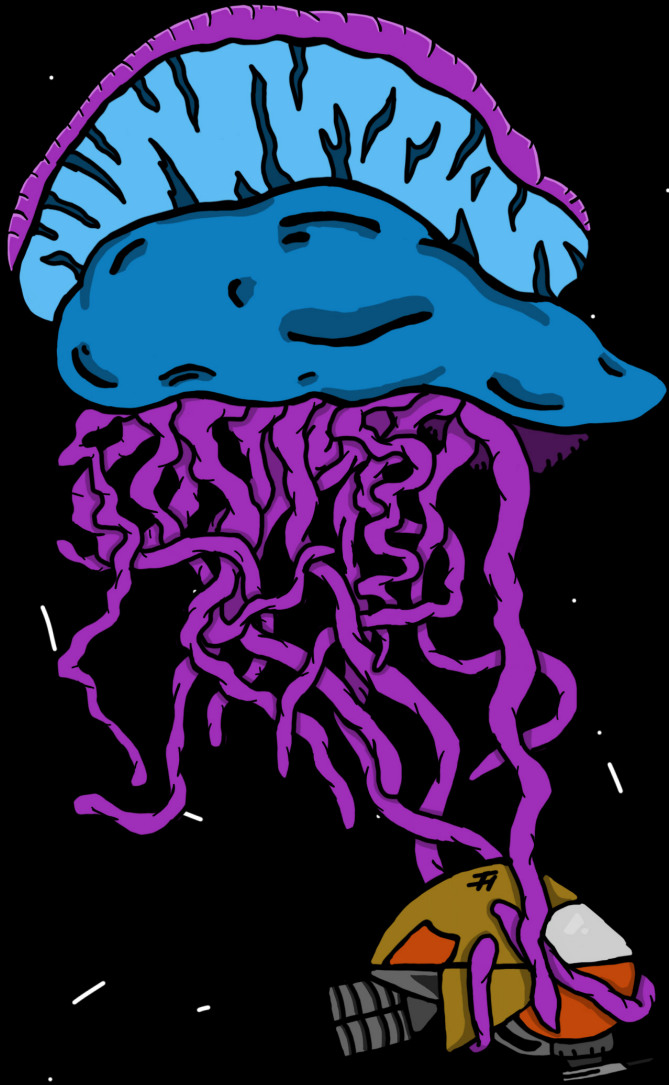


MUTAGENESIS SECTOR



Josh Beckelhimer

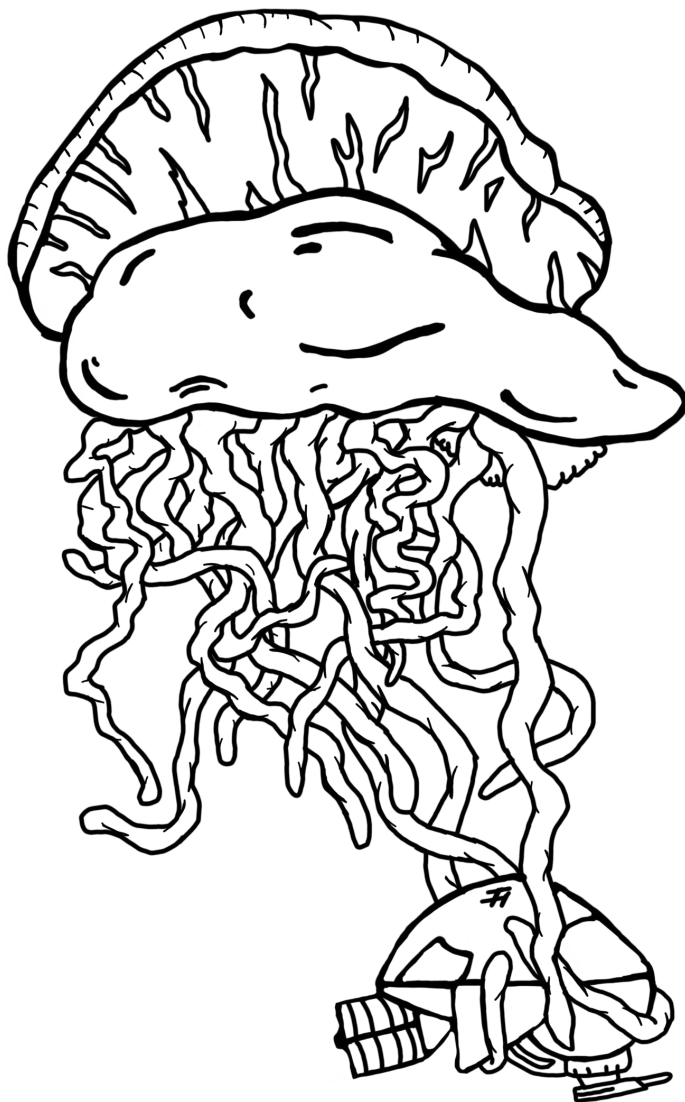




Solar Blades & Cosmic Spells™ is a trademark of Diogo Nogueira.
Used with permission under license.

For my children and my inner child.

Mutagenesis Sector



A supplement for Solar Blades & Cosmic Spells™

Written By:

Josh Beckelhimer

Editor:

Megan Beckelhimer

Layout By:

Josh Beckelhimer

Interior & Cover Art By:

Josh Beckelhimer

The Mutagen Creator and Creation

It is unknown who or what the Mutagen Creator is. Nor how long the Mutagen Creator has been in existence. What is known is that the Mutagen Creator is the supreme being within the sector. The Mutagen Creator is a being that is the essence of all creatures and species that was, is and is to become in the sector.

The existence of the Mutagen Creator has caused mutations with the animals within the sector and leaps in the evolution chain. Meaning some animals have mutated into humanoid hybrids. And through spikes in evolution some animals developed the ability to speak and evolve into advanced versions of themselves.

With this the animal kingdom is in constant war with each other. These mutagens have developed factions, kingdoms and empires all built upon the species of animals they once were.

Humans in the Mutagenesis Sector

Humans are feared and hated throughout the Mutagenesis Sector. This mainly has to do with the unknown of their origin. It is unclear if human life originated in the sector with the animals before the effects of the Mutagen Creator, thus also turning them into mutated animal creatures. Or if humans came later and from a different sector. For as long as both mutagens and humans can remember, both species have always existed within the sector.

What is known is that humans who stay in the Mutagenesis Sector for long periods of time begin to feel the effects of the Mutagen Creator. This also happens when they come in contact with essence of the Mutagen Creator. What this means in game terms is that human characters must make a Willpower test with a difficulty ranging between 1-8, depending on the Overlord's judgment, when staying in the Mutagenesis Sector for long periods of time or coming into contact with essence of the Mutagen Creator. If the test is failed the human begins to mutate overtime into an animal mutagen. The Overlord can roll on the Mutagen Generator Table on the next page or choose a species of animal of their own choosing.

