



# THE MANUAL OF MUTANTS & MONSTERS



# PREVIEW

REQUIRES THE MUTANTS & MASTERMINDS  
RPG BY GREEN RONIN PUBLISHING

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# THE MANUAL OF MUTANTS & MONSTERS

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# INTRODUCTION & AUTHOR'S COMMENTS

What you're now reading is a preview of what may just be the largest third-party **Superlink** project undertaken to date! In its complete format, it will include **Superlink** conversions for creatures found in the Fantasy, Modern, and Psionic SRDs, as well as new creatures, creatures from popular fiction, as well as some of the so-called "missing" SRD creatures in new and reimagined formats.

Hopefully this preview will wet your appetite for the complete release, due out in the end of 2007 or early 2008.

## MONSTER TRAITS

### Monster Characteristic and Type Templates

To save Gamemasters time and to clean up and shorten the monster statistics blocks a bit, some of the characteristics shared by creatures of similar natures or elements have been compiled into the following trait templates—think of them as stat block shorthand that not only collect shared data for the monsters herein, but also act as a common starting point for monster creations of your own.

Costs from these templates will be listed amongst the creature's PP tallies, although the abilities will not unless unavoidable or something regarding them is must be clarified, such as indicated a power's rank that is stated as variable within the template's description. Alternatively, one or more of a template's elements may be mentioned in the creature's statistic blocks because the trait has been improved beyond the template's ranks.

A monster's templates (if any) are listed beside its name. If the creature has two or more monster template with the same ability drop one and reimburse its PP value. If one of the abilities is the same as another but of higher rank, reimburse the power(s) with the lower ranks.

#### What is a "Humanoid?"

The term "humanoid" is used periodically throughout this work in reference to a type of subject/target certain powers are limited to working against. This terms is used to classify sentient/self-aware creatures with bodies somewhat if not outright resembling that of humans (two arms, two legs, one head, etc.), and complex social structures and culture. Their nature also usually means they have little in the way of powers, save a few innate examples or have been acquired through mutation, artificial means, or any number of other sources that likewise bestow special abilities upon mankind.

## AIR TYPE (2+ PP)

This type usually is used for elementals and extraplanar creatures with a connection to the Elemental Plane of Air.

| Trait                                    | Cost          |
|--|---------------|
| <b>Feats</b>                             | <b>2</b>      |
| Environmental Adaptation (Air/in flight) | 1             |
| Favored Environment (Air/in flight)      | 1             |
| <b>Powers</b>                            | <b>Varies</b> |
| Flight                                   | Varies        |

## ELEMENTAL TYPE (19 PP)

An elemental is a being composed of one of the four classical elements: air, earth, fire, or water (or of a lesser known element.)

| Trait  | Cost      |
|--|-----------|
| <b>Feats</b>   | <b>2</b>  |
| Environmental Adaptation (element of Type)   | 1         |
| Favored Environment (element of Type)  | 1         |
| <b>Powers</b>  | <b>17</b> |
| Immunity 14 (Needs no sleep, Paralysis, poison, sleep effects, stunning, starvation and thirst, suffocation) | 14        |
| Super-Senses 3 (Darkvision, low-light vision)  | 3         |

## UNDEAD TYPE (74 PP)

Undead are once-living creatures animated by spiritual or supernatural forces.

| Trait  | Cost       |
|--|------------|
| <b>Abilities</b>   | <b>-10</b> |
| Constitution 0   | -10        |
| <b>Powers</b>  | <b>88</b>  |
| Immunity 86 (Ability drain, critical hits, death effects, disease, Fortitude save effects, life draining, mental effects, needs no sleep, non-lethal damage, paralysis, poison, sleep effects, starvation and thirst, stunning, suffocation) | 86         |
| Super-Senses 2 (Darkvision)  | 2          |
| <b>Drawbacks</b>   | <b>-4</b>  |
| No Healing (supernatural/preternatural means)  | -4         |

## NEW SKILLS

**Knowledge (psionic lore)** (*Better Mousetrap*)



## NEW POWERS

The following new powers are mentioned in this work but are found elsewhere in sources other than the core rules.

**Extra Attacks** (*Metahuman Martial Arts*)

**Power Control** (*M&M: UP*)

**Silence** (*M&M: UP*)

## NEW POWER FEATS

The following new power feats are mentioned in this work but are found elsewhere in sources other than the core rules.

