

Gregorius21778:
Weird, contaminated world



-- Vol. 02: Hazards and Oddities --

Version 1.4; created by Kai Pütz
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About this supplement:

Weird, contaminated world Vol. 2 is all about the oddities of a mutated post-apocalyptic world and the detrimental influences of the environment. The first part of the book contains twenty oddities to confront your players with during their next game session. Not all of them are harmful, but those who are enforce the dire nature of what the world has come to.

The second part offers five new beneficial physical mutations that will help a mutant human or animal to persist in a hostile environment, and two new mutant "races" that do so: the mutant humans know as *Contamination Zone Mutants* and the *Carnivorous Radiation Zone Moss-Gestalt*; a non-humanoid mutant plant player race for those who to want try something different.

And now, enjoy the product!

01# Bigmole Colonies

The Bigmole is a stable mutation of the common mole. An adult Bigmole grows to the size of a common cat and lives in family colonies of between 20 and 30 individuals. Despite its size and the number of animals in a colony, a Bigmole itself is no danger to a grown mutant human as they only prey on animals that are smaller than them (mostly worms, reptiles and small mammals like rodents). What may become a hazard to travelers are their tunnel networks.

In order to support their colonies Bigmoles create an extensive tunnel network in which they hunt for prey, which they either devour on the spot or carry into one of several “pantries” (after the head has been bitten off). If an area does not support a colony any longer, it splits up and moves on to generate new burrows in different territories. The abandoned tunnels often cover more than a mile in any direction, and many are very close to the surface. Some of them close enough for an unwary wanderer to break into a tunnel. Wanderers who do might end up with a strained ankle, riders may have their riding beast break a leg in. The fact that other creatures tend to “adopt” abandoned Bigmole colonies makes stumbling into one even worse.

If the characters path leads within a mile of colony the tunnels are treated like a *trap*. A character that breaks into a tunnel needs to pass a *Ability Test vs. Constitution* or will end with a strained ankle (which reduces his movement by 20%). If the colony was not abandoned, roll a d6. On a result of “1” a Bigmole was already following the vibrations of the travelers above and BITES into the leg (as he tries to scare the intruder off), and does 1 point of damage. The GM may roll a d10 if a horse (or similar riding beast) had the misfortune of breaking in. On a result of “1” the leg got broken. An abandoned colony could have become a nest of rats, vipers or even worse creatures.

Bigmole colonies are not only a hazard but make for a good **food source**, too! While it is hard (or: next to impossible) to hunt the moles in their own tunnels they can be snagged out of them much like one would go fishing: a hook, a line, a sizable bait that fidgets... that is about all that it takes. After 2d6 x10 minutes a Bigmole will be hooked and one *Ability Test vs. Dexterity* later, one will have a fine meal for one person (unless the test is failed and the Bigmole thereby escaped from the hook). Usually the rest of the colony will “smarten up” (at least temporarily) after 1d4 of their number have been snatched that way (or if one of them escaped from the hook).

02# Bitterberry Bush

There are many things in the wild that look tasty but simple are no good food, and the Bitterberry bush is just one example. The purple-black, round fruits of it are half an inch in diameter, juicy and only have a slightly bitter taste to them. Eating a handful of them is harmless, but eating more or cooking them(!) is unhealthy. In that case a character will need to pass a *Saving Throw vs. Poison*. If the Saving Throw is passed, the character will only feel “a bit sick”, if it is failed the character will suffer from bowel movements, vomiting and cold sweat [1d4 points of damage and (-1) penalty on all tests] for one hour per point of damage.

There is only one way to get Bitterberries edible: they need to be cooked for about 3 hours. The result is a slightly bitter jam that actually helps against mild forms of food poisoning (taking three spoons of it with or shortly after a meal will grant a +1 on the Saving Throw against Poisons of Class 1 and 2) but will usually start to “turn” after 1d4+1 days if not stored in a cool environment (e.g. a cellar). A small glass of Bitterberry Jam can be sold for up to 1 GP.