Creating Mutagen Characters

Creating a mutagen character is just as simple as creating any other nonhuman species using the Creating Your Character's Concept rules found on pages 25-28 in the *Solar Blades & Cosmic Spells* core book. You simply select an animal type, or roll on the Mutagen Generator Table below, and describe what benefits, if any, it has over humans. For each benefit the mutagen has, the mutagen character needs one extra adventure each level to advance to the next level.

2d6	Animal Type	Benefits
2	Shark	2 Benefits: <i>Gills.</i> This mutagen can breathe underwater; <i>Jawsome!</i> This mutagen has a bite attack that is considered to be a medium melee weapon.
3	Squirrel	<i>Hoarder.</i> Once per adventure this mutagen can turn one failed durability roll into a success.
4	Armadillo	<i>Nature's Shield.</i> This mutagen has a natural damage reduction of 1 but cannot fit into medium and heavy mundane armor.
5	Elephant	<i>Never Forgets.</i> This mutagen, when using sorcery, is considered to have +1 to their Willpower score. This bonus cannot exceed 18 Willpower.
6	Scorpion	<i>Poisoned Stinger.</i> This mutagen can use the power, Damaging Touch, through its poisoned tip tail.
7	Mosquito	2 Benefits: <i>Flight.</i> This mutagen can fly as long as it doesn't wear medium or heavy armor. <i>Blood Sucker.</i> This mutagen can use the power, Drain Vitality. A target bit (make a melee attack made with a positive die) is drained of 1d3 vitality points per PL and the mutagen regains half (rounded down) of the vitality points drained.
8	Owl	2 Benefits: <i>Night Eye.</i> This mutagen has darkvision. <i>Hunter's Sight.</i> This mutagen has a sharp eye and can view distances as if they were a step closer in rank. Distant will appear as Long. Long will appear as Medium. Medium will appear as Short. Short will appear as Close.
9	Frog	<i>Hop, Hop.</i> This mutagen can leap up to a medium distance and still take an action.

