

ISLAND X

by Pyry Qvick

Inspired by The Southern Reach
Trilogy by Jeff VanderMeer

Rumors tell that unnatural creatures have recently fled the desolate Island X.

Above the thick mist that swallows the isle, one can see a mountaintop lifting its pale gaze. Through unknown means, it seems to emanate a strange aura, like a cold breeze blowing on ones' skin.

If one ought to plunge into the mist, strange anomalies will most certainly occur. Again and again, one may think that the terrain stays constant, only for the next step to reveal a scenery, that should not quite be there. Unnatural creatures puff their heavy breaths, filling their shallow lungs with unfamiliar scent of a friend, an enemy or perhaps, their prey.

In the middle of the way to the mountain, one might find remains of once flourished village. Since then those souls have, presumably, merged with the nature, some in peace, some in agony.

To those glimmering in the unseen aura of the island, aimless mutations pierce through ones' bones.

Expected from the creatures roaming in the island

- Changed appearance (color, skin, size)
- Blended features from different creature types
- Animals are more intelligent
- Mutations amplify closer to the mountain



At the mountain (d4)

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| 1. Non-hostile alien observing |
| 2. Giant tree pollinating mist |
| 3. Chimera infused by an orb |
| 4. Child molding a flower at will |

Mutations (d12)

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|-----------------------------------|
| 1. Horns |
| 2. Whiskers |
| 3. Gain/lose height |
| 4. Blood turns blue |
| 5. Additional toe |
| 6. Sharper teeth |
| 7. Woody skin |
| 8. Tail |
| 9. Smell of rotten honey |
| 10. Snake tongue |
| 11. Familiar tattoo |
| 12. Hallucination of familiar NPC |

At the mountain (d6)

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| 1. Gills |
| 2. Resistance to element (eye color changes) |
| 3. Learn a new language |
| 4. Magnetoreception |
| 5. Echolocation |
| 6. Lizards handprint |

Non-combat encounters (d10)

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| 1. Invisible tree |
| 2. Rabbit with human eyes |
| 3. Leaf feathered eagle |
| 4. Crystal moss |
| 5. Rat with human skin |
| 6. Egg, pawn has cracked it open from the inside |
| 7. Squirrel with horns |
| 8. Color changing flowers |
| 9. Hedgehog with wings |
| 10. Molded dead deer |

Terrain (d10)

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|---------------|-----------|
| 1. Forest | 6. Jungle |
| 2. Plateau | 7. Cave |
| 3. Lake | 8. Dune |
| 4. Cliff | 9. Swamp |
| 5. Hot spring | 10. River |

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