



100  ADDITIVES

FOR A CHAOTIC MUTATION



BY CLINT STAPLES, WILLIAM T. THRASHER  
AND THE SKIRMISHER GAME DEVELOPMENT GROUP



# 100 Oddities for a Chaotic Mutation



By **CLINT STAPLES, WILLIAM T. THRASHER, & THE SKIRMISHER GAME DEVELOPMENT GROUP**

# 100 Oddities for a Chaotic Mutation

By CLINT STAPLES, WILLIAM T. THRASHER, & THE SKIRMISHER GAME DEVELOPMENT GROUP



**Skirmisher Publishing LLC**

499 Mystic Parkway  
Spring Branch, TX 78070

**Skirmisher Publishing:** <http://skirmisher.com>

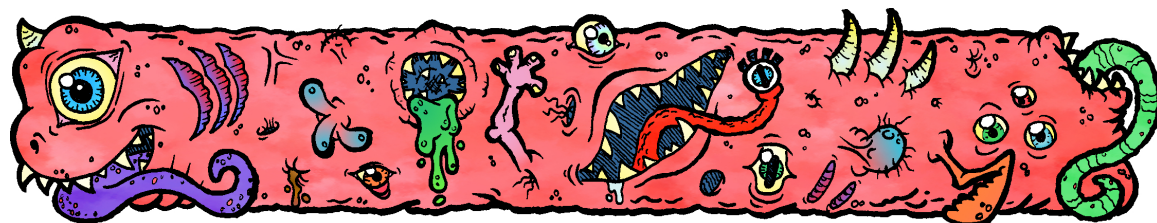
**d-Infinity Online:** <http://d-Infinity.net>

**Email:** [oddities@skirmisher.com](mailto:oddities@skirmisher.com)

**Illustrator:** William T. Thrasher

**Editor and Designer:** Michael O. Varhola

Contents of this publication Copyright 2018 by Skirmisher Publishing LLC, all rights reserved.  
First Publication: October 2018.



**W**elcome to the 13<sup>th</sup> in Skirmisher Publishing's series of "100 Oddities" titles. With many of our previous dozen being Platinum bestsellers we must be doing something right with these. But for lucky number 13 we decided to go horribly, desperately *wrong* ... and release "100 Oddities for a Chaotic Mutation!" It bears mentioning, however, that there are actually *a lot more* than 100 mutations contained in this mini-sourcebook. Many of the entries in the d100 table include several sub-entries or sub-tables, increasing the variety of the table far beyond a single century of options. Add to that the ancillary tables we have provided and you have at your disposal a complete system-neutral mutant generation package!

What do we mean by Chaotic Mutation?

Chaos as a concept exists in any number of settings for fiction or roleplaying.

Often Chaos is viewed as the primal source of life, like the Gunningagap of Nordic Myth, from which all life and ultimately the Nine Worlds themselves sprang in that milieu. And, just as in the Norse mythos, the end of existence is often tied to a return to this ancient formlessness.

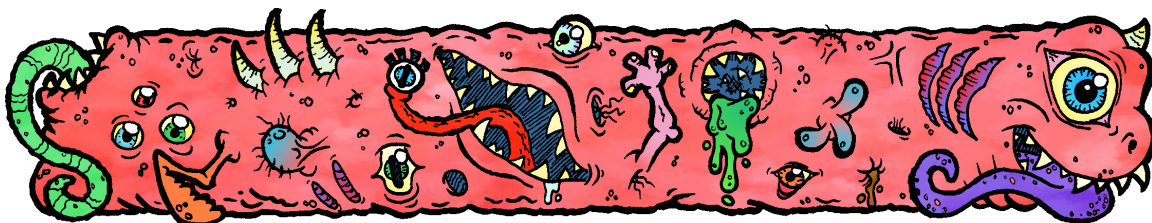
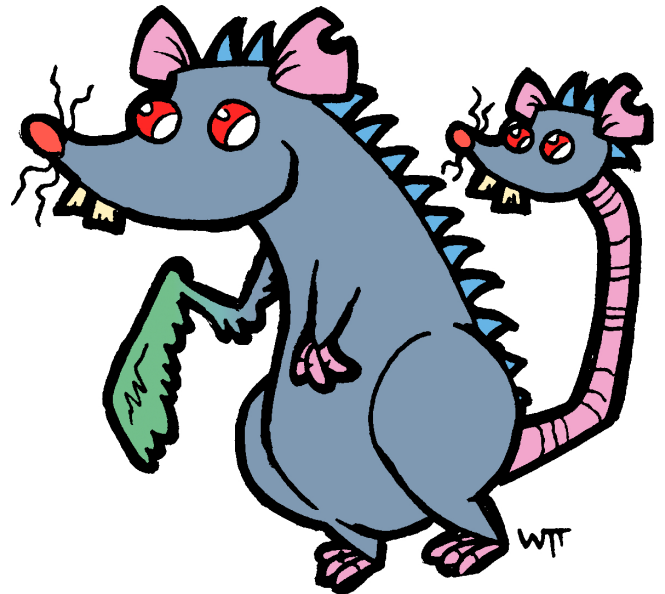
In some settings, Chaos is understood to be a force of entropy and dissolution, corrupting and destroying indiscriminately anything it touches. But it might also incorporate concepts like growth, creativity, and riotous profusion, literally spawning new life from the ashes of the universe — or, in the case of this book, repatterning existing creatures according to rules that mortals have yet to fathom.

Some understandings of the concept juxtapose capital "C" Chaos with concepts like Law or Order as the primal forces of the universe, outstripping the trite, human notions of good and evil in a fascinating and terrible cosmic drama that is prosecuted by devoted champions on either side.

Deities might arise from or exist as a result of Chaos, possibly personifying particular concepts within it. Some might evince the formless, alien malignance of the void, others the corruption and putrefaction of life, or even the growth or regrowth that in turn gives rise to new powers, or the impossible made manifest by acts of will upon the cosmos — what mere mortals might think of as magic.

Through contact with or service to such forces, mortals enter the cosmic arena, glimpsing and touching the primal stuff of Chaos. In this way, they are marked by the dark gifts of terrible gods, eldritch powers outside of time and space, the primordial soup of creation, and the void that twists and writhes, simultaneously eager to consume and create.

And Chaotic Mutations are the result.



Shifting from a mythic interpretation for a moment to focus on the word “mutation,” we find other possibilities. In milieu such as the post-apocalyptic, chaos is reflected in a raw transformative power that runs rampant in the world, be that the remnants of a nuclear, biological, or environmental cataclysm. Or the apocalypse might indeed be metaphysical in nature, the soul of the world rebelling against dying or being corrupted in response to the excesses of modern life, the explosion of unfettered energy that accompanies extra-planar contact, a demonic invasion, or the rise of primordial and uncaring gods. Any of the above could produce horrific chimerae that make owlbears and minotaurs seem mundane.

However they arise, Chaotic Mutations provide endless possibilities for threats, encounters, afflictions, and rare or unusual abilities. They might affect non-player creatures or monsters in your game, but they could just as easily provide part of a mutant character concept — for the right players.

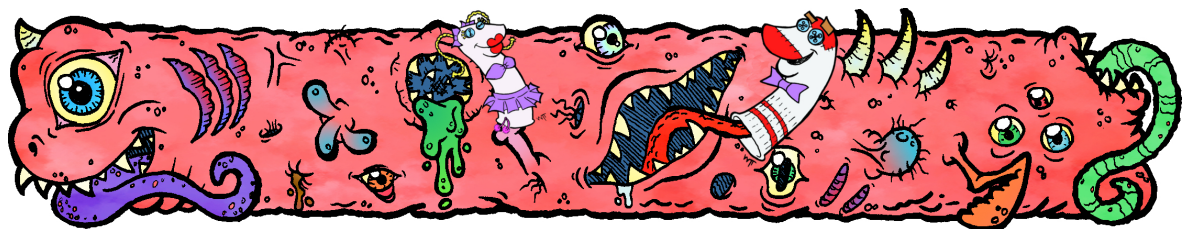
Just as mutations are deviations from the norm, *100 Oddities for a Chaotic Mutation* is somewhat of a deviation from our other Oddities titles. In this book, we are not creating the set dressing for locations — the things that elevate an encounter from the norm to something extraordinary — as we have with past titles. Rather, with *100 Oddities for a Chaotic Mutation* and a few dice rolls, *you* have the tools to create horrible things, twisting unsuspecting monsters, NPCs, even PCs, in ways that are limited only by your own dark will.

So, unlike our *100 Oddities for a Graveyard*, for example, which provides 100 great items or ideas to make barrow or cemetery encounters truly memorable and guidelines for combining them into adventure seeds, *100 Oddities for a Chaotic Mutation* is not location-centric and can go wherever the mutants are — including the graveyard if mutant ghouls, or what-have-you, inhabit it! Of course, when you put the mutants you generate in the pages that follow in locations like those for which we have created other “100 Oddities” sourcebooks — to include Creepy Old Houses, Wastelands, or Enchanted Forest — you will need set dressing that they can provide ... At such time, we hope that you will refer to the other titles in the “100 Oddities” line of titles.

We hope you enjoy *100 Oddities for a Chaotic Mutation*. We have more titles in the works and, just like Chaos, more will spawn from the febrile minds of our twisted scribes.

So, grab your dice, make some mutants, and stay tuned for what comes next!

Clint Staples,  
Will Thrasher,  
Brendan Cass,  
& Michael O. Varhola





# The Tables

Following are the four custom tables that you can use in conjunction with one another to randomly generate any number of mutants for your scenarios.

## Base Creature Table

This table can be used if you think you might want to start with something other than a human. Don't worry, we left *human* on this chart in case you weren't sure. If you **ARE** sure, you can forgo rolling and start with a common creature in the genre or game of your choice.

