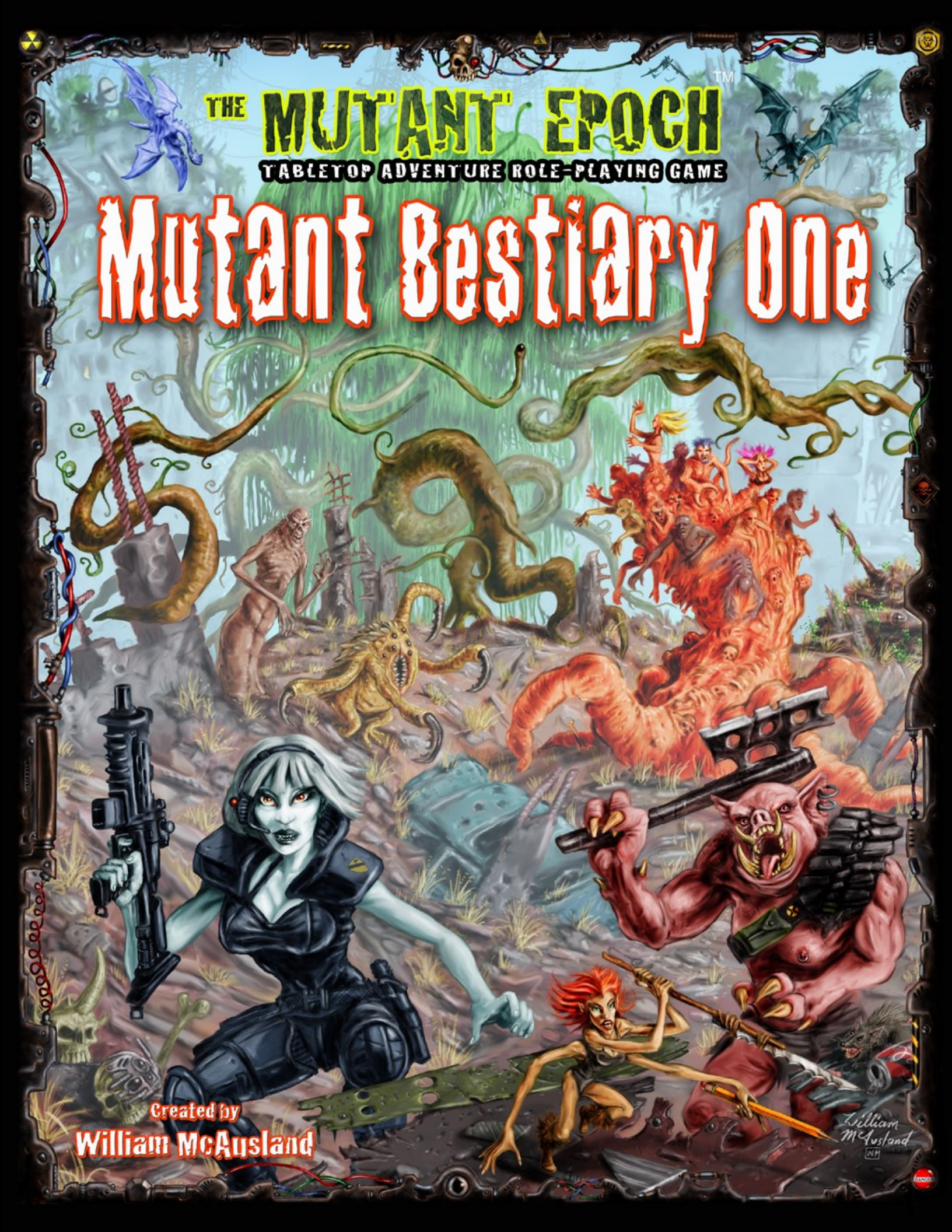


THE **MUTANT EPOCH**™
TABLETOP ADVENTURE ROLE-PLAYING GAME

Mutant Bestiary One

Created by
William McAusland

William
McAusland
WPM



Mutant Bestiary One

173 Creatures For use with

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 2007-2014 Outland Arts/ William McAusland

OLA1007

ISBN 978-0-9879642-8-1

First published November 2014

Special Thanks to Danny Seedhouse and Brandon Goerigner for their editorial input, as well as to the Tuesday creative crew of Bill, Jon, Larry, and Camille for illustration feedback. Extra special thanks to my wife, Brooke for her support during the long process of this book's production.



