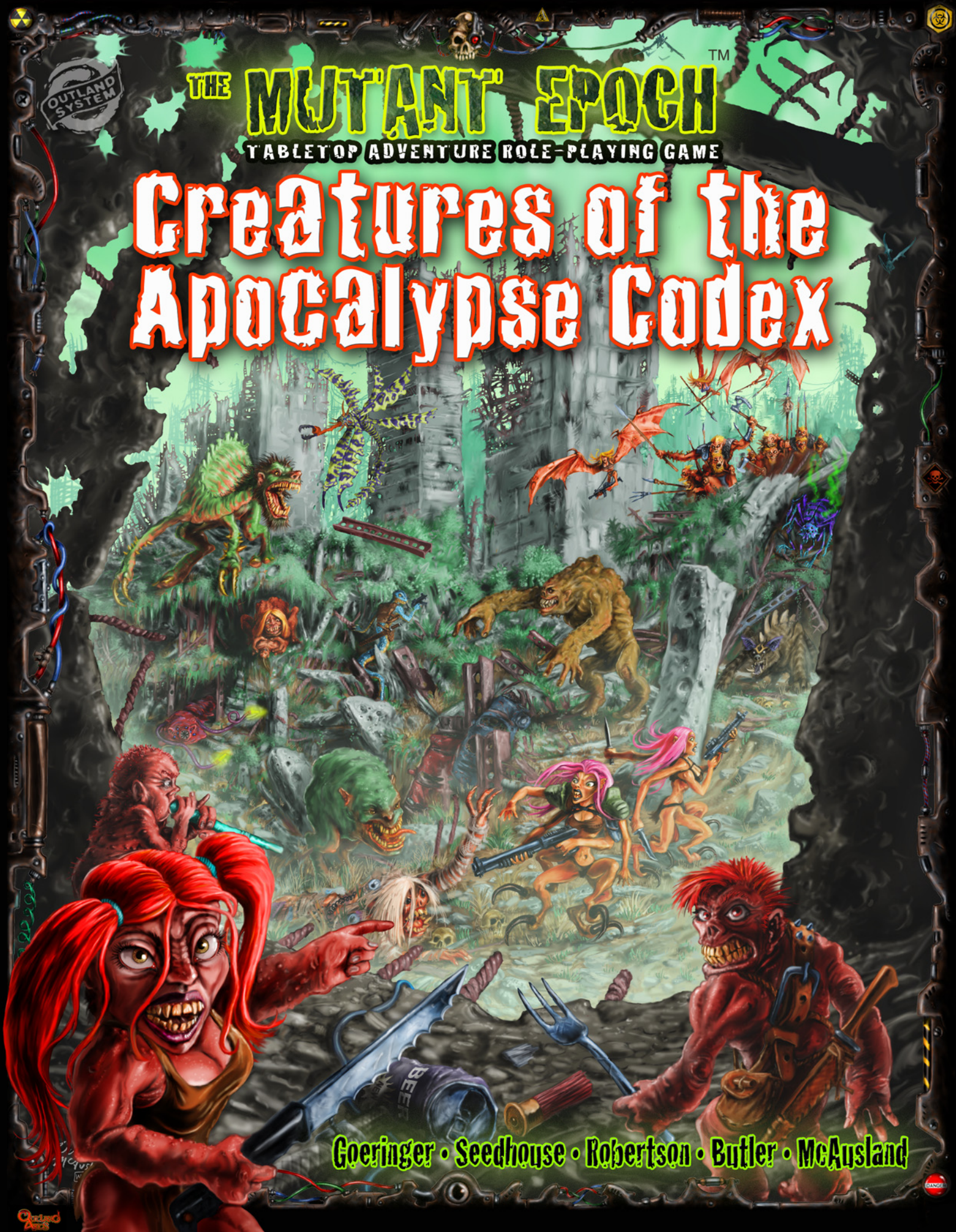


THE MUTANT EPOCH™

TABLETOP ADVENTURE ROLE-PLAYING GAME

Creatures of the Apocalypse Codex



Goeringer • Seedhouse • Robertson • Butler • McAusland

Creatures of the Apocalypse Codex

Goeringer • Seedhouse • Robertson • Butler • McAusland

THE 'MUTANT' EPOCH

TABLETOP ADVENTURE ROLE-PLAYING GAME

Created by William McAusland

Published by Outland Arts

"Putting YOU in the Game"

www.mutantepoch.com

'The Mutant Epoch'™ and the 'Outland System' game mechanic™ are all trademarks owned by Outland Arts™
© Copyright 2007-2015 Outland Arts/ William McAusland