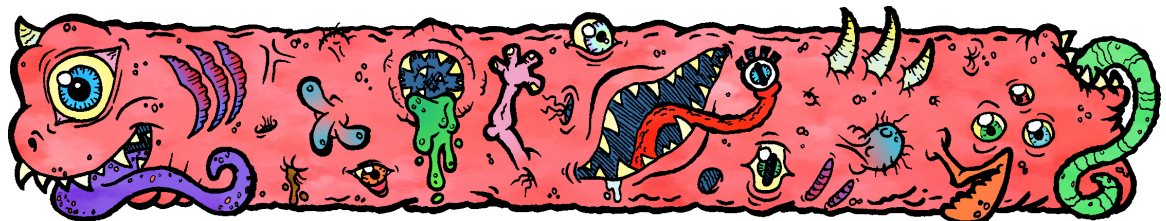
Roll 2d6	Creature
2, 12	Already Chaotic Creature or highly unusual entry (e.g., Demon, Kraken)
3	Dragon, Gryphon, other powerful mythical creature
4, 5	Human
6, 7	Monstrous Humanoid (e.g., Goatman, Minotaur, Orc, Ogre, Goblin, Troll)
8	Dwarf, Elf, or some other significant player race in your setting
9, 10, 11	Roll on the <b>Animal Mutation Table</b> below for Base Creature

29-30	Vulture
31-32	Deer, Elk, Moose, Impala, etc.
33-34	Camel
35-36	Rhino, hippo
37-38	Elephant
39-40	Armadillo
41-42	Rat, Mouse, Squirrel, Rabbit, etc.
43-44	Bat
45-46	Bison, Aurochs, Gaur, Buffalo, etc.
47-48	Weasel, Wolverine, Honey Badger, Ferret, Raccoon, etc.
49-50	Porcupine
51-52	Seal, Walrus, etc.
53-54	Kangaroo, Tasmanian Devil, etc.
55-56	Frog, Toad, Salamander, etc.
57-58	Lizard, Skink, Gecko, Monitor, Komodo Dragon, Gila Monster, etc.
59-60	Turtle, Tortoise
61-62	Snake, Eel
63-64	Alligator, Crocodile
65-66	Dragon
67-68	Whale, Orca, Dolphin, etc.
69-70	Fish
71-72	Large Predatory Fish (e.g., Barracuda, Pike, Catfish, Arapaima)
73-74	Shark
75-76	Squid, Octopus, Jellyfish, etc.
77-78	Beetle
79-80	Fly, Mosquito
81-82	Wasp, Hornet
83-84	Mantis, Ant
85-86	Scorpion, Vinegaroon
87-88	Spider
89-90	Centipede, Millipede
91-92	Crab, Lobster
93-94	Snail, Slug
95-96	Worm, Caterpillar
97-98	Moth, Butterfly
99-00	Roll twice and combine features of both

## Animal Mutation Table

Use this table to generate a starting animal, when sent here from the Base Creature Table, or to generate the source creature for an animal mutation. Roll d100:

1-2	Ape
3-4	Monkey
5-6	Baboon
7-8	Dog
9-10	Wolf, Coyote, Dingo, Jackal, etc.
11-12	Cougar, Tiger, Lion, Jaguar, Lynx, etc.
13-14	Bear
15-16	Hyena
17-18	Goat
19-20	Cow, Bull
21-22	Pig, Boar
23-24	Horse
25-26	Bird
27-28	Predatory Bird



## Afflictions Table

This Afflictions Table can be used to determine randomly — The very essence of Chaos! — how many chaotic mutations a particular creature is “blessed” with.

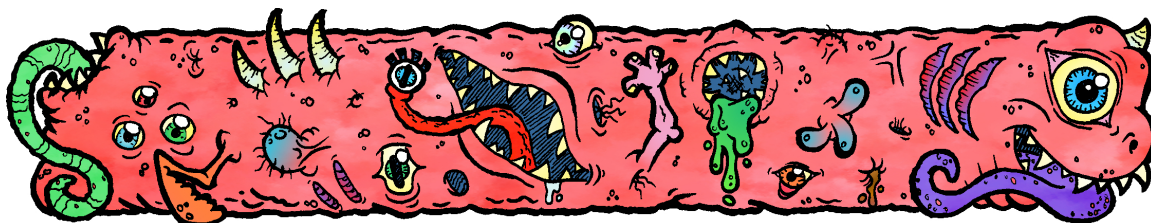
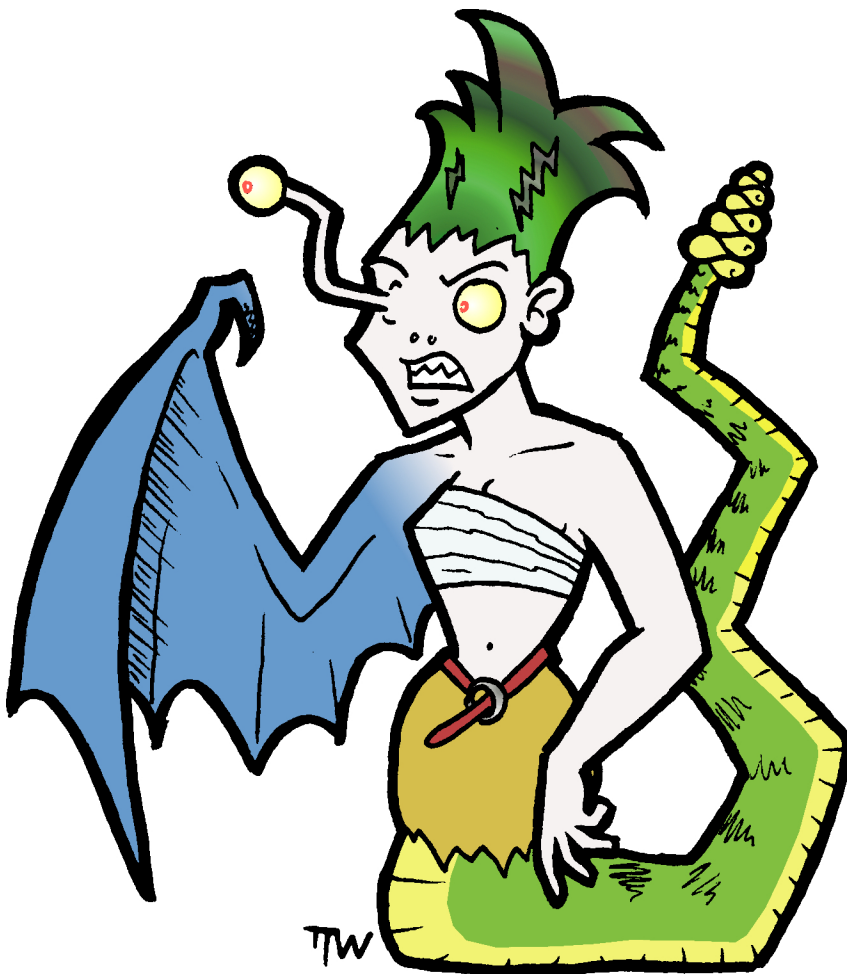
Roll 2d6	No. Chaotic Mutations
2, 12	1+2d4x
3, 11	2+1d4
4, 10	1d4
5, 9	1d3
6, 7, 8	1d2

## Body Location Table

When you are instructed to, or simply want to, determine a random body part, roll 1d20 and consult the table below. Sometimes an entry will direct you to a random location,

- 1 Left leg
- 2 Right leg
- 3 Left arm/ Foreleg
- 4 Right arm/ Foreleg
- 5 Left hand
- 6 Right hand
- 7 Head
- 8 Chest
- 9 Back
- 10 Pubic region
- 11 Full body
- 12 Left half of body
- 13 Right half of body
- 14 Waist down
- 15 Waist up
- 16 Buttocks/tail
- 17 Mouth
- 18 Front half of body
- 19 Back half of body
- 20 Multi-location (re-roll 1d4+1 times and apply to all resulting locations)

For creatures with multiple limbs (e.g., Insects, Basilisks), feel free to assume that all limbs but any obvious forelimbs are affected when you roll a result of Leg. Of course, you are free to afflict some but not all of the legs instead if that is how you roll.



## Examples of the System

Following are a terrible trio of random chaotic mutants, generated using the preceding tables and the list of 100 Oddities. Each is presented with its “read aloud” text first, then the details of its generation, to include the titles and entry numbers of the mutations for each.

### Voice of Vitriolic Light

Once an Elf, this unfortunate was sacrificed to the Maw of the Void during an extended ceremony to Chaos. Instead of death, the broken creature chose to accept Chaos as the cost of continued existence. This mad choice unhinged the Elven soul, which now flits about the interior of its body, appearing as strange inner lights that pour from its nostrils, mouth, and other orifices. The face of the unfortunate has a blank bulge where its eyes once were. Instead, it “sees” through a massive cluster of eyes that covers its right arm. The vitriolic light shining from its mouth also conveys a message of hopelessness and eternal damnation simultaneously in two voices.

**Afflictions Table:**  $1d4 > 3$  Chaos Mutations

**Base Creature Table:** Dwarf, Elf, etc.

#### Chaos Mutations

- 09 – Bioluminescence (Inner Light)
- 10 – Eyes Are the Windows to Abomination (Eye-Clusters)
- 51 – Voice of Unreason

### Cloud-Belching Eater of Men

This mutant’s mouth is dominated by the insectile mandibles that have sprouted from its jaws. A similar set extends from a chitinous tail that whips back and forth, eager to grasp and feed. Both of these mouths exhale a noxious smoke that reeks of coal and hashish. Its entire body is covered in spore colonies that send the same scent wafting on the wind.

**Afflictions Table:**  $1 + 2d4x > 4$  Chaos Mutations

**Base Creature:** Human

#### Chaos Mutations

- 15 – Mouthy
- 23 – Inhuman Dentation (Insect Mandibles)
- 31 – Sporification
- 40 – Exhalation

### Shambling Skinsack

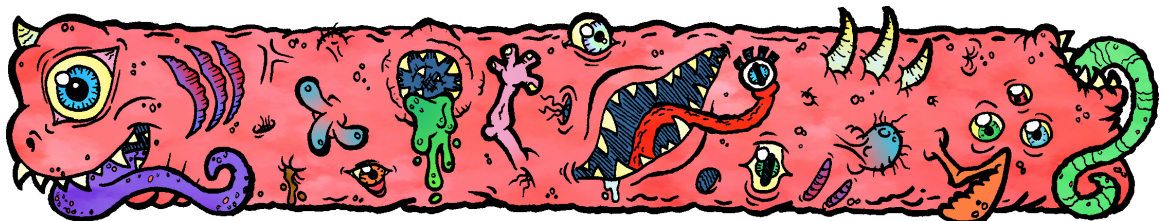
Little is left to offer any notion of what this creature originally was. Its towering height is now matched by its bloated body, its arms are all but gone, and its upper body is little more than a set of jaws and long prehensile tongue, more like a horrid feeding tube than anything else. Its mouth is covered in a waxy substance that drips from the creature to cause smoking craters of raw chaos in its wake. Its entire body quivers as appendages, half-glimpsed beneath the gravid flesh, writhe as though seeking release in a birth too horrific to contemplate. This flexing causes patches of loose flesh to loosen and drift in the monster’s wake, infesting any living thing they touch with the entropy that pervades it. Those who do not succumb to the touch of dead skin on the air may fall prey to the aura of Chaos that threatens to alter the very being of any that its nears. This horror’s pillar-like legs carry it about with surprising alacrity, allowing its infection to spread further. Whenever it moves it moans in a low but distinctly feminine voice that is an eerie counterpoint to the shrieking laughter that it voices occasionally. In its wake a trail of ethereal tendrils waft inquisitively in the direction of living prey, until they evaporate.