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



web sites: **www.outlandarts.com** or **www.mutantepoch.com**



“This is what your characters see!”

Hey Game Masters, are you a Society of Excavators Member*? If so, you can get player handouts, for personal use only, of all the art from this book! In the SOE members only area, go to [redacted] you can grab these 150dpi jpegs and show them to players on your tablet, phone or as print outs.

Not an SOE member? No worries, we got a ton of art from this book in a public art gallery right here:
<http://www.outlandarts.com/TME-mutant-bestiary-1-art.htm>

*SOE membership is free with purchase of The Mutant Epoch hub rules in print or PDF
Learn more here: <http://www.outlandarts.com/TME-SOE-preview.htm>

Table of Contents

Introduction	4	Domogoth	44	Plant, Colossal Mobilamortus	82	Weasel, Great	126
Abhorra	5	Entropy Beast	45	Pond Ghoul	86	Weasel, Hydra	126
Armadillos	7	Epochian Merfolk	47	Porcupines	87	Whales	128
Armadillo, Normal	7	Fetid-Oltuch	48	Porcupine, Normal	87	Whale, Dolphin	128
Armadillo, Spiny	7	Float Fiend	49	Porcupine, Spine Thrower	87	Whale, Killer	128
Armadillo, Giant	7	Geloid	50	Porcupine, Giant	87	Whale, Baleen	128
Badgers	9	Goats	51	Prothomus	88	Wolfur	130
Badger, Normal	9	Goats, Normal	51	Rabbits	89	Wolverines	132
Badger, Bone Eater	9	Goat, mountain	51	Rabbit, Cottontail	89	Wolverine, Normal	132
Battle Apes	11	Goat, Lucifer	51	Rabbit, Jack	89	Wolverine, Flayer	132
Battle Ape, Wild Chimp	11	Hell Crawler	53	Rabbit, Giant	89	Zalsh-Mal	133
Battle Ape, Cy-Chimp	11	Hex Frill Opossum	56	Rabbit, Thrasher	89	Ziagota	135
Battle Ape, Wild Gorilla	11	Hooked Gasher	56	Raccoon	91	Encounter Tables	136-144
Battle Ape, Cy-Gorilla	11	Horrid Slicer	57	Raccoon, Normal	91	Ancient Ruins	137
Beavers	15	Hyena-Sapien	58	Raccoon, Flesh Eater	91	Wilderness Matrix One	139
Beaver, Normal	15	Impalerzee	59	Raccoon, Bipedal	91	Wilderness Matrix Two	141
Beaver, Tusked	15	Impalerzee, Adult	59	Rad-Creeper	92		
Beaver Omnivorous	15	Impalerzee, Larva	59	Sabergut	93		
Bicrustodon	16	Insects 2a & 2b	60 or 63	Sagaawrath	94		
BladeTail	17	Insect, Carnivorous Grasshopper	60	Saw Wing	96		
Blood Mole	18	Insect, Swamp Mantis	60	Scrag	97		
Bog Lurker	19	Insect, Woodland Mantis	60	Sheep	98		
Brain Hound	20	Insect, Killer Bee Swarm	60	Sheep, normal	98		
Bug-Crits	21	Insect, Giant Diving Beetle	60	Sheep, Bighorn	98		
Bug-Crit, Drone	21	Insect, Scissor Caterpillar	60	Sheep, Thunder	98		
Bug-Crit, Warrior	21	Insect, Epochian Firefly	63	Skinner	100		
Bug-Crit, Scout Flyer	21	Insect, Locust Swarm	63	Skunks	101		
Bug-Crit, Egg Queen	21	Insect, Enormous Earwig	63	Skunk, Normal	101		
Calamusk	23	Insect, Giant Stickbug	63	Skunk, Eroder	101		
Cats 2	24	Insect, Flesh Cockroaches	63	Skunk, Predatory	101		
Cat, Jaguar	24	Junk Stalker	65	Sky-Demon	103		
Cat, Ocelot	24	Korvess	66	Sky-Strafer	104		
Cat, Lynx	24	Krenth	67	Slugs	105		
Cat, Bobcat	24	Marmots	68	Slug, Frothing	105		