OLA1009

ISBN 978-0-9949237-3-8

First published December 2015



Outland Arts
1860 Lodgepole Drive
Kamloops, B.C. Canada
V1S 1X8



Introduction to the COTA Codex

Creatures of Apocalypse began to appear as single PDF downloads in April 2013. They were a way to share some nasty new mutants that I've been drawing and throwing at my own players, but so too, were a way to promote the Mutant Epoch RPG to the wider gaming community. We made them available as free downloads on [rpgnow](#) and [drivethrurpg](#), plus promoted them on various gaming forums, art sites and other online venues. Whenever they would appear, sales and the fan base grew. They were a hit and inspired us to create the Pay What You Want product lines of One Day Digs and the Wasteland Treasures PDF.

I love monsters. From my earliest days I've always drawn mutant and fantasy creatures. Its one of the huge factors that drew me to role-playing games and writing fiction in the first place, and something I still do when doodling during a long phone call, or sketching while travelling, camping or warming up for a day of illustration work on The Mutant Epoch RPG. I did all the art in this book except for the Wailing Johnny on page 51, which was fully designed, written and illustrated by my friend Camille Robertson. Several other writers gave life to these monsters, including James Butler, myself, Brandon Goeringer, who created One Day Digs one through four, as well as Danny Seedhouse who brought us One Day Dig 5.

Why was this book created? Why not continue releasing individual free creature PDFs? I'll answer that.

I'm old school in many respects, and at times want to take a step back from the digital and online world, perhaps that is why I love to get my hands dirty and stand up at a work bench and create the Handcrafted Dungeons, or break out the pencil and inks and draw art for our Fantasy Clip Inks line of stock art sets - anything to get away from the computer after sitting in front of a screen for 10 or more hours. I don't seem to be alone in this and at a recent gaming expo here in my home town I was quite astounded to learn that a lot of players of The Mutant Epoch do not use PDFs at all, and never heard of Creatures of the Apocalypse or One Day Digs, and wanted to buy the photocopied print outs I had available for some demo games. Like me, some people work at a computer much of the day, so want to get away from all that when gaming and favour print books over ebooks.

I confess that since my wife bought me an ipad, I have embraced PDFs at my game sessions far more. I also use ebook versions when working at a coffee shop and need access to the entire TME library, or else out camping with the family and running test play sessions for an upcoming fantasy miniature game with the kids.

Related to the print or PDF topic is discoverability and access. Many TME gamers discovered the Epoch after coming across the book at a game store or when somebody else ran a session at a convention or home gaming table. While playing it, they never got around to signing up to the Society of Excavators membership, never got onto the mailing list, and don't peruse PDF download stores like [rpgnow.com](#) or our [gumroad.com](#) store. For many, until they see this book in their local game shop, will have no idea of its existence. To get the Creatures of the Apocalypse in their hands, therefore, required the creation of this mutant manual. A solid, dead tree print book, just the sort of thing I need when I am the game master.

This book includes the free Creatures of the Apocalypse downloads one to thirteen, which we will continue to leave available as individual PDFs. Also found here is the Muto-Harpy, which up until now was a special critter that we will now number COTA 14. The Muto-Harpy was only available to SOE members who snagged it through our members only area of the Mutant Epoch Forum. Creatures fifteen to twenty are new and will only ever be included in this book. At some point we aim to continue on with COTA 21 as a free download but when we get to COTA 30 or so, might create another one of these creature compendiums.

Although published with a print book in mind, this COTA Codex works well as a PDF with the table of contents, index, internal page numbers and external links all clickable for quick navigation. The encounter tables on page 126 are also linked, just click the creature's name and it takes you to the listing for that critter.

In some ways this tome is a selfish creation, as I wanted all these beasties in one handy place, and needed to add some critters that none of my players have encountered before, thus the six all new freaks that won't be offered as free downloads. I hope your players never forget their PC's run ins with these mutated monstrosities.