10	Beetle	<i>Exoskeleton.</i> This mutagen has a natural damage reduction of 2 but cannot fit into mundane armor.
11	Chameleon	<i>Hide in Plain Sight.</i> This mutagen can use the power, Camouflage. This character can blend into their surroundings causing all incoming attacks to be a negative die for 1 round per PL.
12	Mole	<i>Tuneller.</i> This mutagen can burrow and travel underground. It takes a full round to emerge from underground.

Not all Mutagen characters need to have benefits. They could just simply be a part of the character's concept. The Overlord could, and should, find ways to use the character's mutagen concept as per the suggestion on pages 88-89 in the *Solar Blades & Cosmic Spells* core book.



Creating the Mutagenesis Sector

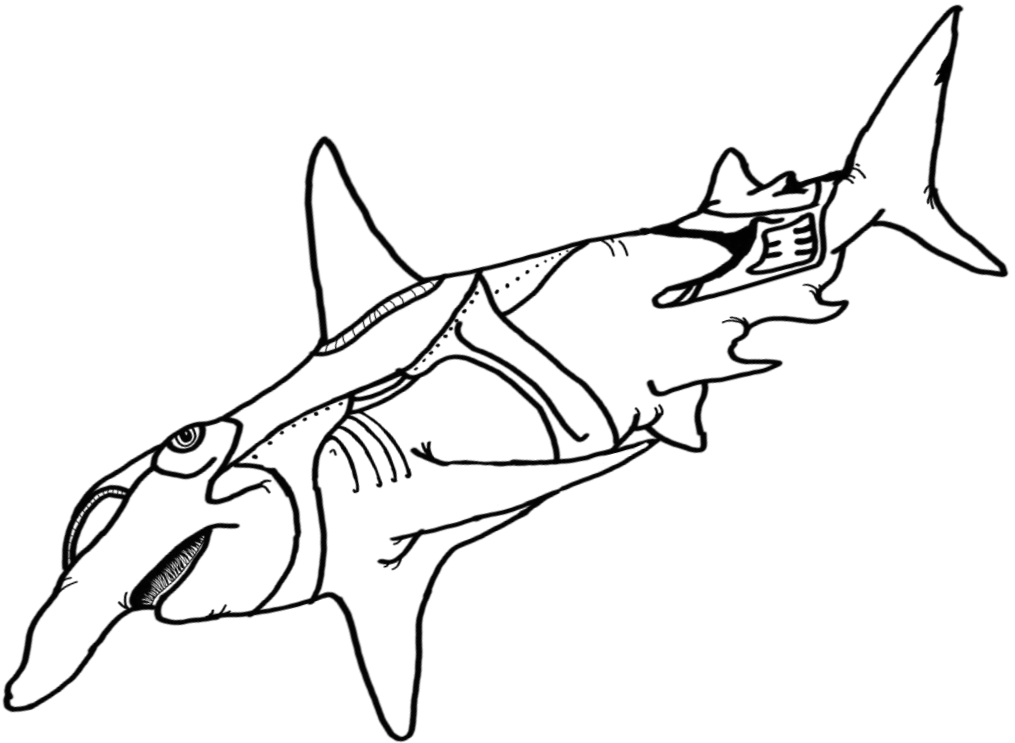
Themes

Mutagens, Talking Animals, Anthropomorphism, Speciesism, Bright Colors, Puns, Weaponized Animals, Clans, Constant War