Cat, Cougar	24	Marmot, Normal	68	Slug, Holocaust	105		
Cat, Shambler	24	Marmot, Giant	68	Slug, Jawed	105		
Cat, Hacker	24	Marmot, Saber	68	Slug, Gargantuan	105		
Cat-Folk (See Krenth)	67	Mice	69	Snagger	107		
Cough-Jaw	27	Mice, Normal	69	Snails	108		
Creeping Impaler	28	Mice, Aquatic	69	Snail, Death Quill	108		
Crimson Slinker	29	Mice, Venomous	69	Snail, Swamp Creeper	108		
Crustaceans	30	Mice, Swarmer	69	Snail, Monstrous	108		
Crustacean, Land Crab	30	Millipedes	71	Snail, Reef Horror	108		
Crustacean, Giant Land Crab	30	Millipedes, Bleach	71	Soul Leech	111		
Crustacean, Giant Hermit Crab	30	Millipede, Carrion	71	Spike Blade	112		
Crustacean, Bog Shrimp	30	Millipede, Giant	71	Squirrels	113		
Crustacean, Marauder Shrimp	30	Mollusks	72	Squirrel, Normal	113		
Crustacean, Epochian Great Lobster	30	Mollusk, Pond Trap	72	Squirrel, Whiptail	113		
Crustacean, Crabkin	30	Mollusk, Spear Clam	72	Squirrel Carnivorous	113		
Deci-Roller	34	Mollusk, Swamp Jaw	72	Squirrel, Freakish	113		
Deepkin	35	Mollusk, Multi-Snagger	72	Stone Spitter	115		
Deer	36	Night Wing	75	Tall Clipper	116		
Deer, Blacktail	36	Otters	76	Terrafins	117		
Deer, Whitetail	36	Otter, River	76	Terrafin, Hatchling	117		
Deer, Mule	36	Otter, Sea	76	Terrafin, Silverling	117		
Deer, Caribou	36	Otter, Man-Taker	76	Terrafin, Goldling	117		
Deer, Elk	36	Pigs	78	Terrafin, Spawner	117		
Deer, Moose	36	Pigs, normal	78	Tree Squid	118		
Deer, Pronghorn	36	Pig, Wild Boar	78	Turtles	120		
Deer, Nostbuck	36	Pig, Great Tusk	78	Turtle, Giant Snapper	120		
Devilkin	39	Pig, Oinker	78	Turtle, Club-Tail	120		
Dogs 2	41	Pit Jacker	81	Turtle, Deep Terror	120		
Dog, Fox	41	Plants	82	Turtle, Anthro-Tortoise	120		
Dog, Black Slinker Fox	41	Plant, Burr Thrower	82	Underfoot	123		
Dog, Coyote	41	Plant, Dagger Tree	82	Wailing Hook Fiend	124		
Dog, Ruin Coyote	41	Plant, Puff Moss	82	Waste Stalker	125		
Dog, Dreddog	41	Plant, Ripper Vine	82	Weasels	126		
Dog Boys (see Wolfur)	130	Plant, Mobilamortus	82	Weasel, Normal	126		



Introduction to Mutant Bestiary One

In The Mutant Epoch™ setting, the arrival of previously unseen humanoids and beasts typically occurs through either re-introduction or evolution.

Re-introduction occurs when old world species repopulate their ancient homelands, such as areas which were sprawling urban spaces or crop lands carved from pre-settlement wilderness. This habitat loss process started in about the mid 20th century and accelerated until the devastations which finally collapsed human civilization.

The second common avenue of new species introduction occurs through evolution, in which new life forms, many of them incredible and nightmarish, others hauntingly beautiful, and some just plain weird, migrate into new territories. Similarly, new beasts can occasionally emerge on the scene due to some fluke of nature or mad scientist's activities, and it is these engineered monsters which are often the most disturbing and dangerous.