**Afflictions Table:**  $1+1d4x > 4, 4, 4, 2 + 1 =$   
15 Chaos Mutations!

**Base Creature:** Monstrous Humanoid (Troll)

#### Chaos Mutations

- 12 – Missing Parts
- 14 – Aura (Aura of Entropy)
- 35 – Noisy (Moaning)
- 38 – Unmaker
- 40 – Wasted (Dessication)
- 47 – Dermal Mutation (Sloughing Skin)  
(rolled this twice)
- 47 – Dermal Mutation (Running Wax)
- 51 – Voice of Unreason
- 46 – Prehensile Tongue
- 98 – Huge
- 74 – Tendril Trail
- 77 – Necrobiotic
- 86 – Obese
- 99 – Mother of Monsters



01

**Offensive Growth:** This creature has a physical mutation that it can use to inflict damage. Roll 1d4 to determine the type: 1) Bone Blades: A line of jagged bone-like blades protrudes from the skin along 1d4 body parts (generated on the Body Location Table). There are equal chances that the flesh around the blades has fused into tough leathery skin or is a series of open wounds weeping puss. 2) Weaponized: The arms, legs, tentacles, or other appendages of this creature have been replaced by bony, flexible weapons that might include blades, clubs, flails, or stabbing points. 3) Horn Hand: One of this creature's hand is replaced by a long horn, like that of a rhino. 4) Horns: This creature's head sports 1d4x horns or antlers that may be arrayed singly or, more naturally, in pairs if enough are rolled. If the d4 explodes, the horns need not be of the same kind nor limited to the head of the creature.

02

**Unnatural Hide:** This creature's natural hide is replaced by the fur, scales, spines, or other covering of a random beast from the Animal Mutation table.

03

**Bestial Body Part:** A random body part from the Body Location Table is that of a creature from the Base Creature Table. If the creature rolled does not possess the body location in question, simply choose a location it does possess instead.

04

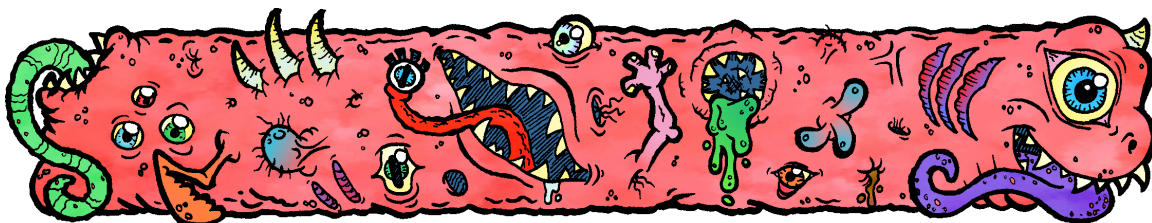
**Projectiles:** One spot on the body of this creature, as rolled on the Body Location Table, has mutated into a muscular organ that can fire bony projectiles.

05

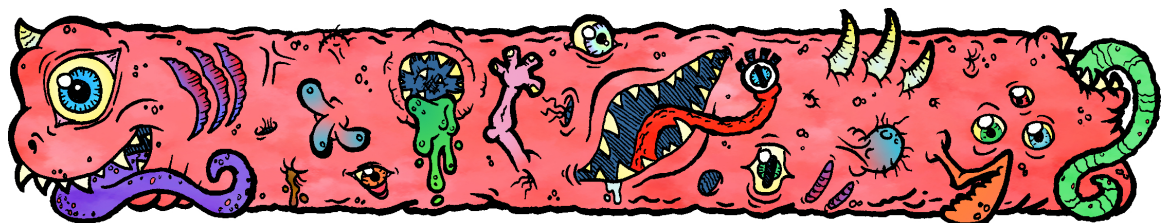
**Beastly:** This creature has the claws, teeth, tusks, nails, or other features of of a randomly-generated species from the Animal Mutation Table.

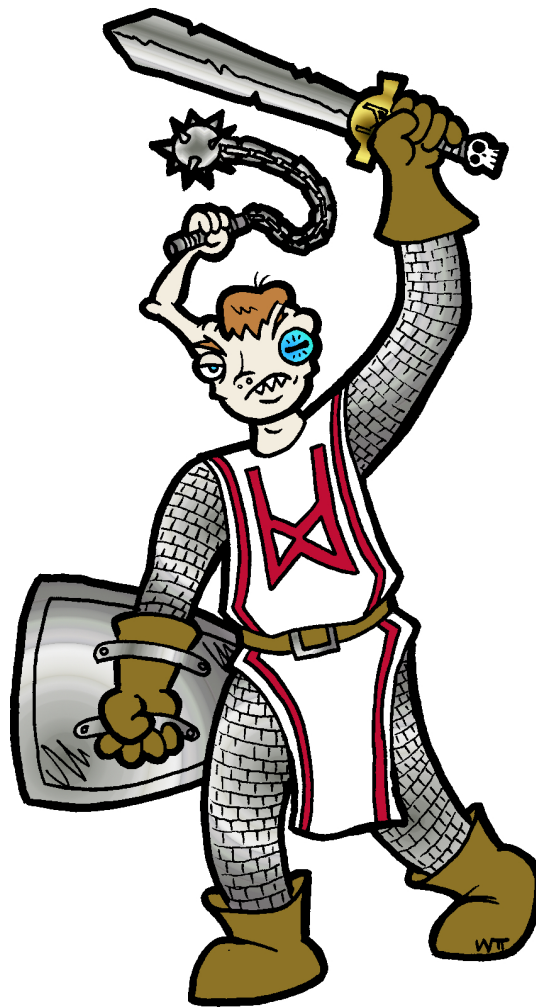
06

**Centaur:** This creature has become a functional centaur-like amalgam consisting of its original upper portion and the lower section of a random beast from the Animal Mutation Table.



- 07 **Bestial Humanoid:** This creature is a humanoid version of a random animal from the Animal Mutation Table. If you roll doubles on the Animal Mutation Table, select a non-humanoid from the Base Creature Table instead.
- 08 **Bodily Discharge:** This creature's skin constantly exudes a substance. Roll 1d4 to determine its nature: 1) Pus, mucous, or slime. 2) Something acidic, which eats slowly at the creature's flesh, and more rapidly at the flesh of others it contacts. 3) A sticky coating. Things coming into contact with this coating, to include dextritus, weapons, and enemies, often stick to it, and allow the creature to slowly move up walls, across ceilings, and the like. 4) Randomly-discharged blood and bile. Roll 1d6 again to determine specifics: 4-1) The creature does not exude the substance over its entire surface but instead has a set of glands on its underside and leaves a "slime" trail in its wake. 4-2) Weeping blisters from which the substance oozes and drips afflict the body of the creature. 3) The creature can control whether its body weeps the substance by closing the orifices from which it pours. 4) The creature has conscious control over the substance it exudes and can manipulate it within a limited area. 5) The substance the creature exudes, regardless of its characteristics, *is* its blood. 6) Roll 2d5 and combine the effects.
- 09 **Bioluminescence:** Roll 1d4: 1) Headlights: This creature's eyeballs glow like tiny lanterns that are only dimmed when its eyes are closed. There is a 50% chance they also provide superior vision. 2) Inner Light: Light projects from the creature's mouth, eyes, and other orifices when opened. This light is either of a single random color or changes randomly from moment-to-moment. 3) A portion of this creature's body glows. If the creature has body locations that have been mutated, the glow comes from one of them. There is a 50% chance the creature can control the glowing. 4) Pilot Light: A bioluminescent bulb of flesh hangs from a stalk or tentacle protruding from the creature's head. There is a 50% chance that the bulb protrudes from another location rolled on the Body Location Table. This bulb produces enough light to read by and illuminate the creature's immediate area. There is a 50% chance that the creature can control the light and its intensity and a 30% chance the light produces a mild hypnotic effect on those who look directly into it.
- 10 **Eyes are the Windows to Abomination:** This creature's eyes are mutated in some terrible way, and there is a 50% chance that they are also capable of extraordinary perception suitable to the particular mutation. Roll 1d8: 1) This mutant has an additional 1d4x eyes of varying size randomly distributed around its body (roll for placement on the Body Location Table). 2) Inhuman Eyes: the eyes of this unfortunate are those of a randomly-determined creature from the Base Creature Table. If the roll result is the same as the creature you are rolling for, you may choose freely from the Base Creature Table instead. 3) Eye Stalks: This creature's eyes extend on flexible stalks 1d4 feet long. 4) Eye-Clusters: In place of its normal visual organs, this mutant has a cluster of eyes, looking like so much pupiled frogspawn. 5) Void Eyes: This creature's eyes are impossible, black pits, and yet nonetheless somehow function. 6) Hellish Orbs: This creature's eyes are aflame. 7) Eye Cloud: Any of the creature's eyes can detach from its body and float around it in a slow orbit. Vision is unimpaired and the creature can look in multiple directions at once. If the creature grows an additional eye it will immediately detach and take up its own orbit and the owner can see through it at any distance. Although it cannot direct an eye to drift more than a dozen-or-so feet from itself, its eyes can be carried by others, even against its will. Lost or destroyed eyes do not regenerate unless the mutant has some other mutation that grants regeneration. 8) Evil-Eye: One of the creature's eyes is swollen to several times normal size and has taken on vivid coloration. Normally the lid covers much of the eyeball but when it opens its gaze is devastating. Roll 1d4: 8-1) Paralyzing Gaze. 2) Blast of Icy Doom. 3) Caustic Stare. 4) Glare of Death.

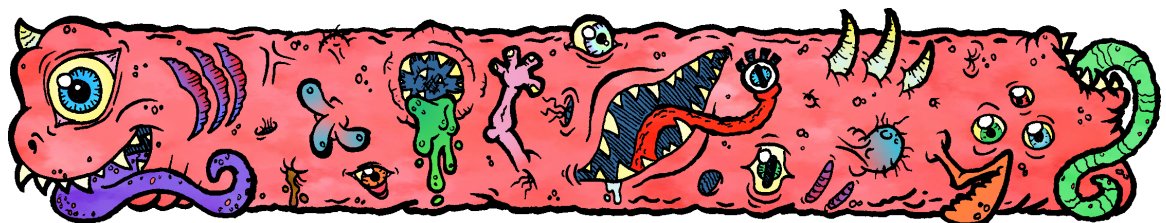




- 11 **Inhuman Anatomy:** Roll 1d4 random body parts on the Body Location Table, then roll on the Base Creature Table to see what sort of creature each location resembles. You may choose whether all mutated locations are determined by the first animal you roll or may roll separately for each random body part.
- 12 **Missing Parts:** This creature is missing 1d4 body parts. Roll the requisite number of times on the Body Location Table to determine what parts are missing. A mutant missing an essential body part, such as a head or torso, is still somehow able to survive, the necessities of existence being managed via the anatomy that remains.
- 13 **Extra Limbs:** This creature has additional limbs. Roll 1d6: 1) One additional arm that matches its other arms. 2) A pair of extra arms that match its existing ones. 3) A pair of arms, but roll on the Base Creature Table to determine the features of the arm (if the rolled creature has no arms, it will be an arm that would be suitable to a humanoid version of the animal). 4) One additional leg similar to its other legs. 5) A pair of extra legs that match its existing legs. 6) A pair of legs (roll on the Base Creature Table to determine type). In the case of 5 and 6, this mutation turns the creature into a more-or-less functional centaur-like form incorporating all limbs and rolled animal types as required.

