

Aquatic Creatures For Gamma World

By: Zirra_Scrohunter

Intended for inclusion in the fan based GW5 completion project which can be found at:
<http://groups.yahoo.com/group/GW-Adventures/>

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Aquatic Creatures For GammaWorld

By: zirra_scrohunter@yahoo

Note: Stats such as Armor Class, and Stealth/RU (for the 4th edition stats) have the mutations figured into the calculation.

Kooda (2nd Edition Stats)

Sources used for background info:

<http://www.flmnh.ufl.edu/fish/Gallery/Descript/GreatBarracuda/GreatBarracuda.html>

<http://www.greenreefbelize.com/reefbriefs/briefs48.html>

Number: 2d6

Morale: 2d4+1

Hit Dice: 12d6

Armor: 7

Size: 4 to 5 meters

Water Speed: 30/2250/45

MS: 1d4

IN: 1d4

DX: 1d10+5

CH: 1d4

CN: 3d4+8

PS: 1d12+8

Attacks: 1 bite (3d6 damage)

Original Stock: Great Barracuda (*Sphyraena Barracuda*)

Mutations: Taller, Chameleon Powers, Speed Increase (Improved)

Habitat: Occurring worldwide in near shore tropical and subtropical seas (30°N - 30°S), common in the western Atlantic Ocean from Massachusetts (U.S.) to Brazil. It is also found in the Gulf of Mexico and the Caribbean Sea as well as the eastern Atlantic Ocean, Indo-Pacific, and the Red Sea. It is rare or absent in areas of the eastern Pacific Ocean. (see KoodaMap.jpg)

Diet: Fish, squids & shrimp, known to attack swimmers

Description: This mutated descendant of the great barracuda retains many of the habits of its ancestor. To become a successful feeder, the Great Barracuda developed a technique of racing through a school of fish with its blade like teeth attacking the helpless fish. After it injures and immobilizes some of the fish, the barracuda returns to snatch them up. Koodas do the exact same thing, but are even more effective due to their larger size and their mutations. The Kooda's *Speed Increase* is improved in that it can be used three times per day. Koodas use their highly evolved instincts to take advantage of the disorder that occurs around dusk, when the nighttime fish switch places with the daytime fish. It is at this time, when their prey least expect it, that koodas make their attack.

Kooda (4th Edition Stats)

Number: 2d6

Percept: 15

Stealth/RU: +11

AC: 16

MD: 16

Health: 16

Speed: Swim 36

Level: 6

Hit Dice: 12 (42)

THAC: +6

Attacks: 1 (Bite 3d6)

Int: Semi- (2 to 4)

Morale: 16

Size: L (4 to 5 meters long, but narrow)

XP Value: 1400

Frequency: Uncommon

Organization: Solitary or small school

Activity Cycle: Primarily dusk and dawn

Diet: Carnivore

Tech Level: 0

Artifacts: None

Climate/Terrain: Occurring worldwide in near shore tropical and subtropical seas (30°N - 30°S), common in the western Atlantic Ocean from Massachusetts (U.S.) to Brazil. It is also found in the Gulf of Mexico and the Caribbean Sea as well as the eastern Atlantic Ocean, Indo-Pacific, and the Red Sea. It is rare or absent in areas of the eastern Pacific Ocean. (see KoodaMap.jpg)

Physical Mutations: Chameleon Powers (10), Heightened Speed (13), Size Change: Larger

Mental Mutations: None

Special Powers: Double damage for a successful strike during a charge attack

Description: This mutated descendant of the Great Barracuda retains the appearance of its ancestor, but is larger.

Combat: To become a successful feeder, the Great Barracuda developed a technique of racing through a school of fish with its blade like teeth attacking the helpless fish. After it injures and immobilizes some of the fish, the barracuda returns to snatch them up. Koodas do the exact same thing, but are even more effective due to their larger size and mutations. Koodas use their highly evolved instincts to take advantage of the disorder that occurs around dusk, when the nighttime fish switch places with the daytime fish. It is at this time, when their prey least expect it, that Koodas make their attack.

Society: Kooda often hunt in small, loosely knit groups. When two schools of Kooda meet, they will typically ignore each other so long as the other school leaves them alone. It is not uncommon for two or more schools of Kooda to hunt in the same area, going after a large school of prey fish. It is in these situations that Kooda may become separated from their original school & find themselves either going solo, or joining another school.

