

Mutants Menaces of the Southwest

Four New Monsters for D&D Gamma World

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Taran-Cholla

Bizarre fusions of spider and cactus, these fearsome beasts roam the desert wastes seeking prey which they drain dry of fluids. They can leap up to 10 meters in one jump, and often pose as large green cholla cacti in order to surprise their victims.

Leaping Taran-Cholla	Level 6 Skirmisher	
Large terrestrial beast (plant)	XP 250	
HP 71; Bloodied 36	Initiative +8	
AC 20; Fortitude 19; Reflex 18; Will 17	Perception +5	
Speed 6, climb 6 (spider climb), jump 6	Tremorsense 10	
Resist 10 poison; Vulnerability 5 fire		
Traits		
○ Thorny Spines • Aura 1 (physical)		
Any enemy ending its turn within the taran-cholla's aura takes 5 physical damage.		
Soft Fall		
The taran-cholla doesn't take damage from falling and always lands on its feet.		
Standard Actions		
⊕ Woody Mandibles (physical) • At-Will		
<i>Attack:</i> Melee 1 (One creature); +11 vs. AC		
<i>Hit:</i> 2d6 + 4 physical damage and ongoing 5 poison damage (save ends).		
Leaping Pounce • At-Will		
<i>Effect:</i> The taran-cholla jumps 6 squares in any direction; this movement does not provoke opportunity attacks. Then the taran-cholla uses its <i>woody mandibles</i> attack; if the attack hits, the target is also knocked prone.		
Move Actions		
Spider Scuttle • Recharge ☹ ☹ ☹		
<i>Effect:</i> The taran-cholla shifts its speed.		
Skills Stealth +11		
Str 19 (+7)	Dex 17 (+6)	Wis 14 (+5)
Con 15 (+5)	Int 2 (-1)	Cha 8 (+2)

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Meep (*Velocitus delectiblus*)

A flightless long-legged desert bird, the meep is known for its high speed, its skill at avoiding predators, and apparent temporal mutation.

Meep (acceleratii incredibus)	Level 3 Skirmisher	
Small terrestrial beast	XP 150	
HP 46; Bloodied 23	Initiative +8	
AC 17; Fortitude 15; Reflex 16; Will 15	Perception +7	
Speed 10		
Traits		
Blur of Speed		
If the meep ends its turn more than 5 squares away from where it began its turn, it gains partial concealment until the end of its next turn.		
Made by Acme		
Omega Tech powers used against the meep take a -5 penalty on attack rolls. If a ranged or close Omega Tech attack power misses the meep, repeat the attack against the attacker. If an area Omega Tech attack power misses the meep, repeat the attack with the attacker's square as the origin.		
Standard Actions		
⊕ Peck (physical) • At-Will		
<i>Attack:</i> Melee 1 (One creature); +8 vs. AC		
<i>Hit:</i> 1d6 + 4 physical damage.		
⊖ Unexpected Meep-Meep • At-Will		
<i>Attack:</i> Melee 1 (One creature); +6 vs. Reflex		
<i>Hit:</i> 1d8 + 3 sonic damage. If the meep has concealment or combat advantage, the target is dazed until the start of the meep's next turn, and the meep can slide the target up to 3 squares.		
Minor Actions		
Zip! • At-Will		
<i>Effect:</i> The meep shifts its speed.		
Triggered Actions		
Zing! • At-Will		
<i>Trigger:</i> The meep is hit by an attack.		
<i>Effect (Immediate Interrupt):</i> The meep shifts its speed.		
Freeze-Frame • Encounter		
<i>Requirements:</i> The meep must use this power before the start of its second turn in the encounter.		
<i>Trigger:</i> An enemy that the meep can see starts to move.		
<i>Effect (Immediate Interrupt):</i> Time stops for a few seconds, then resumes again. The meep can shift its speed after the enemy finishes its move.		
Str 8 (+0)	Dex 20 (+6)	Wis 12 (+2)
Con 14 (+3)	Int 6 (-1)	Cha 14 (+3)

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Snoburr

More squat and round than the meep, snoburrs are mutated flightless birds that originate in colder climes of North America but which find their way to the desert, especially during the winter. Slow and stupid with dull brown and white feathers, they are often captured by natives of the Southwest because of their natural cooling abilities – useful against the merciless desert sun. When a snoburr dies, it releases all the stored heat it has absorbed in a great ball of fire.

Snoburr Small terrestrial beast	Level 2 Controller XP 125	
HP 32; Bloodied 16 AC 16; Fortitude 13; Reflex 14; Will 14 Speed 4 Immune fire; Resist 10 cold	Initiative +1 Perception +1	
Traits		
○ Cooling Aura • Aura 2 All creatures within 2 squares of a snoburr gain resist 5 fire.		
Standard Actions		
⬇ Bite • At-Will <i>Attack:</i> Melee 1 (1 creature); +7 vs. AC <i>Hit:</i> 1d6 + 3 physical damage.		
↶ Chilling Blast (cold) • At-Will <i>Attack:</i> Close blast 3 (All creatures in blast); +6 vs. Fortitude <i>Hit:</i> 1d8 + 5 cold damage and the target is slowed until the end of the snoburr's next turn.		
Triggered Actions		
Heat Release • Encounter <i>Trigger:</i> The snoburr is reduced to 0 hit points. <i>Attack (Free):</i> Close burst 2 (All creatures in burst); +6 vs. Fortitude <i>Hit:</i> 2d10 + 5 fire damage.		
Str 6 (–1) Con 8 (+0)	Dex 11 (+1) Int 2 (–3)	Wis 11 (+1) Cha 8 (+0)

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Healer Monster

These huge, radioactive beaded lizards are valued for the healing radiation they give off, and are often used as mounts for that reason. In the wild, they rarely attack unless provoked, preferring to burrow underground to avoid the heat of the desert day. If disturbed, they can be nasty opponents, clamping on with their powerful jaws and refusing to let go.

Healer Monster Large natural beast (reptile)	Level 5 Brute (Leader) XP 200	
HP 78; Bloodied 39 AC 17; Fortitude 18; Reflex 16; Will 17 Speed 6, burrow 3 Immune disease; Resist 10 necrotic, 10 poison, 10 radiation	Initiative +3 Perception +3	
Traits		
○ Healing Field • Aura 2 (Healing) If the healer monster is unbloodied, any ally ending its turn within the aura gains 5 temporary hit points.		
Bloodied Rage When bloodied, the healer monster gains a +5 bonus to damage rolls and a +2 bonus to speed.		
Standard Actions		
⬇ Slashing Claws (physical) • At-Will <i>Attack:</i> Melee 2 (One or two creatures); +8 vs. AC <i>Hit:</i> 1d12 + 5 physical damage.		
⬇ Venomous Bite (physical, poison) • Recharge when no targets are immobilized by this attack <i>Attack:</i> Melee 1 (One creature); +8 vs. AC <i>Hit:</i> 2d8 + 4 physical damage, and the target is immobilized and takes ongoing 10 physical and poison damage (save ends both). The immobilization and ongoing damage end immediately if the healer monster is more than 1 square away from the target.		
Minor Actions		
Restorative Force (healing) • At-Will (1/round) <i>Requirements:</i> The healer monster must not be bloodied. <i>Effect:</i> Close burst 1 (One ally in burst); The ally can make a saving throw.		
Str 16 (+5) Con 18 (+6)	Dex 13 (+3) Int 4 (–1)	Wis 12 (+3) Cha 14 (+4)

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Credits: Monster inspiration by William “Dave the Armadillo” Combs and Thomas “Lovesplosion” Johnson.

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