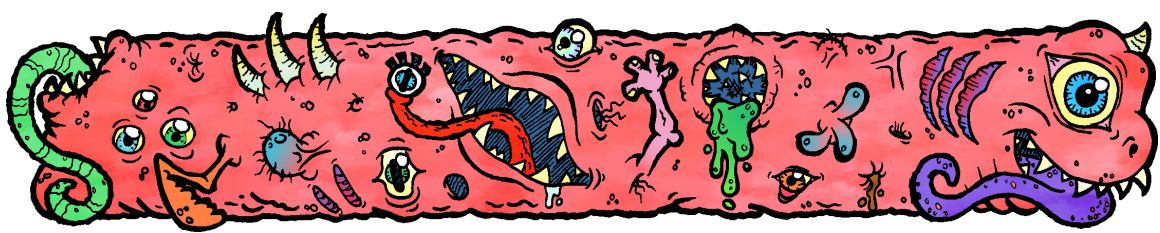


- 14 **Aura:** This creature has an aura surrounding it, or it exudes a pheromone, that causes one of the following effects. Roll 1d6: 1) Aura of Anger. 2) Aura of Fear. 3) Aura of Loathing. 4) Aura of Lust. 5) Aura of Entropy: This creature projects an aura of decay, food and drink goes bad in seconds in its presence, and, more slowly, fabric tatters and frays, and weapons and armor rust and tarnish. 6) Typhoid Mary: Although it shows no signs of the disease itself, this creature emits a magical aura that spreads a randomly determined disease. There is a 30% chance on that the disease itself is magical in nature.
- 15 **Mouthy:** A mouth situated in an abnormal place on the body of this creature as determined with the Body Location Table. Roll 1d4: 1) This mouth is identical to the creature's normal mouth. 2) This mouth is typical of a predatory beast, with fangs, coloration and possibly a snout (roll on the Animal Mutation Table to determine details). 3) This mouth is an actual feeding system, rather than a useless orifice or a weapon. There is a 50% chance this mouth replaces the feeding orifice of the creature, otherwise it is in addition to the "natural" mouth. 4) An extra mouth! Repeat the process of determining location and type. Then, roll 1d6 for details about the mouth you have rolled: 15-1) This mouth speaks in a sibilant echo of the primary one. 15-2) This mouth makes animal noises or those appropriate to its type. 15-3) This mouth constantly sings or moans in a disturbingly appealing way. 15-4) This mouth is much larger than normal. 15-5) Instead of a single mouth, this mutation is a cluster of many normal-sized or smaller mouths, all of which have the same features. 15-6) This mouth is an elongated slit that runs along the length of the body location or even into an adjacent one, such as from the middle of the face down to just above their groin, allowing the creature to use it to swallow whole objects or creatures of up to half its own size.
- 16 **Back to Front:** The normal body shape of the base creature has been twisted such that it is backward in comparison to its former, normal body orientation, but its appendages and head — if it is fortunate enough to possess these things — are oriented to its new posture. Thus, a human's torso legs and arms might face backward, but its feet, hands and head would be twisted, possibly horribly, to face normally.
- 17 **Botanical Growths:** Plantlike growths sprout from the creature's flesh. Roll on the Body Location Table to determine where the growths first manifest. There are equal chances that the growth consists of: grass, leaves, flowers, moss, fungus, vines, treebark, lichen, algae, or plant detritus (roll 1d10). There is a 50% chance the location also has savagely spiked branches. There is a 50% chance the location regrows these plantlike structures, granting regeneration to the creature. If this is the case, the plantlike structures slowly spread over more and more of the creature and will taint the nearby environment if mutant remains stationary for too long.
- 18 **Living Hive:** This creature's body is home to a swarm of vermin, constantly crawling in and out of holes in the creature's flesh. Roll on the Body Location Table to determine where the burrow holes appear. There is an equal chance (roll 1d10) the vermin are: scorpions, wasps, ants, maggots, spiders, worms, flies, roaches, centipedes, unidentifiable alien creatures only reminiscent of insects. There is a 50% chance that the vermin are under the mental control of the "host", in which case certain types constitute an additional threat to others.
- 19 **Foul Mother:** The creature sprouts 1d4x breasts. There is a 50% chance they will grow from the creature's torso but, if not, roll on the Body Location Table to see where they emerge. There is an equal chance the breasts produce: nothing, potable milk, regenerative elixir, foul ichor, toxic fluid, sweet nectar, potent narcotic, honey, wine, or blood (roll 1d10).
- 20 **Transposition:** Roll twice on the Body Location Table, re-rolling results of Left/Right Side, Waist Down/Up, and Full Body, and switch places of the two bodily locations rolled.

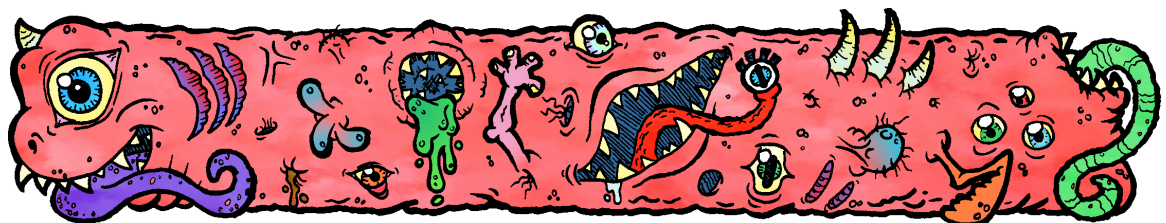




- 21 **Blood:** This creature's blood is highly chaotic. Roll 1d6: 1-3) Bioluminescent: This creature's blood glows a randomly-determined color and, if spilled, continues to do so until it has clotted. Although this mutation is most obvious when the creature bleeds, when under stress, or in dark environments, the creature's circulatory system glows faintly through the skin. Additionally, the veins visible in the creature eyes glow faintly. 4-6) Plague Blood: This creature is virtually immune to all mundane diseases but also carries these contagions within its own blood. The mutant manifests minor symptoms of these diseases at random and, while they do not impede it in any way, it is contagious and exposure to its blood and other bodily fluids brings great risk of infection.
- 22 **Proboscis:** This creature's upper and lower jaws fuse and extend into a needle-tipped proboscis. If the creature has more than one mouth then randomly determine which becomes a proboscis, and if the creature develops a new mouth there is a 50% chance that it will be also be a proboscis. This creature can no longer speak but can whistle. Likewise, the creature can only consume liquids. Thankfully, the proboscis is perfectly formed for the drawing of fluids, including blood.
- 23 **Abnormal Excrementation:** Strange alchemical processes occur in the creature's digestive track. When answering a call of nature, a creature with this mutation always excretes one of acid, lumps of coal, ichor, worms, lead, or a flaming semi-liquid (roll 1d6).
- 24 **External Organs:** This creature's internal organs are externalized and held within bulging sacks of veiny, translucent flesh sprouting from it. There is a 60% chance only the abdominal organs are affected but, if not, the creature's skull will have radically mutated to expose its brain as well.

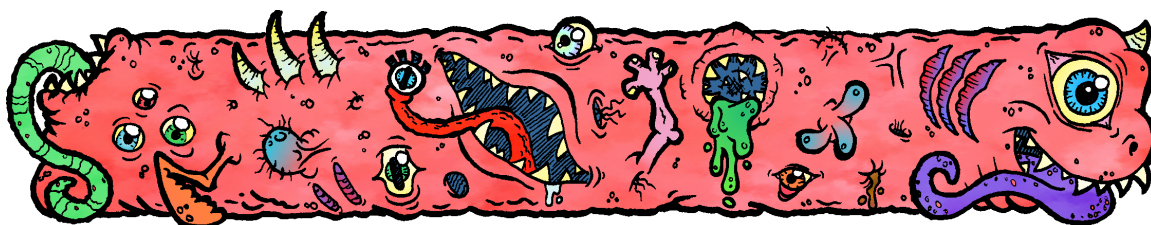


- 25 **Inhuman Dentition:** This creature's teeth are horribly wrong. If it has multiple mouths there is a 30% chance that all of them are affected. Otherwise, roll randomly for the affected one. Then, roll 1d6: 1-2) Roll on the Animal Mutation Table to determine what teeth the creature has. These teeth are poorly adapted and obviously unnatural in appearance. 3-4) Insect mandibles protrude from the creature's mouth. 5-6) Grave Teeth: This creature's teeth quickly rot, break, and regrow throughout the day and the mutant finds itself frequently spitting out chunks of broken teeth as it speaks and eats. If the creature has multiple mouths with teeth, randomly determine which has rotting teeth. Finally, there is a 50% chance that the creature's Inhuman Dentition is not immediately obvious and can be concealed when its mouth is closed. For example, a human-seeming woman might part her lips to reveal the grinding mouth parts of an insect or the fangs of a snake.
- 26 **Suckers:** Suckers, like those found on the arms of octopi, squid, or starfish, sprout from the creature's flesh. Roll on the Body Location Table to determine from where they emerge. An affected creature may use its suckers to stick to objects and targets, and suckers on the hands and feet increase its ability to climb.
- 27 **Wandering Heart:** The creature's heart (or equivalent organ) is not fixed and slowly drifts throughout its body, often appearing as a rhythmically-pulsing lump under the skin. This causes no discomfort or inconvenience, although the heart is more vulnerable in some places than in others. Every morning at dawn roll on the Body Location Table to determine the heart's location for the day. On broad results (e.g., left half of body, torso) the creature may choose where specifically within that area the heart settles. If the creature gains this mutation a second time it will have full control over where the heart settles each morning.
- 28 **Energy Production:** Through some internal process, this creature can produce or project energy from a sphincter, limb, or orifice from a place randomly determined on the Body Location Table. Roll 1d6 to determine energy type: 1) Fire. 2) Cold Blast. 3) Lightning. 4) Necromantic. 5) Rampant Life. 6) Light. There is a 40% chance the creature is immune to the energy type it produces.
- 29 **Sphincters:** This creature has 1d4x working external sphincters on its skin. Roll locations on the Body Location Table. There is a 50% chance that one or more of the sphincters project acid.
- 30 **Tentacular:** 1d4x locations on the Body Location Table have been replaced by tentacles. If the head, sensory organs may still be present in the new limb, but they are randomly distributed.
- 31 **Sporification:** This creature is covered in spores. Roll 1d4x times on the Body Location Table for Locations affected. Such spores are viable allowing the creature to create colonies of whatever they spawn. Roll 1d6: 1-2) Rapidly growing mushrooms that may be poisonous or produce psychoactive effects (50% chance). 3) Allergy-inducing spores that cause swelling of sinus and other sensitive tissues in creatures, causing them to react as though they have been afflicted by a sudden but extremely bad head cold. 4) Contagious spores that may cause creatures exposed to them to develop identical spore colonies of their own. 5) Consumptive spores that cause any organic material, including the flesh of those exposed to them, to immediately be attacked by a necrotizing infection; 6) Pheromones that cause creatures exposed to them to be driven mad with unreasoning rage.
- 32 **Mind-Plagued:** This creature's intellect is considerably reduced, possibly rendering it of animal intelligence or lower. If the afflicted creature has a feature that allows it to project energy, spread an affliction, or share an effect, this is the effect that it shares, spreading a contagious mind-plague to nearby creatures.
- 33 **Pain-Sharing:** This creature is wracked by agony whenever it moves and exudes an aura of intense pain that affects all nearby.

