

AFTER THE BOMB FLORA AND FAUNA

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FLORA

GIANT MAN-EATER PLANTS

The giant man-eater plant is a large carnivorous plant that has a large central stock that stands up to 10 feet tall and is usually covered in red and white flowers. Around the stalk are four long leaves that end in trap-like "mouths." Around the base of the plant, is a ring of tough tendrils that can reach up to a distance of twelve to sixteen feet away. The purpose of these tendrils is to catch animal prey that the plant then drops into its trap-like mouth to devour.

The trap-like mouths snap shut when stimulated by prey. The trapping mechanism is tripped when prey contacts one of the three twig-like protusions that are found on the upper surface of each of the mouths. The trapping mechanism is so specialized that it can distinguish between living prey and non-prey stimuli such as falling raindrops. The edges of the mouths are fringed by stiff twig-like protrusions, which mesh together and prevent large prey from escaping. The holes in the meshwork allow small prey (size level 4 or smaller) to escape. If the prey is too small and escapes, the trap will reopen within 6 hours.

Size: 7 – 10 feet tall

Weight: 200 – 400 pounds

A.R.: 6 (main stem), 8 (per trap-like mouth), 10 (per tendril)

S.D.C.: 3D6 + 10 (main stem), 4D6 + 16 (per trap-like mouth), 4D6 + 22 (per tendril)

Hit Points: 4D6 + 15

P.P.E.: 1D6 + 2

Attacks Per Melee Round: 6 (maximum of 4 for the trap-like mouths)

Damage: Tendril does 1D8 (plus P.S. hand to hand damage bonus) constrictive points when it latches on to a target (which is a strike to entangle), and then on the next round, the captured prey is dropped into the trap-like mouths which do 3D6 points of acidic damage automatically per round.

Bonuses: +3 on initiative, +3 to entangle (with tendril), +3 to damage; great strength (P.S. 3D6 + 15), a P.S. equal to the giant man-eating plant's is needed to pry its trap-like mouths open.

Speed: 0, the plant is non-mobile.

Average Life Span: 4 – 6 years.

Value: The flowers from the giant man-eating plant, when ground up into a paste which is applied topically, are said to cure impotency. 50 - 200 bucks.

DOMESTICATED ANIMALS

STAGALLIONS

Large powerful, draft horses that have stag-like horns. Female stagallions have a small stub instead of full antlers (they do not get a head butt attack). They run wild in the plains and forests of the Post-Crash wilderness. Many have been captured and tamed and are now used as beasts of burden in farming, logging, transportation, and many other uses.

Size: 64 – 76 inches tall at shoulder

Weight: 1400 – 2000 pounds

A.R.: 6

S.D.C.: 4D6 + 20

Hit Points: 5D6 + 10

P.P.E.: 4D6

Attacks Per Melee Round: 2

Damage: Head butt does 1D8 points of damage, trample does 4D6 points of damage, front kick does 2D6 points of damage, and rear kick does 3D6 points of damage.

Bonuses: +2 on initiative, +2 to strike, +3 to damage; great strength and endurance, can pull up to four tons, a pair yoked in tandem can pull up to fifteen tons, and swim (60%).

Speed: 22, but can reach a speed of 44 + 2D6 and maintain that speed for 3D6 x 10 minutes.

Average Life Span: 18 – 26 years

Value: 600 – 2200 bucks

ZORSE

The zorse appears to be a hybrid of horse and zebra with six legs. It has the familiar black and white stripes of the zebra and the size and manner of a horse.

Size: 54 – 60 inches tall at shoulder

Weight: 1100 – 1400 pounds

A.R.: Not applicable

S.D.C.: 5D6 + 12

Hit Points: 4D6 + 6

P.P.E.: 4D6 + 2

Attacks Per Melee Round: 2

Damage: Trample does 4D6 points of damage, front kick does 1D8 points of damage, and rear kick does 2D6 points of damage.

Bonuses: +2 on initiative, +2 to strike, +4 to dodge; jump over heights of 5 to 6 ft and lengths of 10 ft, carry up to 500 pounds, pull 800 to 1200 pounds, and swim (50%).

Speed: 36, but can reach a speed of 58 + 2D4 and maintain that speed for 1D4 hours.

Average Life Span: 20 – 30 years

Value: 600 – 4000 bucks

REPFOWL

A type of mutant chicken that are more reptile than bird. They have scaly elongated bodies with feathers on the top half, wings, and tails. Their underbelly and legs have no feathers. The scaly portions of the body tend to have a bluish-bronze colour to them while their feathers range from white to red. The roosters sport a large red comb.

Size: 24 – 36 inches long, 24 – 30 inches tall

Weight: 4 – 5 pounds

A.R.: Not applicable

S.D.C.: 2D6 + 2

Hit Points: 2D6

P.P.E.: 1D6

Attacks Per Melee Round: 1

Damage: Beak attack does 1D2 points of damage, talons do 1D3 points of damage.

Bonuses: +1 on initiative, +3 to dodge; fly for short distances.

Speed: 15 flying and 6 running.

Value: 1 buck per (living) bird.

WILD ANIMALS

DEVIL-WOLVES

Large two-headed gray wolves with sharp bony spikes along the spine and a barbed tail. They generally hunt in packs.