Kindest regards,
William McAusland

*William
McAusland*
WM

Table of Contents



Sickie Foot Page 5



Red Harvester Page 9



Spikeback Page 14



Junk-Mobster Page 19



Bog-Billy Page 25



Scraplurker Page 30



Back Hatcher Page 37



Quasi Page 43



Spiker Page 46



Wailing Jhonny Page 51



Tyrannosapien Page 57



Chest Head Page 65



Talontessa Page 70



Muto Harpy Page 80



Walking Mouter Page 84



Rubble Troll Page 92



Snaykin Page 101



Nubinz Page 108



Apocalypse Moth Page 116



Spider Lord Page 120

CREATURES OF THE APOCALYPSE: 1

SICKLE FOOT

By William McAusland



*William
McAusland*
WM

Sickle Foot

Defense Value: **-17**

Endurance: **60+3d20**

Movement: **9m**

Initiative: **+2**

Attacks: **3: Bite and 2 sickle claws**

Strike Value: **01-70**

Damage: **d12+6 each**

Strength: 64

Agility: 82

Accuracy: 71

Intelligence: 12

Willpower: 43

Perception: 69

Valuables: nil

Experience Factors: 84

Morale: Excellent

Size: 2.1m long

Weight: 40+1kg per point of endurance

Mutations: 23% chance of 1 (see description)

Relics: nil

Implants: nil

A sickle foot is a nasty, nightmarish pack hunter of about the size of a black bear. Territorial, cunning, and needlessly cruel, this mutant predator can be found in both remote ruin areas as well as along well traveled trade roads and woodland paths. In an attack, sickle

feet charge out from cover, often from multiple directions, and go directly for the nearest prey animal or person, leaping up at the last second and extending their rear, yellow clawed feet to rend the target open, often eviscerating the hapless victim in the process. Besides attacking with their terrible sickle clawed rear feet, they can deliver a horrendous bite in conjunction with their claws, going for the throat of their intended prey.

Although considered an animal by those forced to live near sickle foot territory, new era scholars and bioengineers adamantly insist that these new mutant beasts are at least a quarter human. Besides DNA testing, which proves some human lineage, experts also point out that sickle feet can speak to each other in the area's old world language, although what they say sounds more like grunts and growls. Witnesses claim they have overheard these things discussing an attack on an approaching refugee caravan, and during the attack, swore at defending humans who were putting up a good fight.

Those sent to study the sickle foot also discovered that some individuals exhibited mutations. In one case, a specimen was met that had a pair of human arms as well as its regular forearms



and rear clawed appendages; the beast using its human arms to fire a bow from a distance and kill the research expedition's guide. Other mutations have also been documented, ranging from extra sickle limbs, throwing spines, plated bodies, multiple heads, enlargement, and even a bat winged variant.

A rumor also persists of several humanoid species using sickle feet as guards or tracking animals, and in one instance, of skullocks riding these beasts into battle.

While speculation, rumor and second hand accounts are often dismissed by those who haven't encountered sickle feet, what is known is that they are entirely carnivorous, quick, observant, hard to approach unawares, and merciless. Accounts of their attacks on travelers, villages and looting expeditions repeatedly state that they do not differentiate between ripping apart men, women or children, regardless of their pleas for mercy. Worse, whatever humanity exists inside these beasts, they seem to have utterly no awareness that the humans they prey upon are related to themselves. The notion that sickle feet could crossbreed with regular humans has only been reluctantly guessed at, likewise, speculation on where these beasts came from is also discussed cautiously.

Without a doubt, sickle feet are genetically engineered, as opposed to a purely randomly evolved mutant species. The reason for this claim is that several excavation teams reported that they encountered these monsters, in concentration both above and below ground near ancient bio-industry facilities. The fact that these ancient sites often had robotic and fixed relic defensive measures in operation, along with electric power, points to some intelligence behind the occurrence of these beasts. Sickle feet, in conclusion, seem to have their dens near these high tech ruin sites, and whether operating under their own volition or not, are highly territorial and attack with extraordinary zeal and fight to the death on home ground.

Who or what their creators are, is still a mystery, as so far, no dig team has been able to defeat the sickle feet and the automated and robotic defenses of their lair. New era communities sitting near these high tech, beast infested sites, are hesitant to delve too deeply into who created the monsters, nor move against the sites in force. Clearly, since the mysterious bioengineers have the ability and technology to create such hellish beasts, what else could they unleash if provoked?