03# Chemo Fog

This phenomenon only seems to occur near areas of heavy contamination but is far from uncommon near the ruins of industrialized zones. The residue of harmful substances left behind by the ancients saturates the upper layers of the ground and whenever fog rises, it takes the residue along. A bank of chemo fog looks like normal fog, but when one stays in it for a turn the difference will become clear: the eyes will start to burn, unprotected breathing will lead to a sore throat and bare skin will develop a rash. Usually there is no native life in a zone with re-occurring or constant Chemo Fog, but some hardy mutant life forms managed to adapt even to such a surrounding. Nictitating membranes and a slimy skin are usually common among those critters, in addition to a brief life span.

Light Chemo Fog will have the symptoms mentioned above appear after 1d3 turns and each hour a *Saving Throw vs. Poison* is in order. Those who fail it will suffer a (-1) penalty to all their actions, their eyes will begin to water. Protective goggles, a wet piece of cloth pressed in front of the mouth and/or a civilian breathing mask of any kind will provide a bonus to the Saving Throw (+1 to +3), while industrial grade or military protective suits will keep the wearer safe. A character that stays more than two hours in Light Chemo Fog will need to pass a *Saving Throw vs. Death* at the end of that time (-1 for every further two hours spend in a Chemo Fog Zone). If the test is failed the character loses a point of Constitution and develops a nasty cough. If the eyes were unprotected the vision is slightly impaired, too [-1 penalty to ranged attacks at long range]. These effects heal if the character stays out of contaminated zones for at least three weeks and passes another *Saving Throw vs. Death* at the end of this time period. If failed, the Saving Throw may be repeated every three weeks.

Heavy Chemo Fog will cause the same symptoms as mentioned under Light Chemo Fog within 1d3 minutes. The Saving Throws need to be taken every turn, the penalty for a failed one is (-2) and every failed Saving Throw additionally leads to the loss of one hit point. The mentioned safety measure will bring no bonus but the characters will suffer additional penalties if they are not taken (a full industrial or military suit protects as usual). Long term effects will arise as soon as three Saving Throws in a row have been failed. If the *Saving Throw vs. Death* (to check for long term effects) is failed the character **permanently** loses 1d4 points of Constitution and his sight will become “milky” over the course of the next day, leading to a (-2) penalty on all relevant tasks. The character might recover from these effects as mentioned above, but will suffer from the “mild” version of it till he recovered from these as well.

04# Contaminated Water / Rain

Surface and ground water contaminated with industrial substances and residue does not seem to be much of a hazard at first. After all, the taint is usually notable by taste or by an absence of native life (flora and fauna), and wise travelers always have their own water supply. While this is fine in theory, it is just that: theory. The taint might not leave a special taste in the water (especially not in comparison to all the other tainted water sources the characters might already have accustomed themselves to) and so travelers might very well top off their supplies with tainted water. Hardy mutated flora might have developed that is immune to this threat as well, and in a region where one is expecting only sparse vegetation and next to no wildlife the tell tale might be missed altogether. Last but not least, traveling by foot usually means that a character carries water for a couple of days, but not more.

The intake of contaminated water is equal to any other poison, with “Class 1” being the most common. Since it is a slow, creeping and often hidden death the Saving Throw only needs to be made once a day (or even less often). Furthermore, the damage is not a loss of hit points but a reduction of the maximum hit points: it is not a wound that will heal but a detrimental effect to the overall health. Every damage dice that comes up with a “6” will reduce Constitution by one point, too. This damage is usually reversed after a month without further contamination. A contamination through rainfall only affects the surface water and is usually less heavy, and thereby often restricted to Class 1 poisoning. 1d4+1 days after rainfall, the surface water will be safe for consumption again. Till then the rules are the same as mentioned above, but the *Saving Throw vs. Poison* should receive a bonus (+1 to +4) to represent that the contamination is “watered down” by the otherwise non-contaminated surface water. This bonus does not apply if a character solely drinks gathered rainwater.