Size: 4 - 5 ½ ft; tail 16 - 24 inches.

Weight: 75 – 125 pounds

A.R.: Not applicable

S.D.C.: 4D6 + 12

Hit Points: 3D6 + 20

P.P.E.: 5D6

Horror Factor: 10 for an individual, 13 when facing three or more.

Attacks Per Melee Round: 3

Damage: Bite does 2D6 + 3 points of damage, claw does 1D4 + 2 points of damage, spines and/or barbed tail do 1D6 + 3 points of damage.

Bonuses: +3 on initiative, +4 to strike, +4 to dodge, and +5 to save vs. horror factor; nightvision (30 ft), prowl (50%), track by smell (88%), can smell prey one mile away, swim (65%), can leap 3 - 4 ft high and 8 ft long, and like most canines, and can perform a leaping pounce.

Speed: 50, maximum speed is 55.

Average Life Span: 15 – 25 years

Value: Fur 50 bucks

GORE-LIZARD

A large, warm-blooded carnivore reptile-like animal that appears to be a cross between a crocodile and a monitor lizard. Their scales are white with red stripes along the body and tail. The head of the gore-lizard is bright red – red as blood hence its name. They normally live in underground burrows and come out at night to hunt.

Size: Up to 20 ft long

Weight: 800 – 1600 pounds

A.R.: 9

Attribute Note: Gore-lizards are very strong with incredibly powerful jaws. The P.S. of a gore-lizard is 3D6 + 15.

S.D.C.: 4D6 + 25

Hit Points: 4D6 + 16

P.P.E.: 1D6

Horror Factor: 14

Attacks Per Melee Round: 2

Damage: Tail slash does 1D6 points of damage (plus applicable P.S. bonus if any), front claws do 1D6 + 2 points of damage (plus applicable P.S. bonus if any), while a bite does 3D6 + 2 damage (plus applicable P.S. bonus if any). A P.S. equal to the gore-lizard's is needed to pry its jaws open but only half of that to hold them shut.

Bonuses: +2 on initiative, and +3 to strike; swim (70%), prowl (50%), keen sense of smell, good sight and hearing.

Speed: 6 on land and 8 swimming.

Average Life Span: 15 - 50 years

Value: Hide is worth 50 - 100 bucks. Its tongue and liver are worth 100 – 150 bucks because they are believed to be an aphrodisiac. Its body fat is worth 75 – 125 bucks as it is used to treat skin infections, hemorrhoids or chronic pain.

ALBINO MIND SQUIRRELS

These small animals resemble an average squirrel except they have a white fur coat and pink eyes. Their small stature and appearance may make them look harmless but in fact they are powerful psionicists. They are content to live out their lives amongst the treetops. They generally live in family groups of 2D4 x 10. They will only become aggressive should they or their treetop colonies be threaten.

Alignment: Any, but usually good or selfish.

Size: 9 – 12 inches body; 9 – 9 inches tail.

Weight: 1 – 3 pounds

A.R.: Not applicable

Attribute Note: I.Q. 3D4 + 6 and M.E. 2D4 + 15.

S.D.C.: 2D4 + 6

Hit Points: 1D6 + 8

P.P.E.: 3D6

Horror Factor: 4 for an individual, 9 when facing five or more.

Attacks Per Melee Round: 2

Damage: Bite does 1D4 points of damage.

Bonuses: +2 on initiative, +5 to dodge, and +4 to save vs. horror factor; nightvision (30 ft), climb (98%), prowl (90%), swim (35%), and can leap 15 ft across.

Psionics: Alter Aura, Bio-Manipulation (select one type), Communicate with Insects, Danger Sense, Detect Psionics, Empathy, Invisible Haze, Mind Block, Mind Trap, See Aura, Sense Weather, Telepathic Listening, and Telepathic Transmission.

Speed: 8, with short bursts of up to 35.

Average Life Span: 8 – 22 years

DRAGON CARP

A large freshwater fish which has spiked silver-grey scales, a large mouth (with equally large, sharp teeth), and eyes located low on its head. They are carnivorous by nature. They especially love to feed on larger game that enter their waters.

Size: 6 - 7 ft in length.

Weight: 225 – 250 pounds

A.R.: 10

Attribute Note: Dragon carp have incredibly powerful jaws. The P.S. of a dragon carp is 3D6 + 10.

S.D.C.: 5D6 + 15

Hit Points: 4D6 + 10

P.P.E.: 3D6

Horror Factor: 12

Attacks Per Melee Round: 2

Damage: Bite does 2D6 +3 points of damage, armour spikes do 1D6 + 2 points of damage; can breathe a bolt of electricity which has a range of 40 ft (underwater), 20 ft. (above water), 5 ft. wide, and does 4D6 + 6 damage. It can breathe its breath weapon once very other round.

Bonuses: +2 on initiative, +3 to strike, +5 to dodge, and +5 to save vs. horror factor; nightvision (120 ft), swim (98%), prowl (underwater) (85%), track by smell (90%), can smell prey three miles away, keen sense of hearing, and can sense movement in the water (within 90 ft) so the dragon carp will know where the prey is even if it can't see it.

Speed: 20 (swimming)

Average Life Span: 15 – 30 years

Value: 400 - 500 bucks for a live dragon carp, 150 - 250 for a whole dead dragon carp.