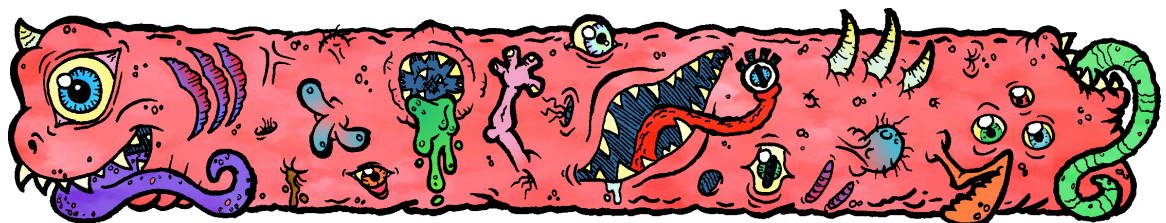




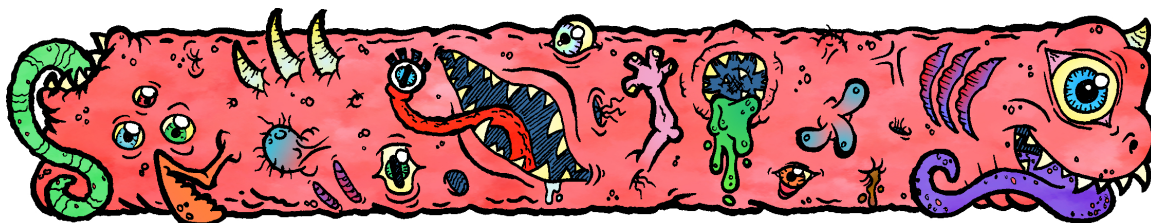
- 34 **Contagious:** Some or all of this creature's afflictions are contagious and may affect those that are nearby. Roll 1d6 for each mutation the creature has and, on an odd result, it is contagious. If this is the first or only mutation for this creature, roll again on this table to determine the contagious mutation.
- 35 **Noisy:** This creature simply cannot be silent and constantly emits noise. Roll 1d6: 1-2) Screamer: This creature continually gives voice to terrible screams, either because it is in constant agony or because it cannot contain the sound. 3-4) Moaning: This creature emits a constant moaning sound that it cannot control. 5-6) Sounds of the Spheres: This creature is surrounded by an unnatural sound at all times. There are equal chances that this sound is pleasant music, a discordant cacaphony, the wailing chorus of the damned, insane laughter, the sound of battle, or orgiastic pleasure (roll 1d6).
- 36 **Extrasensory:** This creature possesses some unusual sense in place of a normal one and the organs that provide it. Roll 1d6: Odd – The sense organ is obvious and possibly horrific. Even: The sense organ is hidden, subtle, or appealing in some way. There is a 4-6 chance on 1d6 that this is a modification of a normal sense, like "Heat Vision", "Smell Fear", or Hear Thought". On a result of 6, the creature could possess something truly extraordinary, like "Sense Mutant" or "Perceive Probability."



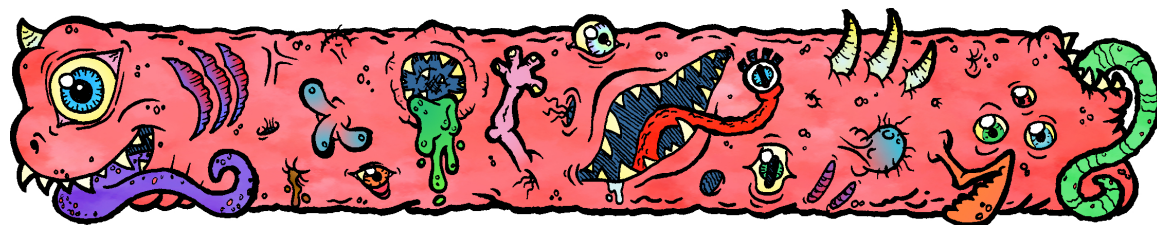
- 37 **Winged:** This creature has wings or flaps of skin between limbs and body that allow for gliding. On a roll of 1 on 1d6, flaps stretch from the arms or forelegs of the creature, allowing it to glide from a height for short distances. If a 2 or higher is rolled, wings project from the back of the creature's torso. Roll 1d6 for type: 1-2) Bird Wings. 3-4) Bat Wings. 5-6) Insect Wings. Then roll 1d6 again: 1) These wings are too small, mismatched, or badly formed to grant flight. 2-5) These wings allow flight equal to the ground movement of the creature. 6) These wings are exceptional and grant much faster flight.
- 38 **Unmaker:** This creature is a walking chaos vector and anyone who comes into physical contact with it might develop a random mutation. Roll on this table again, applying the results to the new victim. The more mutations the Unmaker possesses the more difficult it is for others to resist its effects.
- 39 **Wasted:** Roll 1d6: 1-3) Boneless: A part determined on the Body Location Table has no bones and its flesh hangs like a twisted sack of meat and skin. 4-6) Dessication: A part determined with the Body Location Table is tiny, shriveled, and useless.
- 40 **Exhalation:** This creature exhales thick smoke. There are equal chances that the smoke is identical to that produced when burning tobacco, coal, hashish, incense, wood, or flesh (roll 1d6).
- 41 **Miasmatic:** This creature exudes a noxious cloud at all times. Roll 1d4: 1) The miasma is "merely" a cloud of noxious gas. 2) The miasma is caustic, causing sores, lesions, and dehydration in those exposed to it. 3) The cloud is composed of tiny biting midges. 4) The miasma is under the conscious control of the creature, which can send it out as questing tendrils, sensing or touching through them but not spreading any other effects.
- 42 **Diminutive:** This creature is approximately half the size of a normal version of its Base Creature type.
- 43 **Extremophile:** This creature's body temperature is extreme. Roll 1d6: Odd) Its body temperature is cold enough to freeze water. Even) Its body is hot enough to boil water.
- 44 **Massive Musculature:** Roll 1d4x times on the Body Location Table. The rolled locations have extreme musculature, each one increasing the strength of the creature.
- 45 **Limb Affliction:** Roll 1d4x times on the Body Location Table (if you do not roll a limb then you may choose). Roll 1d4: 1) Swollen: That location is heavily swollen. There is a 4-6 chance on 1d6 that the swollen area contains potent acidic puss that sprays from the location when struck (and, if so, the creature is immune to its effects). 2) Extendable: Limbs of this creature appear normal for its type but may fully extend to double their usual length. 3) Scarification: A portion of the creature's body is severely scarred. There are equal chances that the scars are consistent with deep tissue damage caused by branding, fire, acid, radiation, or bite wounds (roll 1d4). 4) Detachment: The resulting location is no longer attached to the creature's body but that it functions normally and can move on its own to stay within reach of the main body (equal chances of crawling or floating). This detached part can move 10 x 1d6x feet away from the main body and still remain useful, but at a greater will begin to die unless returned to the main body's presence.
- 46 **Prehensile Tongue:** This creature's tongue is 2d4x feet longer than normal and as dexterous as a healthy limb. There is a 50% chance the tongue can be fully retracted into the creature's mouth, otherwise a portion always sticks out. There are equal chances that the tongue is a tentacle, ends in a set of inhuman digits, is composed of hundreds of cilia that can grip as well as any hand), or is barbed (roll 1d4). If the creature has more than one mouth then randomly choose the one that houses the tongue.



**Dermal Mutation:** Roll 1d8: 1) Writhing: The skin of the creature is constantly shifting and writhing, as though something beneath it is trying to burst forth. This might be eyes that frequently push up just under the translucent skin, organs shifting and expanding subdermally, or bulging muscles barely contained by the creature's hide. 2) Dust of Ages: This creature's skin constantly flakes off as a fine dust, which covers its body as well as anything it owns and accumulates wherever the mutant comes to rest. 3) Running Wax: A portion of the creature's skin is made of a soft, wax-like substance that slowly melts, drips, and sloughs off throughout the day. 4) Sloughing Skin: This creature's skin sloughs off in dry patches, large flakes, or wet blobs of tissue, leaving raw weeping wounds behind. 5) Transparent Skin: The creature's epidermis is transparent, the muscles and organs underneath completely visible and their workings on horrific display for all the world to see. There is a 60% chance that the entirety of the creature's hide is affected, otherwise roll 1d4x times on the Body Location Table to determine what areas are transparent. 6) Unseen: 1d4x locations of the creature's body, as determined on the Body Location Table, are invisible or can be made so. There is a chance equivalent to the number of affected locations or less on 1d6 that the creature can control the invisibility. 7) Pallid: This creature appears to be sickly and pale. 8) Shed Skin: Once every 1d6x days (roll randomly each time) the creature sheds its skin or whatever covers the outside of its body (e.g., chitin, scales). After shedding, the creature retains a youthful appearance and loses all scars, tattoos, and other marks that marred its skin. If the shed skin is kept reasonably intact, another similarly-shaped creature can wear it as a disguise to pass itself off as the shedding creature.

