest these berries, from which they create a poisonous resin to use on their warriors’ weapons.

It is thought that creatures such as the toxic raccoon make hemlock berries a staple of their diet, which would go a long way towards explaining why such creatures are as twisted and hostile as they are. Many raccoon nests and dens have been found in and around

stands of western hemlock.

Mutations: In addition to toxic berries, western hemlocks also serve as hosts for massive growths of mutated lungwort lichen and spiners, the latter growing from the ground at the base of the giant trees.

SWORD FERNS

Sword ferns are highly dependant upon water and prefer shady areas. Before the Fall, these emerald plants thrived in many areas of the Northwest. Now the plants are most common in the Sacred Lands, where there is still enough rainfall (coming in from the Pacific) to support them. They make their homes on the forest floor amidst stands of western hemlock and Sitka spruce.

Mutations: Of all the species of plant in the Northwest, the sword fern has probably had the hardest time adapting to the changing climate. In order to survive, the plant has had to rely on substantially less rainfall than it once did. Consequently, the sword fern has developed a highly complex root system to make up for the lack of direct moisture it receives. More often than not, four or five sword ferns actually join root systems to increase the area from which they collect water. To aid in retaining collected moisture, the fern’s fronds have developed a thick cuticle, giving the fronds a hardened, waxy appearance that resembles the surface of a cactus.

BIO-ENGINEERED MONSTERS

While the evolution of common animals in the Northwest has created an abundance of creatures both useful and deadly, none are more threatening—or universally feared—than the bio-engineered monsters bred in the secret laboratories of the Ancients during the height of “Project Pandora.”

Many of these monsters, released to wage bloodthirsty war against America’s enemies during the Fall, persist even to this day. True genetic monstrosities, many are descendants of inhuman beasts that survived the battles and deep wilderness skirmishes to live on, mate with others of their kind, or even breed with more “natural” animals to perpetuate their twisted genetic lineage.

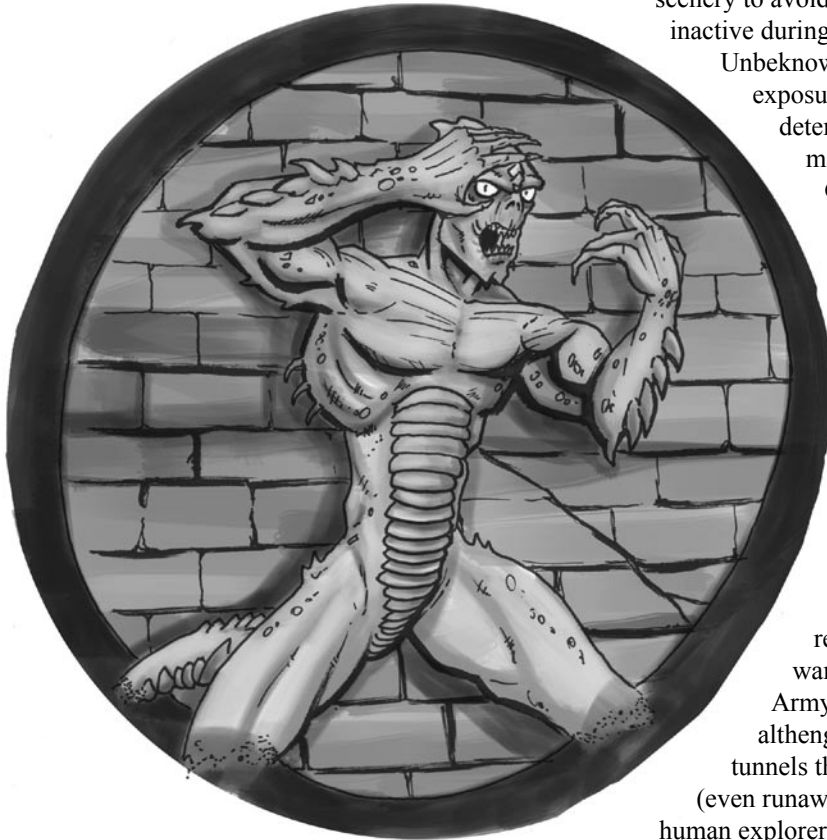
Today, the deepest wilderness areas of the Lost Paradise are still very much haunted by the descendants of these scientific experiments, their presence giving rise to many terrifying legends and myths among native peoples. Predators of the first order, these virtual “killing machines” have made large expanses of the Lost Paradise almost uninhabitable. Encounters with their kind are infrequent, but stories of their abilities offer only incomplete glimpses of their true, original purpose: to *kill*.

The following monsters are a selection of the more common bio-engineered shock troops created by Project Pandora, bred and released into the Northwest in a last-ditch effort to stem the tide of the pre-Fall invasion. Many of their original scientific names have been lost to antiquity; most are now known simply by the almost reverent names given them by superstitious natives, who have long had legends of creatures that haunt the forest, kidnap lone travelers and only return them to their loved ones after they have been driven mad, and commit countless other horrors. These names are thus used to personify each type of creature as if they were, in fact, the spirits of evil reborn.

ALTHENG

Created by the Ancients to be a scout and infiltrator superior to humans, the “altheng” (like many products of Project Pandora) became one of humankind’s greatest mistakes.

To complete its mission, the reptilian race of althengs was genetically altered to provide them



with built-in stealth abilities—specifically, they were created with an epidermis composed of billions of hyper-active cells that could automatically shift and change color to match the appearance of the surrounding environment. This “chameleon” ability permitted the creature to turn virtually invisible, allowing it to move freely by day or night into the most heavily guarded enemy compounds and facilities with impunity.

When companies of althengs were released into the Northwest during the Final War, they failed to live up to their creators’ expectations. Though certainly capable of turning invisible and blending into the

scenery to avoid detection, most althengs remained inactive during the day, emerging only at night.

Unbeknownst to their creators, continued exposure to sunlight harmed them and deteriorated their ability to turn invisible, making them vulnerable to detection.

Growing awareness of this condition caused many to refuse orders and desert en masse.

The entire race of althengs nearly died out in the immediate aftermath of the Fall, except for a large colony that survived the war in and around the ruins of Seattle. Fleeing to the sewers and underground areas of the old city, they were able to avoid the painful rays of the sun and make a new home for themselves.

Althengs now infest the deepest reaches of Stronghold, the underground warrens of the survivors of Kali’s Spawn Army. Predators first and foremost, althengs consider the darkness of the tunnels their home, and view all humans (even runaways) as enemies—especially when human explorers bring painful lights to hedge out the darkness. The althengs respond to human incursions with murderous rage, and wage a bloody campaign against the human guerilla fighters underneath Seattle in an ongoing game of cat-and-mouse.

Althengs possess a high degree of cunning, a trait given them by their human creators. Althengs have often been known to disable traps or alarms that survivors of Stronghold have left for them, and are believed to even be able to read and mimic human speech—an ability they use to mislead human patrols in the dark recesses of the warrens into deadly ambushes.

Though capable of speech and limited understanding of human ways, althengs are

malevolent creatures that delight in toying with their prey; they revel as much in actually killing humans (their creators and former masters) as they do in hunting them.

ALTHENG CHARACTERS

Altheng characters start with no background or occupation. They begin play with the Post Apocalyptic Technology feat and the bonus feats outlined below. Altheng gain Hide and Survival as permanent class skills. In addition, they have the following racial ability modifiers: +2 Str, +1 Con, -2 Cha, -1 Int.

SPECIES TRAITS

Althengs have the following Traits:

Keen Sight (Ex): Althengs have darkvision with a range of 60 feet, as well as low-light vision.

Chameleon (Su): The altheng is a natural chameleon, gaining a +10 bonus to all Hide skill checks. The altheng is also able to hide in plain sight at will. Direct exposure to sunlight erodes the altheng’s protective coating and causes it to lose one point of its Hide bonus for each ten minutes of exposure to direct sunlight. When concealed, the altheng is invisible.

Scent (Ex): This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Bonus Feats: Althengs receive the bonus feat Troglodyte.

Skill Bonuses: Althengs have a +2 racial bonus to Hide and Move Silently.

Altheng: CR 2; Medium-size humanoid; HD 3d8+6; hp 20; Mas 15; Init +1; Spd 30 ft.; Defense 11, touch 11, flat-footed 10 (+1 Dex); BAB +2; Grap +3; Atk +3 melee (1d4+1, bite); Full Atk +3 melee (1d4+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ keen sight, chameleon, scent; AL none; SV Fort +3, Ref +4, Will +1; AP 0; Rep +0; Str 12, Dex 12, Con 14, Int 7, Wis

10, Cha 6.

Skills: Climb +2, Hide +5, Listen +3, Move Silently +4, Navigate +0 (+2 underground), Speak (Ancient), Spot +3 (+5 underground), Survival +0 (+2 underground).

Feats: Alertness, Post Apocalyptic Technology, Troglodyte.

Advancement: By character class.

Level Adjustment: +2.

Altheng Skulk 3: CR 5; Medium-size humanoid; HD 6d8+18; hp 45; Mas 16; Init +1; Spd 30 ft.; Defense 14, touch 13, flat-footed 13 (+1 Dex, +2 class, +1 equipment); BAB +4; Grap +7; Atk +7 melee (1d8+3/19-20, longsword), or +7 melee (1d4+3, bite); Full Atk +7 melee (1d8+3/19-20, longsword), and +5 melee (1d4+3, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ keen sight, chameleon, scent, sweep, sneak attack +1d6; AL none; SV Fort +5, Ref +7, Will +3; AP 3; Rep +0; Str 16, Dex 13, Con 16, Int 9, Wis 12, Cha 6.

Skills: Climb +2, Disable Device +4, Hide +9, Listen +3, Move Silently +8, Navigate +2 (+4 underground), Speak (Ancient), Spot +3 (+5 underground), Survival +2 (+4 underground).

Feats: Alertness, Archaic Weapon Proficiency, Post Apocalyptic Technology, Stealthy, Troglodyte.

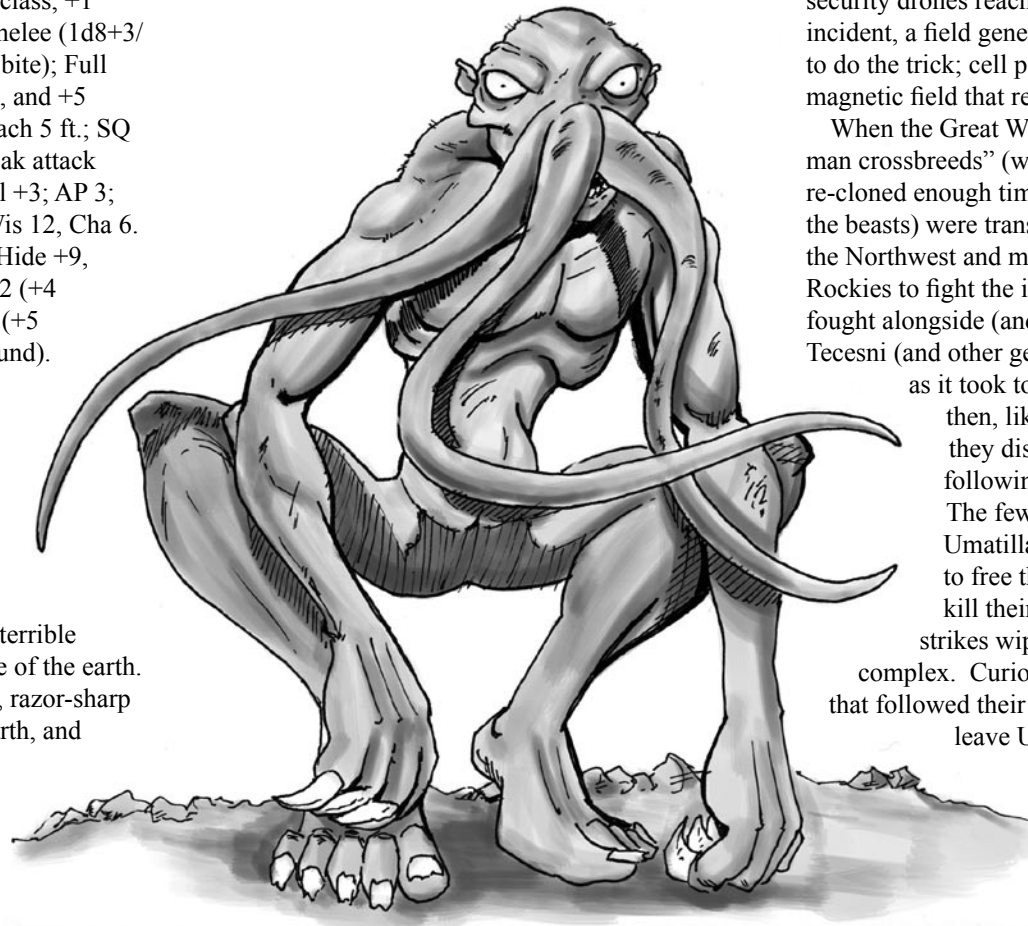
Equipment: Longsword, leather armor.

OLOMON

The Chinook Indians tell stories about a terrible creature that lives deep below the surface of the earth. This creature, they say, has bulging eyes, razor-sharp claws which it uses to dig through the earth, and fleshy tentacles that snake out where its snout ought to be. The beast, dubbed the *mesachie olomon* (“wicked old man”) by the Chinook for its crouched-over posture and wrinkled

appearance, is rumored to be a gruesome combination of man and mole that feeds on the flesh of humans. Those who once lived in the warrens deep underneath the mountains of the Sacred Lands allege that the creatures would burrow into their domain and steal away the infants and elderly.