05# Corpsebride

The plant called “Corpsebride” is a rare and strange fungus that seems to be spread by flies in the same way as bees help in the spread of flowers. The spore are transport by (often mutated and/or carnivorous) flies. Once they get into contact with a (rife) corpse, the fungus grows quickly and fruiting bodies roughly the size of a grown man’s fingernail appear within two days. Within hours, they split up along their middle, like somebody would have cut an “x” into their top, and flies that touch the foul smelling inner parts take up new spore so that the circle continues.

The thing that makes Corpsebride special (and thought after) is a certain quality of the fruiting body: when dried and smoked, the fungus induces hallucinations that open up the conscious in a way that leads to a “whole” understanding of the self. Some are overwhelmed by the drug and up for a horror trip, so. Characters who smoked dried Corpsebride (which takes effect within three rounds) must pass an *Ability Test vs. Willpower*. If the test is passed the user receives a +3 bonus to all Willpower tests and a +1 bonus to all Intelligence tests for the next 1d6+4 turns. Those who fail the test suffer from a (-2) penalty on all tests and automatically fail all checks for traps, surprise or anything else that has to do with the senses instead (till the end of the duration).

06# Death Nettle Mushroom

Death Nettle Mushrooms are a variant mutation of the *Umbrella Mushroom* (see 17#), and look very much like them. The difference is that a Death Nettle is not capable of photosynthesis but sports numerous small, stringy tentacles similar to those of a jellyfish. These are coiled up at the lower side of the “head” until it senses vibration beneath it. At this moment the tentacles will uncoil and fall down, their length allowing them to reach all the way down to the ground. The touch of the tentacle transports a neurotoxin (Class 12) that is able to kill instantly. The dead body will become fertilizer for the fungus and the tentacles will coil themselves up again after about a day.

A Death Nettle Mushroom can be harvested for its poison: one beats around its stem till the tentacles fall down and then brushes a metal object against them till the clear juices cover the surface. Poison gathered that way will be usable for up to a week if it is kept in a sealed vial. Otherwise, it will lose its properties after a day.



07# Gluebush

Gluebushes are a mutant plants similar to common shrubbery. The individual plant usually grows up to four feet in height (six feet seems to be the maximum) with a dense cover of wide, heart shaped leafs about three inch long and one inch. The leafs are of a vibrant light green and shot through with fine lines of an almost white color. Those with a keen eye might note that they have a wet shine to them, and those with an acute sense of smell will note a heady odor when close to a bush.

Both the shine and the odor come from a natural glue the plant excretes through its leafs. It is strong enough to trap common insects which the sticky juice also digests, so that the plant gains further nutrients. Blazing a trail through a thicket of Gluebushes is uncomfortable, as breaking twigs give off even more of the plants natural glue, but the heady scent is the real problem. Anybody covered in the juices of a Gluebush for more than a turn must pass an *Saving Throw vs Poison* or will become lightheaded for 1d6 turns [which leads to a (-1) penalty to all mental tasks]. In addition, those who carry modern firearms (or items with a similar dependence on delicate mechanics) will need to clean them thoroughly or the glue might result in a weapon jam (1 on 1d6).

A character that gathers the twigs of a Gluebush and stores them in a sealed container will have a ready supply of a light glue. Sleeping next to a couple of fresh Gluebush twigs (or a bush) reduces the chances of insect bites drastically.

08# Indicator Moss

Indicator Moss looks similar to common moss but grows into a thicker, sponge like body. The light or dark green moss maa be found almost everywhere one would be able to find regular moss, with the exceptions of zones contaminated by radioactivity (which means: radioactivity that is strong enough to actually cause harm over a period of time). The moss is so sensible in regard to radiation that it will grow yellow and start to shrivel and die when exposed to it. Thereby, some mutant tribes who know about this quality will carry along stones or pieces of wood with a patch of the moss when they explore a new region. The moss will stay healthy for a long time if exposed to the sun and air each day and moistened in regular intervals (for which a handful of water a day usually is enough).

If Indicator Moss is carried into a radiation zone it will grow yellow and perish after half the time that would pass before the first *Saving Throw* is called for: if a *Saving Throw* is called for every turn, the moss will wither in about five minutes, in 30 minutes if a *Saving Throw* is called for every hour and so on. Strong radiation (Class 4 and up) will have the moss wither even quicker. Characters that turn around and run to leave the radiation zone will still need to pass *Saving Throw* to avoid the negative effects but the GM should grant them a bonus under such circumstances.

