

RNG Mutations/Oddi Tea Guide

This doc outlines "official" or "RNG" mutations that some artists have made for their species. These mutations are marked in an Afam's Notes on the Master List and include things like Melanistic, Albino, or Piebald, among others. This system is completely separate from other scavenging/shop items like Skycatnip or MMMs. These mutations might first show up in special events/sales, in a gen 1 found in scavenging, or other special methods, and can be passed on through breeding depending on an RNG roll. Not all artists or species use this mechanic, so check this doc if you are considering using Oddi Tea and feel free to ask an artist if you aren't sure what using Oddi Tea would do on your order!

A nearby sign reads 'Oddi's Obscure Oddities, in partnership with Sam's Shady Shop!'

"Ciao, my curious critters! Welcome to my wondrous and whimsical workstation. Can I conjecture you are considering this curious concoction for your next conception? Allow me to be so audacious and acquire the appropriate aspects and additives for this auspicious occasion. Only allow Oddi to organize this Oddi Tea and to make your oncoming offspring a bit more... odd."



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Baku

Official mutations: Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism)

- Albino and melan afams have colors UNDER their mutation. These colors may be expressed in future breedings.

- Some albino and melan afams have hidden colored markings under their mutations. These markings may be expressed in future breedings.

- Albino, melan and their dilutes are rolled on different tables depending on the mix of afamiliars being bred with rng. The use of Oddi Tea assures the use of the best table used as if you were rolling on the double melan/albino table. Dilutes of various degrees are still possible even with Oddi Tea. Unmutated afamiliars are not possible.

 ALBINO	PIEBALD BAKU CURRENTLY DO NOT EXIST	 MELANISTIC	PATCHES BAKU CURRENTLY DO NOT EXIST
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Bicorn Whales

All Myndris' Species mutations can be found here:

<https://myndris.wixsite.com/myndris-mutations>

Mutations passed based upon the Flight Rising Gene Rarities.

Bilworpers

Official Mutations:

- **Colour/Markings**: Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism)
- **Traits**: None yet!

Any skycatnip mutations not listed here have a 50% chance of passing down with one parent, 100% chance of passing down with both parents. Oddi Tea can be used to guarantee skycatnip mutations pass down with only one parent.

All official mutations can be guaranteed to pass either the full or diluted mutation on to offspring using Oddi Tea. In the event of multiple mutations in a breeding, RNG decides which mutation is affected by Oddi Tea.

- Albino and Melanistic Afamiliars (as well as their dilutes) have colors and patterns *beneath* the mutation that can show up in breedings, even if they aren't visible.
- Albinism/Melanism and their dilutes are decided using percentage chances that are rolled using RNG when breeding. Using Oddi Tea in a breeding will guarantee a mutation passing down, but whether that's a full or diluted mutation is still up to RNG.

Albino Bilworper does not yet exist.	Melanistic Bilworper does not yet exist.	Piebald Bilworper does not yet exist.	Patches Bilworper does not yet exist.
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- **Mutations regarding MMMs and Items:**
 - Mutations of both types will always persist through an MMM/item application (including Faux Hybridizing).
 - Colour mutations that have colours/patterns beneath them will still apply to any (inheritable) changes made to them.
 - For example, using a Petal-Patch Vine (Yellow) on a Melanistic Afam will apply the inheritable colour/pattern *below* the mutation, and may not be visible above the mutation, but can be passed down in breedings. Same goes for Colour MMMs.
 - Using Petal-Patch Leaves (Yellow) will show up on top of the aforementioned Melanistic Afam, since it acts like a coat of paint on top of the Afam, and is not inheritable.
 - Colour mutations will apply to any new (inheritable) traits/lineart changes added.
 - Trait MMMing an Albino Afam will result in the trait also displaying the Albino mutation. (There may be some possible exceptions to this rule, but for the most part it is true.)