The origins of the olomon reach back to the days of Project Pandora. Scientists wanted to engineer a creature capable of ripping through the most formidable defenses an enemy could construct. The genetic wizards proposed crossing the genes of human



beings with those of the star-nosed mole. The result was a creature with hardened claws and amazing strength that could propel itself through concrete and bedrock as if it were moving through water.

The creatures proved to be incredibly hard to restrain; initial containment facilities underestimated the digging capability of the olomon. On one occasion, twelve men and women lost their lives when four of the creatures tunneled through five feet of solid concrete into adjacent berthing quarters. The test creatures killed everyone in the room and were already feeding on their flesh when the on-station security drones reached the scene. Soon after the incident, a field generator was built that appeared to do the trick; cell perimeters were charged with a magnetic field that rebuffed all attempts at tunneling.

When the Great War began, many of these “mole/man crossbreeds” (who by then had been cloned and re-cloned enough times to form an entire *brigade* of the beasts) were transferred to battlefronts all across the Northwest and much of the Western Canadian Rockies to fight the invading armies of Asia. They fought alongside (and sometimes against) the Tecesni (and other genetic monstrosities) for as long as it took to satisfy their blood lust—and then, like many of the other troops, they disappeared into the wilderness following their own survival instincts. The few that had been kept behind at Umatilla for further cloning managed to free themselves from their cells and kill their captors when surface nuclear strikes wiped out all main power to the complex. Curiously, after the gluttonous carnage that followed their escape the olomon didn’t leave Umatilla—they stayed behind and turned what was left of the bunker complex into a massive, cavernous burrow, tunneling in all directions. In time the creatures had

developed an extensive network of tunnels stretching for miles and miles, at some points coming close to the surface of the earth, and at others delving deep into regions no man had ever set eyes on. Years wore on, and soon anything remotely human about these “mole-men” existed only in the creature’s outward appearance, as the instincts of the beast within grappled with their dwindling humanity... and won. The creatures slowly degenerated into feral things that subsist on the flesh of whatever living creatures they are able to catch deep underneath the surface, or, in times of need, in ruins or on the outskirts of a community in the dead of night.

Olomon are short, standing between three and four feet tall, but despite their emaciated, withered appearance, they are inhumanly strong. Large, bulbous eyes frame a gruesome-looking snout composed of three long tentacles which they use to lash out at their prey and hold fast while they tear into it with razor-sharp claws.

Olomon aren’t smart by any definition of the term. They have survived by embracing their primal survival instincts. The strongest leads until another comes along and defeats him. This is their way.

OLOMON CHARACTERS

Olomon characters start with no background or occupation. They begin play with no Technology feat (similar to Feral) and the bonus feats outlined below. Olomon gain Navigate and Survival as permanent class skills. In addition, they have the following racial ability modifiers: +4 Str, +2 Con, -2 Cha, -4 Int.

SPECIES TRAITS

Olomon have the following Traits:

Keen Sight (Ex): Olomon have darkvision with a range of 60 feet, as well as low-light vision.

Rend (Ex): When an olomon hits with two or more of its tentacles, it latches onto its opponent with a tearing grip, dealing 2d4+4 damage.

Scent (Ex): This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Bonus Feats: Olomon receive the bonus feats Troglodyte and Multiattack.

Olomon: CR 2; Small monstrous humanoid; HD 3d8+3; hp 17; Mas 13; Init +1; Spd 30 ft., burrow 20 ft.; Defense 16, touch 12, flat-footed 15 (+1 size, +1 Dex, +4 natural); BAB +3; Grap +2; Atk +6 melee (1d4+3, claw); Full Atk +6 melee (1d4+3, 2 claws), and +6 melee (1d3+3, 3 tentacles); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ keen sight, rend (2d4+4), scent; AL none; SV Fort +2, Ref +4, Will +3; AP 0; Rep +0; Str 17, Dex 12, Con 13, Int 5, Wis 10, Cha 7.

Skills: Climb +4, Hide +3, Jump +4, Listen +2, Move Silently +3, Navigate +2 (+4 underground), Spot +2 (+4 underground), Survival +3 (+5 underground).

Feats: Alertness, Multiattack, Troglodyte.

Advancement: By character class.

Level Adjustment: +2.

Olomon Strong Hero 3: CR 2; Small monstrous humanoid; HD 6d8+18; hp 45; Mas 16; Init +1; Spd 30 ft., burrow 20 ft.; Defense 18, touch 14, flat-footed 17 (+1 size, +1 Dex, +2 class, +4 natural); BAB +6; Grap +6; Atk +11 melee (1d4+6, claw); Full Atk +11 melee (1d4+6, 2 claws), and +9 melee (1d3+6, 3 tentacles); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ keen sight, rend (2d4+6), scent, melee smash, improved melee smash; AL none; SV Fort +6, Ref +5, Will +5; AP 3; Rep +0; Str 19, Dex 13, Con 16, Int 6, Wis 12, Cha 6.

Skills: Climb +5, Hide +4, Jump +5, Listen +2, Move Silently +3, Navigate +3 (+5 underground), Spot +3 (+5 underground), Survival +5 (+7 underground).

Feats: Alertness, Cleave, Multiattack, Power Attack, Troglodyte.

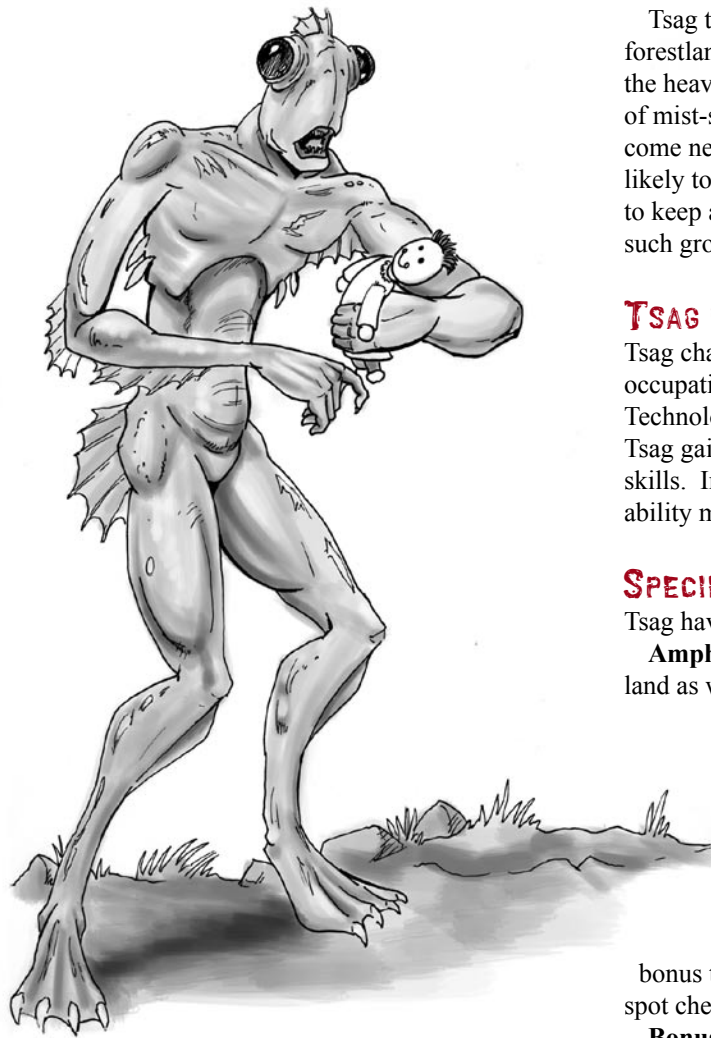
TSAG

Named after a legendary spirit of native Northwestern Indian myth, the *tsagaglalal* (“she who watches”) is descended from the genetically-engineered creatures unleashed by the Ancients during the final battles for the Northwest. Originally created as fully-amphibious warriors (boasting many genetic traits similar to salamanders’), over the years since the Fall they have evolved into even more monstrous things.

Tsagaglalal (“tsag” for short) resemble thin, almost anemic humanoids. They possess long, lanky limbs with great reach and a stride to match. They are almost completely covered in ooze or slime, which keeps their sensitive flesh damp when out of water. More hideous than its emaciated appearance, however, are the huge domed eyes that sit on its fish-like head, each as black as midnight and giving it almost 360-degree vision in their rotating, flexible sockets.

Unlike most genetic monsters created by the Ancients, the tsag is known as a shy, hermit-like creature—not as a predator or killer. In some recorded cases, villagers or settlers in frontier regions (such as along the primeval forests that still grow over much of the Lost Paradise) have claimed to have sighted these creatures, but remarkably, the tsag seem as shy of mankind as humans are of them. Sometimes, it is said, a tsag will watch a village from hiding, only to emerge at night (or when no one is looking) to steal something of particular interest to it—a device it has never seen, for example, or a child’s toy. These items are never larger than the creature can carry, and are often returned within a few days, completely intact, as if the creature had only intended to examine it before bringing it back.

In truth, though believed to be little more than animals, the tsag have over the years developed some degree of intelligence, and have come to understand that the war for which they were originally bred is long over. But being still feared (and hunted) by man and mutantkind in many places, what few of these



creatures remain have taken to the deepest parts of the wilderness to live their lives in almost complete isolation. Every now and again one of their young ventures close to settled areas to spy on humans, but beyond such incidents, they (as a species) do not desire contact with outsiders.

Tsag typically live in swampy mountains and forestland, in areas where they can hide easily among the heavy foliage, or in waterfall gorges on the sides of mist-shrouded mountains. Now and again parties come near a tsag's territory, but the creature is more likely to run and hide (and pursue stealthily for miles, to keep an eye on the "intruders") than to confront such groups.

TSAG CHARACTERS

Tsag characters start with no background or occupation. They begin play with the Primitive Technology feat and the bonus feats outlined below. Tsag gain Hide and Move Silently as permanent class skills. In addition, they have the following racial ability modifiers: +1 Str, +1 Dex, -1 Cha, -1 Int.

SPECIES TRAITS

Tsag have the following Traits:

Amphibious (Ex): Tsag can breathe indefinitely on land as well as in water, using gills.

Keen Sight (Ex): Tsag have darkvision with a range of 60 feet, as well as low-light vision.

Scent (Ex): This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonuses: Tsag have a +2 racial bonus to Hide and Move Silently, and a +4 bonus to spot checks.

Bonus Feats: Tsag receive Track as a bonus feat.

Tsag: CR 2; Medium-size monstrous humanoid (aquatic); HD 3d8; hp 14; Mas 13; Init +1; Spd 30 ft., swim 30 ft.; Defense 15, touch 11, flat-footed 14 (+1 Dex, +4 natural); BAB +3; Grap +5; Atk +5 melee (1d4+2, claw); Full Atk +5 melee (1d4+2, claw); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ amphibious, keen sight, scent; AL none; SV Fort +1, Ref +4, Will +3; AP 0;

Rep +0; Str 14, Dex 13, Con 11, Int 8, Wis 10, Cha 7.

Skills: Climb +3, Hide +7, Listen +4, Move Silently +7, Search +2, Sleight of Hand +5, Spot +6, Survival +4.

Feats: Alertness, Track.

Advancement: By character class.

Level Adjustment: +2.

Tsag Tribal Hunter 3: CR 5; Medium-size monstrous humanoid (aquatic); HD 3d8+3d10+6; hp 36; Mas 13; Init +2; Spd 30 ft., swim 30 ft.; Defense 18, touch 14, flat-footed 16 (+2 Dex, +2 class, +4 natural); BAB +6; Grap +9; Atk +9 melee (longspear, 1d8+6/x3), or melee (1d4+2, claw); Full Atk +9/+4 melee (longspear, 1d8+6/x3), or +9 melee (1d4+2, claw); FS 5 ft. by 5 ft.; Reach 10 ft.; SQ amphibious, keen sight, scent, hunter, archaic weapons specialization; AL none; SV Fort +4, Ref +7, Will +4; AP 0; Rep +0; Str 16, Dex 15, Con 13, Int 9, Wis 10, Cha 7.

Skills: Climb +4, Hide +11, Listen +2, Move Silently +11, Search +2, Sleight of Hand +7, Spot +5, Survival +6.

Feats: Archaic Weapon Proficiency, Combat Expertise, Track, Stealthy.

Equipment: Longspear.

ZUG-WA

The creature now known as the zug-wa (also known locally as the "naitaka" or "goomokweh," after malevolent Indian spirits of the undersea) by local Indian tribes of the Lost Paradise was originally created hundreds of years ago in some of the most top-secret laboratories of the Ancients. Engineered as an aquatic monstrosity of war, the zug-wa's sole purpose was to destroy waterborne craft: rubber rafts of commandos, torpedo-armed patrol boats, and even the largest landing craft.

Though the Final War has long passed, zug-wa are still very much the machines of war they were originally intended to be. In the absence of landing



TECESNI

The *Tecesni* were one of the first species created by pre-Fall military geneticists as part of Project Pandora. The *Tecesni*, often simply called “insect men,” constituted the bulk of the shock troops used in the Final War.

To perfect the qualities of what they perceived to be the “perfect soldier,” the scientists of Project Pandora combined the DNA strands of wasps, ants, and other insects with those of human beings. The results of these experiments exceeded the scientists’ wildest dreams: powerful monstrosities that ran the gamut from winged aberrations to hulking brutes with thick exoskeletons, piercing claws, and inhuman strength. When these initial successes won them the funding they needed, the scientists gleefully began the cloning phase of the operation, throwing caution to the wind in their zealous drive to create an army unlike any the world had seen before.

Only after these bio-engineered shock troops were unleashed on the invading armies did the scientists of Project Pandora realize that their creations couldn’t be effectively controlled. While most of the creatures attacked enemy forces as directed, their seemingly limitless rage couldn’t be contained for long, nor could the beasts be made to just “come back” after the killing was finished. They proved to be far more cunning and sentient than first thought, and possessed a desire for *freedom*.