09# Mother of Allergies

“Mother of Allergies” is not a phenomenon that is specific to any kind of plant but something that may, in theory, happen to about any character in any patch of mutated vegetation. Pollen of mutated plants can trigger all kind of allergic symptoms even in those mutant humans that are otherwise accustomed to the wilds. The GM should thereby feel free to rule that a certain area (or hex in a hexcrawl style campaign) triggers the “Mother of Allergies”. Characters need to pass a *Saving Throw vs. Poison*: those who pass it won't suffer from any ill effects as their immune system does not treat the pollen any different than that of any other plant. Those who fail will suffer from typical allergic symptoms (ranging from a running nose and burning eyes to a swollen face and breathing problems) that will impose a (-1) or (-2) penalty to all their actions while the stay in the affected area and for the next 1d6 turns to follow.

10# Moldslime Patch

Moldslime is a catch-all term for a biological film generated by mutated bacteria or fungi whose growth has been intensified through radioactive or biological contamination. A Moldslime is a thick, slippery coat that can cover surfaces as large as entire rooms or tunnels. It not only develops on horizontal surfaces but also on slopes and vertical spaces like walls and can even be found on the ceilings of caves and ruins (where it tends to “drip” once the film grows thicker). The color range includes ash gray, pale yellow, light brown, green and pink (just to name a few).

Moldslime imposes a penalty to all attempts to climb, and everyone who tries to move quickly on Moldslime risks to slip and fall prone (1 and 2 on a d6). Most of the time the slime is edible and nourishing (so bland or foul tasting), which means that the chances for creatures being nearby is increased as well. Mutant tribes are known to foster patches of Moldslime by “feeding” it with organic litter of any kind so that they can reap the slime in times of need, but the Moldslime never forms into literal pools: the lower depths of it would be cut off from the oxygen and die quickly. To the unaware, such “fostered patches” may look like a dangerous kind of slimy life form, due to the rotting bones strewn all over it.

11# Plastic Tar

The decade before *the End of the World* saw the advent of all kind of alternate plastic, as oil finally became scarce and other bases for the development of one of humanities most versatile basic materials were put to use. Plastic made from genetically engineered organic sources saw widespread use and proved to be reliable in any environment... any environment not contaminated by radiation that is. With the spread of the later, the lightweight and long-lasting bio-plastic simply began to melt and in areas with sufficient background radiation the material never returned to a truly solid form again. Now, entire streets and many ruins are covered with puddles of what is best described as Plastic Tar.

Plastic Tar is usually found in locations with Radiation Class 1 or higher and a low “frequency” of Saving Throws (once every hour or less) . The puddles are typically less than an inch deep, but may reach any depth in case of ditches, cracks or bowl shaped areas. Many are found in streets, parking lots or garages with the skeletons of the vehicles they belonged to at their center, and streets and alleys might be a beds to shallow, non-moving “rivers” of Plastic Tar. Those who step into it end up glued the spot. While smaller puddles might be ripped of the ground and “carried” along (leading to a penalty to all movement based tasks and to melee), a larger patch can very well trap a character unless a check for *Forcing Doors* is passed for every step. Getting out of one’s footwear and abandoning it is an option, too. Birds of prey and flying carrion eaters usually stick to larger strips of Plastic Tar to prey on those creatures that got caught up in it. Thicker patches impose a penalty onto the *Forcing Doors* test and if three tests in a row are failed, a character is stuck. Cutting Plastic Tar is possible, but often ruins the blade of the weapon. Thinner or solvents of any kind will soften Plastic Tar up so that a trapped character is able to leave.

