

**INTRODUCTION**

- 1.1 USING THE ENCOUNTERED
- 1.2 SECTION GUIDE
- 1.3 MISUSING THE ENCOUNTERED
- 1.4 THE FINDINGS OF THE NWSEC

**ANATOMY OF A CREATURE**

- 2.1 CREATURE TYPE
 - 2.1.1 FREAKS OF NATURE
 - 2.1.2 TECH FIENDS
 - 2.1.3 SPIRITUAL CREATURES
 - 2.1.4 ABOMINATIONS
 - 2.1.5 DEMONS
- 2.2 CREATURE CATEGORY
- 2.3 NAME
- 2.4 PHYSICAL DIMENSIONS
- 2.5 CORE QUALITIES
- 2.6 SECONDARY QUALITIES
- 2.7 TERTIARY QUALITIES
- 2.8 VITALS
- 2.9 MOVEMENT RATES
- 2.10 ARMOR
- 2.11 ATTACKS
- 2.12 SPECIAL ATTACKS
- 2.13 DESCRIPTION
- 2.14 BEHAVIOR
- 2.15 ROLL BONUS ??
- 2.16 RANKS

**FREAKS OF NATURE**

- 3.1.1 ARCOLOGY RAT
- 3.1.2 BLOODBEAK
- 3.1.3 HAMLIN

- 3.1.4 SKEETER
- 3.1.5 SLEECH
- 3.1.6 SQUICK
- 3.1.7 TERROR BEETLE
- 3.2.1 CHAMELEON SPIDER
- 3.2.2 COLONIAL DRONE
- 3.2.3 DUCT WORM
- 3.2.4 HELYFISH
- 3.2.5 MUCKHUGGER
- 3.2.6 ROCKSCYTHE
- 3.2.7 SAWBEAK
- 3.2.8 STALKER MONKEY
- 3.2.9 TWISTERFISH
- 3.3.1 COLONIAL DROX
- 3.3.2 LUCID CREEPER
- 3.3.3 MACERO
- 3.3.4 MINDR ENTITY
- 3.3.5 RIPPER EEL
- 3.3.6 SCREECHER
- 3.3.7 SNOT LIZARD
- 3.3.8 SWAMP RAY
- 3.3.9 TRAFLEA SPIDER
- 3.3.10 VULTURAT
- 3.4.1 CARAPACE OX
- 3.4.2 COLONIAL REAVER
- 3.4.3 FEEDERWEED
- 3.4.4 GULLIWOG
- 3.4.5 JEKYLHIDE
- 3.4.6 PANTHILE
- 3.4.7 SASQUATCH
- 3.4.8 SPINE SPHERE
- 3.4.9 UBER WOLF
- 3.4.10 UV CREEPER
- 3.4.11 WEB GUARDIAN
- 3.5.1 BLOOD SPIKE PLANT
- 3.5.2 BULL CHARGER
- 3.5.3 CHITIN
- 3.5.4 COLONIAL WARRIOR
- 3.5.5 HANDSTAND
- 3.5.6 NEEDLEBEAST
- 3.5.7 PYTHON WORM
- 3.5.8 REGRESSING SLASHER
- 3.5.9 RUINICORN
- 3.5.10 SPLAYER
- 3.5.11 VOID DRAKE
- 3.6.1 COLONIAL PRINCE
- 3.6.2 FHIA
- 3.6.3 FORLORN

- 3.6.4 HUNCHCAPPER
- 3.6.5 MURDER SLUG
- 3.6.6 SKY SHARK
- 3.6.7 SNOW WINDER
- 3.6.8 STRIPED APE
- 3.6.9 URSID BEHEMOTH
- 3.6.10 VOLTAIC IMPALER
- 3.6.11 WASTES GIANT
- 3.7.1 ASPHALT DRAGON
- 3.7.2 GIANT SCORPID
- 3.7.3 GROPER WORM
- 3.7.4 LAND OCTOPUS
- 3.7.5 MAJOR ENTITY
- 3.7.6 PHASE RENDER
- 3.7.7 RHINOCELIK
- 3.7.8 SCREAMING CRAWLER
- 3.7.9 TUSKED HARBINGER
- 3.8.1 COLONIAL QUEEN
- 3.8.2 COLOSSAL REAPER
- 3.8.3 COPSE
- 3.8.4 PTEROHAWK
- 3.8.5 PYROSAUR
- 3.8.6 TRI-DRA
- 3.8.7 WHIPLASHER
- 3.9.1 FLAMESTRIDER
- 3.9.2 KRAKEN
- 3.9.3 MEGALODON
- 3.9.4 SLEDGEHAMMER
- 3.9.5 TENTACLED FEEDER
- 3.10.1 ARMORED GARGANTUAN
- 3.10.2 COLONIAL PILGRIM
- 3.10.3 PROTOPLASMIC INFESTER