Most of the insect men—now calling themselves “*Tecesni*”—scattered into the wilderness after the fighting, following their own instincts and desires and leaving the final stages of the Final War to be fought without them.

Today the *Tecesni* are widely spread throughout the Northwest; the largest concentration of *Tecesni* is around the ancient mountain peak of Mt. Hood in what used to be Oregon. Encounters with *Tecesni* are rare but invariably terrifying, the stuff of nightmarish

craft and other boats to destroy, however, the zug-wa instead preys on the rare swimmer or river trader’s raft that comes near its territory.

Zug-wa resemble a combination of crocodile and seal, with a streamlined body (weighing several tons), armored chitinous hide, and an elongated snout riddled with gargantuan fangs. Flippers help guide the creature through the water, giving it enough agility to not only navigate coastal waters, but also to move upstream along river currents.

Though originally engineered to return to their artificial pens at the end of each “mission,” zug-wa have over time taken to other habitats. Zug-wa seem to prefer dwelling in underwater caves—subterranean habitats that can only be accessed by tunnels completely submerged beneath water. Here they drag prey to drown and consume at their leisure.

SPECIES TRAITS

Zug-wa have the following Traits:

Improved Grab (Ex): If the zug-wa hits with a bite attack, the creature may make a grapple check as a free action. If this check succeeds, the victim is held in the mouth of the zug-wa and is in danger of drowning.

Zug-Wa: CR 7; Huge animal (aquatic); HD 7d8+28; hp 60; Mas 19; Init +1; Spd swim 60 ft.; Defense 19, touch 9, flat-footed 18 (-2 size, +1 Dex, +10 natural); BAB +5; Grap +21; Atk +11 melee (2d8+12, bite); Full Atk +11 melee (2d8+12, bite); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ aquatic, improved grab; AL none; SV Fort +9, Ref +6, Will +3; AP 0; Rep +0; Str 27, Dex 12, Con 19, Int 2, Wis 12, Cha 2.

Skills: Hide +5, Listen +5, Spot +5.

Feats: Alertness, Power Attack.

Advancement: 8-16 HD (Huge).



myths and campfire stories throughout the region. The Chinook, for example, know them as the *hiyu tamahnous*—a phrase translated as “the great evil.”

SPECIES TRAITS

Tecsni have the following Traits:

Chitin Spikes (Ex): Remarkably durable, razor-sharp chitin spikes protrude from various areas of the Tecsni physique. They hold up well under stress, making them excellent natural weapons. These spikes grow out of the layer of chitin that forms much of the creature’s exoskeleton, and reach an average length of a foot before turning slightly grey in color and

falling off as the layer is “shed.” Chitin spikes do 1d8 piercing damage with a successful grapple attack, and serve as +4 natural armor.

Precognition (Su): All Tecsni have developed the Precognition neural mutation (see *Darwin’s World 2nd Edition*), which they can use at will. A Tecsni may make a Will save (DC 20) any time it would be surprised; success means the Tecsni is not surprised. Some Tecsni possess a more advanced form of this neural mutation.

Keen Sight (Ex): All Tecsni have darkvision with a range of 60 feet, as well as low-light vision.

Scent (Ex): Tecsni have a heightened sense of smell, allowing them to sniff out prey or detect trace

pheromones that have been secreted by others of their kind (see *d20 Modern*, pg. 228 for more information).

Pheromone Secretion (Ex):

Tecsni can secrete pheromones potent enough to attract other members of their species from as far as a mile away.

DRONE

Drones comprise the second-lowest caste of a typical Tecsni colony, serving as scouts who leave the home colony in search of food sources and locations for new colonies (both of which often mean human settlements). Like their insect ancestors, drones mark their trail by secreting pheromones that give off a powerful odor easily perceived by other Tecsni. Slaves, workers, and (in times of conquest) soldiers then follow this trail to its destination, where they either begin construction on a new colony or make plans to capture nearby food sources, depending on the situation.

Tecsni drones are medium-sized creatures with massive retractable wings that provide them with limited flight capability. Drones look the most “human” of the various Tecsni castes. They walk on two muscular legs loosely covered with spiked chitinous armor that appears to grow out of the flesh. The drone’s upper body lacks the thorax typical of many insects; instead, the back, abdomen, and chest cavity are framed by a thick exoskeleton that conforms to the creature’s bone structure. Two powerful arms are covered by the same chitinous

jacket that encapsulates their legs. The neck is thick with corded muscle, wrapping around the spinal cord, which protrudes from the back of the neck in pink, fleshy spikes. These spikes are erogenous zones for the drone and the source of the highly potent pheromones it secretes to attract others of its kind.

The drone's head, while slightly elongated, is its most human-like feature. Powerful, slightly exaggerated mandibles encase razor-sharp teeth capable of biting through steel. Spiked ridges line a flat nose and run up along the forehead, framing almond-shaped eyes which range in coloration from deep emerald to onyx.

While drones are not specifically combat-oriented, the creatures are more than a match in a fight. Their preferred method of attack is to go into a high-speed dive, grab onto their opponents, and carry them into the sky while biting into the helpless victims.

SPECIES TRAITS

Drones have the following Traits:

Tecesni: Drones have all the traits of typical Tecesni (see above).

Bonus Feats: Drones receive the bonus feats Weapon Finesse (bite) and Weapon Finesse (claws).

Tecesnian Drone: CR 2; Medium-size monstrous humanoid; HD 3d8+6; hp 20; Mas 15; Init +3; Spd 30 ft., fly 40 ft. (good); Defense 17, touch 12, flat-footed 15 (+3 Dex, +4 natural); BAB +3; Grap +3; Atk +6 melee (1d6, claw); Full Atk +6 melee (1d4, 2 claws), and +4 melee (1d4, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ chitin spikes, keen sight, scent, precognition; AL colony; SV Fort+3, Ref +6, Will +5; AP 0; Rep +0; Str 11, Dex 16, Con 15, Int 9, Wis 12, Cha 5.

Skills: Hide +7, Listen +4, Move Silently +7, Navigate +2, Search +1, Spot +5, Survival +6.

Feats: Weapon Finesse (bite), Weapon Finesse (claws), Multiattack.

Advancement: By character class.

Level Adjustment: +2

DRONE CHARACTERS

Drone characters start with no background or occupation. They begin play with the Primitive Technology feat and the bonus feats outlined below. Drones gain Hide and Move Silently as permanent class skills. In addition, they have the following racial ability modifiers: +4 Dex, +2 Con, +2 Wis, -3 Cha.

Tecesnian Drone Skulk 3: CR 3; Medium-size monstrous humanoid; HD 6d8+18; hp 45; Mas 16; Init +4; Spd 30 ft., fly 40 ft. (good); Defense 20, touch 16, flat-footed 16 (+4 Dex, +2 class, +4 natural); BAB +5; Grap +6; Atk +9 melee (1d6+2, claw); Full Atk +9 melee (1d4+2, 2 claws), and +7 melee (1d4+2, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ chitin spikes, keen sight, scent, precognition, sweep, sneak attack +1d6; AL colony; SV Fort +5, Ref +9, Will +6; AP 3; Rep +0; Str 12, Dex 19, Con 16, Int 10, Wis 15, Cha 5.

Skills: Hide +11, Listen +7, Move Silently +12, Navigate +5, Search +4, Spot +8, Survival +9.

Feats: Dodge, Mobility, Multiattack, Primitive Technology, Weapon Finesse (bite), Weapon Finesse (claws).

HYBRID

Tecesnian hybrids exhibit less human-like qualities than do their drone brethren, a difference which has led to instances of prejudice between the two groups. Hybrids carry with them an air of superiority that has often led to conflict between the two Tecesni variants. Tecesnian hybrids simply believe they are the next evolutionary step for the species (even though in some ways the drone is better suited to performing its duties as a scout for the colony).

The Tecesnian hybrid is much larger than its human-like cousin, assuming some of the characteristics of wasps in what appears to be a distinct evolutionary link between drones and the soldier caste. The average hybrid stands seven feet tall, with four muscular arms

attached to an obsidian-colored thorax. Two powerful front legs are linked to a hip appendage just below the thorax. Two sets of smaller legs are fixed on the either side of the abdominal wall—proto-legs that never mutated into full-sized limbs. Large wings are fixed to the back of the thorax and provide just enough lift to allow for limited flight.

The hybrid's head is distinctly insectoid in appearance. Antennae protrude from the elongated forehead and extend out as far as a foot. Chitinous armor plating grows on various parts of the creature's long face, covering the nose and part of its powerful jaws and mouth.

Tecesnian hybrids are more suited for combat than their drone "cousins," and are often found among the ranks of soldiers when battles are fought. In battle, Tecesnian hybrids prefer to wade directly into the thick of the fighting, attacking with all four arms. They punch, claw, rake with their chitin spikes, and even bite once they have successfully grappled their quarry. A hybrid's bite can also inject a highly toxic poison that causes paralysis and eventually death—that is, of course, if the hybrid doesn't eat its prey right then and there.

SPECIES TRAITS

Hybrids have the following Traits:

Tecesni: Hybrids have all the traits of typical Tecesni (see above).

Improved Chitin Spikes (Ex): The hybrid's chitin spikes are larger, more deadly, and provide better protection than those found on other Tecesni. Their chitin spikes do 1d10 piercing damage with a successful grapple attack, and grant +6 natural armor.

Improved Grab (Ex): To use this ability, the hybrid must hit with its claw attack.

Poison (Ex): The hybrid's bite can deliver a powerful paralytic poison (DC 14; initial damage 1d4 Str; secondary damage 2d4 Str).

Tecesian Hybrid: CR 3; Large monstrous humanoid; HD 5d8+15; HP 38; Mas 15; Init +0; Spd 30 ft., fly 30 ft. (good); Defense 15, touch 9, flat-footed 15 (-1 size, +6 natural); BAB +5; Grap +14; Atk +9 melee (1d4+5+poison, bite); Full Atk +9 melee (1d6+5, 4 claws), and +7 melee (1d4+5+poison, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ chitin spikes, keen sight, scent, precognition, improved grab, poison; AL colony; SV Fort +4, Ref +4, Will +4; AP 0; RP +0; Str 21, Dex 11, Con 16, Int 7, Wis 10, Cha 4.

Skills: Hide -1, Listen +4, Move Silently +3, Search +1, Spot +4, Survival +5.

Feats: Primitive Technology, Multiattack.

Advancement: By character class.

Level Adjustment: +3

HYBRID CHARACTERS

Hybrid characters start with no background or occupation. They begin play with the Primitive Technology feat and the bonus feats outlined below. In addition, they have the following racial ability modifiers: +8 Str, +4 Con, -2 Int, -4 Cha.

Tecesian Hybrid Guardian 3: CR 6; Large monstrous humanoid; HD 5d8+3d10+32; HP 71; Mas 18; Init +1; Spd 30 ft., fly 30 ft. (good); Defense 18, touch 12, flat-footed 17 (-1 size, +1 Dex, +2 class, +6 natural); BAB +8; Grap +18; Atk +14 melee (1d6+6, claw); Full Atk +14 melee (1d6+6, 4 claws), and +11 melee (1d4+6+poison, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ chitin spikes, keen sight, scent, precognition, improved grab, poison, defender +2, weapon focus (claws); AL colony; SV Fort +7, Ref +7, Will +6; AP 4; RP +1; Str 23, Dex 13, Con 18, Int 8, Wis 12, Cha 4.

Skills: Hide +2, Listen +4, Move Silently +4, Search +2, Spot +7, Survival +8.

Feats: Cleave, Multiattack, Power Attack.

SOCIAL STRUCTURE

Over the years, an entire Tecesian society has developed in the Northwest. The creatures have established colonies in remote locations of the Desiccated Wastes, as well as formidable strongholds deep inside many of the volcanoes that dot the Northwest. Mt. Hood is one such location, serving as a home for thousands of the insect men.

Tecesian society emulates the colonies and hives of their insect ancestors, even to the point of appointing a queen to serve as the “mother” of the entire tribe. Yet Tecesni tribes have their own social distinctions, political agendas, forms of entertainment, and even goals for the future. Tecesni do exhibit a single-minded purpose that is characteristic of other insect colonies, but that unity does not keep the creatures from pursuing more “human” activities, such as choosing a life mate or creating works of art.

While on the surface they may seem to have the capacity for benevolence (like the peaceful ch’kit who inhabit the Big Rocks of the southwest), Tecesni are anything but friendly. They were genetically engineered for war, combat, and conquest. These principles have guided the evolution of their society and shaped their attitudes towards human beings; the Tecesni regard humans as little more than food (or at best, slaves). The insect men work to eradicate any human settlements they find, with absolutely no compunctions about the atrocities that occur during their campaigns.

WORKERS

Workers play a vital role in Tecesian society: they constantly create new passageways and improve existing ones, building (and sometimes rebuilding) structures throughout the “cities” that comprise a typical Tecesian colony. Workers make up the bulk of Tecesian society; roughly fifty percent of all slaves chosen to morph into a new stage become workers (ironically trading one life of servitude for another). Workers can be found in all areas of the colony, usually with a mass of slaves in tow to assist them in their tasks. In general, if a service needs to be rendered, it is a worker (along with a complement of slaves) who ensures that it gets done.