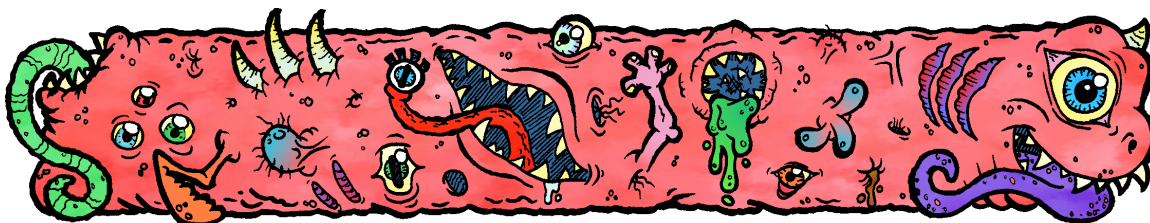


- 48 **Tail:** This creature possesses a tail of a type determined by a roll on the Base Creature Table. If you roll a creature that does not have a tail then simply select a type from that table or from the Animal Mutation Table. This appendage is fully functional for its type, including poison or prehensibility if applicable.
- 49 **Hyde:** The base creature becomes a larger, brutish, and more monstrous form of its regular self, increasing its size, musculature, and hair, gaining a more bestial head or face, and the like.
- 50 **Headless:** This creature's head is missing and its sensory organs, brain, and mouth reside in other body locations (as determined by the Body Location Table). There is a 30% chance that the head has been replaced by a tentacle that is fully functional in every way and has its own mutation (roll d100 on this table for it).
- 51 **Voice of Unreason:** This creature's voice is unnatural. There are equal chances that the creature's voice is distorted, exceedingly deep, painfully high, always changing, that it echoes, or that the creature speaks with two voices at once (1d6).
- 52 **Hermaphrodite:** This creature possesses a complete set of male and female reproductive organs. There is a 50% chance that each of these organs is incapable of conception. There is also a 25% chance one of them is not in the groin area (roll on the Body Location Table for placement). Furthermore, there is a 30% chance for each organ that it is more appropriate to another creature (roll on the Animal Mutation Table to determine which).
- 53 **Abnormal Shadow:** The creature's shadow is unnatural. There is an equal chance the shadow is (roll 1d4): always cast in the wrong direction, moves independently of the creature, has the outline of a different being, or has the outline of a far more hideously mutated version of the creature. There is a 30% chance the shadow is alive, can detach and do the base creature's bidding.
- 54 **Machine Body:** A portion of the creature's body takes on the aspects of a machine, with metal, wooden, and possibly even plastic or electronic parts. Roll on the Body Location Table to determine the affected area. There are equal chances that the mechanical parts appear high tech, low tech, or consistent with the setting's own technology (roll 1d3). There is also an equal chance the technology appears either pristine or old and corroded. There is a 30% chance that the body part also has another mutation from this list.
- 55 **Half Twin:** A half-formed identical twin grows from the creature's body. This twin is identical to the mutant at the time that it is rolled and later mutations to the base creature do not affect it, although it may gain its own further mutations. Roll on the Body Location Table to determine the location that contains the twin. This location is proportionately smaller to make room for the demi-creature. There is a 30% chance that twin has a mind of its own, in which case any relevant statistics are half those of the base creature and it can detach and act independently for a limited amount of time before needing to return (1d4x hours).
- 56 **Hairy:** This creature is abnormally hairy. Those that are normally not hirsute become so, and if the creature is already covered in hair or fur then this growth is extreme. There is a 50% chance that the hair is prehensile and able to grab, wrap, and manage fine manipulation, much like an extra pair of hands.
- 57 **Spinnerets:** This creature has fully-functioning spidery spinnerets on a randomly-determined Body Location and 1d4x times per day can use them to produce either a 50-foot-long length of sticky web line capable of supporting five times the creature's weight or a 10' x 10' net of webbing that can be projected up to 50 feet.

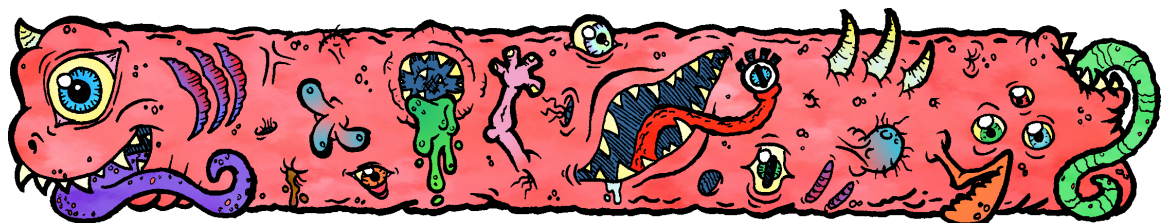


**Digestive:** This creature's digestion is highly unusual. Roll 1d4: 1) Bottomless Gullet: This creature is always hungry, although its daily dietary requirements do not change, and it can consume many times its own weight with no ill effects and can also consume inedible materials. 2) Gizzard: This mutant must consume small stones to aid in digestion, passing them in the usual way. If the creature cannot consume stones, it begins to suffer from starvation within a day. 3) Spew: This creature must spew a caustic substance upon its food, then slurp up the partially-digested mass. This spew may be used in combat as a disgusting short ranged acid attack. 4) External Digestion: When feeding, the creature vomits up its entire digestive system in a pulpy mass, which slowly absorbs and digests the intended meal before retracting back into the creature's gullet. In combat, this mutation can be used to make a truly gruesome grappling attack that leaves the target entangled in viscera and exposed to digestive acids.

**Spawning Polyps:** 1d4x fleshy polyps grow from the creature's body. Roll on the Body Location Table to determine the location of each. After 1d6x weeks of gestation — roll for each separately — a polyp bursts, birthing a new mutant which, although smaller, resembles the parent creature and possesses at least one of the parent's mutations. Polyp spawn cannot, themselves, possess Spawning Polyps, and if this result is rolled for a polyp spawn then it gains all the parent creature's other mutations. Each time the last of the polyps have matured or been removed the creature grows 1d4x new polyps.



- 60 **Unstable Mutation:** This creature possesses a mutation that is always in flux. Roll a random mutation. Every 1d6x days, this mutation is replaced with another random mutation. When rolling for the unstable mutation, if Unstable Mutation is rolled again at any point then the current mutation stabilizes, becomes permanent, and the creature no longer has Unstable Mutation.
- 61 **Hairless:** This mutant is largely devoid of hair, fur, or feathers. There is a 50% chance that the areas normally covered in hair are instead covered by twisted scar tissue, fish scales, snake skin, oozing sores and raw flesh (roll 1d4).
- 62 **Volatile:** Unnatural life processes of this creature make it subject to volatile reactions. Roll 1d4: 1) Combustible: This mutant is highly flammable and, if set on fire, it rapidly burns, flailing about, running amok, and setting others on fire as they are “tarred” with its flaming tissues. 2) Explosive: This creature explodes upon death, spraying viscera and bones in a 10-foot radius, potentially damaging those close enough. Any contagious conditions, mutations, or diseases that this creature possesses are also present in the explosion. 3) Turns to Ash: When this creature is slain, its body, along with anything else within it, is rapidly reduced to ashes. 4) Turns to Smoke: When this creature is slain, its body, along with anything else within it, rapidly turns to smoke.
- 63 **Flawless Beauty:** Some 1d4x parts of this mutant, as determined by the Body Location table, are heartbreakingly beautiful.
- 64 **Flat:** This creature is virtually flat. There are equal chances the creature is flat laterally or ventrally. If the creature has any natural piercing or slicing weapons, these weapons are more dangerous, as their flatness serves to increase their sharpness. The mutant can fold itself up into roughly one cubic foot of space and squirm through tight spaces with ease.
- 65 **Necrotic Encystment:** If this creature dies and its body is not dismembered or burned then its corpse putrefies and decomposes, leaving a pulsing sack of organic goo in its place. After 1d6x days, a smaller copy of the base creature bursts forth from the sack and will have Necrotic Encystment and at least one additional mutation. If the creature is intelligent it retains its memories and personality. There is a 50% chance that the new creature is undead.
- 66 **Bloater:** This creature can inhale and inflate its body to twice its normal size. When inflated, the creature is more intimidating, buoyant, and resistant to blunt-force trauma and falling. When inflated, the creature can jump twice the normal height and length of its jump by bouncing.
- 67 **Cognitive Digestion:** This mutant is capable of digesting information and memories as well as nutrients from any fresh brain it consumes. Each time it consumes a brain, there is a 35% chance that the creature also displays behaviors and personality traits from the brain’s original owner for 3d6x hours.
- 68 **Auto-Levitation:** This creature constantly levitates, its body maintaining a more-or-less stable distance from any load-bearing surface over which it levitates. It is unhindered by uneven and difficult terrain, unless these would logically impede its movement (e.g., moving through a forest or through a window might still slow it). When falling, the creature descends at a rate no faster than its normal walking speed. Otherwise, it moves according to its desire. When at rest, the creature is vulnerable to high winds, and any outside force acting upon its body can send it gliding across the open ground.
- 69 **Visceral Organ:** A cluster of cartilaginous tubes and pulsing gas bladders sprout from this mutant’s flesh (roll on the Body Location Table to determine where). These growths are organic musical instruments, sounding like unnatural and disturbing versions of organs, flutes, bagpipes, or other wind-powered instruments. There are equal chances that the music they create is discordant or melodious. These instruments play constantly while the creature moves.



70

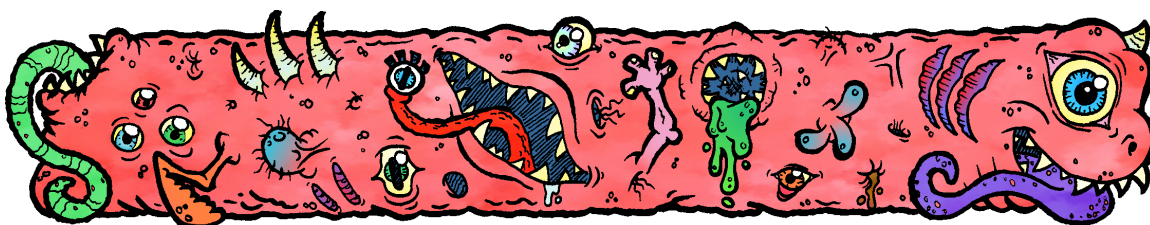
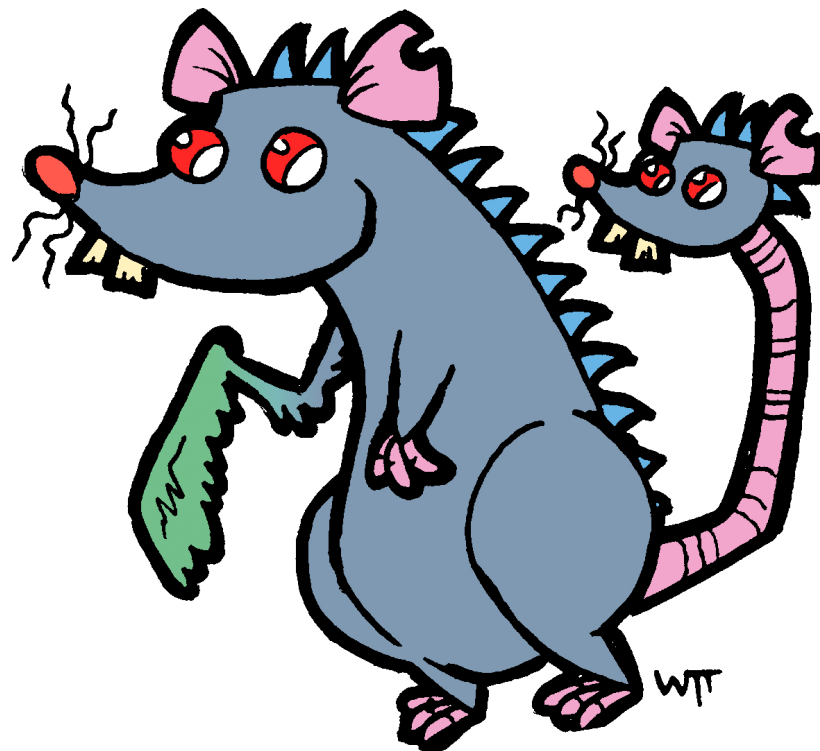
**Assimilator:** This creature can amalgamate with other organisms. Roll 1d6: 1-2) Tissue Amalgam: The creature can replace damaged or severed body parts with those of other creatures, its flesh merging with that of the spare part held to the damaged area. This grants the mutant a form of regeneration as long as fresh body parts are available. Over 1d6x hours, the newly-joined part takes on the form, appearance, and mutations the assimilating mutant's previous location possessed. 3-4) Mutation Assimilator: As described above, the creature can merge its wounded flesh with other tissue, but only that from other mutants and creatures of its original type. The creature gains a form of regeneration when replacing damaged or diseased body parts in this way. There is a 50% chance the creature can also accept transplants of body parts that give it access to new mutations (e.g., a mutant without spinneret's gaining that mutation's benefits by having another mutant's spinnerets grafted onto its own body). The mutant would then lose the original mutation in the location, if there was one, to gain the new one. 5-6) Flesh Trader: This creature can swap mutations with another mutated creature. This swap requires direct physical contact and 1d6x minutes. There is a 75% chance this creature can control which mutation it offers in the swap and choose which mutation it gains in it. Otherwise, choose the swapped mutations randomly. It is entirely possible for a creature with Flesh Trader to swap Flesh Trader for another mutation.