Croaker (2nd Edition Stats)

Sources used for background info:

<http://www.enature.com/fieldguide/showSpeciesADVSTD.asp?curGroupID=7&habitat=1065&range=1009&range=1010&curPageNum=1&recnum=AR0008>

Number: 3d6

Morale: 3

Hit Dice: 4d6

Armor: 6

Size: 10 to 24 centimeters long

Land Speed: 16/1200/24

Water Speed: 24/1800/36

MS: 1d6+4

IN: 1d4

DX: 2d6+6

CH: 2d4

CN: 2d6

PS: 1d4

Attacks: Bite (1d3)

Original Stock: Cane Toad (*Bufo Marinus*)

Mutations: Displacement, Light Manipulation, Poison (Intensity 12), Stunning Force, Thought Imitation

Habitat: Along the Gulf Coast in the southern United States and Northern Mexico, also Florida

Diet: Insects

Description: This mutated descendant of the Cane Toad looks much like its ancestor. It is brown to yellow-brown, with prominent cranial crests, and a somewhat round, flattened body outline. It also retains the poison-producing paratoid glands of its unmutated predecessor.

Croakers are not the bravest creatures in the world. They are small, and therefore not able to inflict much damage on larger creatures. When faced with larger creatures, they prefer to use their mutations to remain hidden. If they are spotted, they will use their *Stunning Force* mutation and attempt to escape if at all possible. If left with no option but to fight, they will bite and attempt to rub their bodies (which are coated with a contact poison) on any exposed flesh they can find on the enemy creatures.

Croakers band together in groups for mutual protection and for breeding. They spawn year-round with suitable temperature and rainfall. Eggs are laid in long-standing water - ditches, canals, streams, and ponds.

Croaker (4th Edition Stats)

Sources used for background info:

<http://www.enature.com/fieldguide/showSpeciesADVSTD.asp?curGroupID=7&habitat=1065&range=1009&range=1010&curPageNum=1&recnum=AR0008>

Number: 3d6

Percept: 15

Stealth/RU: +8

AC: 17

MD: 14

Health: 14

Speed: 15 (Swimming 24)

Level: 4

Hit Dice: 4 (14)

THAC: +4

Attacks: Bite (1d3)

Int: Semi (2 to 4)

Morale: 6

Size: Tiny (10 to 24 centimeters long)

XP Value: 420

Frequency: Common

Organization: Group

Activity Cycle: Night

Diet: Insectivore

Tech Level: 0

Artifacts: None

Climate/Terrain: Humid, subtropical coastal regions (Along the Gulf Coast in the southern United States and Northern Mexico, also Florida)

Physical Mutations: Poison: Destructive (16)

Mental Mutations: Displacement (18), Mental Invisibility (14), Stunning Force (16), Thought Imitation

Special Powers: None

Description: This mutated descendant of the Cane Toad looks much like its ancestor. It is brown to yellow-brown, with prominent cranial crests, and a somewhat round, flattened body outline. It also retains the poison-producing paratoid glands of its unmutated predecessor.

Combat: Croakers are not the bravest creatures in the world. They are small, and therefore not able to inflict much damage on larger creatures. When faced with larger creatures, they prefer to use their mutations to remain hidden. If they are spotted, they will use their *Stunning Force* mutation and attempt to escape if at all possible. If left with no option but to fight, they will bite and attempt to rub their bodies (which are coated with a contact poison) on any exposed flesh they can find on the enemy creatures.

Society: Croakers band together in groups for mutual protection and for breeding. They spawn year-round with suitable temperature and rainfall. Eggs are laid in long-standing water - ditches, canals, streams, and ponds.

Soopturt (2nd Edition Stats)

Sources used for background info:

<http://www.enature.com/fieldguide/showSpeciesADVSTD.asp?curGroupID=7&habitat=1065&range=1009&range=1010&curPageNum=24&recnum=AR0147>

Number: 1d4

Morale: 6

Hit Dice: 10d6

Armor: 4

Size: 70 to 150 centimeters long

Land Speed: 4/300/6

Water Speed: 8/600/12

MS: 1d12+4

IN: 1d4+4

DX: 1d6

CH: 1d6

CN: 1d8+10

PS: 1d8+10

Attacks: 1 Bite (1d6)

Original Stock: Green Turtle (*Chelonia Mydas*)

Mutations: Cryokinesis, Directional Sense, Kinetic Absorption, Regeneration, Total Carapace

Habitat: Shallow waters with abundant aquatic plants, and open seas during migrations

Diet: Herbivore

Description: The Green Turtle was declared an endangered species in the late 20th century. Before that it was hunted extensively for the variety of products that could be gained - meat, flipper leather, and oils for use in cooking and cosmetics. Its mutated descendant is hunted by humans and himanoids for the very same reasons, and also for the shells, which are often used to make shields or occasionally pieces of armor. Physically the soopturt looks much the same as its ancestor, having a broad, oval shaped carapace and being olive to dark brown in color, with white edging on the flippers, often in a mottled or radiating pattern.

Soopturts do not enjoy combat. They typically prefer to use thier *Cryokinesis* to discourage predators. If this fails and they cannot get away, they will use their bite as a last resort. If they feel they can drive off the offending creatures, they will. When faced by surface creatures that they do not believe they can defeat, they will submerge and make their escape that way. If they see boats approaching (which they know to be a sign of fishermen & turtle hunters) they will submerge & try to put as much distance between them and the boats as possible.