Workers are unique in that, of all the various Tecesian sub-species, they know the most about human technology (and perhaps that is why they are chosen to become workers in the first place). Tecesian prophets see visions that allow them to best choose who morphs into what variant, so it isn’t implausible that they are able to determine which

slaves are most suited to use and even improve on the technology of their distant, inferior human ancestors. Workers are exceedingly adept at using various types of equipment—they can handle simple and powered tools of all kinds, and even heavy machinery when they can find it. Although many soldiers and drones prefer to use their natural weapons in combat, some come to a worker to learn how to use modern weaponry such as ballistic firearms and explosives. Of all the Tecesni, workers are also the most varied in physical composition. They are the only ones allowed to morph into the form most suitable for the task at hand; construction workers often have multiple appendages of varying shapes and customized exoskeletons which provide them with superior strength—sometimes even wings to allow for work in lofty areas in the colony. Some mechanical workers have human-like hands, which are more suited for working with machinery than are natural Tecesni appendages.

While not as adept at combat as the soldier or even the drone, the worker is capable of protecting itself in

a variety of ways, depending on its particular form. A typical worker also has an affinity for modern weapons like rifles, pistols, grenades, and explosives, and can use any available tools and simple items as makeshift weapons.

SPECIES TRAITS

Workers have the following Traits:

Tecesni: Workers have all the traits of typical Tecesni (see above).

Tool Appendages: This Tecesni caste has unique appendages with contorting joints and digits that allow the worker to perform Craft, Disable Device, and Repair skill checks without suffering a penalty for lack of the appropriate toolkit.

Tecesnian Worker: CR 2; Medium-size monstrous humanoid; HD 3d8; hp 14; Mas 11; Init +0; Spd 30 ft, fly 30 ft. (good); Defense 14, touch 10, flat-footed 14 (+4 natural); BAB +3; Grap +5; Atk +5 melee (1d4+2, bite), or +3 ranged (2d8, Desert Eagle); Full Atk +5 melee (1d4+2, bite), or +3 ranged (2d8, Desert Eagle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ chitin spikes, keen sight, scent, precognition, tool appendages; AL colony; SV Fort +1, Ref +3, Will +2; AP 0; Rep +0; Str 14, Dex 10, Con 11, Int 15, Wis 9, Cha 8.

Skills: Computer Use +6, Craft (chemical) +6, Craft (structural) +6, Decipher Script +4, Demolitions +5, Disable Device +4, Knowledge (technology) +5, Repair +8.

Feats: Builder, Personal Firearm Proficiency, Primitive Technology, Gearhead.

Equipment: Desert Eagle, (2) boxes of .50AE ammunition.

Advancement: By character class.

Level Adjustment: +1.

WORKER CHARACTERS

Worker characters start with no background or occupation. They begin play with the Post Apocalyptic

IMPORTANT DISTINCTIONS

It is important to distinguish between the Tecesni and the mutant bugs and ch'kit found in *Terrors of the Twisted Earth*. They are completely separate species. Mutant bugs and ch'kit have evolved and mutated over hundreds of years into the creatures they are now, while the Tecesni were *created* in laboratories by scientists. These insect men have human sentience; they think like human beings and have retained some decidedly human physical features, but their social structure more closely resembles that of an insect colony.

Technology feat and the bonus feats outlined below. In addition, they have the following racial ability modifiers: +2 Str, +2 Int.

Tecesnian Worker Thinker 3: CR 5; Medium-size monstrous humanoid; HD 3d6+3d8+6; hp 30; Mas 13; Init +2; Spd 30 ft, fly 30 ft. (good); Defense 18, touch 12, flat-footed 16 (+2 Dex, +2 class, +4 natural); BAB +4; Grap +6; Atk +6 melee (1d4+2, bite), or +6 ranged (2d8, Desert Eagle); Full Atk +6 melee (1d4+2, bite), or +6 ranged (2d8, Desert Eagle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ chitin spikes, keen sight, scent, precognition, tool appendages, jury-rig +2, tinkering; AL colony; SV Fort +3, Ref +6, Will +4; AP 3; Rep +0; Str 14, Dex 14, Con 13, Int 17, Wis 10, Cha 8.

Skills: Computer Use +12, Craft (chemical) +9, Craft (structural) +9, Decipher Script +10, Demolitions +11, Disable Device +10, Knowledge (technology) +13, Repair +14.

Feats: Builder, Personal Firearm Proficiency, Primitive Technology, Gearhead.

Equipment: Desert Eagle, (2) boxes of .50AE ammunition.

SOLDIER

Soldiers are hybrid drones that have successfully passed the trials required to undergo the next stage of metamorphosis.

Population control is a major factor in Tecesnian colonies due to the scarcity of food in the Twisted

Earth; consequently, only the most impressive drones are allowed to transform into members of the soldier caste. Those not chosen for this metamorphosis are either forced to remain drones or are killed, depending on the whim of the queen and her consorts. Those who are allowed to endure the grueling metamorphosis eventually transform into juggernauts capable of wreaking great havoc on the battlefield.

The average Tecesnian soldier stands seven feet tall and weighs 450 pounds. Soldiers are encased in a full exoskeleton that provides almost supernatural strength; they can lift half a ton as easily as an average human lifts a sack of potatoes. Four powerful arms adorn the soldier's ridged upper torso, and its characteristically elongated head is sporadically armored with chitin growth. Venom sacks line the walls of the creature's esophagus, allowing for a poisonous bite potent enough to bring down a full-grown helkan in minutes.

Soldiers throw themselves fearlessly into combat, preferring to face their enemies directly in contests of strength and cunning—where their superior strength and numbers give them a distinct advantage.

SPECIES TRAITS

Soldiers have the following Traits:

Tecesni: Soldiers have all the traits of typical Tecesni (see above).

Improved Chitin Spikes (Ex): The soldier's chitin spikes are larger, more deadly, and provide better protection than those found on other Tecesni.

Their chitin spikes do 1d10 piercing damage with a successful grapple attack, and grant +8 natural armor.

Improved Grab (Ex): To use this ability, the soldier must hit with its claw attack.

Poison (Ex): The soldier's bite can deliver a powerful paralytic poison (DC 16; initial damage 1d6 Str; secondary damage 2d6 Str).

Improved Precognition (Su): The soldier's precognition abilities are more advanced than those of lesser Tecsni, improving their combat prowess. This advanced ability allows the soldier to perform six precognition neural feats per day.

Bonus Feats: Soldiers receive the following bonus feats: Foresight, Precognitive Combat, and Precognitive Dodge.

Tecsnian Soldier: CR 5; Large monstrous humanoid; HD 8d8+24; HP 60; Mas 15; Init +3; Spd 30 ft., fly 30 ft. (good); Defense 17, touch 9, flat-footed 17 (-1 size, +8 natural); BAB +8; Grap +18; Atk +13 melee (1d6+6+poison, bite); Full Atk +13 melee (1d6+6+poison, bite), and +13 (1d6+6, 4 claws); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ chitin spikes, keen sight, scent, improved precognition, improved grab, poison; AL colony; SV Fort +5, Ref +6, Will +8; AP 0; RP +0; Str 23, Dex 10, Con 16, Int 7, Wis 15, Cha 4.

Skills: Hide -1, Listen +4, Move Silently +3, Search +1, Spot +4, Survival +5.

Feats: Foresight, Improved Multiattack, Multiattack, Precognitive Combat, Precognitive Dodge, Primitive Technology.

Advancement: By character class.

Level Adjustment: +4.

SOLDIER CHARACTERS

Soldier characters start with no background or occupation. They begin play with the Primitive Technology feat and the bonus feats outlined below. In addition, they have the following racial ability modifiers: +12 Str, +4 Con, -2 Int, +2 Wis, -4 Cha.

Tecsnian Soldier Guardian 5: CR 5; Large monstrous humanoid; HD 8d8+5d10+52; HP 124; Mas 18; Init +4; Spd 30 ft., fly 30 ft. (good); Defense 21, touch 13, flat-footed 20 (-1 size, +1 Dex, +3 class, +8 natural); BAB +13; Grap +29; Atk +21 melee (1d6+8, claw); Full Atk +21 melee (1d6+8, claw), and +18 melee (1d6+6+poison, bite); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ chitin spikes, keen sight, scent, improved precognition, improved grab, poison, defender +2, weapon focus (claw), weapon specialization (claw), tactical aid; AL colony; SV Fort +5, Ref +9, Will +7; AP 6; RP +1; Str 27, Dex 12, Con 18, Int 8, Wis 15, Cha 4.

Skills: Hide +2, Listen +6, Move Silently +6, Search +2, Spot +6, Survival +7.

Feats: Cleave, Foresight, Improved Multiattack, Multiattack, Power Attack, Precognitive Combat, Precognitive Dodge, Precognitive Reflexes, Primitive Technology.

QUEEN

The queen is the leader and mother of the Tecsni colony. Her status is maintained through paranoia and the threat of force, as females of various tribes within the colony are always conspiring to wrest the crown from her. The queen only leaves the hive when doing so is absolutely vital to her continued survival; in such times, the queen is accompanied by an army of guards for her protection, and enough slaves to ensure that she never even once touches the ground. The procession moves quickly from one place to the next, never stopping until the queen has reached safety.

The queen spends most of her time in the breeding chamber deep in the bowels of the Tecsni community, giving birth to the larva that eventually evolve into the various breeds that comprise the bulk of her personal sect. Her children rule by proxy, enforcing her edicts so long as she stays in power. When seasonal breeding has finished and she sheds the amniotic sac, the queen engages herself more

directly in the affairs of the colony.

The queen's physical form is a striking combination of human and arthropod features. The average queen stands between six and seven feet tall on two muscular legs that are protected by the same chitinous plating and spikes found on most Tecsni. Her abdomen is less pronounced than that of a hybrid, but extends behind her; it is here that she grows a new amniotic sac during each breeding season. The abdomen grows in size as it fills with eggs; once they are fertilized (by males that she deems suitable), the sac swells until it encompasses most of the breeding chamber. The queen's chest has a thorax which opens when she wishes to nurse, allowing her spawn access to her eight breasts. Four slender yet powerful arms are lined with spike growth and end in wicked claws which the queen uses to defend herself when threatened.

The queen's neck is lined with chitin that changes color depending on whether or not she is "in heat." A set of wings allows her limited flight capability. Few of this "royal" breed use their wings more than occasionally, as they are rarely allowed out of the colony. If, in extreme circumstances, the queen should need to make use of them, they provide enough lift to allow flight over short distances.

The queen's facial features are strikingly humanoid, even "beautiful" by human standards—in a twisted, alien way. As with all Tecsni, the head is slightly elongated and ridged with chitinous plating; deep brown almond-shaped eyes have a protective eyelid that, when closed, gives the queen's countenance more of an arthropod likeness. Two short antennae protrude from beneath coarse hair that is manageable enough to be styled in a variety of ways. She is capable of delivering a poisonous bite with her sharp teeth.

The queen doesn't involve herself directly in warfare unless an extreme situation arises, and even then she will try to flee before actually engaging in combat. In situations where flight is not possible, however, she is capable of attacking with her claws and teeth.

SPECIES TRAITS

Queens have the following Traits:

Tecesni: Queens have all the traits of typical Tecesni (see above).

Improved Precognition (Su): The queen's precognition abilities are more advanced than those of lesser Tecesni, improving her combat prowess. This advanced ability allows the queen to perform six precognition neural feats per day.

Poison (Ex): The queen's bite can deliver a powerful paralytic poison (DC 18; initial damage 2d6 Str; secondary damage 2d6 Str).

QUEEN CHARACTERS

Queen characters start with no background or occupation. They begin with the Primitive Technology feat and have the following racial ability modifiers: +12 Str, +8 Con, +2 Int, +2 Wis, +2 Cha. Although advancement is possible, queens rarely pursue any "extra-curricular" activities and spend nearly all their time managing and populating the colony.

Tecesnian Queen: CR 10; Large monstrous humanoid; HD 15d8+75; HP 143; Mas 20; Init -1; Spd 30 ft., fly 30 ft. (poor); Defense 18, touch 8, flat-footed 18 (-1 size, -1 Dex, +10 natural); BAB +15; Grap +26; Atk +21 melee (1d4+7+poison, bite); Full Atk +21 melee (1d4+5+poison, bite), and +19 (1d6+7, 4 claws); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ chitin spikes, keen sight, scent, improved precognition, improved grab, poison; AL colony; SV Fort +10, Ref +8, Will +13; AP 0; RP +0; Str 24, Dex 8, Con 20, Int 15, Wis 15, Cha 16.

Skills: Bluff +11, Diplomacy +11, Gather Information +5, Intimidate +11, Knowledge (ancient lore) +7, Knowledge (mutant lore) +7, Knowledge (twisted earth) +7, Sense Motive +10, Spot +5, Survival +5, Treat Injury +5.

Feats: Clairaudience, Clairvoyance, Hover, Iron Will, Frightful Presence (DC 19), Multiattack,

Primitive Technology.

Advancement: By character class.