12# RAD-Head Fungus

RAD-Head Fungus is another contamination born mutant of the mushroom family, with a fruiting body in the form of an irregular sphere of a dirty yellow color, spotted with brown wart-like dots. The fungus can only be found in areas of high radioactivity and thrives on it, and will cover larger areas given time. The fungus actually concentrates radioactivity in it, and everybody that squashes one or accidentally kicks one over is in for a nasty surprise: as the body breaks up spores are released that have an effect similar to fallout. In addition, they are often more radioactive than the surrounding of the fungus itself.

In game terms, moving through a thick patch of RAD-Head Fungus calls for an *Ability Test vs. Dexterity* with boni or penalties depending on the thickness of the patch that a character tries to move through. If the test is failed and a fruiting body squashed or damaged, the character must immediately pass a *Saving Throw vs. Radiation* as he is washed in a short outburst of radiation equal in class to the surrounding radiation or one step higher (depending on the age of fungus field).

13# Raider Ants

Raider Ants are a stable mutation of the common ant where the individual worker or soldier ant has a body the size of a grown man's index finger and mandibles to match. These insects are the result of military genetic engineering from the times before *the End of the World*, and have adapted to the post-apocalypse quite well. Raider Ants react in a special way to human scent traces: a trace that is reported by a scout ant to the hive will lead to the dispatch of a "raiding party" of 20 to 50 ants. Those will follow the trail (along with the scout ant) and once they encounter the humans they will try to "raid" them. The "scent" molecules of leather and velcro fasteners attract them as well, and the only thing that attracts them more is food. The ants will thereby try to reach backpacks and start to "chew" through them till they find a food source they can dissect into smaller pieces before they carry it back to their hive.

6d6+14 ants make up a raiding party, squashing one of them takes a successful *Ability Test vs. Dexterity*. Once one of them is squashed, the others will become aggressive and bite the attacker, doing one point of damage for every six ants every turn. If less than ten of them are left the remaining insects can be dealt with quickly. To avoid an attack by Raider Ants one just needs to hold still or, even better, provide them with food as they were meant to raid the field supplies of enemy units. Every fifteen of them will carry away one day's ration worth of food. Once Raider Ants have been encountered, one better leaves the area as the nearby hive might send out further raiding parties.

14# Rust Plague

Rust is a common sight in the post-apocalypse, as next to none of the ancient's steel constructs are without it. On some, it grows so thick that it becomes powdery and is blown away by the wind, and on others it grows like this very quick and will bring any metal it comes into contact with to a similar state of decay in under an hour. Because sometimes, it is not just rust but a mutated form of it that is more aggressive than the regular type: Rust Plague.

Rust Plague will corrode next to any metal it comes into contact with to the point where it will crumble under the slightest pressure after which the Rust Plague will become dormant. At this point, the upper layers of the rusted object are covered in powder-like dormant Rust Plague that may be spread by touch or a strong wind. As soon as some of this dormant rust gets into contact with metal for longer than a turn, it will become active again and start to aggressively consume the metal, multiplying in the process. Within a turn a visible spot of rust will bloom onto the object, one more turn and a small item (like a dagger or a pistol) is beyond rescue while after three turns, a sword or rifle will be next to gone. Primitive metal armor will have its AC increased by one with the start of the second turn and every turn thereafter while modern or high-tech metal armor will start to decay just like that at the start of the third turn. The only methods to destroy Rust Plague is to heat the contaminated metal till it is red-hot, to expose it to radiation (at least Class 3) or to expose it to concentrated microwaves (e.g. one or more shots from a microwave based laser weapon).

15# Spitting Lilies

A Spitting Lily is a mutated flower similar to a common white lily. The only visible differences are six long, hair-like growths that sprout radially from beneath the bloom. With this fine “hairs” a Spitting Lily senses air movement (e.g. a slight breeze of wind). It reacts to it with a spray of a fine but visible cloud from its bloom (up to one yard, which is equal to the range it is able to sense movement in). The cloud’s scent attracts flying insects so that the plant gets noted and visited by those creatures that will transport its spore. Other beings that come into contact with the cloud will attract nearby insects too, and those attraction is not limited to common honey bees. When the GM rolls for random encounters during the next six turns after a PC has been hit by a Spitting Lily, a second roll is made. If the second roll indicates a random monster the GM should choose a matching mutant insect (as for example, Piranha Butterflies).

