



Scribe
of
Orcus



The *Scribe of Orcus* is a periodical produced by **Goblinoid Games** to support “retro-clone” game systems, and to provide “compatible” material for various old-school RPGs. These systems include (but are not limited to) *Labyrinth Lord*, *Mutant Future*, “First Edition,” 4C System, and GORE. Most issues of the *Scribe of Orcus* will vary from 5 to 10 pages, and will focus on solid gaming text.

Contents

Articles

Mutant Future Factions 3: *The Steel Clad*, the third in a series of factions by Ryan Denison, pg. 2
The Saharan Archipelago, new monsters for *Mutant Future* by Derek Holland, pg. 5

MUTANT FUTURE

Factions 3: The Steel Clad

By Ryan Denison

Introduction

Here we present another faction in our series for Mutant Future. Mutant Future Factions are groups of humans, mutants, or "others" who are united for a cause or belief. They may be inserted into any Mutant Future campaign to be used as antagonists.

The Steel Clad

Nobody is sure where they came from, but every inhabitant of the mutant future fears the Steel Clad. The Steel Clad roam the wastes in suits of powered armor left behind by the ancients. They appear to be quite knowledgeable about the advanced weapons and technology of the ancients, and often make cryptic comments indicating they know many things about the end of previous civilizations.

The goals of the Steel Clad are inscrutable. Sometimes they seem to be saviors who use their technological know-how to save settlements from packs of vile slashers or well armed slavers, while other times they act as oppressors, taking portions of a settlement's crops or fresh water as their own with little or no payment. They are most known for taking powerful pieces of ancient technology from those they deem too primitive to use them.

Group History

The Steel Clad are members of an immense underground military base created in the pre apocalypse. The base is essentially a camouflaged underground city, capable of housing up to 100,000 inhabitants. The exact number of inhabitants currently in residence is up to the Mutant Lord. Because of the secluded and armored nature of the base and the use of cloning and advanced medical equipment, any mutations that do occur would be among people who avoid advanced reproduction or medicine. In these cases dwarfism, albinism, or other such physical mutations (primarily drawbacks) may occur.

The descendents of the base's original military personnel have lived underground for countless generations, their needs tended to by a dizzying array of military machines. Automatic food dispensers still spill forth assorted nutrient rich soups, pastes, and solids. Advanced autodoc facilities take care of ailments and injuries. Well water is purified and recycled through an innumerable series of tubes and



filters. Geothermal power keeps the machines running smoothly. Clone tanks equipped with gene manipulators ensure that the generations do not suffer from the dangers of a shrinking pool of genetic material.

Sometime in the last fifty years, factionalism began to take hold over many different aspects of life in the base. Some individuals began refusing to have their genetic material altered or cloned in the lab for the creation of future generations, and others demanded to know why the outside was no longer being explored as it had been in the past. Still others questioned the necessity of rule by the descendents of the original military commanders and began to call for a new system of leadership.

In time, small "block wars" began to break out in areas of the underground complex as groups began trying to overthrow the current leadership through various acts of civil disobedience and sabotage. The leaders enforced strict rules regarding the movement of citizens, and the guerillas gained more support from citizens and a sympathetic ear among the leadership. Increasingly violent attacks by the guerillas followed.

The block wars lasted for decades until, in a final act of desperation, a small cadre of the leadership turned the most powerful and despicable weapons systems on the citizens in an attempt to avoid being overthrown. After this

atrocities, the dissenting leaders staged a violent coup of their own, killing off those who had made the choice to exterminate citizens. After a long period of complete chaos, the remaining leaders removed themselves from the remaining positions of power and began working with citizens to set up a new system of governance.

Some of the machinery destroyed in the block wars and subsequent rioting was irreplaceable, and the new leaders found it necessary to send people aboveground in search of food and other supplies to supplement what could be created in the base. They formed squads trained to use the power armor in the base's arsenal and sent them into the wasteland to gather supplies. Once aboveground, those wearing the power armor discovered that they already had a reputation as brutes, thieves, and murderers. Some wasteland dwellers even attacked them on sight, regardless of how futile such attempts might be. A few of the Steel Clad set out to repair this reputation, while others felt that it was better to cultivate fear and obedience, especially when it concerned settlements with their own advanced technology.