Buns

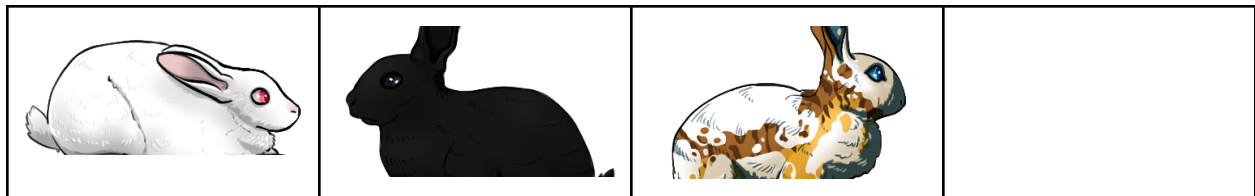
Color/Markings: Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism), Spirit

Trait mutations: lop ears (only available on one base)

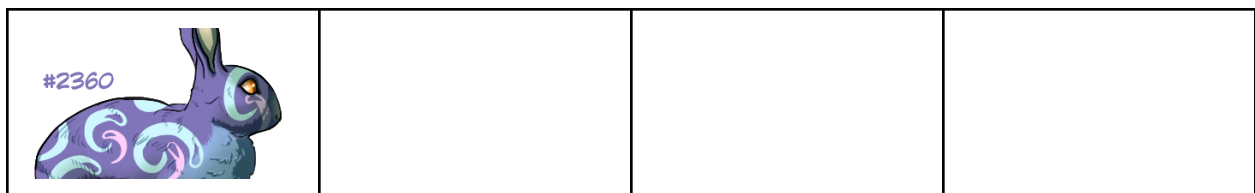
- Albino and melan afams have colors UNDER their mutation. These colors may be expressed in future breedings.

-Some albino and melan afams have hidden colored markings under their mutations. These markings may be expressed in future breedings.

- Albino, melan and their dilutes are rolled on different tables depending on the mix of afamiliars being bred with rng. The use of Oddi Tea assures the use of the best table used as if you were rolling on the double melan/albino table. Dilutes of various degrees are still possible even with Oddi Tea. Unmutated afamiliars are not possible.

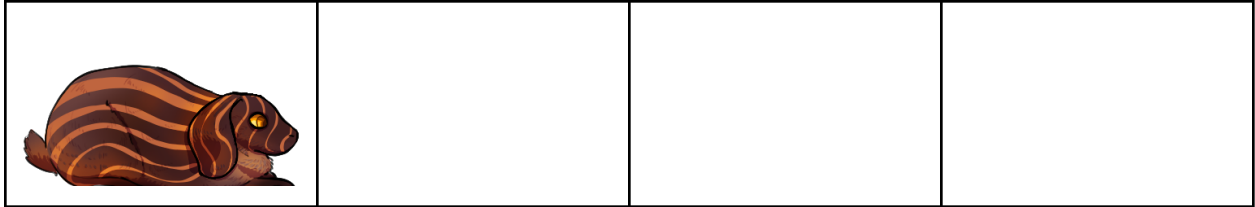


-Spirit: has a 25% chance of passing normally and passes 100% with Oddi Tea. Completely overrides previous markings or markings that may be passed down including other full color mutations. (meaning you can't have a spirit albino/melan, but you can have a spirit patches/piebald). It adds a series of paired pastel/neon crescent markings to a dark pelt.



Trait mutation:

Lop ears are a chance mutation available when using skycatnip on a breeding and have a chance to be passed on with normal breeding. When using Oddi Tea so long as one parent has lop ears the offspring produced will always come out with lop ears.



Caiman

Color/Markings: Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism), Spirit

- Albino and melan afams have colors UNDER their mutation. These colors may be expressed in future breedings.

-Some albino and melan afams have hidden colored markings under their mutations. These markings may be expressed in future breedings.

- Albino, melan and their dilutes are rolled on different tables depending on the mix of afamiliars being bred with rng. The use of Oddi Tea assures the use of the best table used as if you were rolling on the double melan/albino table. Dilutes of various degrees are still possible even with Oddi Tea. Unmutated afamiliars are not possible.



