

Mutations Mutable

by Edward Lockhart



About Mutations Mutable

The bulk of this brief tome is a rotating mutations chart.

- Take the 12 or 20 of the following mutations you like the most and cut and paste them into a Numbered Chart. (This cutting and pasting can be as literal or computerized as you'd like it to be. Definitely mix in your favorites from other sources.)
- When a mutation should occur, roll 1d12 or 1d20 and 1d6 to determine the type and severity of the mutation. (Or just roll 1d30 and 1d6 to use 'em all.)
- Generally, the higher the d6 roll, the more pronounced the mutation.
- If the same mutation happens to get rolled twice, swap it out in the chart for one of the currently unused mutations.
- Alternatively, you can start with page Mutation 1 and roll two d6s. One d6 will determine the type and the other the severity of the mutation. Whenever you roll a previously rolled mutation type, switch to the chart on the next page.
- Mutations typically occur overnight, unless otherwise noted (or it'd be funnier to make it instantaneous).
- If a mutation is hidden, unless otherwise noted, reaction roll penalties do not apply.
- Reaction roll penalties shouldn't stack past -6.

Terms:

Replaces – New rolls of this mutation replace the previous versions of this mutation.

Stacks – New Rolls of this mutation occur in addition to the former results.

Reverses – Rolling this mutation again means the affliction is reversed.

As Above – Mutation victim suffers from the above listed d6 effects as well.

Mutatee – The one afflicted with a mutation.

A Mutagenic Spell:

Creation Unbounded

Level: 1

Duration: Permanent.

Saving Throw: Negates, Special.

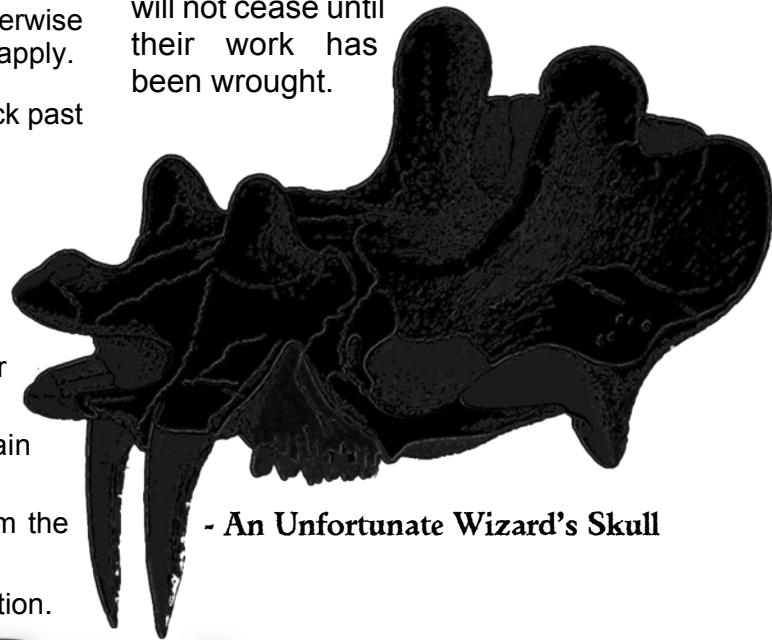
Reversible: Not Reversible.

This spell sends forth the horrible radiation of ongoing creation to afflict another being with strange mutations.

If the subject should fail his/her/its saving throw, the subject must roll on the campaign's mutation chart.

If the subject successfully saves, then the caster must make a saving throw at a -1 penalty or suffer the consequences of this spell. Should the caster save, then the next nearest living being must make a save at -2 to avoid being mutated. This will continue with cumulative -1 modifiers until something is changed by means of this spell.

The forces of creation and chaos are not to tampered with lightly. Once released, they will not cease until their work has been wrought.



- An Unfortunate Wizard's Skull

Mutations 1

* **Player's Choice** - Player chooses character's mutation. Only roll 1d6. Player must choose based on the short, bolded descriptions. Players should never see the chart.