16# Subsonic Wardens

Some ruins seem void of life, with no bird or rat to be seen anywhere. Often this is due to radiation, a biological contamination or the residue of chemical weapons. But sometimes the pollution is fare more subtle: it is an next to non-discernible noise. Before *the End of the World* the ancients started to use subsonic noise and infrasonic devices to secure certain areas against intruders. The devices were included into the streets and the sewers to reduce the amount of vermin in the cities. Dogs and house cats would react to those infrasonic signals, too, but the solution was to declare certain city blocks and shopping strips to be “pet free zones”. Less specialized versions of these devices where installed in business districts to discourage loitering after business hours and to reduce vandalism. Build to be low-maintenance, these subsonic wardens were fitted with batteries that would let them operate for decades before they were embedded into the structure of a building or the pavement of a street. A lot of those wardens got destroyed during *the End of the World* but some still work.

Anybody who is in reach of such a Subsonic Warden must pass a *Saving Throw vs. Stun* after about a turn. If the test is failed, the character will start to suffer from a headache that imposes a (-1) penalty to most tests and needs to roll a “stage two” Saving Throw after an hour. If the test was passed, it needs to be repeated once every turn till it is failed. The “stage two” test is a *Saving Throw vs. Stun*, too, but if this one is failed the penalty increases to (-2) and a “stage three” test must be rolled for after another hour. If the test is passed, it must be repeated each hour until it is failed. “Stage three” is just the same test but failing it leads to a (-3) penalty as the headache becomes a full blown migraine attack.

No animal or mutant animal with a regular hearing capacity will be found in an area with an active Subsonic Warden. Of course, said category does not include most reptiles as well as lifeforms without any hearing at all.

17# Umbrella Mushroom

The Umbrella Mushroom is one of the few pleasant sights of the weird contaminated world: a plant mutation that is not only harmless but beneficial. The Umbrella Mushroom starts out like any other mushroom: as the fruiting body of a fungus hidden beneath the earth. It looks like a toadstool with a green “head” that turns brown around the edges and grows in groups of 2d6. Over time, one of those will grow larger than the other as a mutation sets in. The mushroom changes its very nature as it develops true roots, but stays connected to the fungus that spawned it. The stem becomes more rigid as lignification sets in and it truly turns it into something more akin to wood. The same happens around the brownish “edges” of the head of the mushroom while the green part on top becomes capable of photosynthesis and develops a leather-like durability. Put short, over the cause of a month one of the mushrooms turns into plant similar to a strange, small tree while it will still look very much like the other mushrooms it now gives shade to.

Umbrella Mushrooms are found growing in groups of 1d12, each of them shading 2d6 of their smaller cousins (which are edible). They grow to a height between two and six feet with a head about three to four feet wide, but are very light weight. The plant has a wide variety of uses for mutant humans: once chopped down (a task that needs no ax but can be done with a few hits from a heavy blade) it can be used as a literal umbrella or shade. Several of them may be used to build the ceiling of a shelter or hut and last but not least, the green part can be “skinned” to receive an elastic leather-like material that may be used to form an impromptu pouch or water skin. If said skin isn’t kept moist it will start to tear after 1d4+1 days, so. All this goodness of Mother Mutated Nature comes with a downside: there is a 5% chance that any Umbrella Mushroom is in truth a *Death Nettle Mushroom* (see 06#), as this variant mutation sometimes develops instead of an Umbrella Mushroom.

18# Wormroot

Wormroot is a mutated root tuber that is in fact a hybrid between plant and animal. The plant mutant is found in swamps, seasonally flooded river banks and similar murky grounds. From above, one only sees four to five large green leaves the form of a tongue. Below, the plant sports four to five thick root-tentacles it is able to move in order to leave a location which soil it already robbed of all its nutrients. Wormroot actively attacks the roots of other plants and plant mutants with its tentacles, making use of a phytotoxin it can eject from the tips of them (a Class 3 Poison against plants and plant mutants only). Wormroot, which is moving much too slow to actually escape anybody, is inedible but can be “milked” for its poison (that only needs to be sprayed onto a plant to affect it). 1d6 doses of the poison can be gained from a fully grown Wormroot plant and the herbalists of the weird, contaminated world often seek them to gain an additional weapon against aggressive mutant plants. Wormroot poison will stay “good” for 2d6 days in a sealed vial but will use its quality within a day if exposed to air.