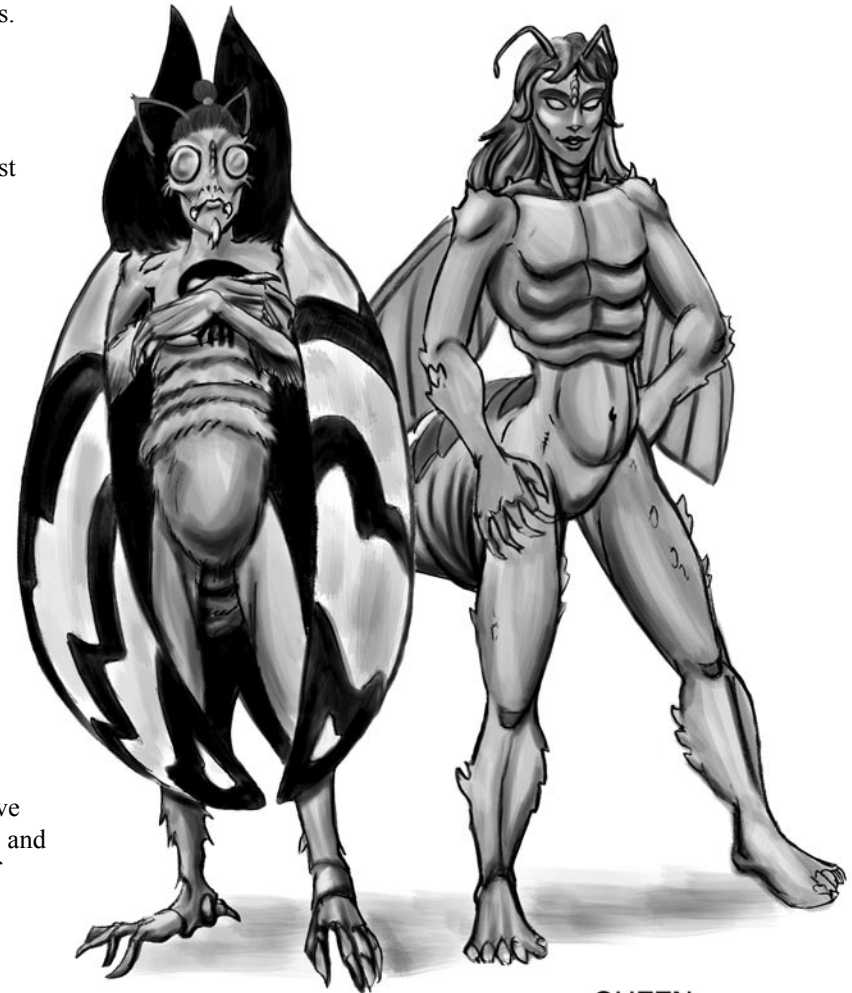
Level Adjustment: +6.

SLAVES

Tecesnian slaves represent the lowest common link between the different types of species that comprise a typical colony. Indeed, all Tecesni were slaves at one point in their life cycle; slaves are the first stage of metamorphosis through which every Tecesnian moves. Some slaves that show signs of inferior development are never allowed to pass beyond the slave form, and are forced to watch their kin transform into more vital members of the colony while they are held in a permanent state of servitude.

Slaves have no rights in Tecesni society. They live to serve, and nothing else. The memory of time spent in servitude eventually fades until those who have gone on to become drones, soldiers, and workers all but forget the despair of the post-larval "slave stage." Some drones (the closest of the species to the slave) speak of having lucid dreams of being a slave and feeling the hopelessness and whispered yearning that always permeates the sub-levels where slaves are kept. These drones liken the experience to a nightmare.

Slaves all look the same. They are vaguely humanoid, standing between three and four feet tall. They are completely hairless and androgynous. A pasty white film covers their bodies, the early stage of



PROPHET

QUEEN

a developing exoskeleton that gives slaves the brute strength they need to perform menial labor and other chores.

Slaves have two arms and two legs. Their eyes are large black orbs that dominate the face on a round

head, which is lined with rigid chitin deposits. Slaves cannot speak, as a film covers their still-developing mouths; they are limited to mumbling and producing indecipherable sounds that come out as garbled hisses.

Being a slave is a daily exercise in pain, as their bodies are still developing. For some, the experience is enough to drive them mad, and Tecesnian workers look carefully for signs of insanity when determining whether or not a particular slave is fit to undergo the metamorphosis into a drone.

Slaves aren't much use in battle. They have no formal training or any real weapons beyond their sharp claws. The only advantage they have in combat is brute strength and the pent-up rage born from their daily torment. When slaves are used in an assault, they are sent in wave after wave as cannon fodder. Slaves wade into the enemy with no fear, bashing and clawing until the battle is over, or they are killed—whichever comes first.

SPECIES TRAITS

Slaves have the following Traits:

Tecesni: Slaves have all the traits of typical Tecesni (see above).

Tecesnian Slave: CR ½; Medium-size monstrous humanoid; HD 2d8+4; hp 13; Mas 14; Init +0; Spd 30 ft.; Defense 14, touch 10, flat-footed 14 (+4 natural); BAB +2; Grap +4; Atk +4 melee (1d4+2, claw); Full Atk +4 melee (1d4+2, 2 claws), and -1 melee (1d4+2, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ chitin spikes, keen sight, scent, precognition; AL colony; SV Fort +2, Ref +3, Will +3; AP 0; Rep +0; Str 15, Dex 11, Con 14, Int 7, Wis 10, Cha 6.

Skills: Climb +6, Jump +6, Spot +4, Survival +4.

Feats: Primitive Technology.

Advancement: By character class.

Level Adjustment: +0

SLAVE CHARACTERS

Slave characters start with no background or occupation. They begin play with the Primitive Technology feat and have the following racial ability modifiers: +2 Str, +2 Con, -2 Int, -2 Cha.

Tecesnian Slave Strong Hero 2: CR 2; Medium-size monstrous humanoid; HD 4d8+12; hp 30; Mas 16; Init +0; Spd 30 ft.; Defense 17, touch 13, flat-footed 16 (+1 Dex, +2 class, +4 natural); BAB +4; Grap +7; Atk +7 melee (1d4+3, claw); Full Atk +7 melee (1d4+3, 2 claws), and +2 melee (1d4+2, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ chitin spikes, keen sight, scent, precognition, extreme effort; AL colony; SV Fort +5, Ref +4, Will +4; AP 2; Rep +0; Str 17, Dex 13, Con 16, Int 8, Wis 12, Cha 6.

Skills: Climb +8, Jump +8, Spot +4, Survival +4.

Feats: Primitive Technology, Power Attack.

PROPHETS

Tecesnian “prophets” are members of a highly secretive sect that venerates enigmatic beings known as the *Nerak*, or “First Born.” The prophets maintain that the *Nerak* are giants who spawned the Tecesni race before the great breaking of the world, and who will one day come again to establish a new order. The sect believes it has been given the task of preparing Tecesnian colonies for the return of the *Nerak*. With this in mind, the prophets have ingrained themselves into the politics of Tecesnian colonies over the years, even going so far as to control access to the queen.

The prophets are a widely respected (and feared) faction in Tecesnian society. They have the power of precognitive foresight, and are able to see visions that help them decide which members of the colony should undergo metamorphosis to a higher stage and which should be left alone. Rumors and speculation about the prophets and their plans run wild through colonies. Some believe the prophets actually wish to subvert the queen's rule and take control of the colonies in

the name of the mythic *Nerak*; others insist that the prophets are bent on developing a “pure” lineage, which is why they decide who morphs and who doesn't. Whatever their agenda may be, the prophets have become a societal force to be reckoned with. Decrees of the prophets are followed as if they came straight from the mouth of the queen.

Tecesnian prophets look very different than the average Tecesni. While the physical characteristics of most workers, soldiers, and drones can be traced primarily to ants and human beings, the prophets exhibit traits found only in the *death's head moth* in addition to their core human genetics. Prophets are as tall as an average human being and are covered in a thick downy fur that varies in coloration from deep purple with blue spots to sandy brown or black. The wings are nearly as large as the creature itself and tend to conform to their bodies when not extended for flight, giving the creatures the appearance of having a “hood.” They walk on two muscular legs, and have torsos lined with chitin. On the chest is a crimson mark in the shape of a skull.

Although they generally have two arms, prophets with three or four aren't uncommon. Prophets have large, bulbous eyes and vaguely human facial features. Most prophets prefer to wear their thick, black hair in top knots.

A prophet is a deadly foe in combat. Not only do they share many physical traits with other Tecesni, they are also adept at using their precognitive abilities to gain almost supernatural advantages in battle.

SPECIES TRAITS

Prophets have the following Traits:

Tecesni: Prophets have all the traits of typical Tecesni (see above).

Improved Precognition (Su): The Prophet's precognition abilities are more advanced than those of lesser Tecesni, improving their combat prowess. This advanced ability allows the prophet to perform 11 precognition neural feats per day.

Bonus Feats: Prophets receive the following bonus feats: Battle Plan, Foresight, Perceive Outcome, Precognitive Combat, and Second Chance.

Tecnesnian Prophet: CR 5; Medium-size monstrous humanoid; HD 8d8; hp 36; Mas 10; Init +5; Spd 30 ft, fly 40 ft (good); Defense 13, touch 9, flat-footed 13 (-1 Dex, +4 natural); BAB +8; Grap +9; Atk +9 melee (1d4+1, claw); Full Atk +9 melee (1d4+1, 2 claws), and +7 melee (1d4+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ chitin spikes, keen sight, scent, precognition; AL colony; SV Fort +2, Ref +5, Will +9; AP 0; Rep +0; Str 12, Dex 9, Con 11, Int 10, Wis 17, Cha 12.

Skills: Diplomacy +6, Gather Information +6, Intimidate +6, Knowledge (religion) +5, Sense Motive +8, Spot +7, Treat Injury +8.

Feats: Battle Plan, Foresight, Frightful Presence (DC 15), Multiattack, Perceive Outcome, Precognitive Combat, Second Chance.

Advancement: By character class.

Level Adjustment: +4

PROPHET CHARACTERS

Prophet characters start with no background or occupation. They begin play with the Primitive Technology feat and the bonus feats outlined below. In addition, they have the following racial ability modifiers: +4 Wis, +2 Cha.

Tecnesnian Prophet Psionic 5: CR 10; Medium-size monstrous humanoid; HD 13d8+13; hp 72; Mas 12; Init +7; Spd 30 ft, fly 40 ft (good); Defense 16, touch 12, flat-footed 16 (-1 Dex, +3 class, +4 natural); BAB +11; Grap +12; Atk +12 melee (1d4+1, claw); Full Atk +12 melee (1d4+1, 2 claws), and +10 melee (1d4+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ chitin spikes, keen sight, scent, precognition, neural specialization; AL colony; SV Fort +3, Ref +5, Will +10; AP 0; Rep +0; Str 13, Dex 8, Con 12, Int 10, Wis 19, Cha 16.

THE GIFTS

Tecnesnian prophets consider their precognitive abilities gifts given to them by the Nerak to help them usher in a new era of Tecnesni culture. The prophets consider these gifts sacred and refuse to speak of them to any but the initiated. It is rumored that they have even found a way to cut themselves (and others) off from the hive mind to maintain this secrecy.

Potential prophets are led by celebrants through a series of ancient tunnels to a place known as “Silo 7.” This antediluvian underground structure houses the inner chambers of the Nerak, who are said to sleep in steel cocoons. Initiates are made to enter and prostrate themselves before the sleeping giants. Those who are found worthy are given “gifts.” Those who are not worthy die a few agonizing moments after entering the chambers.

The mental powers of the Tecnesnian initiates begin to manifest a few weeks after visiting Silo 7. At the onset of manifestation, initiates are considered to be *taga'chok*, or “wild minds.” This title stays with the initiate until he masters the art of quieting the hive mind. Once this has happened, the *taga'chok* undergoes the *Rite of Focus*, a ritual designed to determine whether or not the Tecnesni has truly learned to master his precognitive abilities.

Skills: Concentration +6, Diplomacy +13, Gather Information +8, Intimidate +10, Knowledge (religion) +10, Sense Motive +12, Spot +8, Treat Injury +9.

Feats: Battle Plan, Danger Sense, Foresight, Frightful Presence (DC 19), Multiattack, Perceive Danger, Perceive Outcome, Power Attack, Precognitive Combat, Primitive Technology, Second Chance.

Neural Mutations: 14 precognition uses per day.

They weren't like the simple machines that most of us have some sort of experience with; most of our familiar “bots” can do specific tasks and nothing else. Yeah, I've heard rumors that the Tillamook Traders have other kinds of machines, and knowledge about how they work. But generally speaking, most of us are fortunate just to see—much less have access to—a bot that can so much as pick up a simple tool and use it with any degree of proficiency. These androids are a different story, though.

It's said that they were true thinkers, with the brainpower of a thousand men. If this data file is accurate, they were even capable of exhibiting real emotions—not just canned responses to a given situation, but genuine emotion! Some of the androids were so lifelike in their construction that they actually cried when something bad happened to them. If these legends are true, it comes as no surprise to me that these beings were capable of terrible rage as well.

Those of us who are left have inherited a legacy of fear—fear of these “Metal Gods.” We have grown to adulthood with the understanding that the androids were once our slaves, and that one day, our slaves

THE SPAWN ARMY

I was scanning an old data file the other night. The data reader I was using had seen better days; the images were so choppy in places that I almost gave up trying to learn more about my ancient ancestors. I was able to learn a few things, though, which is why I feel it's important to make this particular entry.

Before the Fall there were creatures made of metal and wires, creatures that could think and act like the humans who had created them. They were called “androids,” and humanity made slaves out of them.

rose up against us. They hunted us as if we, their creators, were nothing but vermin—foul rodents that needed to be exterminated. Our ancestors lived through the dark years in constant fear of the metal hunters, hiding deep in the bowels of the earth in passages that, in happier times, were only fit for our garbage and excrement.

Slowly the fear abated. The survivors began to creep back to the surface world, only to find that the Metal Gods had vanished into legend. After a long while, the descendants of those who lived through it all came to regard stories of the Metal Gods as just that: stories, and nothing more. Well, if the news coming out of the North has any truth to it, I'd have to say those legends have become a reality.

A contact of mine who works for the Tillamook Trading Caravans keeps me updated on the goings-on in the Pure Lands. In return, I give him some extra gear when we trade. It works out well—he gets things he can use when he travels, and I get no surprises. Anyhow, this contact of mine, Chen, came through Hope during the last moon cycle with some really disturbing news. It seems that the Purist-held city of Olympia has been completely isolated by attacks from a horde of beasts from the Dead Water region to the North. Chen says his brother was at the People's Army outpost just south of the city when the first attacks began.