As hatchlings, soopturts spend a year at sea, floating on large mats of seaweed, feeding off of small invertebrates and plants. After this year, they return to shallow waters to graze on aquatic plants until maturing. After reaching adulthood at the age of 20 to 30 years, they return to the beaches where they hatched, sometimes travelling 3,000 kilometers or more. There the females lay their eggs. At night they will crawl onto the beach, dig a nest hole, and lay up to 100 spherical, golf ball sized eggs, which will hatch in about 2 months, if not disturbed.

Soopturt (4th Edition Stats)

Sources used for background info:

<http://www.enature.com/fieldguide/showSpeciesADVSTD.asp?curGroupID=7&habitat=1065&range=1009&range=1010&curPageNum=24&recnum=AR0147>

Number: 1d4

Percept: 15

Stealth/RU: +7

AC: 20

MD: 17

Health: 17

Speed: 4 (Swim 8)

Level: 7

Hit Dice: 10 (35)

THAC: +7

Attacks: 1 Bite (1d6)

Int: Low (5 to 7)

Morale: 12

Size: Medium (70 to 150 centimeters long)

XP Value: 1400

Frequency: Uncommon

Organization: Solitary or Small Group

Activity Cycle: Day

Diet: Herbivore

Tech Level: 0

Artifacts: None

Climate/Terrain: Shallow waters with abundant aquatic plants, and open seas during migrations (Warm waters of the Atlantic, occasionally as far north as New England, and the tropical and subtropical areas of the Indian and Pacific Oceans)

Physical Mutations: Kinetic Absorption (13), Regeneration (14)

Mental Mutations: Cryokinesis (15), Directional Sense

Special Powers: Carapace, Total (22), Can hold breath for 5 minutes

Description: The Green Turtle was declared an endangered species in the late 20th century. Before that it was hunted extensively for the variety of products that could be gained - meat, flipper leather, and oils for use in cooking and cosmetics. Its mutated descendant is hunted by humans and himanoids for the very same reasons, and also for the shells, which are often used to make shields or occasionally pieces of armor. Physically the soopturt looks much the same as its ancestor, having a broad, oval shaped carapace and being olive to dark brown in color, with white edging on the flippers, often in a mottled or radiating pattern.

Combat: Soopturts do not enjoy combat. They typically prefer to use thier *Cryokinesis* to discourage predators. If this fails and they cannot get away, they will use their bite as a last resort. If they feel they can drive off the offending creatures, they will. When faced by surface creatures that they do not believe they can defeat, they will submerge and make their escape that way. If they see boats approaching (which they know to be a sign of fishermen & turtle hunters) they will submerge & try to put as much distance between them and the boats as possible.

Soopturt (4th Edition Stats) CONTINUED ON NEXT PAGE

Society: As hatchlings, sooty terns spend a year at sea, floating on large mats of seaweed, feeding off of small invertebrates and plants. After this year, they return to shallow waters to graze on aquatic plants until maturing. After reaching adulthood at the age of 20 to 30 years, they return to the beaches where they hatched, sometimes travelling 3,000 kilometers or more. There the females lay their eggs. At night they will crawl onto the beach, dig a nest hole, and lay up to 100 spherical, golf ball sized eggs, which will hatch in about 2 months, if not disturbed.

Boomblossom (2nd Edition Stats)

Sources used for background info:

<http://www.enature.com/fieldguide/showSpeciesADVLBJ.asp?curGroupID=19&range=1009&range=1010&moisture=2&moisture=1&curPageNum=79&recnum=TS0417>

Number: 2d10

Morale: 7

Hit Dice: 8d6

Armor: 9

Size: 180 to 250 centimeters

Speed: 12/900/18

MS: 14+1d4

IN: 14+1d4

DX: 3d6

CH: 1d8+10

CN: 3d4+2

PS: 2d6+3

Attacks: 2 limb strikes (1d2 plus Thorns [See mutation description]) or by weapon

Original Stock: Swamp Rose (*Rosa Palustris*)

Mutations: Beguiling, Contact Poison Sap, Explosive Seeds, Force Field Generation, Modified Vines (Manipulation Vines), Telekinesis, Telepathy, Thorns/Spikes (Thorns)

Habitat: North America east of the Rockies, from Hudson bay to the Gulf of Mexico (Swamps and thickets, marshy shores of streams, ponds, and lakes)

Diet: Minerals from soil

Description: These intelligent, mutated descendants of the Swamp Rose retain their blossoms (a dark rose-pink color) longer than their ancestors, keeping them from mid-spring until almost autumn. Other than that, they look like humanoid shaped plants.

Boomblossoms will make use of any artifacts they have at hand in combat. They are by no means stupid, however, and understand there are times when it's better to not use technology. Whether or not they use artifacts, they often will use their *beguiling* power before entering combat. They communicate with each other (and other creatures) telepathically, and co-ordinate their actions so as to not get in each other's way. If, for some reason, they do not use artifacts, they are quite capable of handling themselves in combat, having *thorns* and *contact poison sap* in melee, and *explosive seeds* (which is how they got the name 'boomblossoms') for ranged combat. (Refer to the individual mutation descriptions in the rulebook for details.)