19# Wormwood

Wormwood is not a plant but a plant condition that is brought about by a parasitic worm, a mutant creature that can unbalance complete ecological systems. In the absence of a suitable (means: voracious) predator the tiny green worms will bore themselves into any tree and multiply in it till it is a dead husk. Long before this stage is reached, the offspring of the worms will crawl away and spread out to neighboring trees till whole copses are nothing but wormwood. Aside from the damage to the ecosystem, a wood or forest suffering from “Wormwood” will not provide any suitable raw material for camp fires of any kind. The wood is riddled with holes and rotting from within, put into a fire it will produce more smoke than anything else. A group of travelers that find themselves in a Wormwood might very well have to spend a night without the protection of fire.

20# Yellowveil

Yellowveil is the name of a plant mutant that is similar to a water-lily, but yellow in color and without a bloom. The plant excretes a strange, oily substance which contains its pollen. These oily excretions have a very strong intoxicating quality to them that take effect as soon as they get into contact with any mucous membrane (e.g. those found within the mouth or the nose). Animals and humans that drink from water that is carrying “Yellowveil” will become completely drunk from it quickly and even those who just fall into it must pass an *Ability Test vs. Constitution* if they were completely submerged at least once, as some of the substance will get into their nose (-1 penalty if affected, lasting for 4 turns). In some places “Yellowveil” is served as a drink but long term consumers often suffer from a permanently running nose, watery eyes and a swollen throat.

Beneficial Physical Mutation: Nictitating Membrane

Counts as: *Abhorrent Form* // Class 1 Mutation under “Mutants & Mazes”)

The mutant developed membranes that may move in front of the eyes for protection (both reflexively and willingly) and is thereby immune against any kind of attack or effect that aims at “the unprotected eye”. The membranes will also help the mutant to see under water. While they are in front of the eyes, the sight is limited: the mutant is not able to discern fine details and all ranged attacks past “short” range suffer an additional -2 penalty.

Beneficial Physical Mutation: Moisture Storage Hunch

Counts as: *Abhorrent Form* // Class 1 Mutation under “Mutants & Mazes”)

The mutant is a hunchback, but its hump is not a deformity but a very functional lump of fat tissue that allows him to store water much like a camel. In effect, the mutant is able to go without water for up to five days if he has been able to saturate his fat tissue via an increased water intake the week before.

Beneficial Physical Mutation: Poison Responsive Metabolism

Counts as: *no equivalent* // Class 1 Mutation under “Mutants & Mazes”)

The mutants body reacts immediately to poison by slowing its metabolism before a filtering agent is added to isolate the toxin. The mutant automatically passes all *Saving Throws vs. Poison* up to Class 3, but becomes lethargic for the next six turns and thereby suffers a penalty equal to the Class of the poison. A poison with a higher class overwhelms the mutants inner defense and the effect mentioned above is not triggered.

Beneficial Physical Mutation: Additional Lungs

Counts as: *Abhorrent Form* // Class 1 Mutation under “Mutants & Mazes”)

The mutant has developed additional lungs and by taking a really deep breath, the chest swells visibly. Due to these additional lungs the mutant is able to hold breath twice as long as usual and every damage due to the inhalation of harmful substances is halved.

Beneficial Physical Mutation: Additional Livers

Counts as: *Abhorrent Form* // Class 2 Mutation under “Mutants & Mazes”)

The mutant has developed additional livers that help to filter the multitude of toxins and contagions the post-apocalypse confronts him with. Whenever the character fails a *Saving Throw* against a poison up to his level, he may re-roll said *Saving Throw*.

