

MUTATION CHART

A Hero may only have 4 Corruption Points at a time without ill effect. As soon as a Hero reaches 5 points, the Corruption is discarded and the Hero rolls D36 (D6x10+D6) on the *Mutation Chart*. A Hero that ever rolls the same mutation twice is Dead (but may still be resurrected).

D36 MUTATION (D6x10+D6)

11 Chest Portal



Anytime an 11 or 12 is rolled to *Hold Back the Darkness*, you must roll a D6.

- 1, 2, 3 = *Low Threat Ambush Attack*
- 4, 5 = *Nothing*
- 6 = *Draw a Mine Artifact card*

12 Tentacle Fingers

No game effect.

13 Tentacle Arm

You lose the use of one  each turn, but you are +1 Combat.  Guns may still be used, but cannot get Critical Hits.

14 Tentacle Leg

You are -1 Move each turn (*minimum of 1*).

15 Tentacle Tongue

No game effect.

16 Tentacle Mustache

All Item prices in Town cost you \$10 less than normal (*minimum \$10*).

21 Glowing Skin

You are now Immune to *Voices in the Dark*, but Enemies also Hit you on 'To Hit' rolls of 1.

22 Rock Skin

You are +3 Health, but -1 Move each turn (*minimum of 1*).

23 Slippery Skin

You may now roll an extra die for Escape tests and choose which roll to use.

24 Melty Skin

Anytime you take one or more Wounds from a source, you take 1 extra Wound.

25 Void Boils

You are -2 Health, but +1 Max Grit.


26 Void Infection

Any time you pass through a Gate, you take 1 Corruption Point, ignoring Willpower.

31 Barbed Tail

+1 Combat. You can now hold 1 fewer Corruption Point before you get a Mutation.

32 Prehensile Tail

You now have 1 extra  to use per turn. You can now hold 1 fewer Corruption Point before you get a Mutation.

33 Tail with a Face

Any time you take one or more Sanity Damage from a source, you take 1 extra Sanity Damage.

34 Tail with a Mouth

Any time you or another model adjacent to you rolls a 1 on a 'To Hit' roll, that model takes 1 Wound, ignoring Defense. No XP is gained.

35 Tentacle Tail

+1 Move. You can now hold 1 fewer Corruption Point before you get a Mutation.

36 Void Plague

Any Hero adjacent to you at the end of a turn automatically takes D3 Wounds, ignoring Defense.

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D36 MUTATION (D6x10+D6)

- 41 Horns**
You can no longer use *Clothing - Hat Items*.
- 42 Eye Grown Over**
All of your Critical Hits do 1 less Damage than normal.
- 43 Third Eye**
Once per turn, you may spend 2 Grit to force a Threat Card just drawn to be discarded and Redrawn.
- 44 Mouth Grown Over**
All Item prices in Town cost you +\$10.
- 45 Fangs**
You gain
Bite (Free Attack).
Once per turn. 1 Combat, uses D8 for Damage.

If this Bite attack wounds a Void Enemy, you also take 1 Corruption Hit.
- 46 Second Head**
You may now use 2 *Clothing - Hat Items* and you are +1 Initiative.
However, any time you roll a 6 for movement, you lose Activation as your two heads are arguing over where to go next.
- 51 Arm Growth**
You can no longer use *Clothing - Coat Items*.
- 52 Leg Growth**
You can no longer use *Clothing - Boot Items*.
- 53 Hand Growth**
You can no longer use *Clothing - Gloves Items*.
- 54 Fused with Item**
Choose one Item you are carrying, that is  or . From now on, that Item must be assigned every turn.
- 55 Fused with Rock**
You are -2 Move each turn (*minimum of 1*), however, you also gain Armor 4+.
- 56 Fused with Dark Stone**
Any Dark Stone shards you currently carry have become fused to you. These cannot be sold, used, or lost in any way until removed. *Continue to roll for Corruption.*
- 61 Dark Stone Allergy**
At the start of each Activation, take 1 Hit for every Dark Stone shard and Item with a Dark Stone Icon you are carrying.
- 62 Nose Fallen Off**
All of your Town Location Event Chart rolls are -1 to the roll (*minimum of 2*).
- 63 Fused Fingers**
You may not use Gun Items (*unless it is an Artifact card*).
- 64 Eye Stalks**
All of your Critical Hits are +1 Damage. You can now hold 1 fewer Corruption Point before you get a Mutation.
- 65 Void Speech**
At the start of each of your Activations, if there are any Void Enemies on your Map Tile, you are +1 Initiative, but you also take 1 Sanity Damage, ignoring Willpower.
- 66 Child of the Void**
You are +1 Lore and, while in an Other World, +1 Initiative. You can now hold 1 fewer Corruption Point before you get a Mutation.