Boomblossom seeds sprout in the spring and are nonsentient and immobile for their first year of life. In the spring of their second year, they become mobile and quickly learn the value of teamwork and of the power of Ancient artifacts, which they readily use. They will often trade artifacts for items they consider more useful to them. When a boomblossom group becomes too large for the land to support them, a group will break away from the main group to form a new community.

Boomblossom (4th Edition Stats)

Sources used for background info:

<http://www.enature.com/fieldguide/showSpeciesADVLBJ.asp?curGroupID=19&range=1009&range=1010&moisture=2&moisture=1&curPageNum=79&recnum=TS0417>

Number: 2d10

Percept: 14

Stealth/RU: +6

AC: 12

MD: 16

Health: 16

Speed: 12

Level: 6

Hit Dice: 8 (28)

THAC: +6

Attacks: 2 limb strikes (1d2 plus Thorns [See mutation description]) or by weapon

Int: High to Superior (15 to 18)

Morale: 14

Size: M to L (180 to 250 centimeters)

XP Value:

Frequency: Uncommon

Organization: Group

Activity Cycle: Day

Diet: Minerals from soil

Tech Level: III

Artifacts: J (divided among the group)

Climate/Terrain: North America east of the Rockies, from Hudson bay to the Gulf of Mexico (Swamps and thickets, marshy shores of streams, ponds, and lakes)

Physical Mutations: Contact Poison Sap (12), Explosive Seeds (16), Thorns or Spikes (Thorns) (12)

Mental Mutations: Beguiling (13), Force Field Generation (9), Telekinesis (10), Telepathy (9)

Special Powers: Manipulative Vines

Description: These intelligent, mutated descendants of the Swamp Rose retain their blossoms (a dark rose-pink color) longer than their ancestors, keeping them from mid-spring until almost autumn. Other than that, they look like humanoid shaped plants.

Combat: Boomblossoms will make use of any artifacts they have at hand in combat. They are by no means stupid, however, and understand there are times when it's better to not use technology. Whether or not they use artifacts, they often will use their *beguiling* power before entering combat. They communicate with each other (and other creatures) telepathically, and co-ordinate their actions so as to not get in each other's way. If, for some reason, they do not use artifacts, they are quite capable of handling themselves in combat, having *thorns* and *contact poison sap* in melee, and *explosive seeds* (which is how they got the name 'boomblossoms') for ranged combat. (Refer to the individual mutation descriptions in the rulebook for details.)

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Boomblossom (4th Edition Stats) CONTINUED

Society: Boomblossom seeds sprout in the spring and are nonsentient and immobile for their first year of life. In the spring of their second year, they become mobile and quickly learn the value of teamwork and of the power of Ancient artifacts, which they readily use. They will often trade artifacts for items they consider more useful to them. When a boomblossom group becomes too large for the land to support them, a group will break away from the main group to form a new community.

Trechliilies (2nd Edition Stats)

Sources used for background info:

<http://www.enature.com/fieldguide/showSpeciesADVLBJ.asp?curGroupID=19&range=1009&range=1010&moisture=2&moisture=1&curPageNum=95&recnum=WF0006>

Number: 3d20

Morale: N/A

Hit Dice: 4d6

Armor: 9

Size: 30 to 100 centimeters tall

Speed: Does not move

MS: 1

IN: 1

DX: 1

CH: 1d4+10

CN: 2d4

PS: 1d4+1

Attacks: See Description

Original Stock: Swamp Lily (*Crinum Americanum*)

Mutations: Berries, Blue (Heal all damage), Dissolving Juices, Thorns/Spikes (Thorns), Poison (Int 18) (on thorns)

Habitat: Gulf coast, from Florida to Texas (Freshwater marshes, cypress swamps, ditch & lake edges)

Diet: Minerals from soil (Carnivore)

Description: Post-holocaust humans and humanoids call this descendant of the Swamp Lily the Trechlily, a shortened, time-corrupted form of the term "treacherous lily". This is an apt description of the plant, since it produces berries (from August through November) that can heal all damage to a person, but those berries are hidden behind very poisonous thorns. These berries appear in late fall, and if not harvested (which occurs quite often, due to the difficulty in harvesting the berries), fall off the plant sometime by mid November to produce the new batch of trechlilies the following spring.

Individuals attempting to harvest the berries have a chance equal to (2 x DX)% of successfully harvesting 1d8 berries without being stuck by the thorns. If they fail, they take 1d4 points of damage and will be affected by the poison (as per the rules).

The trechlily does not engage in combat *per se*, but is quite able to defend itself against those who would try to take its berries. Its thorns constant secrete a strong paralytic poison, and although the plant is nonintelligent, it is able to sense when it is being tampered with, and will then release its *dissolving juices* around itself. Any creatures that survive this are typically discouraged from attempting to gether the berries after that.