New Mutant Race: Contamination Zone Mutant

Contamination Zone Mutants are the descendants of survivors that were forced to dwell under very unhealthy conditions. For some, this meant generations spend in bunkers in a radioactive area. For others, it meant the life of scavengers in the polluted city ruins or a life by a contaminated river. All Contamination Zone Mutants are deformed, mutated and sickly but their bodies inherited a resistance against the hazards of their world that allows them to survive where others would perish.

Character Race:	Mutant Human (Variant; Stable Mutation)
Hit Points:	1d6-1 per point of CON (Minimum: 1)
Mutations:	1d4 further physical mutations, 1d4 mental mutations (see below)
Deformed & Sickly:	CHA (-2); CON (-2)
Resistant to Contamination:	Choose one: +2 on Saving Throws vs. Radiation & Developed Resistance* (Radiation) or +2 on Saving Throws vs. Poison & Developed Resistance* (Poison)

***Developed Resistance** is a variant of the Beneficial Mutation “Accumulated Resistance” from the Mutant Future(tm) rules (p. 28), but the hit point reserve is not equal to the mutants hit points but to the mutants CON x3.

New Mutant Race: Carnivorous Radiation Zone Moss-Gestalt

The carnivorous Moss-Gestalt is a plant-mutant home to radiation zones. It resembles a roughly man-sized patch of grey-green moss that crawls across the ground like a blob and has mouth-like openings along its lower side that allow it to attack and consume plants, animals and humans alike. It has a Gestalt-Mind (i.e. it thinks of itself as a “we”) and is able to communicate with other intelligent beings via *Neural Telepathy*. While it is carnivorous, it is not malevolent by nature but needs to feed regularly. Sometimes a Moss-Gestalt grows curious about the world and tries to join adventurers.

A Moss-Gestalt cannot use any armor or weapons, has no senses but *Thermal Vision* and moves very slowly (see Mutations).

Character Race:	Mutant Plant (Variant; Stable Mutation)
Hit Points:	1d8+1 per point of CON
Mutations:	Carnivore (Plant Mutation; four mouth each doing 1d8 damage) Free Movement (Plant/Beneficial); but Slow Mutant (Physical Drawback) Accumulated Resistance: Radiation (Plant, grants complete immunity) Thermal Vision (360* Degree, but only sense and limited to 60°) Neural Telepathy & Prehensile Tendrils (Simple) Increased Caloric Needs (Physical Drawback) Pain Insensitivity (Physical Drawback)

New Monster: Chemo-Draco

No. Enc.:	1 (1d4)	Alignment:	Neutral
Movement:	120' (40')	Armor Class:	5
Hit Dice:	5	Attacks:	1 (bite)
Damage:	1d10+2	Save:	L: 4
Morale:	7		

Mutations: Gigantism, Nictating Membrane, Accumulated Resistance (Chemicals)

Chemo-Dracos are 6' long lizards with powerful legs, a short tail and a large mouth that sports two rows of sharp, dagger-like teeth. They hunt and nest in zones with a high chemical contamination, especially Chemo-Fog areas (#03). Their hearing is rather bad and while they rely on their sight they have trouble to identify prey that is not moving (the GM should roll a d6 if characters try to evade a Chemo-Draco's attention by standing still: on a result 1-4 the Chemo-Draco will not identify them as prey). 10% of all Chemo-Dracos are able to cough out a poisonous slime once a day instead of using their bite attack. The slime is a Class 11 poison.

New Monster: Radioactive Blob

No. Enc.:	1 (1)	Alignment:	Neutral
Movement:	60' (20')	Armor Class:	6
Hit Dice:	6	Attacks:	1
Damage:	2d8;	Save:	L:6
Morale:	12		

Mutations: Accumulated Resistance (Radiation), Radioactive Aura*, Continuing damage (1d8, one round)

***Radioactive Aura:** Everybody within 10' of a radioactive blob must pass a *Saving Throw vs. Radiation* every other round (against Class 2 radiation).

A radioactive blob is a monstrous mass of slime or ooze that has developed in a radioactive area, usually about 4 feet high, but flat at the edges. The creature moves fitfully and attacks by making contact with its target, its caustic body immediately harming anything it touches.

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