Carrioncorns

All Myndris' Species mutations can be found here:

<https://myndris.wixsite.com/myndris-mutations>

Mutations passed based upon the Flight Rising Gene Rarities.

Cerdae / Unicorn

All Myndris' Species mutations can be found here:

<https://myndris.wixsite.com/myndris-mutations>

Mutations passed based upon the Flight Rising Gene Rarities.

Clouddancers

Official Mutations:

- **Colour/Markings**: Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism)
- **Traits**: None yet!

Any skycatnip mutations not listed here have a 50% chance of passing down with one parent, 100% chance of passing down with both parents. Oddi Tea can be used to guarantee skycatnip mutations pass down with only one parent.

All official mutations can be guaranteed to pass either the full or diluted mutation on to offspring using Oddi Tea. In the event of multiple mutations in a breeding, RNG decides which mutation is affected by Oddi Tea.

- Albino and Melanistic Afamiliars (as well as their dilutes) have colors and patterns *beneath* the mutation that can show up in breedings, even if they aren't visible.
- Albinism/Melanism and their dilutes are decided using percentage chances that are rolled using RNG when breeding. Using Oddi Tea in a breeding will guarantee a mutation passing down, but whether that's a full or diluted mutation is still up to RNG.

Albino Clouddancer does not yet exist.	Melanistic Clouddancer does not yet exist.	Piebald Clouddancer does not yet exist.	Patches Clouddancer does not yet exist.
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- **Mutations regarding MMMs and Items:**
 - Mutations of both types will always persist through an MMM/item application (including Faux Hybridng).
 - Colour mutations that have colours/patterns beneath them will still apply to any (inheritable) changes made to them.

- For example, using a Petal-Patch Vine (Yellow) on a Melanistic Afam will apply the inheritable colour/pattern *below* the mutation, and may not be visible above the mutation, but can be passed down in breedings. Same goes for Colour MMMs.
- Using Petal-Patch Leaves (Yellow) will show up on top of the aforementioned Melanistic Afam, since it acts like a coat of paint on top of the Afam, and is not inheritable.
- Colour mutations will apply to any new (inheritable) traits/lineart changes added.
 - Trait MMMing an Albino Afam will result in the trait also displaying the Albino mutation. (There may be some possible exceptions to this rule, but for the most part it is true.)

Deeprealm Hunters

All Myndris' Species mutations can be found here:

<https://myndris.wixsite.com/myndris-mutations>

Mutations passed based upon the Flight Rising Gene Rarities.

Depins

Official Mutations:

- **Colour/Markings**: Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism)
- **Traits**: None yet!

Any skycatnip mutations not listed here have a 50% chance of passing down with one parent, 100% chance of passing down with both parents. Oddi Tea can be used to guarantee skycatnip mutations pass down with only one parent.

All official mutations can be guaranteed to pass either the full or diluted mutation on to offspring using Oddi Tea. In the event of multiple mutations in a breeding, RNG decides which mutation is affected by Oddi Tea.

- Albino and Melanistic Afamiliars (as well as their dilutes) have colors and patterns *beneath* the mutation that can show up in breedings, even if they aren't visible.

- Albinism/Melanism and their dilutes are decided using percentage chances that are rolled using RNG when breeding. Using Oddi Tea in a breeding will guarantee a mutation passing down, but whether that's a full or diluted mutation is still up to RNG.

Albino Depin does not yet exist.	Melanistic Depin does not yet exist.	Piebald Depin does not yet exist.	Patches Depin does not yet exist.
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- **Mutations regarding MMMs and Items:**
 - Mutations of both types will always persist through an MMM/item application (including Faux Hybridizing).
 - Colour mutations that have colours/patterns beneath them will still apply to any (inheritable) changes made to them.
 - For example, using a Petal-Patch Vine (Yellow) on a Melanistic Afam will apply the inheritable colour/pattern *below* the mutation, and may not be visible above the mutation, but can be passed down in breedings. Same goes for Colour MMMs.
 - Using Petal-Patch Leaves (Yellow) will show up on top of the aforementioned Melanistic Afam, since it acts like a coat of paint on top of the Afam, and is not inheritable.
 - Colour mutations will apply to any new (inheritable) traits/lineart changes added.
 - Trait MMMing an Albino Afam will result in the trait also displaying the Albino mutation. (There may be some possible exceptions to this rule, but for the most part it is true.)