* **Scaled Skin** - **1-2** Psoriasis; **3-5** Ichthyosis Vulgaris (often-itchy patches of fish-like scales on skin, -1 to reaction rolls from superstitious folks); **6** Covered in actual fish or reptile scales (+1 to AC, -3 to reaction rolls with normal folks). *Replaces*.

* **Changed Eyes** - **1-4** Unnaturally Colored Iris (Any color of the rainbow, Player Choice); **5-6** Unnaturally Shaped Pupil (Examples: star, hour glass, triangle, snake eyes, cat eyes, goat eyes, etc., DM's Choice). *Replaces*.

* **Dragonfly Stuff** - **1-2** Sprout Vestigial Dragonfly Wings (-1 reaction roll from normal folks if hidden, -4 if not hidden); **3-5** Develop Insect Mandibles (-4 reaction roll from normal folks if not hidden, voice takes on a clicking note, 1d3 bite); **6** Shed your silly human-skin (You are an anthropomorphic dragonfly now, -6 to Cha, +2 to AC, Can fly at normal walking rate). *Stacks. Ignore rerolls*.

* **Boils** - **1d6** never healing boils. Must be periodically lanced to relieve pressure. 50% chance that each boil releases steam instead of puss. (Can scald for 1d3 damage). *Stacks*.

* **Changed Mouth** - **1-3** Extra Canine (painfully presents itself overnight, sleep is impossible); **4-5** All teeth are now pointed (-1 to reaction rolls with normal folk); **6** No lips! (-2 to reaction rolls from normal folks, slurred words, drooling constantly). *Stacks. #4-6 Reverses*.

Mutations 2

* **Strangely Colored Skin** - **1** Faint (Barely noticeable in full sunlight, Any color of the rainbow, Player's Choice); **2-4** Significant (Noticeable in decent lighting, Any color of the rainbow, Player's Choice, -1 reaction rolls from normal folk); **5-6** Bold (Noticeable in any lighting, Any Color, DM's Choice, -3 reaction rolls from normal folk). *Replaces*.

* **Extra Finger** - **1-2** Extra finger on one hand (-1 reaction rolls with superstitious folks); **3-4** Extra finger on both hands (-1 reaction rolls with superstitious folks); **5** Sickle-like claw grows on outside of one wrist (1d4 damage, -4 reaction rolls with normal folks); **6** Scorpion stinger grows on the back of one hand (1d2 damage, Sv vs. Poison or additional 1d8 damage and stunned for 1d4 rnds, -4 reaction rolls with normal folks). *Stacks*.

* **Spinnerets** - Barely functional spinnerets appear on some part of the mutatee's body; spiders now have an affinity for the character. Equivalent of Web Spell 1/day per spinneret. **1** Elbow, **2** Knee; **3** Palm; **4-6** DM's Choice (make it difficult to hide, funny, or inconvenient to use). *Stacks*.

* **Flesh pockets** - Develop **1d6** flesh pocks. *Replaces (1d6 new flesh pockets develop, the others close, objects inside them are now embedded inside the mutatee)*.

* **Snake Tongue** - **1-3** Tongue is way too long; **4-5** Tongue is forked; **6** Actual snake's tongue (can taste the air now, +1/6 for searching where smell is relevant, the snake whose tongue you have hates you, it will find you eventually). *As Above*. *Replaces*.

* **Extra Eyes** - **1d6** seeing eyes erupt like lesions all over the casters body. These can be lanced as boils and sewn shut (-4 reaction rolls from normal folks, when vision might matter character is only surprised on 1/6). *Stacks*.