Trechliilies (4th Edition Stats)

Sources used for background info:

<http://www.enature.com/fieldguide/showSpeciesADVLBJ.asp?curGroupID=19&range=1009&range=1010&moisture=2&moisture=1&curPageNum=95&recnum=WF0006>

Number: 3d20

Percept: +0

Stealth/RU: +4

AC: 12

MD: 14

Health: 14

Speed: Does not move

Level: 4

Hit Dice: 4 (14)

THAC: Special

Attacks: See Description

Int: Non- (0)

Morale: N/A

Size: T to S (30 to 100 centimeters tall)

XP Value: 175

Frequency: Uncommon

Organization: Group

Activity Cycle: Day

Diet: Minerals from soil (Carnivore)

Tech Level: 0

Artifacts: None (See below)

Climate/Terrain: Gulf coast, from Florida to Texas (Freshwater marshes, cypress swamps, ditch & lake edges)

Physical Mutations: Dissolving Juices (15), Fruit (See Description) (15), Poisonous Thorns, Paralytic (18)

Mental Mutations: None

Special Powers: None

Description: Post-holocaust humans and humanoids call this descendant of the Swamp Lily the Trechlily, a shortened, time-corrupted form of the term "treacherous lily". This is an apt description of the plant, since it produces berries (from August through November) that can heal all damage to a person, but those berries are hidden behind very poisonous thorns. These berries appear in late fall, and if not harvested (which occurs quite often, due to the difficulty in harvesting the berries), fall off the plant sometime by mid November to produce the new batch of trechlilies the following spring.

Individuals attempting to harvest the berries must make a Tough (Difficulty Rating 10) attribute check against their Dexterity score. Those who fail will be affected by the poison (as per the rules).

Combat: The trechlily does not engage in combat *per se*, but is quite able to defend itself against those who would try to take its berries. Its thorns constant secrete a strong paralytic poison, and although the plant is nonintelligent, it is able to sense when it is being tampered with, and will then release its *dissolving juices* around itself. Any creatures that survive this are typically discouraged from attempting to gether the berries after that.

Society: As a nonintelligent plant, the trechlily has no society to speak of. Other than the occasional harvester, it has nothing more to do but grow, drop its berries, and eventually die.

Sprey (2nd Edition Stats)

Sources used for background info:

<http://www.enature.com/fieldguide/showSpeciesADVSTD.asp?curGroupID=1&habitat=996&habitat=986&habitat=999&habitat=997&habitat=988&habitat=998&habitat=1000&habitat=994&range=1009&range=1010&curPageNum=180&recnum=BD0104>

Number: 1d4

Morale: 6

Hit Dice: 7d6

Armor: 7

Size: 50 to 60 cm long, 140 to 180 cm wingspan

Land Speed: 3/225/4.5

Air Speed: 36/2700/54

MS: 1d4+1

IN: 1d4+1

DX: 1d4+15

CH: 3d4

CN: 3d4

PS: 3d4

Attacks: 2 claws (1d6 each)

Original Stock: Osprey (Pandion Haliaetus)

Mutations: Doubled Pain (D), Force Field Generation, Speed Increase

Habitat: Lakes, rivers, and seacoasts (Found nearly anywhere in North America, wintering in the south)

Diet: Fish

Description: The use of certain pesticides in the 1950s and 1960s threatened the osprey population, but the disuse of these chemicals allowed ospreys to make a comeback by the early 21st century and they returned to areas in which they had disappeared. Ospreys survived long enough to witness the Apocalypse of 2322 and their descendants, like many other animals, mutated. The spreys look almost identical to its pre-holocaust ancestor, having brown feathers except on the underbelly, where it has white feathers. The head is also white, with a dark band running along the side of the face.

Spreys hunt for fish by flying and hovering over the water, watching the surface below. When it locates prey, it dives steeply, its talons outstretched (gaining an additional +5 to its attack rolls), and splashes into the water. It quickly resurfaces, and if it successfully captured its prey, it flies off, adjusting the fish in its claws so the head is pointed forward.

An adult spreys is typically solitary, associating with other spreys primarily for mating. The female lays 2 to 4 white, pink, or buff colored eggs, in a bulky mass of sticks and debris in trees, on tall poles, on rocks, or even on the ground (if it can conceal the nest). Younger spreys may, upon being ejected from the nest, remain together for some time, until they feel ready to strike out on their own.