**Knockback** (*Better Mousetrap*)

**Potent** (*Metahuman Martial Arts*)

## NEW EXTRAS

The following new extras are mentioned in this work but are found elsewhere in sources other than the core rules.

**Independent** (*M&M: UP*)

**No Saving Throw** (*M&M: UP*)

**Self-Destructive** (*Better Mousetrap*)

## NEW FLAWS

The following new flaws are mentioned in this work but are found elsewhere in sources other than the core rules.

**Additional Save** (*Better Mousetrap*)

**Phasing** (*Better Mousetrap*)

## NEW DRAWBACKS

The following new drawbacks are mentioned in this work but are found elsewhere in sources other than the core rules.

**Diluted** (*Metahuman Martial Arts*)

**Reduced Area** (*Better Mousetrap*)

**Reduced Range** (*Better Mousetrap*)

**Short Range** (*Better Mousetrap*)

**Subdue** (*Metahuman Martial Arts*)

## POWER PACKAGES

Because fantasy and modern OGL monster statistics often include abilities (usually spell-like abilities) that can have a number of effects operating under a single event or action, some conversions herein can become incredibly long and complicated in their attempt to represent those abilities. To cut down on this confusion, and to save space, some of these abilities have been gathered here into “power packages” and are then only referenced in the converted creature statistics. Sometimes the basic power package may change, especially if a particular creature requires a more powerful version, in which case any such changes will be listed.

Each trait within a power package lists the PP cost as presented with the cost per rank in parenthesis to make improving the power package easier.

Any power package appearing within a power array or the like requires sufficient PP to be set aside within the array to activate all the package’s linked powers otherwise none of these powers may be employed. As such, any array containing a power package must be dynamic otherwise the linked powers can not be simultaneously activated. One must expend PP on every power within a power package as its own dynamic Alternate Power, however, as a power package is merely a conceptual power container. For example, adding the Aid power package to an array would cost 8 PP—4 PP to pay for the four powers within the package to become Alternate Powers and another PP each for those Alternate Powers to be dynamic.

### Power Packages and Creature Costs

To further simplify keeping track of how a power package’s PP cost relates to a creature’s overall costs and to make improving their aspects easier, a power package’s overall cost is applied to the creature’s “power” tally. This includes the cost of any power drawbacks rather than separating the former and listing them with the creature’s “drawback” PP tally.

### GASEOUS FORM (12 PP TO 8 PP; SEE DESCRIPTION)

**Gaseous Form 3** (**Flight 1** [2 PP], **Immunity 3** [Critical hits, poison] [3 PP], **Insubstantial 2** [10 PP]), 15 PP (5 PP/rank)

**Power Loss** (if submerged or otherwise entering a liquid if in gaseous form; uncommon, minor), -1 PP

**Vulnerable** (magic, if in gaseous form; uncommon, minor), -1 PP

**Vulnerable** (wind, if in gaseous form; uncommon, minor), -1 PP

Only apply the following drawback if the creature has the Magic trait and casts spells.

- **Power Loss** (spells requiring gesturing, speaking, or material components; if in gaseous form), -3 PP

Only apply the following drawback if the creature has the Protection trait or is granted a degree of Protection from another trait, such as Density.