Floron

Official Mutations: Earless (Female), Bare Back, Heterochromia, Petal-less (Female), Albino, Whiskerless,

Fowl

Official Mutations: Melanistic, No Petal Crown

Glassbound Vuls

Official Mutations:

- **Colour/Markings:** Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism), Smoke
- **Traits:** None yet!

Any skycatnip mutations not listed here have a 50% chance of passing down with one parent, 100% chance of passing down with both parents. Oddi Tea can be used to guarantee skycatnip mutations pass down with only one parent.

All official mutations can be guaranteed to pass either the full or diluted mutation on to offspring using Oddi Tea. In the event of multiple mutations in a breeding, RNG decides which mutation is affected by Oddi Tea.

- Albino and Melanistic Afamiliars (as well as their dilutes) have colors and patterns *beneath* the mutation that can show up in breedings, even if they aren't visible.
- Albinism/Melanism and their dilutes are decided using percentage chances that are rolled using RNG when breeding. Using Oddi Tea in a breeding will guarantee a mutation passing down, but whether that's a full or diluted mutation is still up to RNG.
- Smoke is a pattern mutation that causes wispy/smoky markings.

Albino Glassbound Vul does not yet exist.	Melanistic Glassbound Vul does not yet exist.	Piebald Glassbound Vul does not yet exist.	Patches Glassbound Vul does not yet exist.
Smoke Glassbound Vul exists, I'm just lazy. I'll get to adding images at some point I swear <3			

- **Mutations regarding MMMs and Items:**
 - Mutations of both types will always persist through an MMM/item application (including Faux Hybridizing).
 - Colour mutations that have colours/patterns beneath them will still apply to any (inheritable) changes made to them.
 - For example, using a Petal-Patch Vine (Yellow) on a Melanistic Afam will apply the inheritable colour/pattern *below* the mutation, and may not be visible above the mutation, but can be passed down in breedings. Same goes for Colour MMMs.

- Using Petal-Patch Leaves (Yellow) will show up on top of the aforementioned Melanistic Afam, since it acts like a coat of paint on top of the Afam, and is not inheritable.
 - Colour mutations will apply to any new (inheritable) traits/lineart changes added.
 - Trait MMMing an Albino Afam will result in the trait also displaying the Albino mutation. (There may be some possible exceptions to this rule, but for the most part it is true.)
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Gryphlet

Official Mutations: Short tail, Heterochromia, Piebald

Hainu (Dwarf)

Official Mutations: Albino, Melanistic, Heterochromia, Tail-less, Vitiligo, No Wings, Piebald, Underbite, Black Tongue,

Kelpie

All Myndris' Species mutations can be found here:

<https://myndris.wixsite.com/myndris-mutations>

Mutations passed based upon the Flight Rising Gene Rarities.

Owlcats

Official Mutations:

- **Colour/Markings:** Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism)
- **Traits:** Horned

Any skycatnip mutations not listed here have a 50% chance of passing down with one parent, 100% chance of passing down with both parents. Oddi Tea can be used to guarantee skycatnip mutations pass down with only one parent.

All official mutations can be guaranteed to pass either the full or diluted mutation on to offspring using Oddi Tea. In the event of multiple mutations in a breeding, RNG decides which mutation is affected by Oddi Tea.