Sprey (4th Edition Stats)

Sources used for background info:

<http://www.enature.com/fieldguide/showSpeciesADVSTD.asp?curGroupID=1&habitat=996&habitat=986&habitat=999&habitat=997&habitat=988&habitat=998&habitat=1000&habitat=994&range=1009&range=1010&curPageNum=180&recnum=BD0104>

Number: 1d4

Percept: 25

Stealth/RU: +5

AC: 17 (13 on land)

MD: 15

Health: 15

Speed: 3 (Flying: 36)

Level: 5

Hit Dice: 7 (25)

THAC: +5 (+10 in a dive)

Attacks: 2 claws (1d6 each)

Int: Semi (2-4)

Morale: 12

Size: S (50 to 60 cm long, 140 to 180 cm wingspan)

XP Value: 420

Frequency: Common

Organization: Solitary/small group

Activity Cycle: Day

Diet: Carnivore (fish)

Tech Level: 0

Artifacts: None

Climate/Terrain: Lakes, rivers, and seacoasts (Found nearly anywhere in North America, wintering in the south)

Physical Mutations: Doubled Pain (D), Heightened Speed (17)

Mental Mutations: Force Field Generation (14)

Special Powers: None

Description: The use of certain pesticides in the 1950s and 1960s threatened the osprey population, but the disuse of these chemicals allowed ospreys to make a comeback by the early 21st century and they returned to areas in which they had disappeared. Ospreys survived long enough to witness the Apocalypse of 2322 and their descendants, like many other animals, mutated. The spreys look almost identical to its pre-holocaust ancestor, having brown feathers except on the underbelly, where it has white feathers. The head is also white, with a dark band running along the side of the face.

Combat: Spreys hunt for fish by flying and hovering over the water, watching the surface below. When it locates prey, it dives steeply, its talons outstretched (gaining an additional +5 to its attack rolls), and splashes into the water. It quickly resurfaces, and if it successfully captured its prey, it flies off, adjusting the fish in its claws so the head is pointed forward.

Society: An adult spreys is typically solitary, associating with other spreys primarily for mating. The female lays 2 to 4 white, pink, or buff colored eggs, in a bulky mass of sticks and debris in trees, on tall poles, on rocks, or even on the ground (if it can conceal the nest). Younger spreys may, upon being ejected from the nest, remain together for some time, until they feel ready to strike out on their own.

Spiny Craw (2nd Edition Stats)

Sources used for background info:

<http://www.enature.com/fieldguide/showSpeciesADVSTD.asp?curGroupID=8&habitat=1077&habitat=1070&habitat=1073&habitat=1069&habitat=1072&habitat=1074&habitat=1075&habitat=1076&habitat=1071&habitat=1078&range=1108&range=1107&curPageNum=41&recnum=SC0031>

Number: 1d6

Morale: 8

Hit Dice: 8d6

Armor: 4

Size: 1 meter long

Speed: 6/450/9

MS: 3d4

IN: 2d4

DX: 2d6

CH: 1d4

CN: 3d4+4

PS: 2d6+3

Attacks: 2 claws (1d6 each), Spines (see mutation description)

Original Stock: West Indies Spiny Lobster (Panulirus Argas)

Mutations: Chameleon Powers, Quills or Spines (Spines), Total Carapace, New Body Parts (poisonous spines, Int 12)

Habitat: Among rocks, reefs, sponges, and other growth; from low tide line to 100 meters deep (Carolinas to Florida, Gulf of Mexico, West Indies to Brazil)

Diet: Omnivore

Description: This mutated descendant of the West Indies Spiny Lobster is approximately 50% larger than its ancestor. It always leaves its *Chameleon Power* mutation "switched on", and therefore often goes unnoticed by any passers by. Its carapace has rows of strong spines, which it uses to capture prey, and as a defense.

The spiny craw will sit patiently in its chosen location, waiting for fish to pass near by. When prey comes too near to the spiny craw, it will grab the prey with its pincers and attempt to force it onto the spines protruding from its carapace. The spines secrete a paralytic poison. When the prey is immobilized, it can begin feasting. The poison from a spiny craw's spines is not water soluble, but alcohol will neutralize it, but once injected into a living creature, the amount of alcohol needed to neutralize the poison would be far more dangerous to the victim than the poison itself.

Spiny craws are often found in small groups. Rarely (10% chance) a larger group will be found, numbering up to 6d6. If one captures a particularly large fish, the others nearby will typically wait for the capturing 'craw' to finish eating, then sweep in for the leftovers.

The spiny craw is an important source of protein in the coastal regions near where they are found. A few skilled craftsmen in the coastal regions where spiny craws reside have been able to fashion a sort of scale mail out of the pieces of carapace. This carapace armor provides an Armor Class of 4 if a full suit is made.