The first reports of trouble came via holographic transmissions from long range patrols moving through the maze of cesspools and old roads just a few miles southeast of the twisted wreck once called Bremerton. Chen's brother told him that the initial chaotic transmissions were filled with screams and constant gunfire—the scouts reported sighting a large body of creatures unlike anything they had ever seen before. The beasts were some twisted combination of flesh and metal. Some walked on multiple spider-like legs and had cannons for arms. Others swooped down out of the pitch-black night to land in the midst of hapless patrols, gutting the stunned soldiers with wicked

metal claws or burning the screaming men alive with flamethrowers that appeared to be grafted onto the creatures' bodies.

The last image that came through before the transmission was cut off was of a man-thing that was part horse, part human. At least they thought it was human. The creature's upper torso and facial features resembled those of a human being, but only vaguely. Horns and cords of steel wrapped around its four arms as the man-beast looked directly into the holo-device and grinned menacingly... before smashing it and cutting off all contact with the patrol.

I can only imagine how the transmission was received by the Purists. They may be racist bastards, but they're still human beings, and because of that I can still find at least some common ground with those sons of bitches. Chen's brother told him that the next week was filled with fierce fighting in the outlying ruins of Olympia where people hadn't yet settled. At one point, the main walls of Olympia came under attack from a small force of twenty or so of the creatures. The Purist Enforcers managed to turn back the horde, but at the cost of thirty-six dead and three times as many wounded.

Ever since that first week, Olympia has been under martial law. All the Purists allow inside the city walls are supplies and troops, which Chen says have been flooding into the city along with much of the clan's heavy weaponry from Future. It sounds to me as if they're getting ready for a big fight in the coming days—or at least they were when this information was fresh. It's a long way north of here, unless of course you can get a ride on one of the Tillamook Traders' flying machines. The whole damned city might have fallen by now—who knows?

This news makes me wonder about other stories I've heard from travelers who've come down out of the north. Some people claim that a "dark goddess" lives in the ruins of the Sea-Tac Bio-Dome. This creature allegedly hates all life. She seeks to twist it into something else and bend it to her will. I asked one of

the strangers how he knew this was true. He asked for some pine-java, and then told me his tale.

One day long ago, he and a few of his buddies decided to go scavenging in some ruins near the town where they lived. As they were rummaging through one of the outlying buildings, the small group was captured by a patrol in the service of someone called "Kali." At this point in the story, the man paused for a moment, visibly shaken by the memory of that day. I could tell that he had gone through some kind of hell I can barely even begin to articulate. I let him have his moment and went to get some more pine-java. When I got back, he seemed ready to continue his story, so I sat back and listened.

He described the creatures as being only vaguely human. By that, he meant that he could make out human-like facial features and frames, but they were obviously changed. Some had too many legs, or long metal tails that were covered in spikes. Others had three, sometimes four arms, and all of them carried weapons he had never seen before.

His group tried to flee, but the creatures were just too fast, too many. One of his friends broke into a run and for half a second it seemed like he was going to escape—until one of the metal beasts pulled out a pair of bolas and hurled them at the fleeing man. The bolas wrapped around the man's legs, and he screamed in agony as the weapons cut right through flesh and bone as if they were nothing more than paper. The creatures didn't let him die, though—they cauterized his wounds on the spot, causing him even more pain. But it saved the wounded man's life. The traveler paused his tale again, took a sip of pine-java, and told me that they should have let his buddy die.

It would have been kinder.

As the group marched through the night, the traveler became aware of lights in the distance, and a great, cracked Dome that dominated the ruined sky-line of the wreck he realized must be old Seattle. Greenish-white plumes of phospho-luminescent smoke rose into the lightning-streaked cloud cover, and a

steady drizzle of rain that burned the skin greeted the group as they were herded into the domain of the metal goddess.

The traveler told me of the long days he languished as a slave in the Spawn Army, of the brutal indoctrination process, how his group was thrown into pens packed with other miserable captives, some of whom he actually recognized as people who had gone missing while scavenging for food and supplies and were presumed to have died out in the wilderness. Day after miserable day passed in the holding pens. The creatures occasionally came to fill the troughs with stinking green water and toss their captives chunks of raw, often rotting flesh. Most people ate the meat, lacking anything else with which to curb their hunger. Others wouldn't eat, preferring to slowly waste away and die of starvation rather than consume what they guessed to be the remains of other prisoners who had been taken from the pens.

Each day the beasts came and took away a few of the prisoners, none of whom were ever seen again. The people had their own theories about where the others were being taken. Some said that they were forced to fight in great arenas for the sport of their inhuman captors. Others claimed that the prisoners were being operated on, mutated into demons like the ones that had captured them. A few short days later, the traveler found out the truth.

Two of the creatures that guarded the cage in which he and a few others languished opened the cage door, as they always did when they came to take more people away. Just then, gunfire erupted in the hallway. Both creatures collapsed, dead from multiple wounds to the head and chest. Seconds later, two men appeared at the edge of the cell and motioned for everyone to follow.

What the traveler told me next... well, I still have a hard time believing that things like this happen anywhere except in nightmares. He said that the people who rescued him led the escaped captives along secret passages that wound through the wreck

THE COMING DARKNESS

It is a time of great and terrible change for the people of the Northwest. The first shots of the impending conflict have been fired at Olympia, with more to follow very soon. Kali's minions fought well at the gates of the human stronghold; her Beta-series Hunter-Seeker Drones were able to inflict a large number of casualties while the human defenders struggled to turn them back. In the end, Kali's forces fell back—but not because of anything the people of Olympia did. The truth of the matter is that Kali's hunters likely could have leveled the town had they wanted to, but that wasn't their mission.

The drones were sent to gauge the capabilities of the pesky humans and to capture more slaves. They accomplished both missions admirably. Kali has sent more squadrons throughout the Pure Lands on similar missions. Soon the might of the Spawn Army will be felt in every settlement north of the Columbia River.

of the Biodome. One of these secret passages led over a large facility filled with all kinds of bizarre mechanical and electronic devices that the traveler had never seen before. What he did recognize, however, were human forms being placed into row after row of giant vats filled with a strange multi-colored liquid.

Some of the vats held normal-looking humans beings, but others... this is the hardest part of the tale to swallow. There were other vats filled with creatures that were half man and half beast; not just one kind of monster, but many different kinds, too many to count. The traveler asked his rescuers what was going on down there, but they refused to speak of it until later, when they had followed the secret tunnel to their underground Stronghold.

The Stronghold is apparently an underground complex where people who have escaped the "spawning pits" find refuge after being rescued. If the traveler's stories are true, I'd much rather live in Zog than in this wretched subterranean place, but I suppose you have to do what's necessary for survival. Anyhow, when they finally reached the Stronghold, the people who lived there explained to the traveler the purpose of those vats. The beasts were using them to build an army of monsters—cyborgs created for only one purpose: to conquer the surface world.

According to the traveler, there are hundreds of

people living down there in the Stronghold, doing what they can to rescue others captured by legions of the "black queen"—their name for Kali, the beasts' ruler. These resistance fighters have found a secret way to the surface, which they guard with their lives. They use the entrance to sneak out to the surface world to forage for supplies and recruit others to join their cause. That's what brought the traveler to Hope. He asked me if it would be OK to tell the story to the citizens of Hope on the off chance that some of them might decide to join his cause.

I said no, and then asked him to leave Hope.

The truth of the matter is that at the time, I didn't believe the traveler's tale. I figured it was some crazy scam to try and get supplies or lure trusting citizens outside the city, where others of his kind might be waiting to ambush them. As the leader of this town, I can't afford to go around believing every wild story I hear, especially from someone I had only just met. I have lives to think of, and they have to come first.

Of course, now that this other news about Olympia has made it this far south, I think I made a mistake in not believing the traveler... hell; I didn't even get his name...

--Duncan Clark

THE HUNTER-SEEKER DRONE

Kali first designed the Hunter-Seeker Drone during the period of time known as the Great Culling. These menacing Androids were responsible for the death or capture of thousands upon thousands of innocent men, women, and children—people who had barely managed to survive the Great War. Although the original Alpha-series Hunter-Seeker

Drones were impressive, Kali has had decades in which to improve on the old designs, remove faulty human parameters, and focus on applying tailored programming, hardware, and other features into the new prototypes.

The result of her diligence is the Beta-series Hunter-Seeker Drone, a multi-mode, multi-environment Android capable of sustained operations on land, sea, and air. It can operate in almost any environment, allowing it to travel underwater indefinitely.

Alternately, the drone can shift to V.T.O.L. (Vertical Take-Off and Landing) mode and launch into the skies of the Northwest, where it can travel great distances much faster than its predecessor. When traveling on land, the Android retains a vaguely humanoid shape, although it lacks synthetic skin or any other human-like characteristics. This is a walking, thinking machine; there can be no confusing it for a human being.

The Beta-series Hunter-Seeker Drone stands roughly seven feet tall and has four appendages, which are used for a variety of functions. One limb boasts a variety of tools (a screwdriver, hammer, arc welder, nail gun, and circular saw) which it employs with expert proficiency, while another limb consists entirely of a chain-linked harpoon gun used to grapple targets or remove obstructions (such as hardened doors or debris). A laser rifle is attached to the third limb, and the fourth has a “hand” which is used to grapple or throw projectile weapons (usually grenades).

ANDROID TRAITS

Hunter-Seeker Drones have the following traits:

Android Construct: Hunter-Seeker Drones have the traits and immunities common to all Android constructs.

Advanced Materials: Hunter-Seeker Drones are made of advanced materials capable of withstanding the punishment of battle. These materials grant the Android damage reduction 4/-.

Laser Ablative Armor: Highly reflective metallic plating protects the Android from directed energy attacks, providing energy resistance 4.

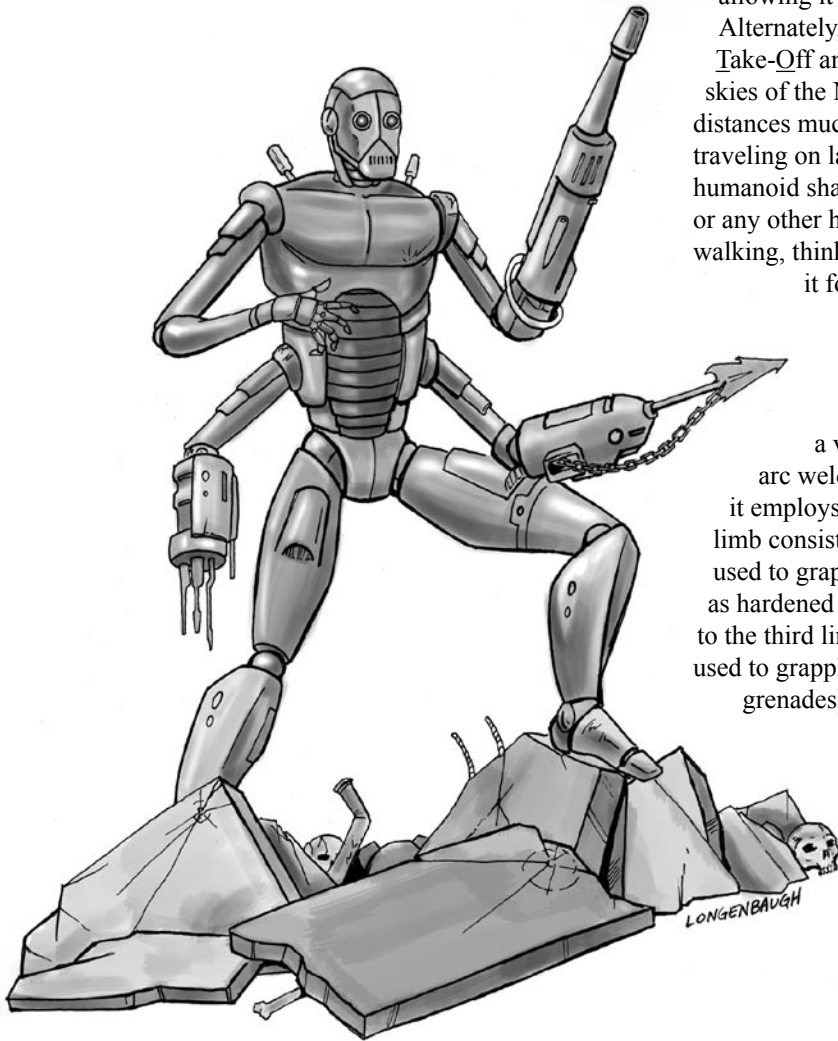
Tool Appendage: The Hunter-Seeker Drone has a multi-tool appendage that allows it to perform Craft, Disable Device, Investigate, and Repair checks without the proper toolkit.

Harpoon Gun: One of the Hunter-Seeker Drone’s limbs is a chain-linked harpoon gun. The harpoon does d10 piercing damage and has a range increment of 30 feet. On a successful hit, the drone may make a ranged grapple attempt against the target. The Android’s strength modifier for the grapple attempt is +4. Retracting the harpoon gun is a move action. The drone receives a +2 bonus to attack rolls with this built-in weapon.

Laser Rifle: The Hunter-Seeker Drone has a built-in laser rifle. The drone receives a +2 bonus to attack rolls with this weapon.

Self-Destruction: The Hunter-Seeker Drone will explode when it drops to -10 or fewer hit points. Everyone within 30 feet of the exploding Android takes 10d6 points of Damage (half fire damage, half piercing). A successful Reflex save (DC20) halves this damage.