Exodus

When the newly trained Steel Clad returned with reports of mutated people and savage creatures, the new leadership saw why the old guard had kept news of the surface from them for so long, and hardened in their resolution to save their home at any cost. Around this time a discovery was made in the archives of the old guard, and a secret tribunal enacted a new plan that would increase the leadership's goodwill among the populace, and solve the problem of dwindling supplies.

Citizens who still wished to leave the base for the outside world were suddenly encouraged to do so. A widespread program was set up to assist them in relocating to a handful of aboveground settlements. The settlements were described in pastoral terms, as was the wasteland in general. The citizens were assured that the base shared positive relations with these settlements, and that the relocation process would be made as smoothly as possible. The leaders shared information regarding some of the strange new life forms and mutated humans existing aboveground, but the degree of mutation and the hazardous nature of these life forms was downplayed.

As a result of the leaders' campaign of half truths and glaring omissions, thousands of citizens signed up for relocation. A relocation schedule was set up whereby families received lottery numbers. When their numbers came up during each relocation cycle, the families were placed into large groups told to get ready for relocation. Relocation cycles became like holidays in the base, with the relocating families saying their farewells to friends and family who had made the decision to stay underground. Once a squad of Steel Clad was assigned to them, they

group would be taken aboveground and escorted to the settlement of their choice.

Once the citizens were aboveground and some distance from the base, they discovered that they had been misled. The assigned squads of Steel Clad were not a courtesy; they were a necessity. Some people demanded to be taken back to the base, but they were informed that their decision to leave the base could not be retracted. Those who tried to find the way back were never seen again. Roving bands of dangerous creatures attacked the travelers, resulting in the deaths of many before they even reached their destination. Some feared that the Steel Clad had orders to lead them into the wilderness and abandon them, while others were sure they were being led to a mass grave. Each group of survivors were relieved when they finally reached their destination, that is, until the Steel Clad began dropping grenades in their midst. It turned out that the Steel Clad had one more lie to tell.

Integration

One settlement is the destination for all who choose to leave the safety of the underground base. The experimental settlement, dubbed "New Frontier," was built in the decades before the power struggle began in the underground base. A select few citizens had been chosen, some without their knowledge, to inhabit it. The progress of the settlement was tracked by the leaders and influenced by missions undertaken by the Steel Clad.

The citizens who survive the journey are led to the outskirts of a large settlement and given survival items and other trade goods that will help them integrate. The Steel Clad then gas them with grenades full of paralysis drugs and mind altering chemicals, a cocktail that sometimes kills some of the weakened travelers. The Steel Clad watch over their charges until the paralysis wears off, after which they retreat into the wasteland.

While under the influence of these drugs, each group of citizens is given a cover story and encouraged to go directly to the settlement. The cover stories broadcast to the drugged citizens are supposed to closely follow approved scripts, but more often than not the armored escorts will stray from the scripts in order to bring a little levity to what is an otherwise dull and demoralizing assignment. Stories of magical portals, time travel, and UFO abduction are common. In one unfortunate case a group of Steel Clad fashioned a story informing the travelers that some among them may be homicidally programmed clones or replicants. The resulting paranoia spread to the settlement along with the new settlers and resulted in an outbreak of wholesale murder. The members of that particular group of Steel Clad were subjected to a court martial and sentenced to execution.

The people left behind by the Steel Clad remain in a muddled and highly suggestible state for quite some time. The effect of the drug causes them to form a patchwork of false and blended memories as they piece together stories from their companions and from those in the settlement who recount their own similar experiences.

The New Frontier

New Frontier is roughly city sized, and it continues to grow rapidly as the Steel Clad drop off new inhabitants every couple of years. These large boosts in population are suspicious to the settlers, but the new settlers are often greeted with sympathy by those with similar histories.

The population of New Frontier is primarily made up of pure humans, but more and more mutants are finding a home there. There are some racial tensions between mutants and humans, especially mutants with dangerous or disfiguring mutations. These individuals are often found living in the outskirts of the settlement.

Technology in New Frontier

New Frontier is one of the most (if not *the* most) technologically advanced settlements in the region. During the underground coup, the Steel Clad were absent from the wasteland. In this period of respite, advanced technology became more prevalent as nearby ruins that had been previously declared off limits were explored by more adventurous settlers. Many projectile and beam weapons became common in those years, along with a host of other examples of pre-apocalypse technology. Robots, for example, have been scavenged from the wasteland and can be spotted performing various and sundry duties around the settlement.