A sickle foot has excellent morale and will stay in a fight at least until half their own number are defeated without inflicting equal casualty numbers among their targets. They seems to favor the flesh of humanoids over horses or oxen, as when attacking travelers, ignore these herbivores in favor of men and women. Riding dogs, on the other hand, are attacked equally as often as humanoids, but left uneaten on the field of battle. For their own part, riding dogs and all other carnivorous mounts, pets and guard beasts seem to have a special hatred of sickle feet, and go beyond their normal aggressive tendencies to try and go after these strange, leaping, swearing mutants.

Bestial humans can smell the distinct, putrid odor of a sickle foot from hundreds of meters away, if the wind is favorable, and can alert human comrades to the presence of the threat, negating the normal initiative bonus of the predators.

Sickle Foot Mutation List Roll d20

23% of all Sickle Feet exhibit a mutation, determined from the following list:

1. Humanoid: This specimen is the product of a sickle foot and human crossbreeding experiment. The subject's face, while still hideous and toothy, protrudes less and has a more recognizable man or woman's face (appearance score 3d6). The beast-man also has a pair of rather regular looking human arms growing from its shoulders, and in battle, hangs back and fires a missile weapon (roll d6: 1-3. bow/4,5. long-bow/ 6. a pump shotgun with 2d4 shells loaded. This creature has an intelligence of 20+d20, can speak the local language well. Although a man eater, this freak will try to negotiate the surrender of the most tender travelers (women and children) and let the less appetizing (mutants, cyborgs, androids, bestial humans, etc.) go free, or it will speak to warn strong units of humanoids away from the sickle foot lair.

2. Screamer: This sickle foot shouts when within ten meters of prey, screaming so loud that those not wearing ear protection or a combat or better relic helmet, must make an agility based type A hazard check to cover their ears in time or be deafened for d20+20 minutes,

3. Extra sickle foot appendage, growing between regular pair, adding one extra attack.

4. Two extra sickle appendages, growing from back, adding two more sickle attacks per round.

5. Bone knobs cover this specimen, increasing its defense value by -10 (now DV -27).

6,7. Gland sacks grow along the sickle foot's back and rump. If the creature is struck, there is a 50% chance the impact ruptures one or more of these defense glands, which pop and ejaculate mist-like spore. Fellow sickle feet are immune to this fine spray, but other creatures caught within the 6 meter radius of the fine mist must make a type D perception based hazard check to spot the cloud and cover their mouth and nose with a sleeve or some other breathing protection. Those who inhale the spore suffer a dramatic affliction, known only after inhaling. Each person can experience a different result: roll d6: **1.** Victim becomes nauseated and begins to vomit and heave uncontrollably for d10+10 minutes. In that time, he or she is -1 movement, -10 Strike Value and +20 Defense Value easier to be hit. The retching causes 2d6 stun damage to the victim, as well./ **2.** The spore has a narcotic effect, making the subject intoxicated and unmotivated. He or she must make a type E will-power based hazard check or stagger drunkenly away from the battle and seek a peaceful place to contemplate infinity. Duration 2d6 +20 minutes./ **3.** The spore causes hallucinations. The character happens to see the skin dripping off his or her comrades and self, like wax, exposing living muscles,

organs and the skeletons beneath. The victim is allowed a type D intelligence based hazard check to shake it off and convince him or herself it is all an illusion. If so lucky, the subject can get beyond the visions to fight normally, otherwise, stranger visions overlap the first and make him or her temporarily hysterical. If made hysterical, the victim will run off in a random direction, screaming, for 3d6 minutes and very likely attract all manner of other predator./ **4. Mating pheromones**, which were not meant as a defensive measure, force the character to make a type C willpower based hazard check or become abnormally aroused. Of course the sickle feet hold no attraction for this amorous character, but those of the opposite sex of his or her own kind, do become an obsession for this unreasonably frisky person. As far as this individual is concerned, the appearance score of any nearby member of the opposite sex is double for the next d6 hours, plus, the victim of these pheromones will be distracted, and +5 easier to be struck in combat (thus a +5 penalty to his or her DV) and he or she will be -10 strike value when trying to engage others. These modifiers last until the hot and bothered victim has had his or her lust satisfied or else the d6 hour pheromone duration has passed./ **5. Spore** is casuistic and burns the subject's throat and lungs and inflicts d6 lethal and 2d6 stun damage on the subject./ **6. Spore** is actually a fungal growth and a symbiotic life form which thereafter resides in the inhaler. While having no obvious outward effects, the fungus growing inside the character protects its host from harm as best it can, improving the character's immunity against all diseases, toxins, venoms and other contaminants, but not including radiation, by allowing the PC two hazard checks from any of these threats. For example, if the PC is injected with a scorpion's poison, he or she gets two tries to make a successful hazard check from table TME-3-1, page 118 of the Hub Rules book.