- Albino and Melanistic Afamiliars (as well as their dilutes) have colors and patterns *beneath* the mutation that can show up in breedings, even if they aren't visible.
- Albinism/Melanism and their dilutes are decided using percentage chances that are rolled using RNG when breeding. Using Oddi Tea in a breeding will guarantee a mutation passing down, but whether that's a full or diluted mutation is still up to RNG.
- Horned is a mutation that replaces an Owlcat's cat ears with feathered ear tufts like those found on some species of owl. It has a decent chance of passing on to offspring with one parent having the mutation, and is almost guaranteed (90% chance) to pass with both parents having it.

Albino Owlcat does not yet exist.	Melanistic Owlcat does not yet exist.	Piebald Owlcat does not yet exist.	Patches Owlcat does not yet exist.
Horned Owlcat does not yet exist.			

- **Mutations regarding MMMs and Items:**
 - Mutations of both types will always persist through an MMM/item application (including Faux Hybridizing).
 - Colour mutations that have colours/patterns beneath them will still apply to any (inheritable) changes made to them.
 - For example, using a Petal-Patch Vine (Yellow) on a Melanistic Afam will apply the inheritable colour/pattern *below* the mutation, and may not be visible above the mutation, but can be passed down in breedings. Same goes for Colour MMMs.
 - Using Petal-Patch Leaves (Yellow) will show up on top of the aforementioned Melanistic Afam, since it acts like a coat of paint on top of the Afam, and is not inheritable.
 - Colour mutations will apply to any new (inheritable) traits/lineart changes added.
 - Trait MMMing an Albino Afam will result in the trait also displaying the Albino mutation. (There may be some possible exceptions to this rule, but for the most part it is true.)

Pardas

Official Mutations:

- **Colour/Markings**: Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism)
- **Traits**: Quilless (Quillcrown subspecies only)

Any skycatnip mutations not listed here have a 50% chance of passing down with one parent, 100% chance of passing down with both parents. Oddi Tea can be used to guarantee skycatnip mutations pass down with only one parent.

All official mutations can be guaranteed to pass either the full or diluted mutation on to offspring using Oddi Tea. In the event of multiple mutations in a breeding, RNG decides which mutation is affected by Oddi Tea.

- Albino and Melanistic Afamiliars (as well as their dilutes) have colors and patterns *beneath* the mutation that can show up in breedings, even if they aren't visible.
- Albinism/Melanism and their dilutes are decided using percentage chances that are rolled using RNG when breeding. Using Oddi Tea in a breeding will guarantee a mutation passing down, but whether that's a full or diluted mutation is still up to RNG.
- Quilless mutation has a $\frac{1}{4}$ chance of passing on with one parent, $\frac{1}{2}$ chance of passing on with both parents having the mutation. Using Oddi Tea in a breeding will guarantee this mutation is passed down.

Albino Parda does not yet exist.	Melanistic Parda does not yet exist.	Piebald Parda does not yet exist.	Patches Parda does not yet exist.
 Quilless			

- **Mutations regarding MMMs and Items:**
 - Mutations of both types will always persist through an MMM/item application (including Faux Hybridizing).

- Colour mutations that have colours/patterns beneath them will still apply to any (inheritable) changes made to them.
 - For example, using a Petal-Patch Vine (Yellow) on a Melanistic Afam will apply the inheritable colour/pattern *below* the mutation, and may not be visible above the mutation, but can be passed down in breedings. Same goes for Colour MMMs.
 - Using Petal-Patch Leaves (Yellow) will show up on top of the aforementioned Melanistic Afam, since it acts like a coat of paint on top of the Afam, and is not inheritable.
- Colour mutations will apply to any new (inheritable) traits/lineart changes added.
 - Trait MMMing an Albino Afam will result in the trait also displaying the Albino mutation. (There may be some possible exceptions to this rule, but for the most part it is true.)

Peacock Spiders

Official Mutations:

Princes

Official Mutations:

- **Colour/Markings**: Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism), Sulfur (Basalt Eruption subspecies only)
- **Traits**: None yet!

Any skycatnip mutations not listed here have a 50% chance of passing down with one parent, 100% chance of passing down with both parents. Oddi Tea can be used to guarantee skycatnip mutations pass down with only one parent.