**TECH FIENDS**

- 4.1.1 ES26-MONITOR
- 4.1.2 AS LOCATOR
- 4.1.3 TECH-KID
- 4.2.1 ARVAN MARK IV
- 4.2.2 GZ FERAL GAZER
- 4.2.3 SAND RUNNER
- 4.2.4 AS SHEPHERD
- 4.3.1 GZ CYBER NAGA
- 4.3.2 AS INCINERATOR
- 4.3.3 GZ SCATTER CAT
- 4.3.4 TECH ROAMER
- 4.3.5 TC TROOPER

- 4.4.1 ALLOY ATTENDANT
- 4.4.2 LOTH DRIFTER
- 4.4.3 AS HUNTER
- 4.4.4 TC SCOUT
- 4.4.5 SLEEPER
- 4.5.1 LOTH GATHERER
- 4.5.2 AS KILLER
- 4.5.3 TC OSCILLATOR
- 4.5.4 TC PUNISHER
- 4.5.5 GZ SCORP STRIDER
- 4.6.1 ALLOY DEFENDER
- 4.6.2 TC COMMANDO
- 4.6.3 HLID
- 4.6.4 GZ RANKAR
- 4.6.5 AS SAPPER
- 4.7.1 LOTH DEVASTATOR
- 4.7.2 TC JUGGERNAUT
- 4.7.3 GZ MAULER
- 4.7.4 JACKHAMMER
- 4.8.1 BANGSHIE
- 4.8.2 CAPACITOR
- 4.8.3 AS DECIMATOR
- 4.9.1 ARKTUROSS
- 4.9.2 LEARNER
- 4.10.1 EARTH STRIDER
- 4.10.2 EXTERMINATOR

**SPIRITUAL CREATURES**

- 5.1.1 SPIRIT MIST
- 5.1.2 SPIRIT ORB
- 5.2.1 ALPHA WATCHER
- 5.2.2 POLTERGEIST
- 5.3.1 LESSER SPIRIT
- 5.3.2 MALINGERER
- 5.4.1 FALSE WRAITH
- 5.5.1 POSSESSOR SPIRIT
- 5.5.2 SPIRIT SERVANT
- 5.6.1 CHOSEN
- 5.6.2 CORPSE CORRUPTER
- 5.7.1 GREATER SPIRIT
- 5.7.2 SPIRIT GUARDIAN
- 5.8.1 ABERRANT REAPER
- 5.8.2 DEVOURING VOID
- 5.9.1 SPIRITUAL NEXUS

**ABOMINATIONS**

- 5.9.2 SPIRIT TITAN
- 5.10.1 ALPHA ABSOLVER
- 5.10.2 OMEGA CONVERGENCE
- 6.1.1 FERAL
- 6.1.2 SHAMBLING ZOMBIE
- 6.2.1 DEGENERATE
- 6.2.2 SCAG FAILURE
- 6.2.3 SKELETON
- 6.3.1 LESSER BONE CREATURE
- 6.3.2 CORPSE WALKER
- 6.3.3 FLESH FIEND
- 6.3.4 MEATHEAD
- 6.3.5 ROT HOUND
- 6.4.1 CYBORG ZOMBIE
- 6.4.2 DECEPTIVE PERSUADER
- 6.4.3 FREAK CRAWLER
- 6.4.4 SCAG MARAUDER
- 6.4.5 MUSCLE FREAK
- 6.4.6 STALKER
- 6.5.1 BLOOD HOUND
- 6.5.2 SCAG CASTIGATOR
- 6.5.3 GREY MAN
- 6.5.4 OCTOWHAL
- 6.5.5 RAGE HORN
- 6.5.6 TREE HAG
- 6.6.1 SCAG ABSOLVED
- 6.6.2 HYDROSHIFTER
- 6.6.3 INFERNAL
- 6.6.4 INVISIBLE PREDATOR
- 6.6.5 LESSER LICH
- 6.6.6 MANIACAL RAVAGER
- 6.7.1 AILING POUNDER
- 6.7.2 SCAG AVATAR
- 6.7.3 CORPSE GIANT
- 6.7.4 FORSAKEN AFFLICTER
- 6.7.5 PAIN WARDEN
- 6.8.1 CARCASSAUR
- 6.8.2 GREATER BONE CREATURE
- 6.8.3 GREATER LICH
- 6.8.4 SLAUGHTER BEAST
- 6.9.1 SUBJUGATOR
- 6.9.2 TERRORHAWK
- 6.10.1 ACHILLES
- 6.10.2 UNDEAD ETHER LORD