Since their reappearance, however, the Steel Clad have begun forcefully removing some of New Frontier's most dangerous pieces of technology. This policy began after a scuffle involving a group of Steel Clad, a hardened explorer, and a misfiring particle cannon.

The Steel Clad technology policy seems to be one of self protection and self interest. If a weapon presents a threat to them, or a particular piece of technology is useful or interesting to them, it is taken. Many times an explorer who brings back an artifact does not know what the device is or how it functions, but the Steel Clad often seem to know. Sometimes they share such information with the explorer, but more often than not they simply acquire the artifact in question. Individual Steel Clad may decide to reimburse the owner for the artifact, but most will tolerate very little in the way of hard bargaining. There is nothing to stop them from simply taking anything from anyone.

Society of New Frontier

New Frontier has a number of dedicated farms and ranches, a functioning hospital capable of minor surgeries (survival rates are almost 60%!), a moderately sized metal works operation for manufacturing bladed weapons, armor, and simple machine parts, and a mining/scavenging operation that feeds the metal works. A host of service oriented facilities come and go as well, including restaurants and taverns. Large sporting events pitting people against one another or wasteland creatures are the usual form of entertainment.

The settlement's government is staffed with elected officials, and a police force handpicked by the governing body keeps everyone in line. The Steel Clad sometimes meet directly with members of the government when some widespread modification is to be made to the city or the activities of its inhabitants, otherwise the Steel Clad will interact directly with the citizens of interest to them.

NPCs

All Steel Clad and members of the underground base are pure humans by default, and follow the stats listed for Men in the Mutant Future rulebook. They may wear any type of EMA armor, and are armed with the appropriate weapons for their missions.

The base leaders are not likely to be found aboveground. If they do travel aboveground it will be with a group of Steel Clad, and the leader in question will wear an EMA in order to blend in. The leadership gets enough of a view through the monitoring equipment installed in the EMAs to know that the surface is better left to those with the training to deal with it.

Gadgets

Drug Grenades- These grenades are full of powerful paralyzing gas and specially formulated hallucinogens that leave the victim in a powerless and highly suggestible state. A saving throw versus poison is allowed with a -2 penalty. Only the slightest whiff of the gas is necessary to affect an individual without breathing apparatus. It is up to the Mutant Lord to decide the effect of the gas on non-humanoid creatures.

Effects: Paralysis, hallucinations, and suggestibility.

MUTANT FUTURE

The Saharan Archipelago

By Derek Holland

The Saharan Archipelago was formed when the region was blasted in the cataclysm. It is made up of thousands of small islands mostly with small, stream like bodies of water between them. A few much larger channels exist and are the place where most of the fishing is done. All the islands have plant life that was put there by the Elder People as a method of making the rocky portion the desert green. When the water supply increased, the plant population exploded. Now it looks like a mixture of temperate forest and jungle. Mutant life in and out of the water is extremely diverse and almost anything that can take the heat will be found somewhere on or around the islands. One of the non-creature examples is the flash garden. Made up of grasses that cannot tolerate salt, the gardens visibly grow and set seed during the worst thunderstorms of the year (when several inches of rain fall).

The people of the archipelago are also diverse and are made up of Africans, Asians and Europeans. The communities typically have two sources of income- hunting or farming and beach combing. Because the cataclysm caused so many cities to sink beneath the waves as well as the trash that floated on them, all the beaches of the world collect odds and ends. Almost anything that can float and many things that cannot can be found on a beach somewhere. Because the archipelago has so many beaches, there is a greater chance of finding something. If the *plane shift* mutation is used in the setting, then truly anything the Mutant Lord can imagine can appear on shore.

Big Mama

No. Enc.: 0 (d6)
 Alignment: Neutral
 Movement: swim 90' (30')
 Armor Class: 4
 Hit Dice: 18
 Attacks: 1 (slam)
 Damage: 8d8
 Save: L9
 Morale: 8
 Hoard Class: none

Big mamas are gilled seals over 45' long. They filter feed like some whales and usually have several hundred tiny animals crawling over them. Normally they are found in the deeper waters of the large channels and surrounding the archipelago, but occasionally they swim up to feed on algae or crustaceans. It is then they become a danger to surface dwellers. Hooking one is usually a way to go

swimming or lose a small boat, but if the hook hits a sensitive spot, the mama will come to the surface and ram the offender. If the boat survives, there will usually be d6 parasites or other skin dwellers left behind.