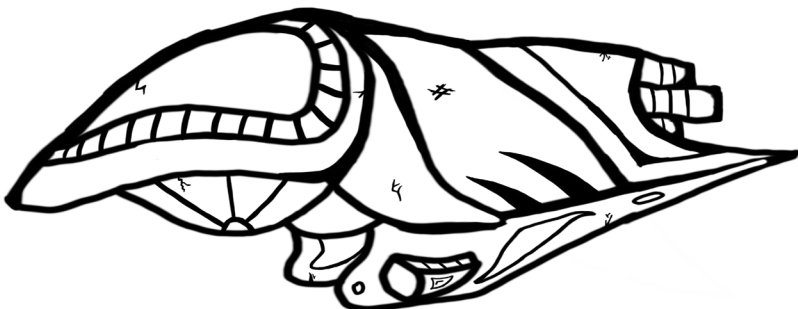
d66	Mutagenesis Sector Hex Contents
11	A tiny planet that is actually a zoo filled with humans that mutagens visit.
12	A space station where humans take captured animals and do experiments on them to weaponize the animals.
13	A planet size tortoise shell that drifts throughout space. Various species of reptile mutagens have made their home and base of operations on and in the shell.
14	An abandoned spacecraft that is drifting throughout space. Inside is a gargantuan ape that is cryogenically frozen.
15	A prehistoric planet with weaponized dinosaurs and dinosaur mutagens at war with each other for control of the planet.
16	A space station that is the base of operations for a furry mutagen starship fleet. The fleet, Star Furrries, is composed of various species of furry critter mutagens.
21	A tiny planet that is used as a prison for humans. Mutagens host hunting adventures, arena fights and more for sport and gambling on this planet.
22	A planet that is entirely covered in water. Home to various species of sea water mutagens and monstrous sea creatures.
23	A giant starship where the ruthless squid mutagens carry out their evil acts. They are known to have powerful psychic powers. They aim to dominate all mutagen species.
24	A bright star that is actually a starfish mutagen.
25	A fleet of starships that resemble sailboats full of various species of shark mutagens. They are cutthroat space pirates.
26	An asteroid field which is home to vicious cockroach mutagens.
31	A planet made of a cluster of continent sized space lily pads. This planet is home to various species of amphibian mutagens.
32	A space station in the shape of a t-rex skull. A crew of various carnivorous dinosaur mutagens have made an alliance with humans. One of the few safe havens for humans in this sector.
33	The rings around this planet are actually held together by a series of large spider webs. Monstrous cosmic spiders and arachnid mutagens make their home here.

34	A desert planet with a harsh climate is home to various colonies of ant mutagens who are at war with each other.
35	A planet, that looks more like a planet with humans residing on it, is actually home to various species of primate mutagens.
36	A space station, made from a gigantic, ancient tree trunk, is where the wise and powerful elephant mutagens hold their base of operations. They are known to be powerful sorcerers. They aim to defend the mutagen species against the squid mutagens.
41	An ancient temple drifting through space with a radiant beam of light shooting from the top of it. The light has attracted space moths and moth mutagens.
42	A moon covered in grassy fields is home to various species of cattle mutagens. They are barbaric nomads always training for war.
43	A small planet with fourteen moons which allows for a continuous full moon. Packs of wolf mutagens make their home on this planet.
44	A small arctic planet home to various arctic animal mutagens. Such as penguins, polar bears and more. Resources are scarce so there is constant fighting for supplies.
45	A tiny, bright and colorful planet full of sorcery. The planet is home to magical and colorful pony mutagens.
46	A battlecruiser in the shape of a lion with a crew of various species of feline mutagens.
51	A damaged space station that has recently been taken over by canine mutagens that call themselves, Dogs of War.
52	A planet that resembles Earth except there has never been human life on it. But all the animals can speak a common tongue.
53	A large spacecraft that's actually a large space cocoon. It carries a crew of various species of butterfly mutagens.
54	A planet, once full of lush greenery and cultivated fields, with cosmic space leech mutagens attached to it sucking out the life force from the planet.
55	A human battlecruiser armed with capsules of weaponized animals. They fire off the capsules to planets they are currently at war with.
56	A tiny tropical planet made of a cluster of islands. An all female species of mantis mutagens is in constant conflict with a species of hornet mutagens.
61	A corpse of a cosmic whale drifting through space. A species of fly mutagens have made a home on the corpse and their maggots growing within.
62	A massive iceberg drifts through space that is home to a savage species of walrus mutagens.