Mutations 3

* **Bat/Flying Squirrel Stuff** - When rolled, the mutatee must choose either Bat or Squirrel. This decision cannot be revoked. **1-3** Develops Bat or Squirrel fleshed skin flaps hanging from wrists to knees and lightened bones (-4 reaction rolls from normal folks, -4 to Con, can glide for no damage from drops of 40+ feet with at least 80 feet of horizontal movement); **4-5** Body is now covered in Bat or Squirrel flesh; **6** Vocal chords are replaced with Bat or Squirrel vocal chords (Mutatee can now only screech (bat) or chirp and bark (squirrel), if bat was chosen then the mutatee can Scream 1/turn [Beings with hearing must Sv or be stunned for 1d4 rounds]). *As Above. Replaces.*

* **Motile Vines** - Sprout **1d6** motile vines (Int check to control the vines' slow and clumsy movement, DM's Choice as to location, -1 to reaction rolls from normal folk [-4 if they can tell that these are growing from the caster and not worn], reduction in ration needs by 10% per vine if mutatee is in sunlight for 4 hours that day). *Stacks.*

* **Extra Mouth** - These generally bitchy mouths can be painfully sewn or stapled shut, but only with silver, gold, or iron. **1** Stomach (this mouth literally grumbles whenever the mutatee is hungry); **2** Above Genitals (complains when mutatee has not had sex lately, gives terrible advice); **3** Palm (1d3 bite-slap, complains about the flavor of whatever is being held); **4** Tongue (this extra mouth has very sensitive taste buds resulting in a restricted diet, will loudly complain if this restricted diet is ignored); **5** Chest (speaks whenever the mutatee has strong feelings, often in the form of terrible poetry); **6** Pate (speaks the mutatee's inner monologue aloud). *Stacks. Rerolls reverse.*

* **Turtle Stuff** - **1-2** Turtle-ish skin (can be explained away as warts and skin problems, -1 reaction rolls from normal folk, -2 reaction rolls from the superstitious); **3-5** Turtle Hands and Feet (two wide fingers and a thumb, -2 Dex, -1 reaction rolls from normal folk, -2 reaction rolls from the superstitious); **6** Turtle shell (+2 AC [+3 from behind], +2 HP, +2 to saving throws where having shell would be helpful, awkward and difficult to hide, damage to the shell heals very slowly, -2 reaction rolls if hidden and -4 reaction rolls if visible, can tuck in head like a turtle). *Stacks. Ignore rerolls.*

* **Mossy Face Warts** - **1d6** Warts which looks kind of like actual moss on a log (-2 reaction rolls from normal folk, can be painfully scraped away, grow back overnight). *Stacks. At 10+ warts face is covered in actual moss, -4 reaction rolls from normal folks.*

* **Teeth and Horns** - **1** Mutatee develops fangs (Slight lisp at first, -1 reaction rolls from normal folks); **2** Mutatee's jaw lengthens (-2 reaction rolls from superstitious folks); **3-4** Tusks (Difficulty speaking, -1 Charisma, -3 reaction rolls from normal folks); **5-6** Horns (Players choice in type, -4 reaction roll from normal folks, headbutt for 1d3). *Stacks.*

Mutations 4

* **Plague Buboes** - Mutatee develops 1d6 plague buboes overnight. He/she is contagious but does not suffer the plague him/herself. 1 in 6 chance per bubo of those in contact with mutatee contracting the plague. *Stacks*.

* **Metallic Skin** - **1-2** Tin Foil (shedding skin and hair turns into tin, if skinned hide will turn into a sheet of tin worth 45 sp); **3** Mercury (mutatee now sweats quicksilver, prolonged contact causes mercury poisoning, sweat is now valuable to alchemists, +2 sv vs. poison); **4** Bronze (+1 AC, skin now counts as 1 item of encumbrance, heal at $\frac{1}{2}$ normal rate unless 1 oz. [28 grams] of bronze is consumed weekly, hide is worth 80 sp, -2 reaction roll from normal folk); **5** Silver (+1 AC, skin now counts as 1 item of encumbrance, heal at $\frac{1}{2}$ normal rate unless 1 oz. [28 grams] of silver is consumed weekly, hide is worth 180 sp, -2 reaction roll from normal folk); **6** Gold (+1 AC, skin now counts as 1 item of encumbrance, heal at $\frac{1}{2}$ normal rate unless 1 oz. [28 grams] of gold is consumed weekly, hide is worth 500 sp, -2 reaction roll from normal folk). *Replaces*.