71

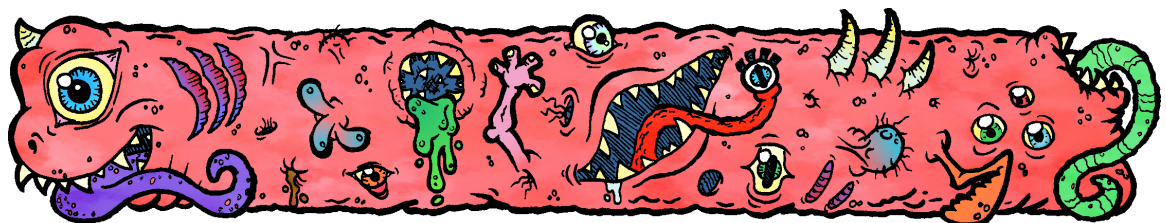
**Voice Stealer:** This creature has no voice of its own and instead speaks through a creature in its vicinity. There is a 60% chance that the creature can choose which other creature to steal from and 40% chance it is random.

72

**Conductor:** The creature's flesh is highly conductive, allowing heat, electricity, and similar forms of energy to pass through it unharmed. The creature's body takes on the temperature of its surroundings in a matter of minutes, and suffers half damage from heat, fire and electricity.



- 73 **Psychoactive Saliva:** This creature can inflict vivid, graphic, and disturbing hallucinations upon anyone with whom its saliva comes in contact.
- 74 **Tendrill Trail:** Wherever this creature treads a trail of writhing tendrils or worms is left behind. They remain active for hours but are not truly alive. If the creature has any contagious mutations, however, the tendrils are fully capable of passing them on.
- 75 **Gravid:** Regardless of its gender, this creature is obviously heavily pregnant. What it is carrying, however, is an open question, but the writhing of whatever is within the belly is disturbing in the extreme.
- 76 **Mimic:** This creature morphs its body to become the twin of the nearest other creature, even replicating clothing and equipment. There is a 50% chance that the mutant is immediately driven to attack and consume its twin. There is a further 50% chance that it gains the memories and skills of the one it mimics, whether through consumption or proximity.
- 77 **Necrobiotic:** This mutant's body is dead but still animated by some mysterious force. It must consume tissue, living or dead, to continue to function, but is highly resistant to damage and cannot "die" of old age.
- 78 **Feeder:** This creature can only feed on some unusual substance or element. Roll 1d6: 1) Fire Eater: The creature's diet must consist primarily of burning coals or it will starve. The coals do no damage to the creature's mouth and digestive system, but unless the creature has some form of heat or fire resistance the experience is still painful. For one hour after a meal, the creature can vomit up a single gout of fire. 2) Arcanavore: This creature now gains sustenance only from spell energy, either directed toward it or from the bodies of magical creatures. There is a 50% chance the arcanavore is unaffected by any spell from which it gains sustenance. 3) Vampiric: This creature now requires the blood of living creatures to survive. If the mutant is unequipped for such feeding naturally there is a 50% chance that it will develop a pair of large hollow fangs. 4) Vampiric Lamprey Extension: As Vampiric, but a mouth ringed with hooked teeth opens somewhere on the creature's body (as determined by the Body Location Table). This mouth can extend up to 1d6x feet on a muscular tentacle and can latch onto the flesh of other creatures and drain their blood. 5-6) Psychovore: This creature can only feed on the mental energy of intelligent beings. There is a 50% chance this feeding is entirely mental and possible through physical contact with the prey. Otherwise, the fresh brain of the prey must be extracted and consumed.
- 79 **Rooter:** Tiny root-like growths continuously sprout from the creature's feet and legs, extending into the ground if it is stationary for more than a moment. If the creature is stationary for more than an hour, it roots to the spot and must cut or pull itself free. While rooted, the creature gains a limited form of regeneration and does not need to eat or drink, but it also blights the land within a 1d100 foot radius for as long as it is there. The longer the creature remains rooted, the harder it is to free itself and, after a week, its roots become thick enough that it cannot be moved.
- 80 **Mimic:** This creature can mimic the appearance of another. If the creature is not sentient, it does so automatically when another living thing stays within five yards for longer than a few seconds, changing each time a new creature is eligible for mimicry. If the creature is intelligent, it may choose when and who to mimic, and can maintain the appearance until it wishes to stop or take on that of another.
- 81 **Bottomless Womb:** This mutant possesses a functioning womb that is dangerously fertile. If the creature does not already have a womb then it grows one. This womb never fails to gestate after reproduction and inevitably produces a litter rather than a single offspring (1d6x spawn). Once impregnated, the offspring take 1d6 months to be born.

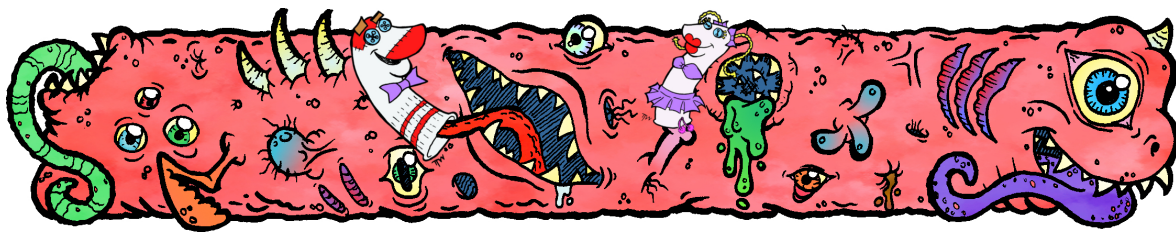
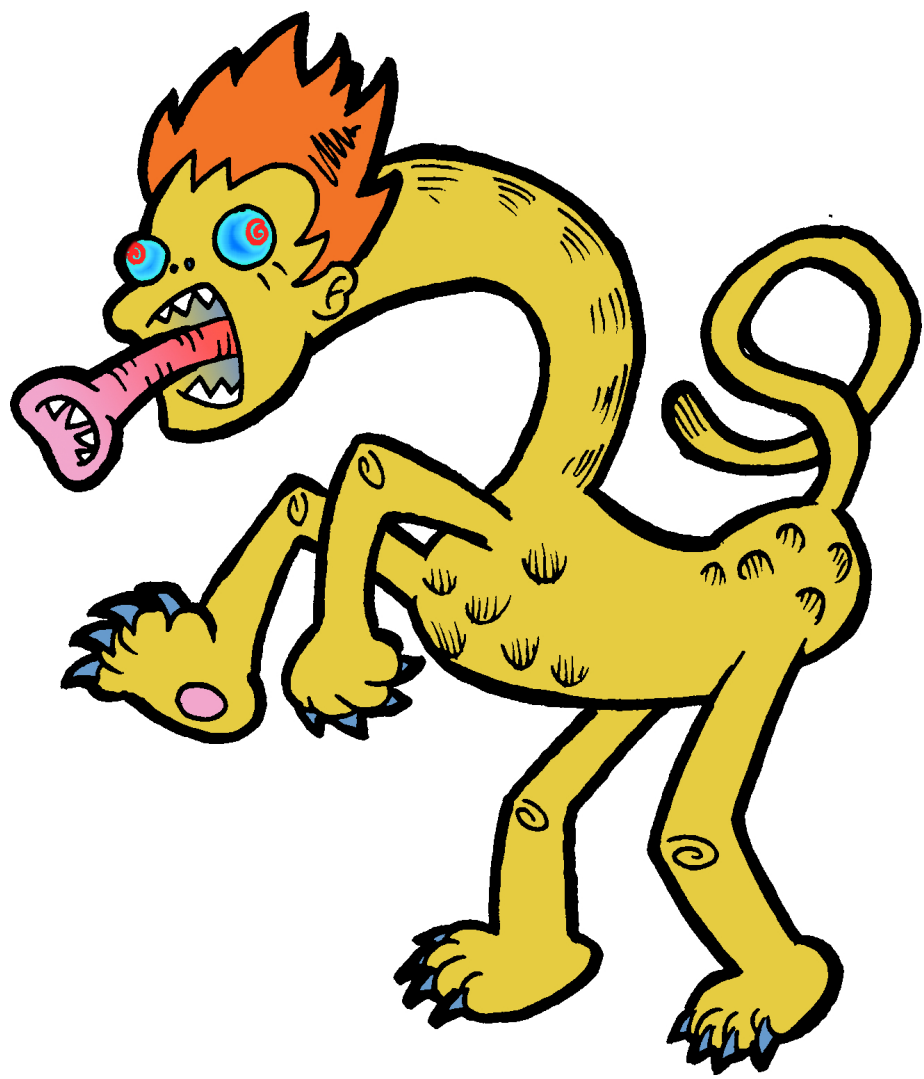


82

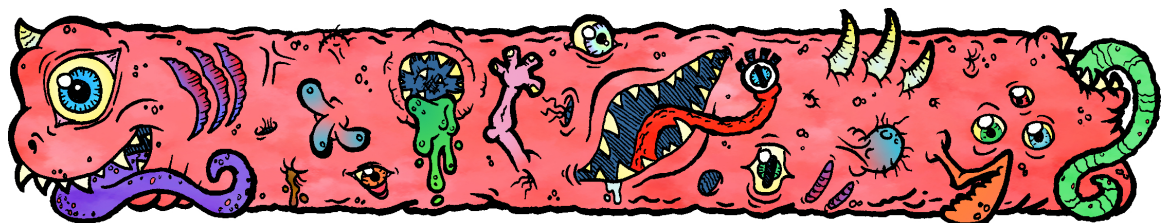
**Radioactive Core:** This mutant is radioactive and is detectable by technology, magic, and senses that perceive or measure radiation. There is a 50% chance that the creature gains regeneration when exposed to other radiation sources. There is a furthermore 25% chance that the creature does not need to eat or drink when exposed to radiation other than its own. Other creatures in its presence that do not share this mutation suffer from radiation sickness after 1d6x days, which may lead to health complications and even death, or possibly further mutations if affecting a mutant (20% chance, otherwise it suffers radiation sickness as anyone else).