63	A space station that is essentially a giant fish bowl floating in space. Various species of freshwater fish mutagens make this space station their base of operations.
64	A gigantic cosmic crocodile mutagen roams the space of the sector preying on defenseless ships and other cosmic space creatures.
65	A battlecruiser with a crew of anteater mutagens. The battlecruiser is positioned over the desert ant mutagen planet.
66	A ginormous cosmic venus flytrap mutagen drifts through space within the sector feeding on bug mutagens and other cosmic bug-like creatures. Though, it wouldn't be unusual for it to feed upon spacecrafts.



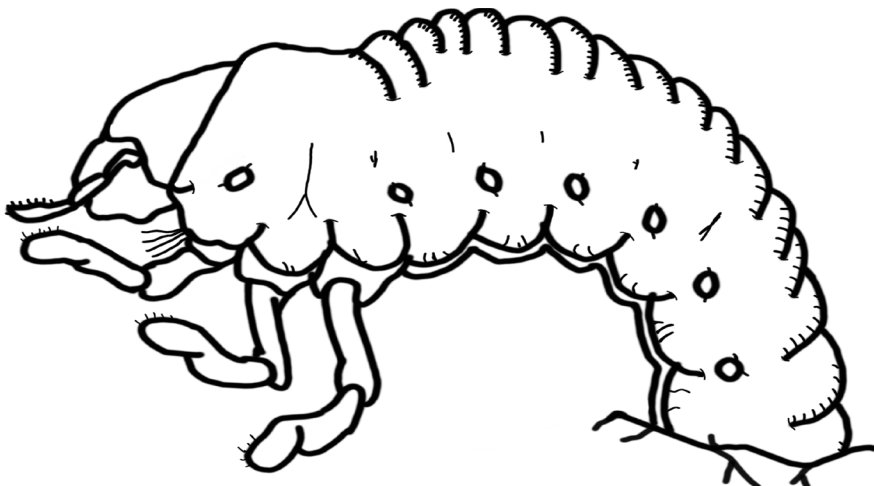
d20	Visions from the Mutagenesis Sector
1	A space biker gang of mouse mutagens firing at a cosmic lobster.
2	A gargantuan cosmic snake constricting a small moon.
3	A worm mutagen, wearing a spacesuit, hurtling through space riding a rocket like a bucking bull.
4	A hamster mutagen flying by in a hamsterball spaceship.
5	A battlecruiser in the shape of a scorpion trapped in a cosmic spider web.
6	A flaming meteor heading straight to an acorn shaped space station.
7	A fleet of mecha suit squirrel mutagens attacking a cosmic jellyfish.
8	A battlecruiser in the shape of the head of a toad pulling in a ship with a tongue-like device coming from the mouth of the battlecruiser.
9	A giant egg drifting through space belonging to an unknown cosmic creature.
10	A patrol of snail mutagens flying by with their jetpack shells.
11	A squadron of duck mutagen pilots flying into a bright and colorful cosmic gate.
12	A human transport ship firing corpses of various mutagens into space that burst apart releasing space worms.
13	A small moon rips apart from within as a cosmic pterodactyl emerges into view before flying away.
14	A cosmic anglerfish luring in an unsuspecting escape pod.
15	A colony of bat mutagens hanging upside down on a passing ship.
16	A cosmic man o' war pulling in a ship trapped in its tentacles.
17	A cosmic woodpecker drilling its beak into a battlecruiser.
18	An ape mutagen riding on a chariot being pulled by a cosmic stingray.
19	A wake of cosmic vultures feeding on the corpses of a cosmic whale.
20	A cosmic mosquito fossilized in an amber stone drifting through space.