Mutations: aberrant form, gigantism

Some of the symbiotes of the big mama:

Borer Slug

No. Enc.: 0 (3d10)
 Alignment: Neutral
 Movement: 10' (3')
 Armor Class: 6
 Hit Dice: 1 hit point
 Attacks: 1 (bite)
 Damage: d4
 Save: L0
 Morale: 12
 Hoard Class: none

This bright red seal slug digs into the flesh of the big mama with a razor sharp radula. It has *toxic flesh* (class 3 poison) and usually isn't bothered much by the others dwelling on the seal. Large infestations have been known to actually kill the mama, but there are usually enough poison immune predators to prevent this.

Mutations: aberrant form, toxic weapon

Razorbar

No. Enc.: 0 (4d12)
 Alignment: Neutral
 Movement: 0'
 Armor Class: 2
 Hit Dice: 1d4 hp
 Attacks: 1 (fan)
 Damage: d6
 Save: L0
 Morale: 12
 Hoard Class: none

A barnacle with a huge fan, razorbars feed on fish as well as jellyfish and zooplankton. When floating after a big mama hits a boat, it will hide the fan in the shell and look like an oyster, much to the sorrow of those who lose fingers to them.

Mutations: aberrant form (natural weapon)

Remora, Mama

No. Enc.: 0 (2d4)
 Alignment: Neutral
 Movement: swim 60' (20')
 Armor Class: 6
 Hit Dice: 6
 Attacks: 1 (sting)
 Damage: 2d4

Scribe of Orcus

Save: L3
Morale: 9
Hoard Class: none

Fish that attach themselves to big mammas for transportation, these remoras have a scorpion like tail and sting. They attack other symbiotes and are one of the few predators of borer slugs. They can be eaten by humans and occasionally people will dive and spear them off big mammas.

Mutations: aberrant form (xenomorphism, natural weapon), gigantism, toxic weapon, special

Slither Fly

No. Enc.: 0 (3d8)
Alignment: Neutral
Movement: 60' (20') swim 30' (10') fly 60' (20')
Armor Class: 8
Hit Dice: 2
Attacks: 1 (bite)
Damage: d6
Save: L1
Morale: 9
Hoard Class: none

Half fly and half leech, these small predators feed on aquatic mammals. They are 3' long and have a leech head and tail with fly legs and wings. Normally they are found underwater and only come to the surface to mate. The swarms of slither flies can have hundreds of individuals and make the lives of everything else in the area miserable (or terminal) for a few days. Unlike mayflies, slither flies survive the mating process and soon return to the depths looking for a host to attach to.

Mutations: aberrant form, gigantism

Yellow Sea Squirt (larval)

No. Enc.: swarm
Alignment: Neutral
Movement: swim 120' (40')
Armor Class: 4
Hit Dice: 10
Attacks: contact
Damage: 2d4
Save: L5
Morale: 12
Hoard Class: none

Adult sea squirts have no ability to move at all and are considered objects. Their larvae are very mobile and hunt for the flesh that will help them grow quickly. The swarms that follow big mammas almost always insure that a boat the seal hit will not find any more fish to catch that day.

Mutations: aberrant form, quickness

Other creatures:



Arboreal Camel

No. Enc.: d4 (2d8)
Alignment: Neutral
Movement: 60' (20') climb 90' (30')
Armor Class: 6
Hit Dice: 3
Attacks: 1 (bite)
Damage: d6
Save: L2
Morale: 5
Hoard Class: none

Found with the tree dwelling peoples, arboreal camels have a monkey like form. They swing from branch to branch faster than they can walk and are used to carry goods in caravans. Because of their odd body shape, they cannot carry adult humans. Small children can ride, but usually don't because the camels may become separated from the people when there is a monster attack. The only

other downside to their use is their inability to swim. They have to be carried across shallow water and placed in boats for anything greater. An arboreal camel can carry 150 lb. at full speed and 250 lb. at half speed.

Mutations: aberrant form, dwarfism

Blood Fly

No. Enc.: d8 (4d10)
 Alignment: Neutral
 Movement: fly 90' (30')
 Armor Class: 3
 Hit Dice: 1 hit point
 Attacks: 1 (bite)
 Damage: d2
 Save: L0
 Morale: 12
 Hoard Class: none

Vultures are not common in the Saharan Archipelago because of these insects. They are 4" long with a black exoskeleton and red hairs. When a creature is weakened and bleeding, the flies will appear in d8 rounds. They can't damage animals that are not bleeding, so they ignore them. Blood flies are also a major disease vector for the region.