83

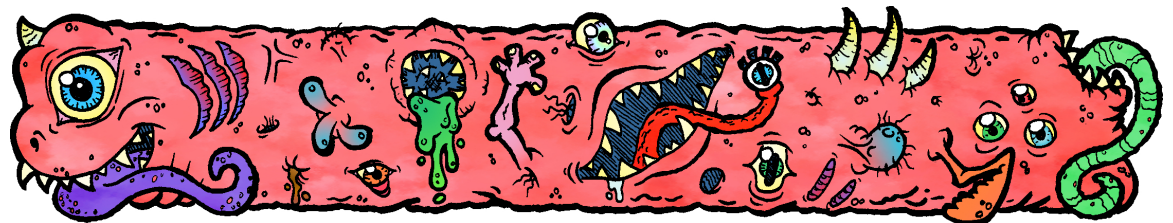
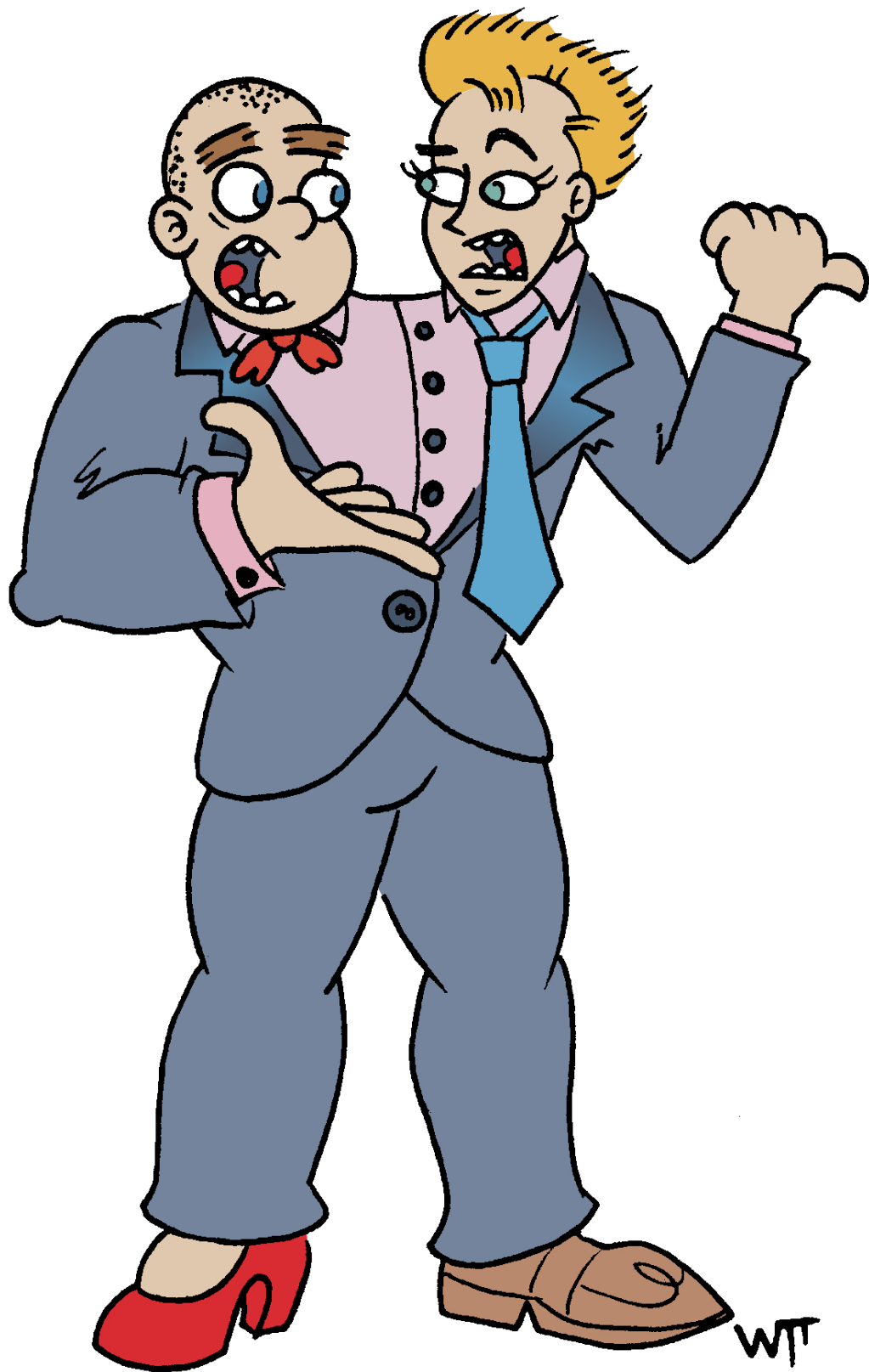
**Smoglung:** This creature's lungs (or equivalent organs) are adapted to polluted atmospheres and grant immunity to inhaled poisons. Clear air causes the mutant to tire easily and makes physically-demanding tasks more difficult but it suffers no such limitations when breathing polluted air or when exposed to toxic fumes. Additionally, when breathing poison gasses or extremely polluted air the creature gains regeneration.

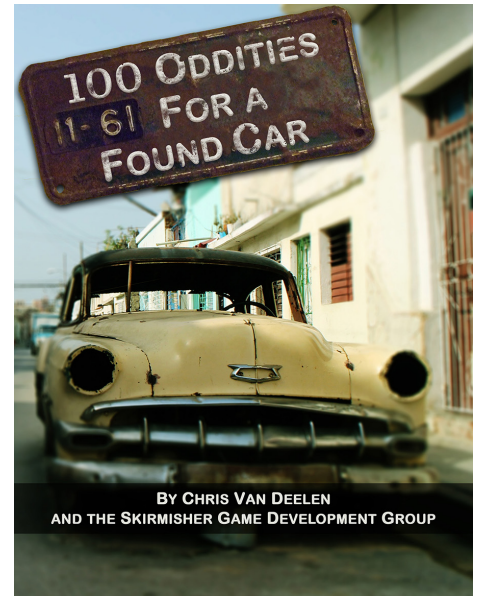
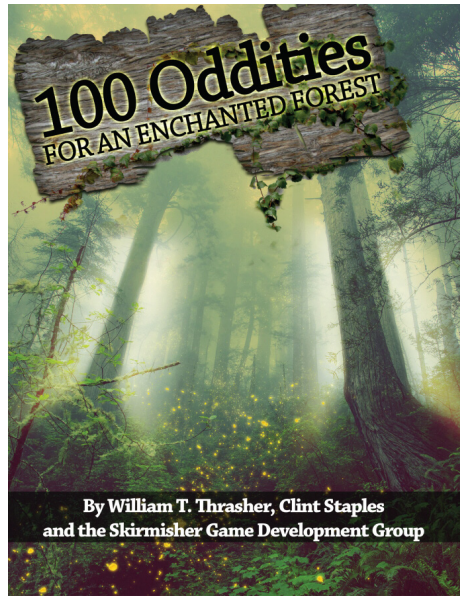
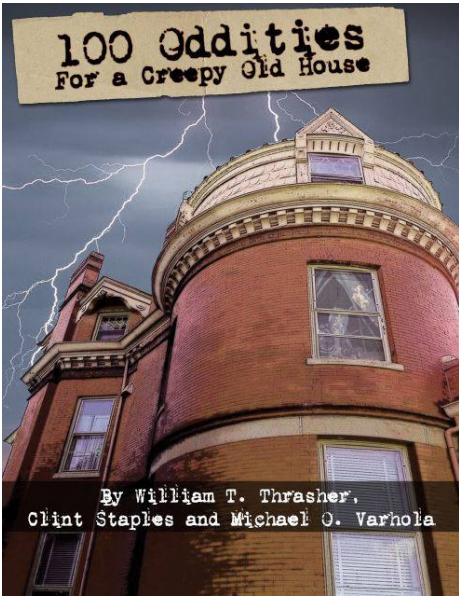


- 84 **Magical Schism:** This mutant is affected differently by magic. Roll 1d8: 1) Magic Null: This creature cannot be affected — positively or negatively — by magic. 2) Magical Attractant: On a roll of 4-6 on 1d6, this creature makes itself the target of any magic cast in its vicinity. 3) Magically Potent: Any magic possessed by this creature is 50% more potent than normal. 4) Naturally Magical: This creature radiates powerful magic and its blood and body parts may be used in ritual magic or as spell components. 5) Magic Drain: This creature projects a radius of magical nullification, causing all magic cast in its vicinity to fail on a roll of 5-6 on 1d6. 6) Magically Dependant: This creature can only heal via the use of magic and curative magic has double the normal effect. 7) Magical Reflector: Any spell — whether beneficial or hostile — with this creature as its sole target has a 4-6 chance on 1d6 of being reflected upon the caster. 8) Magic Using: This creature can use magic and has the ability to cast 1d4x spells. If it is unintelligent, there is a 30% chance per turn that it will casts a random spell on a random target.
- 85 **Unusual Appearance:** The appearance of this mutant is misleading. Roll 1d6: 1-2) Attractant: Although the appearance of this mutant is unaffected, it projects a magical field that calms onlookers, compelling them to move toward it. 3-4) Innocuous: This creature exudes a powerful mental, magical, or pheromonal aura that makes it appear as utterly mundane and unthreatening. 5-6) Colorful: This creature is abnormally colored for its type. Roll 1d4 for how: 1) Opposite, with any coloration reversed for the norm. 2) Brighter: A dark creature will be light and a light one will almost glow. 3) Dark: A light-colored creature will be darker and a normally dark one seemingly composed of shadows. 4) Wild: This creature has random colorization (e.g., a raven might be blue and red, a human bright green).
- 86 **Obese:** This creature possesses an overabundance of body fat that absorbs damage and thereby gives higher protective values than normal. It is 70% likely that the creature will be slowed and/or impeded by this condition but there is a 30% chance that what appears to be fat is actually another form of tissue or matter entirely, in which case it might not pose an impediment.
- 87 **Amphibious:** This creature is adapted for life both in the water and its normal environment. Whatever form it would have otherwise, it now also possesses webbed digits, additional insulation for cold water, a swim bladder, gills or other water breathing apparatus, and eyes that can see well when submerged. There is a 50% chance that the creature can exist equally well in or out of the water. Otherwise, it is dependent on one or the other and must spend at least one hour a day in that environment in order to survive.
- 88 **Hybrid:** This creature is an amalgam of 1d3+1 creatures from the Base Creature Table.
- 89 **Duplicate:** This creature is one of 1d8x perfect duplicates of each other. There is a 50% chance that all of them can share information, either telepathically at a distance or when they are able to make physical contact with other duplicates. If this is the only mutation, you may choose whether to roll again to generate and additional mutation.
- 90 **Emergent:** Roll on the Base Creature Table and then on the Body Location Table. A skinless aberration of the rolled creature appears to be erupting from the location in question, blood and other fluids streaming sluggishly from the gaping wound. There is a 50% chance the erupting creature is distinct and will eventually emerge completely under its own control thenceforth. If not, the creature will remain a horrific but dependent extension of the base creature.
- 91 **Aberrant Symmetry:** Symmetry of this creature changes from that typical of its form to another. Roll 1d4 (if the result is the symmetry already at work, you may choose another freely): 1-2) Lateral (sides are mirrors of each other, like mammals). 3-4) Radial (each portion is identical to all others, radiating from a central point, as with starfish).









## Check Out All the Volumes in the Bestselling "Oddities" Series!