2d6	Encounters in the Mutagenesis Sector
0-	The Mutagen Creator, wanting to consume the essence of the adventurers.
1	2d6 squid mutagens looking to dominate the minds of individuals.
2	A starving cosmic man o' war looking for food.
3	1d6+1 non-carnivorous dinosaur mutagens looking for humans and human sympathizers.
4	1d6+1 shark mutagen pirates looking to raid a ship.
5	2d6 humans hunting mutagens to run experiments on them.
6	1d3 weaponized space sharks hunting mutagens for some humans.
7	1d6 carnivorous dinosaur mutagens looking to recruit soldiers for the dinowar.
8	1d3 humans fleeing from a group of cockroach mutagens.
9	1d6 elephant mutagens searching for squid mutagens that were recently seen around this location.
10	3d6 humans with plans of a formula for a gas weapon that may eradicate the cockroach mutagens.
11	2d6 humans who have no memory of who they with scars around their temples.
12	3d6 elephant mutagens with a device that prevents the squid mutagens from dominating their minds.
13	A carnivorous dinosaur mutagen with a weaponized cosmic man o' war.
14+	A fleet of carnivorous dinosaur mutagens with a fleet of humans from a neighboring sector ready to put an end to the dinowar.



d10	Adventure Opportunities in the Mutagenesis Sector
1	Human scientists, that are stationed at a heavily secured space station on the outskirts of the sector, is in need of a live cosmic spider. They are wanting to run tests on it and eventually weaponize it. They are willing to pay good money and offer discounted “weapons” if successful.
2	A distress signal of a cargo ship trapped in the webs of a cosmic spider was recently triggered on. Though, the ship has been missing for two years.
3	A group of carnivorous dinosaur mutagens have arranged a prison break to rescue a human general from a planet where humans are kept captive in a zoo.
4	A group of human mercenaries are looking to hire additional help. Their mission is to plant a bomb in a nest of cockroach mutagens.
5	The elephant mutagens believe that there is a device hidden on a planet that may be crucial against the squid mutagens. They also believe it is causing animals to speak.
6	A turf war has broken out between the space biker gang mouse mutagens and the snail mutagens. Both groups have reached out to various space stations and battlecruisers recruiting for help.
7	Poachers from the Leathal Sector are offering a hefty price for the tusks of elephant mutagens.
8	An ambassador of the crab mutagens is looking for a ride, and security, to the heron mutagen space station. In order to negotiate an alliance and put an end to their war.
9	A rat mutagen trader is offering advanced weaponry and equipment in exchange for the leathery snakeskin of snake mutagens.
10	A squadron of slug mutagens looking for more pilots to aid them in their mission to destroy the cattle mutagens’ salt mines.



Foes and Cosmic Creatures

There are four different types of foes that are fairly common throughout the Mutagenesis Sector. Mutagens, Humans, Weaponized Animals and Cosmic Animals.

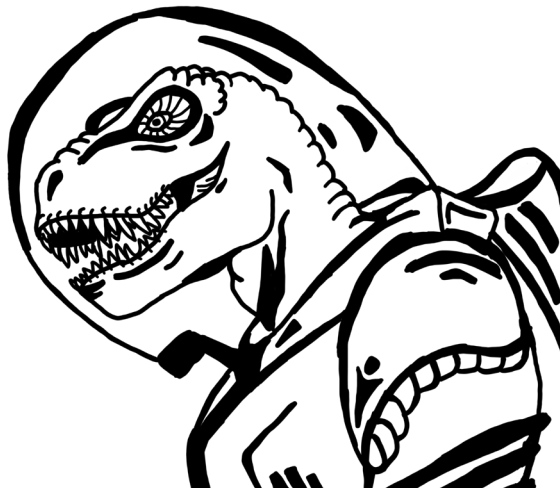
Mutagens are the most common of the species in the sector. Whether they are the space pirate shark mutagens or the chaotic evil squid mutagens.

Cosmic Animals are those creatures that instead of mutating into humanoid versions of themselves, such as the mutagens, they have evolved into the perfect versions of themselves. Also, they tend to be gigantic in comparison to their animal equivalent.