Mutations: aberrant form (natural weapon)

Dancing Shrimp

No. Enc.: 0 (d6)
 Alignment: Neutral
 Movement: 90' (30') swim 60' (20')
 Armor Class: 8
 Hit Dice: 1
 Attacks: 2 (claws)
 Damage: d3/d3
 Save: L0
 Morale: 12
 Hoard Class: none

These 2' long shrimp are found on beaches, dancing to catch their dinner. Anything being with eyes that views this must save versus poison or fall asleep for d4 hours. After dancing several creatures to sleep, the shrimp selects the best one (must be under 50 lb.) and drags it into the water to eat.

Mutations: special

Ears

No. Enc.: d4 (2d6)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 6
 Hit Dice: 2
 Attacks: 1 (bite)
 Damage: d6

Save: L1
 Morale: 6
 Hoard Class: none

A mutant fennec fox, the ears is considered a boon for most land based communities. It has a very complex ear structure that allows it to detect and analyze several sounds at once. The fox feeds on rodents, scorpions and other pests. But their greatest value to humans is that when they run away- something bad is coming- and the villagers follow suit. Survival rates in villages with ears in them are visibly higher than in others of the archipelago.

Mutations: unique sense, immunity to poison

Fuser

No. Enc.: d4 (d4)
 Alignment: Neutral
 Movement: burrow 60' (20')
 Armor Class: 8
 Hit Dice: 4
 Attacks: 1 (bite)
 Damage: d10
 Save: L2
 Morale: 7
 Hoard Class: none

This mutant mole captures its prey by causing the soil or sand to fuse into one big clump around the prey's feet or roots. A save versus energy attacks means the target was able to jump out of the affected area (a 5' square) in time. Otherwise the victim is stuck and has to inflict 45 points of damage to the clump before it shatters. The clump has an armor class of 7 (soil) or 8 (sand). In the mean time, the fuser is burrowing under the victim and starts chewing on his feet.

Mutations: special

Gossamer Scorpion

No. Enc.: d4 (d6)
 Alignment: Neutral
 Movement: 60' (20') fly windspeed
 Armor Class: 6
 Hit Dice: 2
 Attacks: 3 (claws and sting)
 Damage: d4/d4/d2
 Save: L1
 Morale: 12
 Hoard Class: none

This species of scorpion does not have wings, but rather umbrella-like outgrowths that allow it to catch the wind and travel long distances. It is 3' long and carries a class 4 poison.

Mutations: gigantism, toxic weapon, special

Green Mower

No. Enc.: swarm (swarm)
Alignment: Neutral
Movement: 120' (40') fly 120' (40')
Armor Class: 6
Hit Dice: 15
Attack: contact
Damage: 3d6
Save: L5
Morale: 12
Hoard Class: none

Green mower is just the current name for locusts in locust form. They only attack plants and animals in the swarm don't take damage. They still have hundreds of grasshoppers crawling on them and some phobias are started this way. Most human tribes consider them good bait, not good food and a major pest to their crops, if they grow any.

Mutations: none

Hopping Rat

No. Enc.: d6 (d6)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 5
Hit Dice: 4
Attacks: 1 (bite)
Damage: d4+3
Save: L3
Morale: 10
Hoard Class: VII

One of the several pack rat species, the hopper can make leaps 30' long and 15' high. It uses its sharp teeth to cut into trees and make nests within. These holes are adopted by birds and other tree nesting animals and many contain a few coins or small artifacts.

Mutations: gigantism

Plague Ant

No. Enc.: swarm (swarm)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 5
Hit Dice: 12
Attacks: contact
Damage: 4d6
Save: L8
Morale: 12
Hoard Class: none

Found on only a few of the larger islands, plague ants are an indirect danger to plants. They do not attack them directly, but do have a scale insect they use as livestock.

The scales transmit disease and quickly convert the plant's sugar stores into food for themselves and their owners. Any mobile plant that is detected by the swarm will be covered in scales within a few hours. Such plants take 3d4 points of damage per day and, if the Mutant Lord uses disease rules, must save or contract one. Animals, including humans, are simply stung by the ants, which use a class 4 poison. Because the new queens and drones from plague ant colonies don't carry the scales with them, the plant-killing insects are stuck on a few islands. It is only by accident that caravans spread them elsewhere.