All these new arrivals offer special challenges to human communities, and in particular, pose a threat to excavators and others who enter the wilderness areas on an almost daily basis. Dig teams are often the first to discover never before seen life forms and often blamed for unleashing these terrors upon the countryside, trade routes and villages.

The creatures found in Mutant Bestiary One™ cover a mix of known animals and livestock, as well as a diverse collection of altogether new specimens. Although normal animals are included, most have one or more bizarre off-shoots and all can be discovered as a mutant strain, which could turn an otherwise docile farm or prey animal into a deadly foe. Occasionally, a listing will be continued over one or two additional pages, or might be an extended collection of animals from those found in The Mutant Epoch RPG Hub Rules, noted with the number two behind the creature names (Cats 2, Dogs 2, Insects 2, and Plants 2 are within this book).

The collection found in the Hub Rules, and those in this tome, are by no means the only official TME creatures available to the game master. The magazines 'Excavator Monthly', and the Excavator Monthly Compendium book which contains all six EM issues, have a vast menagerie of new beasts. Additionally, several creatures are available for free download in our Creatures of the Apocalypse series at most RPG download stores and even more at www.mutantepoch.com in the Society of Excavators members area*.

New monsters are always welcome in a tabletop game, regardless of the genre. TME Game masters will find a wealth of post-apocalyptic adversaries, pets and allies in the following pages, keeping the game interesting and intense for many sessions to come. While the 173 listings contained in this book, and previously mentioned sources, will offer a variety of challenges for many adventures, they are by no means all the mutant denizens of The Mutant Epoch™ and so the game master is encouraged to invent his or her own beasts. Using the creatures in this book as examples or base life forms, a GM can quickly come up with something nasty, either as a new species or unique hybrid freak, something that the players will talk about for years to come.

The designation of Mutant Bestiary 'One' implies that there might be a book two in this series. This is a correct assumption, as there is a growing folder of handwritten descriptions, loose sketches and cryptic scribbles with this in mind. The Outland Arts team is constantly coming up with new material to populate this treacherous, weird and wonderful setting. Until then, enjoy this offering, with hopes that these beings, when given life in the imaginations of the GM and players alike, go far toward immersing participants in a world of high adventure and exploration.

* Anyone who has purchased a copy of the Hub Rules can sign up to become a Society of Excavators Member. See www.mutantepoch.com/membership.htm for more details.

Abhorra (Ugly-Buglies)Defense Value: **+5**Endurance: **10+2d20**Movement: **4m**Initiative: **-1**Attacks: **weapon** (club)Strike Value: **01-50**Damage: **d12+2**

Strength: 37 (+2 DMG)

Agility: 13

Accuracy: 15

Intelligence: 4+d10

Willpower: 21

Perception: 12

Appearance: d6

Valuables: nil

Experience Factors: 15

Morale: poor

Size: 1 to 2m tall

Weight: 2kg per point of endurance

Mutations: 23% /1

Relics: 7% / 1 WC-R

Implants: nil

The pathetic race of abhorras are sickly, naked, one armed, ignorant and cannibalistic mutant humans. They have thick, bloated bodies covered in weeping sores and patches of thick white hair. Their heads have no visible neck and always grow from one shoulder where an arm would normally be. Due to this handicap, abhorras, also called ugly-buglies, are slow to react (-1 initiative), easy to strike (+5 DV) and not very accurate or agile.

To most people, it is a mystery how in a world full of far more intelligent, fleet footed and deadly beings, that these abhorrent humanoid can exist. More perplexing is how it is that these humanoids can thrive in the ruins, considered the most dangerous environment of all. The answer seems to be in the incredible reproductive capacity of the species. Ugly-bugly females bare triplets at every birth, have only a four month pregnancy, and finally, abhorras reach adulthood at age nine. They seem to subsist on molds, plants, carrion, and foods stuffs that normal humans can't or won't touch. Their diet of carrion and contaminated vegetation has made their own flesh taste 'muddy' and is occasionally radioactive and toxic (if encountered in ruins, their blood and meat is 87% likely to be contaminated with mild radiation and type A weakness poison).