All official mutations can be guaranteed to pass either the full or diluted mutation on to offspring using Oddi Tea. In the event of multiple mutations in a breeding, RNG decides which mutation is affected by Oddi Tea.

- Albino and Melanistic Afamiliars (as well as their dilutes) have colors and patterns *beneath* the mutation that can show up in breedings, even if they aren't visible.
- Albinism/Melanism and their dilutes are decided using percentage chances that are rolled using RNG when breeding. Using Oddi Tea in a breeding will guarantee a mutation passing down, but whether that's a full or diluted mutation is still up to RNG.

- Sulfur causes fire and lava to glow blue instead of the usual red/orange/yellow. It has a ¼ chance of passing on with one parent, ½ chance of passing on with both parents having the mutation. Using Oddi Tea in a breeding will guarantee this mutation is passed down.

Albino Prince does not yet exist.	Melanistic Prince does not yet exist.	Piebald Prince does not yet exist.	Patches Prince does not yet exist.
			

- **Mutations regarding MMMs and Items:**
 - Mutations of both types will always persist through an MMM/item application (including Faux Hybridizing).
 - Colour mutations that have colours/patterns beneath them will still apply to any (inheritable) changes made to them.
 - For example, using a Petal-Patch Vine (Yellow) on a Melanistic Afam will apply the inheritable colour/pattern *below* the mutation, and may not be visible above the mutation, but can be passed down in breedings. Same goes for Colour MMMs.
 - Using Petal-Patch Leaves (Yellow) will show up on top of the aforementioned Melanistic Afam, since it acts like a coat of paint on top of the Afam, and is not inheritable.
 - Colour mutations will apply to any new (inheritable) traits/lineart changes added.
 - Trait MMMing an Albino Afam will result in the trait also displaying the Albino mutation. (There may be some possible exceptions to this rule, but for the most part it is true.)

Psywurms

Official Mutations:

- **Colour/Markings:** Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism),
- **Traits:** None yet!

Any skycatnip mutations not listed here have a 50% chance of passing down with one parent, 100% chance of passing down with both parents. Oddi Tea can be used to guarantee skycatnip mutations pass down with only one parent.

All official mutations can be guaranteed to pass either the full or diluted mutation on to offspring using Oddi Tea. In the event of multiple mutations in a breeding, RNG decides which mutation is affected by Oddi Tea.

- Albino and Melanistic Afamiliars (as well as their dilutes) have colors and patterns *beneath* the mutation that can show up in breedings, even if they aren't visible.
- Albinism/Melanism and their dilutes are decided using percentage chances that are rolled using RNG when breeding. Using Oddi Tea in a breeding will guarantee a mutation passing down, but whether that's a full or diluted mutation is still up to RNG.

Albino Psywurm does not yet exist.	Melanistic Psywurm does not yet exist.	Piebald Psywurm does not yet exist.	Patches Psywurm does not yet exist.
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- **Mutations regarding MMMs and Items:**
 - Mutations of both types will always persist through an MMM/item application (including Faux Hybridizing).
 - Colour mutations that have colours/patterns beneath them will still apply to any (inheritable) changes made to them.
 - For example, using a Petal-Patch Vine (Yellow) on a Melanistic Afam will apply the inheritable colour/pattern *below* the mutation, and may not be visible above the mutation, but can be passed down in breedings. Same goes for Colour MMMs.
 - Using Petal-Patch Leaves (Yellow) will show up on top of the aforementioned Melanistic Afam, since it acts like a coat of paint on top of the Afam, and is not inheritable.
 - Colour mutations will apply to any new (inheritable) traits/lineart changes added.
 - Trait MMMing an Albino Afam will result in the trait also displaying the Albino mutation. (There may be some possible exceptions to this rule, but for the most part it is true.)

Quillrunners

Official Mutations:

- **Colour/Markings**: Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism)
- **Traits**: None yet!