Mutations: toxic weapon

Red Addax

No. Enc.: 0 (d8)
Alignment: Neutral
Movement: 180' (60') swim 60' (20')
Armor Class: 6
Hit Dice: 8
Attacks: 1 (horns)
Damage: d12+4
Save: L4
Morale: 6
Hoard Class: none

The largest surviving antelope, the addax has taken to an elephant like existence. It knocks down trees to get at the highest leaves and twigs. Instead of tusks, it uses its horns to rip off bark and shatter branches. Certain mutant tribes have discovered ways of telepathically controlling red addax and use them as mounts and livestock.

Mutations: aberrant form

Red Olive

No. Enc.: 0 (2d12)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 6
Hit Dice: 8
Attacks: 6
Damage: 2d6 (for each attack)
Save: L4
Morale: 10
Hoard Class: none

Islands with this mutant tree are usually scarred, broken and bereft of other life. Each tree has 100-200 explosive fruit and can throw 6 per round, though all must be aimed at targets that are close to each other. The only reason anyone tangles with red olives is that some of the islands they control have ruins of the Elder People.

Mutations: full movement, grenade-like fruit

Rip Jaw

No. Enc.: d4 (d8)
 Alignment: Neutral
 Movement: 90' (30') swim 30' (10')
 Armor Class: 5
 Hit Dice: 4
 Attacks: 1 (bite)
 Damage: d8
 Save: L3
 Morale: 9
 Hoard Class: none

Monitor lizards were found in the desert before the cataclysm because they were so resistant to the heat. Since then they aren't changed much other than webbed feet that allow them easier passage between islands. They ambush predators that wait in the dense undergrowth and then simply hang on until their prey is dead (d8 points of damage per round). Because of their resistance to heat, a rip jaw takes half damage from heat-based attacks.

Mutations: aberrant form, special

Salt Skeeter

No. Enc.: d4 (3d8)
 Alignment: Neutral
 Movement: 60' (20') skate 90' (30') fly 180' (60')
 Armor Class: 7
 Hit Dice: 3
 Attacks: 1 (bite)
 Damage: 2d4
 Save: L2
 Morale: 12
 Hoard Class: none

A massive mosquito, the salt skeeter breeds in the small, more stagnant streams of the archipelago. Like the water strider, it can "walk" on water. Normally it hides in the trees and attacks anything that walks by but occasionally it will hunt fish and other aquatics by piercing them from the surface with its proboscis. Divers have died by accidentally coming up in the middle of a salt skeeter swarm.

Mutations: aberrant form (xenomorphism), gigantism

Sea Serpent (ophidian)

No. Enc.: 0 (3d12)
 Alignment: Neutral
 Movement: swim 120' (40')
 Armor Class: 5
 Hit Dice: 10
 Attacks: 1 (bite)
 Damage: 2d8
 Save: L6
 Morale: 9
 Hoard Class: XXII

One of several sea serpent mutants found in these waters, this one is an 18' long sea snake. It has a dragon-like lair under the water and hoards treasure it finds interesting. For those wanting to steal from it, they have to face fangs with a class 14 poison. The snake does not have gills and must surface every 5 hours or drown.

Mutations: gigantism, toxic weapon

Sea Serpent (reptilian)

No. Enc.: 0 (3d6)
 Alignment: Neutral
 Movement: 90' (30') swim 150' (50')
 Armor Class: 4
 Hit Dice: 10
 Attacks: 1 or 1 (bite or tail)
 Damage: 4d6 or 3d10
 Save: L5
 Morale: 9
 Hoard Class: none

A massive crocodile, this sea serpent uses a field of darkness to hunt. It is nocturnal and usually attacks fish or animals on the shore by first forming the field, which is 30' in diameter centered on the serpent, and then using sonar to find the target. The only time it uses its tail is in the water- it doesn't like biting boats and other hard objects. Night fishermen use lanterns to draw fish and to keep an eye out for the field of darkness.

Mutations: aberrant form, echolocation, gigantism, special

Sharptooth

No. Enc.: 0 (3d12)
 Alignment: Neutral
 Movement: swim 120' (40') fly 120' (40')
 Armor Class: 6
 Hit Dice: 4
 Attacks: 1 (bite)
 Damage: 2d6
 Save: L2
 Morale: 10
 Hoard Class: none

These sharks migrate within the waters of the archipelago. During the summer they move from the Atlantic to the Red Sea and during the winter from the Red Sea to the Atlantic. When food gets scarce, they leave the water for up to an hour at a time, to find food on land. They fly as well as they can swim and can detect animal life within 50' by sensing the electrical impulses of a nervous system.