Additionally, these unlikely looking sub-humans form very tight knit communities and hole-up in well defended ruined structures, caves or thickets. From these lairs they defend their territory quite ferociously by throwing rocks, scrap metal, and crude javelins from the walls, or else rush intruders using crude weapons, screaming as they come.

Abhorras view other mutant humans and pure stocks with envy, awe and distrust. Captives humanoids of less than 35 appearance are either killed and eaten on the spot (each victim allowed a APP based type B HC), or taken back to the abhorra den and put into wooded cages, forced to work by day, and penned at night, until winter, when food supplies run low and one by one the slaves are dismembered and served raw. Attractive prisoners,



on the other hand, are kept as mate-slaves and the subject of unspeakable humiliation as they must entertain the tribe on a makeshift stage, endure abuse by all clan members, receive regular beatings, undergo malnutrition, and be forced to eat things that are simply revolting. During winter months, each attractive prisoner must make an appearance based type A hazard check per week to avoid being butchered and eaten. All offspring born from a mixed species coupling, after a 4 month gestation, are always abhorra, with a 2 in 10 chance per mutation of the parent's occurring in the three offspring.

These primitive folk dwell in shoddy forts made of whatever scrap they can pull together. Their tribes consist of 100+2d100 members and typically 3d6 assorted meat and mating slaves. They normally carry clubs, but will also

be known to use javelins or any looted weapons from their victims.

Being ruin dwellers, they are occasionally in the possession of relic weapons, however, once out of ammo or power, abhorras can't reload shell casings or figure out solar generators or other devices with which to continue using such weaponry. They never wear armor, feeling it is cowardly to hide behind anything but the nudity their god gave them. In their lairs will be valuables LH x d2, d6 random relics, d6 empty or unpowered relic weapons (WR-R) and 3d1000sp in plastic scraps.

Unless born from the mating of an abhorra to a mutant human and genetically gifted with more than one deviation, regular abhorras are 23% likely to exhibit one individually assigned mutation from the following list:

d100 Abhorra Mutation List

- 01-12.** Bone studded body, DV -10
- 13-18.** Spiked upper body, DV -14, body slam SV 01-60/ DMG 2d12+2
- 19-22.** Two heads fused together, +d10 intelligence, and a 7 in 10 chance of a ghost mutation from table TME-1-59, page 59 of the TME hub rules.
- 23-27.** Eyes all over body, +2 initiative, DV increased -5
- 28-32.** d6 extra arms, each with a club
- 33-37.** Extra arm growing from torso, ends in lethal hook SV 01-70/ DMG d20+2*

38-42. Plated in bone carapace, -1 movement, increase DV by -4d10

43-46. Vomits acid 4/day, range 12m, SV 01-60, burns for d6 rounds, DMG d6 per round.

47-51. Beam eyes, 3 uses/day, range 50m, SV 01-60, DMG 2d10

52-57. Long legs, Moves +d6

58-71. Carnivore, massive jaws like a baboon, SV 01-70, DMG 3d6+3*

72-78. Huge Specimen, 3m tall, +2d20 END, +1 MV, +d12 DMG, +10 SV, STR +3d20

79-83. Enormous, 5m tall, +30+2d20 END, +2 MV, +10+d12 DMG, STR +60+2d20 pts.

84-88. Winged, huge bat wings, 8m span, fly 15m per round, DV -22 when flying

89-92. Crab pincer on end instead of hand, SV 01-70/ DMG d20+2

93-97. Ballistic hide, DV -40 vs bullets and frag grenades.

98,99. Thinker, huge brain, INT +3d20, WILL +3d20, PER +2d20

00. Ghost mutant, has d6 mutations from ghost mutant list, see Hub Rules book, page 59, plus, Intelligence and Willpower scores are increased by 20+d20 each. Usually a leader.