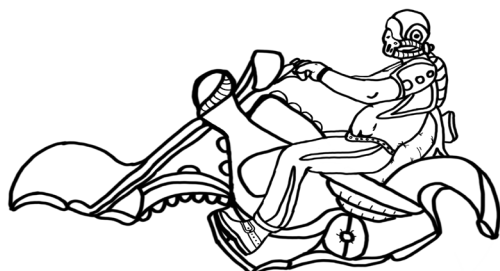
Weaponized Animals are those animals that have been experimented on and enhanced with weaponry. Both, mutagens and humans, take part in weaponizing the animals of the sector.

Humans in the sector tend to be on the hunt for mutagens or being hunted by the mutagens. Most humans found in the sector are from neighboring sectors. There are only a handful of humans that have actually originated from the Mutagenesis Sector and even then it is only rumors that they actually exist.

The table on the next page has sample foes that the Overlord can use in their own games based in or around the Mutagenesis Sector.



3d6	Name	HD	Special Abilities
3	Cosmic Man o' War	12-15	Immune to non-starship attacks. The tentacles can "paralyze" a ship by frying the computers.
4	Polar Bear Mutagen	4-6	DR 1. Immune to cold. Freezing Roar - A short range roar that can freeze foes.
5	Weaponized Space Shark	3-5	Attacks are considered to be Lasers.
6	Squid Mutagen	8-10	Attacks are considered to be psychic. Can dominate the minds of creatures.
7	Steer Mutagen	4-6	Ramming foes with its horns deals damage as if it had +2 HD.
8	Vulture Mutagen	2-4	Consuming a corpse heals for 1d3 per HD.
9	Human Poacher	1-3	Positive Die when attacking Mutagen targets.
10	Slug Mutagen	2-4	Spits a thick sticky substance that immobilizes foes.
11	Triceratops Mutagen	5-8	DR 3. Equipped with a small laser blade at the wrist.
12	Crab Mutagen	2-5	DR 2. Attacks made with a claw deals damage as if it had +1 HD.
13	Cosmic Lobster	11-13	Immune to non-starship attacks. Double damage to starships trapped in the creature's claw.
14	Cosmic Anglerfish	15-18	Immune to non-starship attacks. Can swallow whole small starships and smaller vehicles.
15	Mouse Mutagen	1-2	Can attack twice with Negative Die.
16	T-Rex Mutagen	6-9	DR 2. Bite attacks deal damage as if it had +2 HD and ignores mundane DR.
17	Cockroach Mutagen	2-4	DR 1. Immune to poison and radiation.
18	Weaponized Space Turtle	6-8	Attacks can disintegrate foes.





Notes

Open Game License (OGL 1.0a) INTRODUCTION Solar Blades & Cosmic Spells is based on the System Reference Document v3.5 ("SRD"), which is Open Game Content. The text of the Open Game License itself is not Open Game Content. Instructions on using the License are provided within the License itself. Designation of Open Game Content: The entire text in this book (except the Open Game License, as noted above, and the Product Identity License, below) is Open Game Content, released under the Open Game License, Version 1.0a (reproduced below) as described in Section 1(d) of the License. Artwork incorporated in this document is not Open Game Content, and remains the property of the copyright holder. Designation of Product Identity: Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1) (e) and (7): (A) product and product line names, including Solar Blades & Cosmic Spells; (B) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations; © logos and trademarks, including any trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content. More information on the Open Game License can be found at: <http://www.wizards.com/d20>

OPEN GAME LICENSE VERSION 1.0A The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved. 1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; © "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License. 3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License. 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content. 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License. 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open

Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute. 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity. 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License. 10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute. 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so. 12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected. 13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License. 14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. 15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright ©2000, Wizards of the Coast, Inc. System Reference Document Copyright ©2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson. The original roleplaying game "The Black Hack" text, tables, all artwork, logos and layout are Copyright 2016, David Black. "Additional Things" text, tables, artwork and layout are Copyright 2016, David Black. "Solar Blades & Cosmic Spells" Copyright ©2018 Diogo Nogueira. "Mutagenesis Sector" Copyright 2019, The Lone Bards; Josh Beckelheimer & Justin Isaac

There is a small part of the universe where Saturday morning cartoons rule the stars. The Mutagenesis Sector is filled with mutated humanoid animals, cosmic creatures and weaponized animals in constant war with each other.