Some of the braver tribes of people want to see a flying school of sharptooths as the people draw them into ambush- sharptooth meat is a valuable commodity in this region.

Mutations: psionic flight, unique sense

Stork, Caped

No. Enc.:	0 (d8)
Alignment:	Neutral
Movement:	120' (40') fly 180' (60')
Armor Class:	6
Hit Dice:	6
Attacks:	1 or 2 (bite or vines)
Damage:	2d6 or d8/d8
Save:	L3
Morale:	8
Hoard Class:	none

The caped stork isn't found in the archipelago often as it only migrates from Europe to southern Africa during the winter. It is 12' tall and has 8 vines growing out of its back. In flight they curl up around the body to avoid increasing air resistance. On the ground they are used to subdue prey and, when food is scarce, to root in the soil. They are tough birds and usually are found wading in shallow water, using the vines to draw herbivorous fish. A few tribes consider their feathers a status symbol but most treat them as dangerous game.

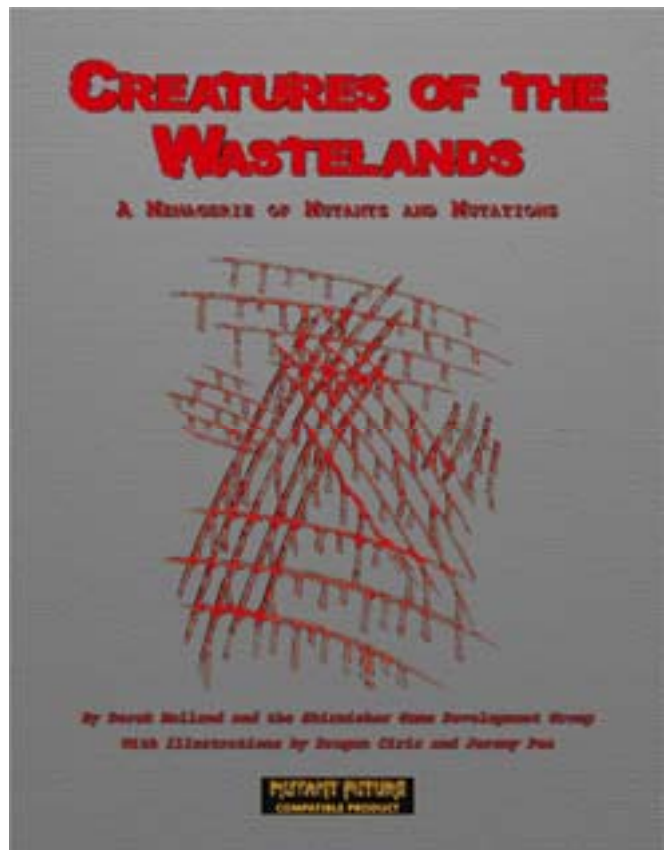
Mutations: gigantism, natural vegetal weapons

Tomago Tree

No. Enc.:	0 (3d10)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	5
Hit Dice:	12
Attacks:	1 (spray)
Damage:	2d4
Save:	L6
Morale:	10
Hoard Class:	none

A South American tree that was transplanted to Africa because it is very salt tolerant, the tamarugo mutated with the cataclysm. Now it slowly moves around looking for the best soil to feed on. When it finds plants or animals in its way, the tree uses a high-velocity spray of salt to drive them off. The spray has a range of 20' and causes double damage to most plants. As the tomago can survive any amount of salt in the soil, it doesn't mind killing off the competition this way.

Mutations: full movement, special



Do you need more monsters and mutations for your post-apocalyptic, sci-fi, or fantasy game? If so, *Creatures of the Wastelands* is what you are looking for!

Fully compatible with *Mutant Future* — as well as *Labyrinth Lord* and other games that use the familiar “1st Edition” rules introduced in the 1980s — this collection includes:

- More than 200 new creatures, including the terrible Great Mother, several mutant dinosaurs, the warlike Lumbricid, the insidious Silver Sheet, and the mysterious Smart Stones.
- More than 50 mutations, including the new the Parasite mutation type and a number of Plant mutations.
- Several odds-and-ends, including new terrain types, new materials, and a number of non-creature hazards.

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