- **Power Loss** (protection, none in gaseous form; uncommon, minor), -1 PP



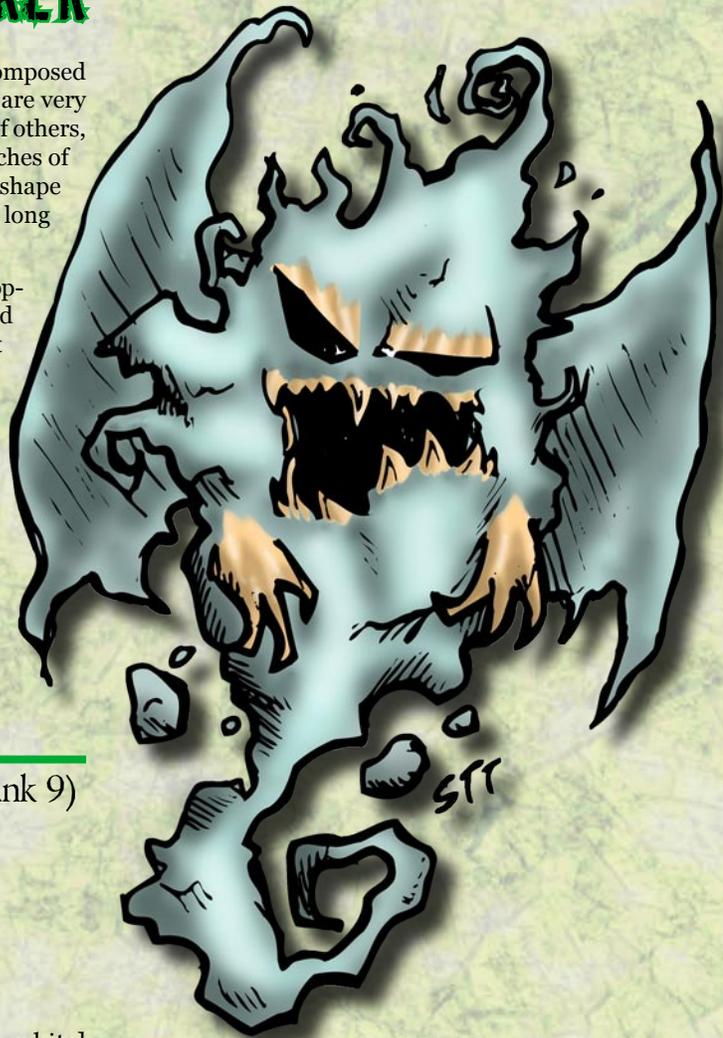
# BELKER

Belkers are creatures from the Plane of Air composed primarily of smoke. Although undeniably evil, they are very reclusive and usually have no interest in the affairs of others, although they may congregate in pairs or small clutches of three to four in rare instances. A belker's winged shape makes it look distinctly demonic. It is about 7 feet long and weighs about 8 pounds.

A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent. The target must succeed on Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

In most cases, a belker fights with its nasty claws and painful bite, choosing carefully when to transform into its smoke form due to the limited amount of time it may maintain its smoke form each day.

Belkers are native speakers of Auran.



## Belker (Air, Elemental; PL 5/Minion Rank 9)

Str 14 (+2), Dex 21 (+5), Con 13 (+1)

Int 6 (-2), Wis 11 (+0), Cha 11 (+0)

Skills: Notice 7 (+7), Stealth 1 (+6)

### POWERS

**Extra Attacks 4** (Power Feats: Combo [wings, claws, bite] 2) ■ **Flight 2** (Retained in smoke form) ■ **Gaseous Form Power Package** (Smoke form; 11 PP) ■ **Growth 4** (Large; Power Feats: Innate; Flaws: Permanent) ■ **Protection 4** ■ **Strike 4** (Smoke claws; Extras: Free Action, No Saving Throw [Toughness]; Flaws: Additional Fortitude Save [replace attack roll], Medium or smaller targets only, Only in smoke form, Only if engulfing target)

**Drawbacks:** **Inaccurate** (bite) -2, **Inaccurate** (claws) -2, **Power Loss** (smoke claws, not when target's breathing is protected or non-existent; minor uncommon) -2, **Power Loss** (smoke form; maximum of 2 minutes per day; very common, major) -5

**Combat:** Attack +8 (+4 bite or claws), Damage +2 (claws, bite or wings), +4 (smoke claws), Defense +12, Initiative +5

**Saving Throws:** Toughness +5, Fortitude +3, Reflex +10, Will +2

**Abilities 4 + Skills 2 (8 ranks) + Feats 2 + Powers 75 + Combat 40 + Saves 9 - Drawbacks 11 = 121**

# CALLER IN DARKNESS

A caller in darkness is an incorporeal creature composed of the minds of dozens of victims who died together in terror. It seeks to draw others into its fear-wracked, hellish existence. Callers appear as a cloud of rising smoke or dark mist filled with dozens of indiscernible faces screaming in silence. They rarely speak, but when they do, they speak English (or another common human tongue.)