Hunter-Seeker Drone: CR 5; Large Android Construct; HD 6d10+20; HP 53; Mas -; Init +1; Spd 50 ft, fly 50 ft; Defense 21, touch 11, flatfooted 20 (+1 Dex, +10 natural); BAB +4; Grap +12; Atk +6 ranged (3d12, laser rifle), or +6 ranged (1d10+grapple, harpoon), or +8 melee (1d8+5, slam); Full Atk +6 ranged (3d12, laser rifle), or +8 melee (1d6+4, slam); FS 10 ft by 10 ft; Reach 10 ft; SQ android construct, command level (IIM), DR 4/-, energy resistance 4, tool appendage, harpoon gun, laser rifle, self-destruction; AL owner; SV Fort -, Ref +4, Will +2; AP



0; Rep +0; Str 20, Dex 12, Con -, Int 12, Wis 14, Cha 5.

Skills: Computer Use +2, Demolitions +3, Disable Device +3, Investigate +2, Knowledge (technology) +2, Listen +3, Navigate +5, Repair +3, Search +3, Spot +3, Survival +6.

Feats: Advanced Technology, Futuristic Firearms Proficiency, Guide, Track.

Possessions: Power Clip, (3) Concussion Grenades.

Advancement: By character class.

Hunter-Seeker Drone Survivalist 4: CR 9; Large Android Construct; HD 10d10+20; HP 75; Mas -; Init +1; Spd 50 ft, fly 50 ft; Defense 23, touch 13, flatfooted 22 (+1 Dex, +2 class, +10 natural); BAB +8; Grap +16; Atk +10 ranged (3d12, laser rifle), or +10 ranged (1d10+grapple, harpoon), or +12 melee (1d8+5, slam); Full Atk +10 ranged (3d12, laser pistol), or +12 melee (1d6+4, slam); FS 10 ft by 10 ft; Reach 10 ft; SQ android construct, command level (IIIM), DR 4/-, energy resistance 4, tool appendage, harpoon gun, laser rifle, self-destruction, called shot +1d6, way of the land, hunter; AL owner; SV Fort -, Ref +6, Will +3; AP 4; Rep +1; Str 20, Dex 12, Con -, Int 12, Wis 15, Cha 5.

Skills: Computer Use +2, Demolitions +3, Disable Device +3, Investigate +6, Knowledge (technology) +2, Listen +7, Navigate +9, Repair +3, Search +7, Spot +7, Survival +10.

Feats: Advanced Technology, Dead Aim, Far Shot, Futuristic Firearms Proficiency, Guide, Track, Multitask.

SPAWN WARRIORS

Those unfortunate souls who are caught and brought back to the Sea-Tac Spawning Pits are transformed into creatures known as spawn warriors. Kali seeks to rule the world and enslave every last man, woman, and child. Her vision for organic life is made manifest in the spawn warrior: a horribly mutated life form

created in giant vats and bolstered with the DNA of a wide assortment of creatures. Once the mutations are complete, Kali clones the monstrous beings and fits them with robotic implants. The end result is a terrifying blend of mutations and cybernetics.

Kali has developed numerous mutant cybernetic creations. The following terrors represent the most common spawn warriors found in her armies.

SPECIES TRAITS

Spawn warriors have the following Traits:

Irradiated (Ex): Spawn warriors are hideously radiated and are considered a *high* radiation source. A melee attack by a spawn warrior exposes the target to *moderate* radiation. Continued exposure can increase the level of radiation incurred by the target (see the information on radiation in *Darwin's World 2nd Edition*).

Resistant to Massive Damage (Ex): A spawn warrior's cybernetic parts increase its ability to resist damage, granting a +5 species bonus to Fortitude saves to negate the effects of massive damage.

Bonus Feats: Spawn warriors gain the bonus feats Archaic Weapons Proficiency and Futuristic Firearms Proficiency.

ARACHNODAEMON

The Arachnodaemon is a monstrous cybernetic mutant, a hideous fusion of flesh and metal. Completely hairless, it stands eight feet tall and walks on eight spider-like legs. Hydraulics can be seen protruding from its upper thighs, hinting at the mechanical power of this creature. The most gruesome features of the Arachnodaemon, however, can be found in its upper body, which is sporadically covered with spiked armor plating. Its face is a grotesque combination of metal plating, flesh and exposed bone structure. Two powerful biomechanical arms project from its armored torso, capable of wielding weapons and carrying heavy loads.

One eye has been replaced with a mechanical orb that provides thermographic low-light vision. Arachnodaemons often carry a massive energized hammer which they use in conjunction with their pounce attack to immobilize and then smash their victims. The creature also carries the venom of the Black Widow spider, which it can inject into creatures on a successful bite attack. When not engaged in an assault on a settlement, Arachnodaemons serve Kali as heavy shock troops and perimeter guards.

SPECIES TRAITS

Arachnodaemons have the following Traits:

Spawn Warrior: Arachnodaemons have all the traits of typical spawn warriors (see above).

Keen Sight (Ex): Arachnodaemons have darkvision with a range of 60 feet, as well as low-light vision.

Pounce (Ex): During the first round of combat, an Arachnodaemon can make a full attack even if it has already taken a move action.

Poison (Ex): Victims of the Arachnodaemon's bite attack are automatically injected with a deadly poison (DC 14, initial damage 1d4 Str, secondary damage 1d4 Str).

Arachnodaemon: CR 4; Large Monstrous Humanoid; HD 6d8+18; HP 45; Mas 21; Init +2; Spd 40 ft, Climb 20 feet; Defense 19, touch 11, flatfooted 17 (-1 size, +2 Dex, +8 natural); BAB +6; Grap +16; Atk +11 melee (2d8+9, energized hammer), or +11 melee (1d6+6+poison, bite); Full Atk +11/+6 melee (2d8+9, energized hammer), and +6 melee (1d6+6+poison, bite); FS 10 ft by 10 ft; Reach 10 ft; SQ irradiated, resistant to massive damage, keen sight, pounce, poison; AL kali; SV Fort +5, Ref +7, Will +5; AP 0; Rep +0; Str 23, Dex 14, Con 16, Int 7, Wis 10, Cha 4.

Skills: Balance +10, Jump +16, Listen +2, Spot +2, Survival +2.

Feats: Advanced Technology, Futuristic Firearms Proficiency, Power Attack.

Possessions: Large energized hammer.

Advancement: By character class.

Level Adjustment: +3.

ARACHNODAEMON CHARACTERS

Arachnodaemon characters start with no background or occupation. They begin play with the Advanced Technology feat and the bonus feats outlined in the spawn warrior and Arachnodaemon species Traits. In addition, they have the following racial ability modifiers: +10 Str, +3 Dex, +4 Con, -2 Int, -4 Cha.

Arachnodaemon Guardian 4: CR 8; Large Monstrous Humanoid; HD 4d10+6d8+40; HP 89; Mas 24; Init +3; Spd 40 ft, Climb 20 feet; Defense 22, touch 14, flatfooted 19 (-1 size, +3 Dex, +2 class, +8 natural); BAB +10; Grap +21; Atk +17 melee (2d8+9, energized hammer), or +16 melee (1d6+6+poison, bite); Full Atk +17/+12 melee (2d8+10, energized hammer), and +12 melee (1d6+10+poison, bite); FS 10 ft by 10 ft; Reach 10 ft; SQ irradiated, resistant to massive damage, keen sight, pounce, poison, defender +2, weapon focus (hammer), tactical aid; AL kali; SV Fort +8, Ref +11, Will +7; AP 4; Rep +1; Str 24, Dex 16, Con 19, Int 8, Wis 12, Cha 4.

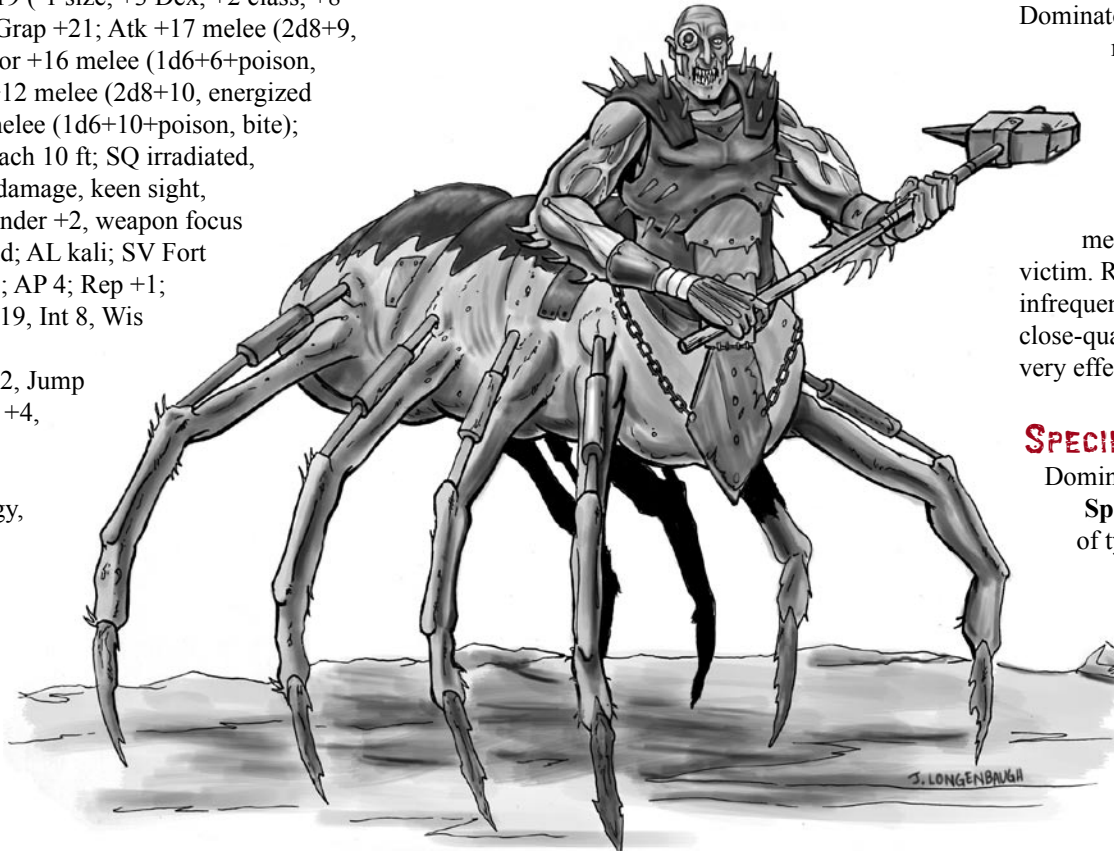
Skills: Balance +12, Jump +18, Listen +2, Spot +4, Survival +4.

Feats: Cleave, Advanced Technology, Futuristic Firearms Proficiency, Great Cleave, Power Attack, Sunder.

Possessions: Large energized hammer.

DOMINATOR

The Dominator is the most human-looking of all of Kali's minions. It stands anywhere from six to seven feet tall and has a heavy build, weighing in at a massive 400 lbs. Its facial features are decidedly human in appearance, although the head is more elongated than that of a normal man. A Cro-magnon-esque forehead juts out a good quarter-inch above the Dominator's wide, flat nose. A faceplate covers one entire side of the mutant's face, save for a cybernetic eye. Its upper and lower jaws and teeth have been replaced with metal. Most of the Dominator's entire



upper body is covered with a metal sheaf filled with six-inch dermal spikes; Dominators use these to impale creatures they successfully grapple.

Two muscular arms are attached to either side of the torso, one of which can be fitted with a laser rifle. The Dominator is a cocktail of human, lizard, and scorpion DNA; consequently, the creature has thick, scaled skin and a long tail that it can use with great skill. At the tip of its tail is a wicked stinger that delivers a painful and highly toxic sting.

Dominators are Kali's overlords. They handle the processing of captives and the assimilation of newly mutated soldiers into Kali's army. Dominators can be found on the battlefield acting as sergeants who take orders from their lieutenants, the Stygian Mares. Dominators keep it simple in combat; they use the

ranged weaponry on their robotic arm in conjunction with whatever melee weapons they have (usually bludgeoning weapons such as maces or giant hammers). They prefer to sting or knock down an opponent with their massive tails, and then use melee weapons to finish off the incapacitated victim. Ranged weapons on the bionic arm are used infrequently, but can also serve the Dominator well in close-quarter combat, where a point-blank shot can be very effective.

SPECIES TRAITS

Dominators have the following Traits:

Spawn Warrior: Dominators have all the traits of typical spawn warriors (see above).

Keen Sight (Ex): Dominators have darkvision with a range of 60 feet, as well as low-light vision.

Poison (Ex): Victims of the Dominator's stinger attack are automatically injected with a deadly poison (DC 18, initial damage 1d6 Str, secondary damage 1d6 Str).

Mounted Weapon (Ex): Affixed to the Dominator's right arm is a laser rifle. The Dominator receives a +2 attack bonus with this mounted weapon.

Metal Spikes (Ex): Upon a successful grapple check, the Dominator impales the target on its dermal metal spikes, inflicting an additional 1d10 damage.



Dominator: CR 5; Medium-size Monstrous Humanoid; HD 8d8+8; HP 44; Mas 18; Init +2; Spd 30 ft; Defense 20, touch 12, flatfooted 18 (+2 Dex, +8 natural); BAB +8; Grap +11; Atk +12 ranged (3d12, laser rifle), or +11 melee (1d4+3+poison, stinger); Full Atk +12/+7 ranged (3d12, laser rifle), or +11/+6 melee (1d4+3+poison, stinger); FS 5 ft by 5 ft; Reach 5 ft; SQ irradiated, resistant to massive damage, keen sight, poison, mounted weapon, metal spikes; AL kali; SV Fort +3, Ref +8, Will +6; AP 0; Rep +0; Str 17, Dex 14, Con 13, Int 9, Wis 10, Cha 4.

Skills: Climb +5, Hide +6, Jump +5, Knowledge (tactics) +2, Listen +4, Move Silently +6, Search +1, Sense Motive +4, Spot +2, Survival +4

Feats: Advanced Technology, Futuristic Firearms Proficiency, Improved Grapple.