* As additional attack to others



Armadillos

Species	Normal	Spiny	Great
Defense Value:	-14/-48	-30/-74	-26/-72
Endurance:	3+d4	20+2d20	200+2d100
Movement:	5m	4m	4m
Initiative:	normal	-1	-2
Attacks:	1	1	2 claws and 1 bite
Strike Value:	01-38	01-68	01-74
Damage:	d4	d12+2	d10/ d10/ bite 2d10
Strength:	7	78	216
Agility:	18	16	12
Accuracy:	21	28	18
Intelligence:	6	8	7
Willpower:	23	37	49
Perception:	17	15	11
Valuables:	nil	5d6sp shell	100+d100sp Shell
Experience:	5	27	260
Morale:	Poor	Average	Firm
Size: length	1m	2.2m	4.2m
Weight:	8 kg	79kg	468kg
Mutations:	39%/d2	9%/ 1	nil

All armadillos are typically vegetarian, however, both spiny and great armadillos are considerably more aggressive than their normal ancestors and likely to put up a ferocious scrap to defend their young, burrow or feeding grounds. When outnumbered, out-sized, or clearly losing the battle, yet unable to flee from attackers, armadillos will resort to curling into a ball, tucking their legs up into the protective shell and making themselves exceedingly hard to penetrate. When in a ball, use the second defense value shown. In this state, if it does take three or more injuries, it will uncoil and fight to the finish. Most carnivores, however, will give up on an armadillo after 10 rounds of

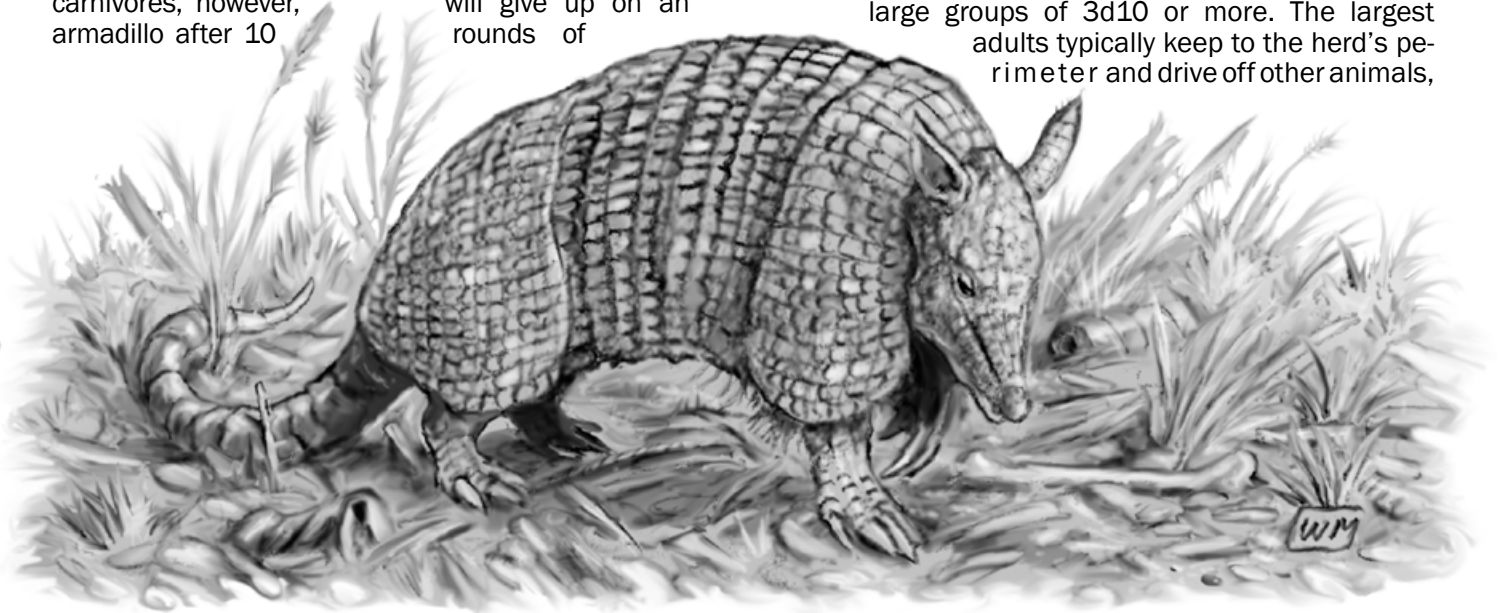
unproductive attacks, and look elsewhere for prey.