**DEMONS**

- 7.1.1 DAMNED WRETCH
- 7.2.1 LEGION IMP
- 7.2.2 DAMNED PAIN SACK
- 7.3.1 CORPSE SPIDER
- 7.3.2 LEGION CORRUPTED SOUL
- 7.4.1 BLACK TENDRIL
- 7.4.2 LEGION LEGIONNAIRE
- 7.4.3 DAMNED TORMENTOR
- 7.5.1 LEGION BONE WIELDER
- 7.5.2 DAMNED CONSCRIPTOR
- 7.6.1 DAMNED DESECRATED
- 7.6.2 LEGION EXECUTIONER
- 7.7.1 LEGION FALLEN
- 7.7.2 DAMNED PSCION
- 7.8.1 QUEEN RA'KENAI
- 7.8.2 T'AR'GUS, LORD OF CHAINS
- 7.9.1 CHAMPION OF THE DAMNED
- 7.9.2 ZAI'TAN
- 7.10.1 KOR'DU'UN

**FACTIONS**

- 8.1 AUGMENTED SENTIENCE
- 8.2 COLONIALS
- 8.3 GARRA ZENTEER
- 8.4 LEGION
- 8.5 SCAG
- 8.6 TECHNOCRATIC COALITION
- 8.7 THE DAMNED

**CREATURE DISCOVERY**

- 9.1 THE CONCEPT
- 9.2 PRESENTATION TEMPLATE
- 9.3 CREATURE TYPE
- 9.4 CREATURE CATEGORY
 - 9.4.1 CATEGORY 1
 - 9.4.2 CATEGORY 2
 - 9.4.3 CATEGORY 3

- 9.4.4 CATEGORY 4
- 9.4.5 CATEGORY 5
- 9.4.6 CATEGORY 6
- 9.4.7 CATEGORY 7
- 9.4.8 CATEGORY 8
- 9.4.9 CATEGORY 9
- 9.4.10 CATEGORY 10

- 9.5 NAME
- 9.6 PHYSICAL DIMENSIONS
- 9.7 CORE QUALITIES
- 9.8 SECONDARY QUALITIES
- 9.9 TERTIARY QUALITIES
- 9.10 VITALS
- 9.11 MOVEMENT RATES
- 9.12 ARMOR
- 9.13 ATTACKS
- 9.14 SPECIAL ATTACKS
- 9.15 DESCRIPTION
- 9.16 BEHAVIOR
- 9.17 ROLL BONUS
- 9.18 RANKS

**ENCOUNTER MANAGEMENT**

- 10.1 CREATURE CATEGORIES
- 10.2 DIRECT FACTORS
 - 10.2.1 HEALTH POOL OR STRUCTURAL INTEGRITY
 - 10.2.2 DAMAGE PER SEGMENT
 - 10.2.3 ACTIVE SEGMENTS
 - 10.2.4 ARMOR
 - 10.2.5 DAMAGE TYPE
 - 10.2.6 SPECIAL ATTACKS
 - 10.2.7 ENDURANCE
 - 10.2.8 RANKS
- 10.3 INDIRECT FACTORS
 - 10.3.1 SURPRISE
 - 10.3.2 ENVIRONMENT
- 10.4 CREATING CHALLENGING ENCOUNTERS

**CREATURE TEMPLATES**

- 11.1 USING CREATURE TEMPLATES
- 11.2 SAMPLE TEMPLATES
 - 11.2.1 BRAWLER
 - 11.2.2 STONE
 - 11.2.3 STEALTH
 - 11.2.4 SONIC
 - 11.2.5 BERSEKER
 - 11.2.6 OBLIVIOUS
 - 11.2.7 STALKER
 - 11.2.8 FLEET
 - 11.2.9 SPIKED
 - 11.2.10 SPIRITUAL
 - 11.2.11 AMPHIBIOUS
 - 11.2.12 CAUSTIC
 - 11.2.13 DISEASED
 - 11.2.14 SPITTER
 - 11.2.15 BREATHER
 - 11.2.16 LARGE
 - 11.2.17 SMALL
 - 11.2.18 RADIOACTIVE
 - 11.2.19 CLEVER
 - 11.2.20 SENSORY DEPRIVED

**GLOSSARY, INDEX AND APPENDICES**

- 12.1 GLOSSARY
- 12.2 INDEX
- 12.3 APPENDICES
 - 12.3.1 USEFUL TABLES
 - 12.3.2 PRESENTATION TEMPLATE

- 10.4.1 AVERAGE DAMAGE DELIVERED PER SEGMENT
- 10.4.2 SURVIVABILITY
- 10.4.3 ENCOUNTER GRID