8. Poison Bite: This sickle foot's saliva contains a numbing toxin. The victim of a successful strike must make a type C endurance based hazard check or succumb to a debilitating numbness in his or her limbs, making the subject half movement rate, half the strike value for any physical attack, and half the rate of attacks for the next 10+d10 minutes.

9. Wings: This specimen has a pair of massive, fur lined bat wings with a total span of 7 meters. The creature can take to the air and fly 15 meters per round, and while in the air, improves its defensive value by -23 (DV now -40). It makes passing dive attacks using only its two rear claw feet to rake over the heads and backs of its intended prey.

10. Throwing Spines: This sickle foot's entire back, shoulders and rump are covered with rows of 30cm long dagger-like yellow spines. During combat, it will hang back 9 or more meters and whirl about to shoot d6 spines per round, with all the spines in one burst directed at one target, determined randomly. Spines: max range 18m, rate d6, Strike Value (SV): 01-50, Damage d10 each. This specimen has 60 throwing spines available to it per day. Once exhausting its supply of ammo, it will rush in to join any close quarters fighting.

11. Giant Mouthed: This freak has an extra-large, elongated mouth. Any successful bite from this maw will inflict double damage (2d12+12).

12. Armor Plated: Armadillo DNA has clearly been injected into this specimen. Although slower (moves -3 meters per round, thus 6m), this deviant's Defense Value is increased by 23 points (now -40).

13. Telekinetic: This sickle foot has developed potent telekinetic powers, with which it has perfected a hunting technique involving the hurling of stones and other heavy debris. Each round, it can throw one fist sized stone or chunk of rubble at a random enemy target, SV 01-70, damage d12, range, 24 meters. This creature will try to hang back behind cover, overlooking a hunt, and hurl objects from the safety of rubble and tree trunks, gaining -20 DV (now DV -37).

14. Electrical Charge: This specimen goes into a fight only after spending two rounds charging itself up. It crackles and sparks with energy as it moves and if in dark conditions, is visible by its aura of surging power. Anything to hit it or be hit by it in melee has a 70% chance of receiving a powerful jolt of electricity inflicting d20 lethal and d100 stun damage. This unique mutation can only be used once per hour by this sickle foot, and once the charged is delivered, to one victim, it is spent.

15. Two Headed: This sickle foot swears twice as much and is allowed a second bite attack per round.

16. Harpoon Tongue: This mutant can shoot its tongue out 9 meters and impale victims. Often used on birds, rabbits and other small prey, which the sickle foot can then drag back to its hungry mouth, this creature will also employ this appendage on humanoids. If struck, a person is tugged toward the waiting sickle foot at a rate of 1 meter per round and if brought to the thing's mouth, will be hacked and chewed upon by the beast at +20 SV per attack. Of course, a heavier target (more kilograms weight than the sickle foot) cannot be pulled. The victim can hack the tongue off (tongue DV -5, Endurance 6). The tongue attacks at SV 01-80, damage d12 and has a 9m range.

17. Robust Build: This sickle foot is much bulkier than the rest and has an additional 2d20+20 endurance.

18. Mind Crusher: As the mutation mind crush, number 55, page TME-70. Summery: range Willpower x3: 129 meters/ rate 3 times per day/ damage d20 END and d6 Intelligence/ victim allowed type B intelligence based hazard check to avoid harm.

19. Cybernetically Enhanced: While not mutated, this specimen is clearly unique. Somebody somewhere modified this sickle foot to be a cyborg variant. It boasts areas of partial alloy plating (DV improved by -23 (now DV -40), sports solar collectors on its back, and is fitted with a laser pistol on the left side of its head where its eye once was. It can shoot its onboard weapon 20 times per day, range 500m/ SV 01-83/ damage d20+10.

20. Freakish Horror! This specimen features one additional mutation from this table, and is also massive, having an extra 100 endurance, moves 3m faster per round, and each bite or sickle claw attack does d20+6 damage instead of the normal d12+6 damage.



CREATURES OF THE APOCALYPSE: 2

Red Harvester

By William McAusland



William
McAusland
WM