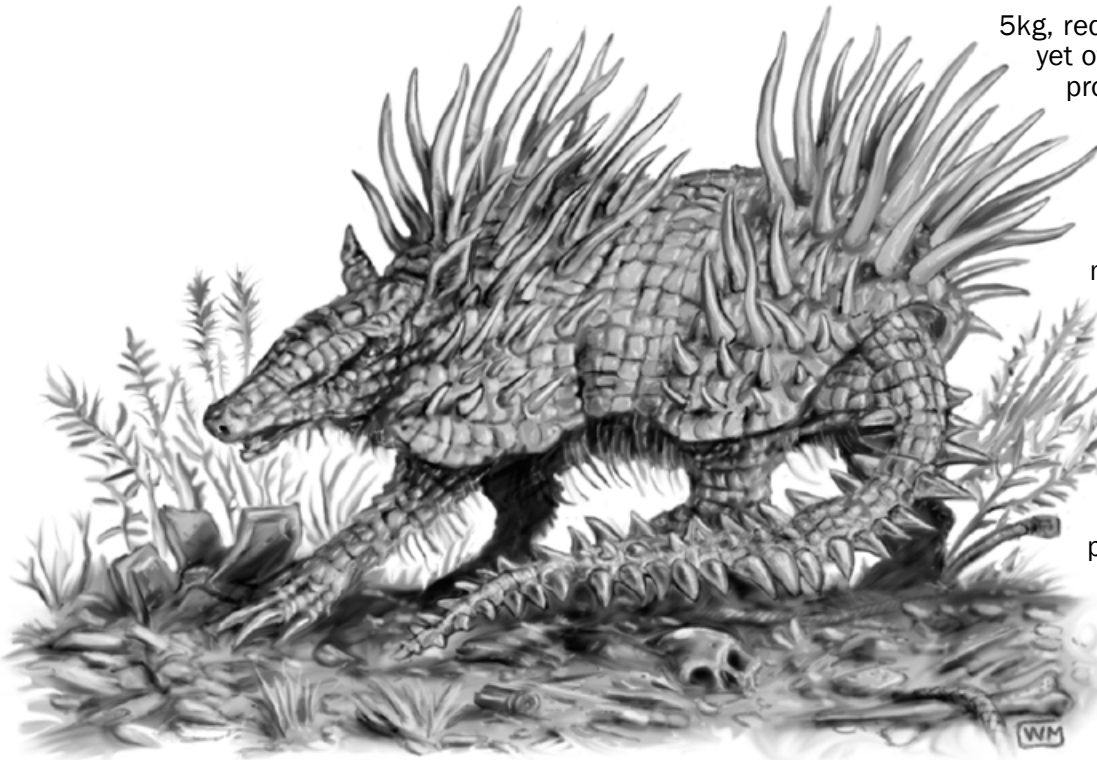
Normal armadillos from the old world have survived simply by inhabiting remote areas and relying on their armor and numbers. Near radioactive or bio-agent contamination zones, however, mutant specimens are common, some of which are carnivorous; 39% of all 'normal' encountered armadillos will be mutants with d2 mutations from the following list:

d20 Normal Armadillo Mutations

- 1-3.** A mutation from list MUT-1, hUB rules, table TME__ -
- 4,5.** Six legs, +10 SV, +2 DMG, +d4 MV
- 6,7.** Venomous, type B death poison
- 8,9.** Two heads, +5 SV +2 DMG
- 10,11.** Huge Specimen, add 20+3d10 END, +d6 MV, +12 SV, +2d4 DMG
- 12.** Thicker shell, -2d6 DV
- 13.** Faster, +d6 MV, -d6 DV
- 14.** Large jaws, +d4 DMG, +5 SV
- 15.** Spiked tail, extra regular attack
- 16.** Extra thick shell, improve DV by -10+2d10
- 17.** Omnivore, +2 DMG, +d6 SV
- 18,19.** Carnivorous, +d6 MV, +2d6 END, +17 SV, +2d4 DMG
- 20.** Spits acid, 3 streams per hour, 5m range, SV 01-70, DMG d6 per round for d6 rounds