Spiny Craw (4th Edition Stats)

Sources used for background info:

<http://www.enature.com/fieldguide/showSpeciesADVSTD.asp?curGroupID=8&habitat=1077&habitat=1070&habitat=1073&habitat=1069&habitat=1072&habitat=1074&habitat=1075&habitat=1076&habitat=1071&habitat=1078&range=1108&range=1107&curPageNum=41&recnum=SC0031>

Number: 1d6

Percept: 15

Stealth/RU: +15

AC: 22

MD: 20

Health: 20

Speed: 6

Level: 10

Hit Dice: 8 (28)

THAC: +10

Attacks: 2 claws (1d6 each), Spines (see mutation description)

Int: Low (5-7)

Morale: 15

Size: S (1 meter long)

XP Value: 3000

Frequency: Uncommon

Organization: Solitary/small group

Activity Cycle: Any

Diet: Omnivore

Tech Level: 0

Artifacts: None

Climate/Terrain: Among rocks, reefs, sponges, and other growth; from low tide line to 100 meters deep (Carolinas to Florida, Gulf of Mexico, West Indies to Brazil)

Physical Mutations: Carapace, Total (26), Chameleon Power (11), Quills or Spines (Spines), Poison, paralytic (13)

Mental Mutations: None

Special Powers: None

Description: This mutated descendant of the West Indies Spiny Lobster is approximately 50% larger than its ancestor. It always leaves its *Chameleon Power* mutation "switched on", and therefore often goes unnoticed by any passers by. Its carapace has rows of strong spines, which it uses to capture prey, and as a defense.

Combat: The spiny craw will sit patiently in its chosen location, waiting for fish to pass near by. When prey comes too near to the spiny craw, it will grab the prey with its pincers and attempt to force it onto the spines protruding from its carapace. The spines secrete a paralytic poison. When the prey is immobilized, it can begin feasting. The poison from a spiny craw's spines is not water soluble, but alcohol will neutralize it, but once injected into a living creature, the amount of alcohol needed to neutralize the poison would be far more dangerous to the victim than the poison itself.

Society: Spiny craws are often found in small groups. Rarely (10% chance) a larger group will be found, numbering up to 6d6. If one captures a particularly large fish, the others nearby will typically wait for the capturing 'craw' to finish eating, then sweep in for the leftovers.

The spiny craw is an important source of protein in the coastal regions near where they are found. A few skilled craftsmen in the coastal regions where spiny craws reside have been able to fashion a sort of scale mail out of the pieces of carapace. This carapace armor provides a +6 to Armor Class if a full suit is made.

Tanglepus (2nd Edition Stats)

Sources used for background info:

<http://www.enature.com/fieldguide/showSpeciesADVSTD.asp?curGroupID=8&habitat=1077&habitat=1070&habitat=1073&habitat=1069&habitat=1072&habitat=1074&habitat=1075&habitat=1076&habitat=1071&habitat=1078&range=1108&range=1107&curPageNum=51&recnum=SC0100>

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(Octopus, Giant)

Number: 1d3

Morale: 7

Hit Dice: 18d6

Armor: 7

Size: 3 to 4 meters long

Water Speed: 12/900/18

MS: 2d4+8

IN: 1d4+8

DX: 3d6

CH: 1d6

CN: 1d6+15

PS: 1d6+14

Attacks: Tentacles (1d6 each, plus constriction), Bite (2d6)

Original Stock: Common Atlantic Octopus (*Octopus Vulgaris*)

Mutations: Chameleon Power, Mental Blast, Multiple Body Parts (Tentacles; see description), Regeneration,

Habitat: Among rocks and coral reefs near shore; near low tide line and below in shallow water (Western coastal waters of the Atlantic, Gulf of Mexico, Caribbean Sea)

Diet: Carnivore

Description: This descendant of the Common Atlantic Octopus is a reddish brown color in its natural state, but typically uses its *Chameleon Power* mutation to blend in with its surroundings. The tanglepus is only slightly larger than its unmutated ancestor, but is considerably more intelligent, and far more vicious. This evil-minded creature will use its *Empathy* on prey to feel its fear, as it delights in the suffering of its prey. The head of a tanglepus is roughly spherical, and amounts to one-sixth of the creature's total length. A tanglepus has more tentacles than its ancestor. They typically have 10 to 16 tentacles (roll 1d4+4, and multiply by two to determine the number of tentacles a given tanglepus has), but always an even number, unless tentacles have been severed from some previous combat and it hasn't had time to regenerate them (This takes 1d6+6 weeks, and all tentacles severed will be regrown by that time). There have been rumors of tanglepusses being sighted with 20 or more tentacles, but these have not been positively confirmed.

A tanglepus will happily attack a swimmer or small boat in order to get a chance to indulge in its favorite pastime: torturing, and eventually eating, sentient creatures. If none of the preferred prey is available, it will eat nonsentient animals, or seaweed to keep itself alive. It can wrap one tentacle around a creature for each meter (or fraction thereof) of the prey's height or length. If a creature is struck by a tentacle, roll 1d4-2 to determine how many limbs are entangled. If two limbs are entangled, they will be the same type of limb (arms or legs, or whatever) in the same approximate region of the

Tanglepus (2nd Edition Stats) CONTINUED ON NEXT PAGE

Tanglepus (4th Edition Stats)

Sources used for background info:

<http://www.enature.com/fieldguide/showSpeciesADVSTD.asp?curGroupID=8&habitat=1077&habitat=1070&habitat=1073&habitat=1069&habitat=1072&habitat=1074&habitat=1075&habitat=1076&habitat=1071&habitat=1078&range=1108&range=1107&curPageNum=51&recnum=SC0100>

AD&D 2nd Edition Monstrous Manual, page 271
(Octopus, Giant)

Number: 1d3

Percept: 12

Stealth/RU: +17

AC: 14

MD: 19

Health: 19

Speed: Swim 12

Level: 9

Hit Dice: 18 (63)

THAC: +9

Attacks: Tentacles (1d6 each, plus constriction), Bite (2d6)

Int: Average (8-12)

Morale: 13

Size: L (3 to 4 meters long)

XP Value: 26,000

Frequency: Rare

Organization: Solitary

Activity Cycle: Nocturnal

Diet: Carnivore

Tech Level: 0

Artifacts: None

Climate/Terrain: Among rocks and coral reefs near shore; near low tide line and below in shallow water (Western coastal waters of the Atlantic, Gulf of Mexico, Caribbean Sea)

Physical Mutations: Multiple Limbs (Tentacles; see description), Regeneration (15),

Mental Mutations: Empathy (14), Mental Blast (12),

Special Powers: Chameleon Power (18), Ink spray

Description: This descendant of the Common Atlantic Octopus is a reddish brown color in its natural state, but typically uses its *Chameleon Power* mutation to blend in with its surroundings. The tanglepus is only slightly larger than its unmutated ancestor, but is considerably more intelligent, and far more vicious. This evil-minded creature will use its *Empathy* on prey to feel its fear, as it delights in the suffering of its prey. The head of a tanglepus is roughly spherical, and amounts to one-sixth of the creature's total length. A tanglepus has more tentacles than its ancestor. They typically have 10 to 16 tentacles (roll 1d4+4, and multiply by two to determine the number of tentacles a given tanglepus has), but always an even number, unless tentacles have been severed from some previous combat and it hasn't had time to regenerate them (See the description for the *Regeneration* mutation in the rule book). There have been rumors of tanglepusses being sighted with 20 or more tentacles, but these have not been positively confirmed.

Tanglepus (4th Edition Stats) CONTINUED ON NEXT PAGE

Tanglepus (2nd Edition Stats) CONTINUED

prey creature's body. If no limbs, or only the creature's legs, are entangled, then the body of the creature is held, and the trapped creature suffers a -1 penalty to attack rolls. If one arm is trapped (or two arms on a creature with more than two arms), the creature suffers a -3 penalty to attack rolls. In any case, a creature held by one or more tentacles suffers a -4 penalty to AC and loses any applicable bonuses due to high Dexterity. Furthermore, if a creature is held by a tentacle, the tanglepus will constrict the creature for 2d4 points of damage on each subsequent round (no attack roll required).

The only way to break free of a tentacle is to sever it from the tanglepus. Each tentacle has 18 hit points (recorded separately from the main body HP). If a tanglepus loses 25% or more of its tentacles in a combat, it is 90% likely to eject a 20 meter cloud of ink that obscures all vision and attempt to escape to its lair or some other suitable hiding place. If it does not attempt to flee after losing the requisite 25% of its tentacles, check again each time another tentacle is severed. Tanglepusses generally prefer a solitary existence, but will work together to bring down larger creatures or boats. This is most common in the spring, when their mating season occurs. Tanglepus lairs are typically sea caves or the remains of sunken ships. Any treasure found in these lairs is incidental, as the tanglepus is unconcerned with wealth.

Tanglepus hide is leathery, tough, and waterproof. Someone with knowledge of leatherworking can make jackets, raincoats, ponchos, or even armor from tanglepus hide. The ink from these creatures is another product that can have value among those who would be brave enough to hunt these creatures.

Tanglepus (4th Edition Stats) CONTINUED

Combat: A tanglepus will happily attack a swimmer or small boat in order to get a chance to indulge in its favorite pastime: torturing, and eventually eating, sentient creatures. If none of the preferred prey is available, it will eat nonsentient animals, or seaweed to keep itself alive. It can wrap one tentacle around a creature for each meter (or fraction thereof) of the prey's height or length. If a creature is struck by a tentacle, roll 1d4-2 to determine how many limbs are entangled. If two limbs are entangled, they will be the same type of limb (arms or legs, or whatever) in the same approximate region of the prey creature's body. If no limbs, or only the creature's legs, are entangled, then the body of the creature is held, and the trapped creature suffers a -1 penalty to attack rolls. If one arm is trapped (or two arms on a creature with more than two arms), the creature suffers a -3 penalty to attack rolls. In any case, a creature held by one or more tentacles suffers a -4 penalty to AC and loses any applicable bonuses due to high Dexterity. Furthermore, if a creature is held by a tentacle, the tanglepus will constrict the creature for 2d4 points of damage on each subsequent round (no attack roll required).

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