* **Egg Laying** - These wizard eggs have a 50% chance of being "normal" eggs, 25% chance of giving the consumer mild prophetic visions, and a 25% chance of being poison (1d4 damage and wrench for 1d4 rnds, sv for $\frac{1}{2}$ damage). **1-4** Lays one egg, immediately; **5** Lays an egg when frightened; **6** Lays an egg daily. *Replaces*.

* **Multiples** - Mutatee splits amoeba-like into multiple smaller copies of him/herself. These copies each have the complete memories, goals, motivations, etc. of the original mutatee. Completely consuming a copy restores that much mass and stats to the unconsumed wizard, but will do nothing beyond filling the bellies of other beings. If anything other than spilt blood is not eaten, there is no effect. It's likely best just to boil 'em whole in a big pot, just to be sure. **1-4** Twain (physical Stats [Str, Dex, Con] are split between the copies [round up]); **5-6** Triplicate (physical Stats are split between the copies [round down]). *Stacks*. *Player maintains complete control of all copies*.

* **Way too High Body Temperature** - **1-3** Feverish (104°F/40°C); **4-5** Physically Painful to Touch for Long (107-110°F/42-43°C, +3 Save vs. Heat and Fire), **6** Buy an asbestos robe or be naked! (Combustibles burn when in contact with the mutatee, touch causes 1 point of damage, immune to normal fire/heat, $\frac{1}{2}$ damage from lava and magical fire). *Replaces*.

* **Wizard Pearl** - Mutatee produces small, irregular pearl in his/her throat, worth 2d6 sp to those that don't know the source. Those who possess a mutatee's pearl can cast spells at the mutatee across any distance. (This final fact is little known.) **1-4** Once; **5-6** Daily. *Replaces*.

Mutations 5

* **Slime Toad Stuff** - **1-3** Sweat is viscous and slightly green (-2 reaction rolls with normal folk); **4-5** Toad Tongue (Can grab small objects from up to 6 ft away); **6** Skin slime is more pronounced (Can breathe underwater through skin, -3 reaction roll from normal folk). *Replaces. As Above.*

* **Escaping Tongue** - Mutatee's tongue turns into a slug-like creature overnight. Spell casters will have to relearn how to cast their spells, taking one day (10 hours) of uninterrupted study per spell +1d6 hours per spell level. Additionally, the tongue-slug: **1-3** runs away; **4-5** dies; **6** Tries to choke the caster to death. (1d4 damage per round, must make attack against to AC12 to pull the squirming thing out, 1hp). Tongue-slugs are easy to keep alive. They simply need to stay moist and consume a little beer or broth periodically. Rumor has it that tongue slugs sometimes whisper the secrets of their former owners. Some claim to have even learned spells and rituals from unusually chatty tongue-slugs. *Reroll reverses.*

* **Corpse Visage** - Mutatee looks dead. **1-2** Exsanguinated (Unusually pale, almost bloodless skin tone, -1 to reaction rolls from normal folk); **3-5** Rotting Flesh (Mutatee stinks of rotten meat, skin tends to slough off easily, -2 reaction rolls from normal folk); **6** Skull head (Mutatee loses all flesh on his/her head, tongue and eyes remain intact, -4 to reaction rolls). *Replaces. As Above.*

* **An Emotional Glow** - Mutatee glows (equivalent to torchlight) when in a certain emotional state. **1-2** Meloncholy; **3-4** Ecstatic; **5-6** Perturbed. *Stacks.* [Just imagine having to smack the mage around to keeping that ire up when the torches run out! Or even better, reading sad poems to keep that wistful pink glow going...]

* **Bark Skin** - Skin becomes a thick layer of powdery, light-brown bark (+1 to AC). Mutatee will wretch violently for 1d3 minutes if any unfermented foodstuffs are consumed. **1-4** Torso and limbs only (hands, head, feet, and groin are still normal); **5-6** Everywhere, every-where (Head-hair replaced with pine needles).