Spiny Armadillos are hog sized grazers which move in large groups of 3d10 or more. The largest adults typically keep to the herd's perimeter and drive off other animals,





5kg, reducing movement by 0.5m, yet offering -13 DV body armor protection. Given this use, the shell of a spiny armadillo yields 5d6sp value in any trade town.

Great Armadillos are slow moving herd animals of huge stature, resembling some prehistoric creature in many respects. They don't normally exhibit any additional mutations, however due to their great size, strength and bad tempers, often need no other edge in their defense. Any predator or humanoid to come within 20 meters of one of these plated, long clawed, massive jawed brutes is inviting disaster, as each armadillo in the heard is 57%

occasionally killing humanoids if they act belligerently toward the 'dillos. An entire herd may exhibit the same mutation; 9% chance of one from the list above, but generally rely on their size, numbers, armor and lethal spike array. In a scrap, spiny armadillos will charge enemies and attempt to gore them, likewise, if pursued by a superior foe, will lash out at trailing attackers with their powerful, spine covered tails.

Their armor is exceedingly thick and so highly valued by savages who cut it free of their beast's carcasses. The more cumbersome spines of the spine-dillo's shell removed, the husk cleaned, and turned into effective body armor; 'armadillo armor' weight

likely to suddenly huff and snarl and make a warning charge 2d6m towards the intruder. If the intruders don't back off, then there is a further 88% chance that the entire herd will suddenly rush forward and try to kill the threat. If in either roll, the great armadillos don't charge, they will instead rush away, looking for a more secluded spot to graze. The shell of a great armadillo is large enough to drape over and bolt onto a dune buggy or car, adding -30 DV and -10% movement, likewise, it can be made into a fortified hut or cut up to make 6+d3 suits of 'armadillo armor' (see Spiny armadillo above).



Art samples of just a few of the 167 illustrations in *Mutant Bestiary One*



THE MUTANT EPOCH
TABLETOP ADVENTURE ROLE-PLAYING GAME
Mutant Bestiary One





THE MUTANT EPOCH™
 TABLETOP ADVENTURE ROLE-PLAYING GAME
Mutant Bestiary One





THE MUTANT EPOCH™
 TABLETOP ADVENTURE ROLE-PLAYING GAME
Mutant Bestiary One

© Copyright 2014 William McAusland / www.mutantepoch.com

© Copyright Outland Arts.com / www.mutantepoch.com



© Copyright 2014 William McAusland / www.mutantepoch.com

THE MUTANT EPOCH™
 TABLETOP ADVENTURE ROLE-PLAYING GAME
Mutant Bestiary One

© Copyright Outland Arts.com / www.mutantepoch.com



© Copyright 2014 William McAusland / www.mutantepoch.com



© Copyright 2014 William McAusland / www.mutantepoch.com



© Copyright 2014 William McAusland / www.mutantepoch.com

Mutant Bestiary One

for use with

THE MUTANT EPOCH

TABLETOP ADVENTURE ROLE-PLAYING GAME

WHAT A FREAK SHOW!

Keep your post-apocalyptic game players on the edge of their seats with 173 all new creatures from Abhorra to Ziagota.

Your players are gonna ask:
"Now what the hell is that!?"



Print Version \$22.99

PDF \$9.99

In this book:

- 173 creatures
- Most with mutation lists
- 167 images
- SOE only content: Creature ID directory
- Encounter tables by terrain and difficulty rating
- Just some of the creatures you'll meet in this 148 page collection:
 - 16 humanoids • 68 Animals of old and their off-shoots • 5 new predatory plants
 - 3 Whales • 11 New insects • 12 Slugs, snails and mollusks • 8 Crustaceans
 - 7 New cats • 6 New dogs • 4 Ape variants • +30 Other assorted monstrous fiends