Possessions: (2) Power Clips.

Advancement: By character class.

Level Adjustment: +3.

DOMINATOR CHARACTERS

Dominator characters start with no background or occupation. They begin play with the Advanced Technology feat and the bonus feats outlined in the spawn warrior and Dominator species Traits sections. In addition, they have the following racial ability modifiers: +4 Str, +2 Dex, +2 Con, -4 Cha.

Dominator Raider 5: CR 10; Medium-size Monstrous Humanoid; HD 5d10+8d8+39; HP 103; Mas 21; Init +2; Spd 30 ft; Defense 24, touch 14, flatfooted 22 (+2 Dex, +2 class, +8 natural, +2 equipment); BAB +13; Grap +17; Atk +17 ranged (3d12, laser rifle), or +17 melee (1d4+3+poison, stinger); Full Atk +17/+12/+7 ranged (3d12, laser rifle), or +17/+12/+7 melee (1d4+3+poison, stinger); FS 5 ft by 5 ft; Reach 5 ft; SQ irradiated, resistant to massive damage, keen sight, poison, mounted weapon, metal spikes, chaps and chains +2, bloodthirsty cry (DC 16), horrifying kill; AL kali; SV Fort +8, Ref +11, Will +8; AP 5; Rep +2; Str

19, Dex 15, Con 16, Int 10, Wis 12, Cha 4.

Skills: Climb +4, Hide +6, Intimidate +7, Jump +5, Knowledge (tactics) +3, Listen +4, Move Silently +6, Search +2, Sense Motive +4, Spot +2, Survival +4

Feats: Advanced Technology, Futuristic Firearms Proficiency, Intimidating Strength, Improved Grapple, Point Blank Shot, Power Attack.

Possessions: (2) Power Clips.

HELLION

The Hellion is a vicious beast that serves Kali by patrolling the skies above the Spawning Pits, borne aloft by leathery, demonic-looking wings. Hellions appear to be a genetic amalgamation of human and bat DNA, as their facial features contain characteristics of both. They are very muscular, with powerful bionic “cartilage” supporting their wings. A metal exoskeleton provides the creatures with natural armor and increased strength. Three arms, one of which bears a grafted flamethrower, adorn the Hellion's body; a small fuel tank that feeds the flamethrower is affixed to the creature's back. The other two hands are free to use melee weapons, but their metal claws are usually the only other weapons they need.

The Hellion provides air security above the Spawning Pits and serves as the third “prong” of the Dark Queen's military arsenal. With almost no air traffic in the Lost Paradise aside from the People's Army air force, the Hellions are quickly starting to dominate the skies in this area of the Northwest.

SPECIES TRAITS

Hellions have the following Traits:

Spawn Warrior: Hellions have all the traits of typical spawn warriors (see above).

Mounted Weapon (Ex): Mounted on the third arm of the Hellion is a flamethrower. The Hellion receives a +2 attack bonus with this mounted weapon. The hellion can fire this flamethrower 10 times before its fuel supply is depleted.

Bonus Feats: Hellions gain the bonus feat Weapon Finesse (claws).

Hellion: CR 3; Medium-size Monstrous Humanoid; HD 6d8+6; HP 33; Mas 18; Init +3; Spd 30 ft, fly 30 feet (average); Defense 21, touch 13, flatfooted 18 (+3 Dex, +8 natural); BAB +6; Grap +8; Atk +9 melee (1d6+2, claw); Full Atk +9 melee (1d6+2, 2 claws); FS 5 ft by 5 ft; Reach 5 ft; SQ irradiated, resistant to massive damage, mounted weapon; AL kali; SV Fort +3, Ref +8, Will +6; AP 0; Rep +0; Str 15, Dex 16, Con 13, Int 9, Wis 10, Cha 4.

Skills: Listen +6, Navigate +7, Search +3, Spot +6, Survival +4.

Feats: Advanced Technology, Flyby Attack, Futuristic Firearms Proficiency, Weapon Finesse (claws).

Advancement: By character class.

Level Adjustment: +2.

HELLION CHARACTERS

Hellion characters start with no background or occupation. They begin play with the Advanced Technology feat and the bonus feats outlined in the spawn warrior and Hellion species Traits sections. In addition, they have the following racial ability modifiers: +2 Str, +4 Dex, +2 Con, -4 Cha.

Hellion Skull 4: CR 7; Medium-size Monstrous Humanoid; HD 10d8+20; HP 65; Mas 24; Init +4; Spd 30 ft, fly 30 feet (average); Defense 25, touch 17, flatfooted 21 (+4 Dex, +3 class, +8 natural); BAB +9; Grap +11; Atk +12 melee (1d6+3, claw); Full Atk +12 melee (1d6+3, 2 claws); FS 5 ft by 5 ft; Reach 5 ft; SQ irradiated, resistant to massive damage, mounted weapon, sweep, sneak attack +1d6, skill mastery; AL kali; SV Fort +6, Ref +12, Will +7; AP 4; Rep +0; Str 16, Dex 19, Con 15, Int 10, Wis 12, Cha 4.

Skills: Listen +11, Navigate +8, Search +8, Spot +10, Survival +9.

Feats: Advanced Technology, Dodge, Flyby Attack, Futuristic Firearms Proficiency, Mobility, Weapon Finesse (claws).



STYGIAN MARE

The Stygian Mare is a genetic fusion of horse and human DNA—effectively a very twisted, six-legged version of the mythical centaur. One of its two arms is bionic and sports a mounted gauss rifle. The Stygian Mare's steel-laced exoskeleton provides it with natural armor and incredible strength. One giant horn grows out of its forehead, providing the creature with a deadly charge attack.

These creatures make up a third of the Spawn Army, acting as hellish cavalry for the Dark Queen's army. Gregory himself leads these creatures into battle. A common Stygian Mare tactic is to fire ballistic weapons at enemies in conjunction with a charge attack, trampling their foes under a hail of bullets and crushing biomechanical hooves.

SPECIES TRAITS

Stygian Mares have the following Traits:

Spawn Warrior: Stygian Mares have all the traits of typical spawn warriors (see above).

Keen Sight (Ex): Stygian Mares have darkvision with a range of 60 feet, as well as low-light vision.

Mounted Weapon (Ex): Mounted on the Stygian Mare's third arm is a gauss rifle. The Stygian Mare receives a +2 attack bonus with this mounted weapon.

Bonus Feats: Stygian Mares gain the bonus feats Horn Charge and Multiattack.

Stygian Mare: CR 5; Large Monstrous Humanoid; HD 8d8+24; HP 60; Mas 22; Init +3; Spd 60 ft; Defense 22, touch 12, flatfooted 19 (-1 size, +3 Dex, +10 natural); BAB +8; Grap +16; Atk +12 ranged (4d8, gauss rifle), or +11 melee (1d8+4, horn); Full Atk +12/+7 ranged (4d8, gauss rifle), or +11 melee (1d6+4, 4 hooves), and +9 melee (1d8+4, horn); FS 10 ft by 10 ft; Reach 10 ft; SQ irradiated, resistant to massive damage, keen sight, mounted weapon; AL kali; SV Fort +5, Ref +9, Will +6; AP 0; Rep +0; Str 18, Dex 16, Con 17, Int 9, Wis 11, Cha 8.

Skills: Balance +11, Jump +14, Listen +5, Spot +5, Survival +6.

Feats: Advanced Technology, Futuristic Firearms Proficiency, Horn Charge, Multiattack, Power Attack.

Possessions: (2) Power Clips, Box Gauss ammunition, (2) Plasma Grenades.

Advancement: By character class.

Level Adjustment: +3.

STYGIAN MARE CHARACTERS

Stygian Mare characters start with no background or occupation. They begin play with the Advanced Technology feat and the bonus feats outlined in the spawn warrior and Stygian Mare species Traits sections. In addition, they have the following racial ability modifiers: +8 Str, +4 Dex, +4 Con.

Stygian Mare Guardian 5: CR 10; Large Monstrous Humanoid; HD 5d10+8d8+39; HP 103; Mas 24; Init +3; Spd 60 ft; Defense 25, touch 15, flatfooted 22 (-1 size, +3 Dex, +3 class, +10 natural); BAB +13; Grap +23; Atk +18 ranged (4d8+2, gauss rifle), or +19 melee (1d8+6, horn); Full Atk +18/+13/+8 ranged (4d8+2, gauss rifle), or +19 melee (1d6+6, 4 hooves), and +17 melee (1d8+6, horn); FS 10 ft by 10 ft; Reach 10 ft; SQ irradiated, resistant to massive damage, keen sight, mounted weapon, defender +2, weapon focus (gauss rifle), tactical aid, weapon specialization (gauss rifle); AL kali; SV Fort +9, Ref +12, Will +8; AP 0; Rep +0; Str 22, Dex 17, Con 19, Int 10, Wis 12, Cha 8.

Skills: Balance +14, Jump +17, Listen +8, Spot +8, Survival +9.

Feats: Cleave, Advanced Technology, Double Tap, Futuristic Firearms Proficiency, Horn Charge, Multiattack, Power Attack, Point Blank Shot.

Possessions: (2) Power Clips, Box Gauss ammunition, (2) Plasma Grenades.

KALI

Kali appears both stunningly beautiful and horribly disturbing at the same time. She stands 5'8" tall and has long black hair which was once luxuriously arranged, but which has become matted and dreadlocked over the long years. A pair of demonic-looking wings allows her to take to the air and fly. Pieces of her synthetic flesh have fallen off her face, revealing a complex tangle of metal and wiring. Her upper body is heavily armored. She has four arms, one of which is mounted a plasma rifle.

Kali considers herself the “Mother” of the new world—a world in which all organic life must be made to submit to her whims. Kali has created the Spawn Army to make her vision of the new world a reality. Soon, she will begin a war of conquest that will threaten all who live in the Lost Paradise.

Kali (Dedicated Hero 10, Medicine Man 10): CR 20; Medium-sized Android; HD 20d20+10; HP 120; Mas -; Init +4; Spd 30 ft, 30 ft fly (average); Defense 14, touch 14, flatfooted 10 (+4 Dex, +10 class); BAB +10; Grap +5; Atk +15 ranged (5d10, plasma rifle); Full Atk +15 ranged (5d10, plasma rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ android traits, DR 6/-, empathy, skill emphasis (electronics), aware, faith, intuition, ancient drugs, minor medical miracle, medical specialists +3, mutant treatment, mutant drugs, second chance, medical miracle, ancient medical technology (cloning); AL self; SV Fort -, Ref +10, Will +15; AP 10; Rep +4; Str 15, Dex 18, Con -, Int 16, Wis 20, Cha 15.

Occupation and Background: Demagogue, Advanced.

Skills: Computer Use +13, Craft (electronics) +22, Craft (pharmaceutical) +19, Decipher Script +8, Knowledge (ancient lore) +10, Knowledge (earth and life sciences) +19, Knowledge (mutant lore) +23, Knowledge (physical sciences) +5,

Knowledge (technology) +23, Knowledge (theology and philosophy) +6, Listen +5, Read/Write (ancient), Repair +16, Research +16, Speak Language (ancient), Spot +5, Survival +10, Treat Injury +32.



Feats: Advanced Technology, Bionics and Cybernetics Discipline, Frightful Presence (DC 22), Futuristic Firearms Proficiency, Iron Will, Medical Expert, New Feature x3, Repair Deterioration, Surgery, Weapon Focus (plasma rifle).

Features and Defects: Advanced Materials x3, Built-in Weapon (plasma rifle), Internal Power Source, Wings, Megalomaniac Ego.

GREGORY

The General of the Spawn Army bears a strong resemblance to the mythic centaur. His lower body is supported by six bionic legs that propel him along at incredible speeds. One of his two arms bears a mounted automatic gauss rifle (an upgrade from the standard Stygian Mare's weapon). His upper torso is encased in a thick exoskeleton. Black hair hangs down around his spiked shoulders in thick dreadlocks, and when the man-beast smiles, razor-sharp metal fangs can be seen.

Gregory is utterly devoted to his "mother." Raised to have an intense hatred for humanity, he will stop at nothing to see every last human being either exterminated or brought to the spawning pits.

Gregory (Stygian Mare Raider 10): CR 15; Large Monstrous Humanoid; HD 8d8+10d10+72; HP 163; Mas 23; Init +4; Spd 60 ft; Defense 31, touch 18, flatfooted 27 (-1 size, +4 Dex, +5 class, +10 natural, +3 equipment); BAB +18; Grap +29; Atk +23 ranged (4d8, automatic gauss rifle), or +24 melee (1d8+7, gore); Full Atk +23/+18/+13/+8 ranged (4d8, automatic gauss rifle), or +24 melee (1d6+7, 4 hooves), and +19 melee (1d8+7, horn); FS 10 ft by 10 ft; Reach 10 ft; SQ irradiated, resistant to massive damage, keen sight, mounted weapon, chaps and chains +3, bloodthirsty cry (DC 22), horrifying kill, no survivors, death cry; AL kali; SV Fort +11, Ref +15, Will +10; AP 9; Rep +4; Str 24, Dex 18, Con 18, Int 12, Wis 12, Cha 8.

Skills: Balance +12, Intimidate +18, Jump +17, Knowledge (tactics) +11, Listen +8, Spot +8, Survival +17.

Feats: Advanced Firearms Proficiency, Advanced Technology, Cleave, Dodge, Double Tap, Futuristic Firearms Proficiency, Horn Charge, Improved Overrun, Intimidating Strength, Mobility, Multiattack, Point Blank Shot, Power Attack, Shot on the Run.

Possessions: (3) Power Clips, (3) Box Gauss ammunition, (5) Plasma Grenades.