* **You are the Encounter** - Roll on local encounter chart. Wizard is now that, via instantaneous metamorphosis. Still has human voice and can cast spells, but is now that thing. If there is no random encounter chart, wizard is now whatever type of creature that's most common nearby. If there are no creatures nearby (ex.: lifeless planet, desert, or tundra), the wizard is now a rock.

Mutagenic Magics, Items.

The Returning Vial

Description - A small, textured glass bottle filled with flowing, rainbow colored light. (Equiv. to a candle.) The vial itself would be remarkable for its clarity and adamantine strength, even without the perpetual light show.

Effects - Should the carrier of the Vial be slain, all dead creatures within 30 yards will be miraculously returned to life and full vitality.

However, all creatures raised by the vial's power will suffer from 1d4-2 mutations. If the result is a -1, the raised character's highest Ability Score is lowered to an 8, i.e. has -1 Modifier. (Monsters/Animals simply take a -1 to all actions [attack, damage, etc.])

The broken shards of the now-sundered vial will be painfully embedded in the carrier's flesh. Should these shards be removed, all creatures raised will die instantly.

The Pipes of Abandon

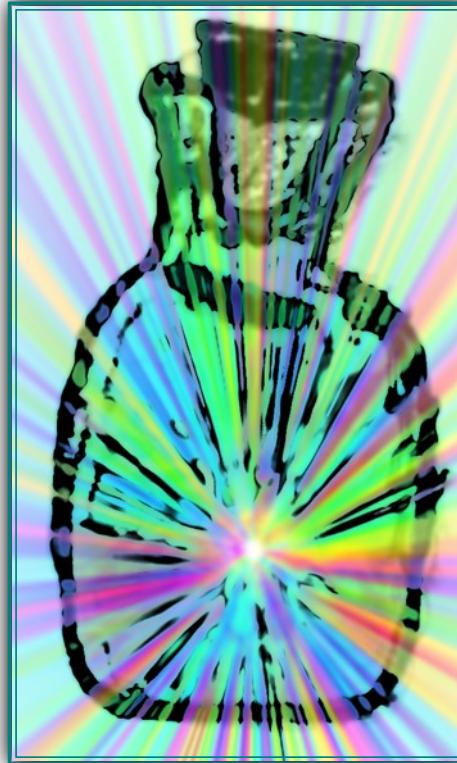
Description - Appear to be a simple set of crudely constructed pan pipes.

Effects - When these pipes are played, all within earshot must save or dance with wild abandon. The dancing will continue so long as the pipes are being played. The player is immune to this effect.

Those dancing for at least five minutes will act as though the spells Haste and Heroism have been cast on them with a duration of one hour. However, at the end of the effect they will be aged 2d6 years.

Anyone dancing for one or more hours will be slain. However, they will not die until the music stops.

There is a cumulative 1% chance that playing these pipes will result in a mutation. This percentage never resets. Roll 1d100 when the pipes are discovered to determine the initial chance of mutation.



- The Returning Vial

The Stranger's Wand

Description - A long, twisting piece of polished green and purple serpentinite stone, ornately carved to look like a gnarled tree branch.

Effects - When holding the wand, magic casting characters (such as Elves and Magic Users) will feel their latent magical potential thrumming through the wand. Many also report feeling a few inches taller and a strong sensation of déjà vu.

Any spells cast through the wand will be cast as though 1d6 levels higher.

There is also a cumulative 1% chance that the caster will suffer a mutation; this chance resets after each mutation.

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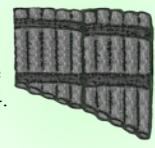
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*Creation, Life, Chaos,
Death, Beauty, Mutation,
Change, and Destruction: These
are one in the same. Do not fight
your fate. Do not tempt the multi-
verse. Nothing has permanence. Learn
instead to love this mutable world
and the unique opportunities it can
provide you. Learn to love your
mutable and oh so plastic
new form. Grow...*