Any living, intelligent creature slain by a caller in darkness's touch attack is mentally absorbed into the monster's consciousness, permanently causing a new screaming face to appear within its cloud. (The physical body of the victim remains intact.) A caller in darkness can also steal the essence of living, intelligent creatures under particular circumstances, likewise absorbing anyone slain in this fashion.

## Caller In Darkness

(Undead; PL 8/Minion Rank 15)

Str —, Dex 16 (+3), Con —

Int 14 (+2), Wis 14 (+2), Cha 15 (+2)



**Skills:** Intimidate 10 (+12), Knowledge (psionic lore) 10 (+12), Notice 12 (+14), Search 10 (+12), Sense Motive 10 (+12), Stealth 8 (+11)

**Feats:** Blind Fight, Improved Initiative

## POWERS

**28 PP Psionic Array** \* (42 PP cost) ■ **Boost 2** (Passive steal essence, Protection, 1 PP/rank; Power Feats: Slow Fade; Extras: Free Action; Flaws: Only when a victim is slain by incorporeal touch) ■ **Emotion Control 6** (Unnatural aura; Extras: Burst [30 ft.], Continuous; Flaws: Fear only, Only versus animals, Permanent, Touch) ■ **Extra Attacks 3** ■ **Flight 2** ■ **Growth 4** (Large; Power Feats: Innate; Flaws: Permanent) ■ **Insubstantial 3** (Flaws: Phasing) 12 ■ **Protection 8** ■ **Silence 1** ■ **Strike 4** (Incorporeal touch; Power Feats: Affects Insubstantial 2) ■ **Super-Senses 2** (Detect psionics [mental, range]) ■ **Transfer 2** (Steal essence attack, Drain Constitution [1PP/rank], Boost Protection [1 PP/rank], 2 PP/rank; Extras: Burst, No Saving Throw; Flaws: Only versus targets that are paralyzed, sleeping, or have a mental ability score of 0)



\* Dynamic

**Drawbacks:** **Diluted** (psychic crush additional Will save) -7, **Power Loss** (co-opt concentration has 1 use/day) -1, **Power Loss** (death urge has 3 uses/day) -3, **Power Loss** (psychic crush has 3 uses/day) -3, **Power Loss** (suggestion has 3 uses/day) -3, **Reduced Area** (unnatural aura) -1, **Short Range** (mind thrust) -2, **Short Range** (psychic crush) -3, **Subdue** (Sunlight; common, minor) -2

**Combat:** Attack +5 (-1 due to size), Damage +4 (incorporeal touch), Defense +4 (-1 due to size), Initiative +7

**Saving Throws:** Toughness +8, Fortitude -, Reflex +6, Will +9

**Abilities -13 + Skills 15 (60 ranks) + Feats 2 + Powers 205 + Combat 22 + Saves 10 - Drawbacks 29 = 212**

## Caller In Darkness Psionic Array (28 PP)

**Mind Control 14 (Primary Power)** (Death urge, psionic; Extras: Conscious, Self-Destructive; Flaws: Instant, One command "kill yourself", Ranged), 28 PP

The following Alternate Powers are available.

**Blast 6 \*** (Concussion blast, psionic; Power Feats: Knockback, Split Attack, Subtle), 15 PP

**Blast 10 \*** (Psychic crush, psionic; Power Feats: Subtle; Flaws: Additional Will Save [DC 13]; 10-ft. increments), 11 PP

**Drain Charisma 4 \*** (Ego whip, psionic, 1 PP/rank; Power Feats: Improved Range 2, Potent [DC 16] 2; Extras: Ranged, Will Save), 12 PP

**ESP 7 \*** (Clairvoyant sense, psionic, auditory, 1 PP/rank; Extras: Independent, Sustained, Total Fade; Flaws: Must know the targeted area, Standard Action), 7 PP

**Mental Blast 6 \*** (Mind thrust, psionic; Flaws: Ranged [12-ft. increments]), 18 PP

**Mind Control 4 \*** (Suggestion, psionic; Power Feats: Slow Fade 4; Extras: Conscious, Independent, Sustained, Total Fade; Flaws: Hearing-Dependent, Limited to one reasonable command, Ranged), 12 PP

**Power Control 8 \*** (Co-op concentration, psionic; Flaws: Concentration, Only versus psionic powers, Only if power has a Concentration duration, Ranged), 2 PP

\* Dynamic



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