Any skycatnip mutations not listed here have a 50% chance of passing down with one parent, 100% chance of passing down with both parents. Oddi Tea can be used to guarantee skycatnip mutations pass down with only one parent.

All official mutations can be guaranteed to pass either the full or diluted mutation on to offspring using Oddi Tea. In the event of multiple mutations in a breeding, RNG decides which mutation is affected by Oddi Tea.

- Albino and Melanistic Afamiliars (as well as their dilutes) have colors and patterns *beneath* the mutation that can show up in breedings, even if they aren't visible.
- Albinism/Melanism and their dilutes are decided using percentage chances that are rolled using RNG when breeding. Using Oddi Tea in a breeding will guarantee a mutation passing down, but whether that's a full or diluted mutation is still up to RNG.

Albino Quillrunner does not yet exist.	Melanistic Quillrunner does not yet exist.	Piebald Quillrunner does not yet exist.	Patches Quillrunner does not yet exist.
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- **Mutations regarding MMMs and Items:**
 - Mutations of both types will always persist through an MMM/item application (including Faux Hybridizing).
 - Colour mutations that have colours/patterns beneath them will still apply to any (inheritable) changes made to them.
 - For example, using a Petal-Patch Vine (Yellow) on a Melanistic Afam will apply the inheritable colour/pattern *below* the mutation, and may not be visible above the mutation, but can be passed down in breedings. Same goes for Colour MMMs.
 - Using Petal-Patch Leaves (Yellow) will show up on top of the aforementioned Melanistic Afam, since it acts like a coat of paint on top of the Afam, and is not inheritable.
 - Colour mutations will apply to any new (inheritable) traits/lineart changes added.
 - Trait MMMing an Albino Afam will result in the trait also displaying the Albino mutation. (There may be some possible exceptions to this rule, but for the most part it is true.)
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Rambra

Official Mutations:

- **Color/Markings:** Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism), Calico, Calico(Dilute)
 - **Traits:** Corkscrew Horns, Flop-Eared, Bearded
- If only **one parent has a full color/markung mutation** (Albino/Melanism/Calico), it is only possible to pass on a dilute (Piebald,Patches, Calico(Dilute))
 - If **both parents have Albinism, Melanism or Calico**, there is a 50/50 chance of either getting a full mutation (Albinism/Melanism/Calico) coinciding with what the parents have, or getting a dilute (Piebald/Patches/Calico(Dilute)).
 - Blonde does not have a dilute and is not a dilute itself.

Albino Rambra does not yet exist.	Melanistic Rambra does not yet exist.	Piebald Rambra does not yet exist.	Patches Rambra does not yet exist.
 Calico	 Calico (Dilute)		

- **Trait mutations** can be passed down through Oddi Tea in a breeding.
 - Trait mutations always have a 50/50 chance of passing from either parent (if both are present).
 - If only one Trait mutation is present, the offspring will be guaranteed that mutation.
- If one parent has a Trait mutation and the other has a Color/Marking mutation, it is more likely for the Color/Marking mutation to pass along to offspring when using Oddi Tea.

 Corkscrew Horns	Flop-eared Rambra do not yet exist.	 Bearded
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- **Mutations and MMM's:**

- Mutations will always persist through a MMM.
 - Lineart can still be changed, but Trait mutations will stay the same.
 - MMM'd lineart changes will share the same color mutation if one is present.
 - Markings may be added that are in a similar color range. For example: A light grey markings may be present on a melanistic Afamiliar after an MMM.
 - Minor color variation may occur to add contrasting or interesting effects.
 - The above may change in the future if something interesting pops up.
 - Eye types have a 50% chance to pass within a breeding.
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Rasas

Official Mutations:

- **Colour/Markings**: Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism)
- **Traits**: Curved Antlers, Antlerless

Any skycatnip mutations not listed here have a 50% chance of passing down with one parent, 100% chance of passing down with both parents. Oddi Tea can be used to guarantee skycatnip mutations pass down with only one parent.

All official mutations can be guaranteed to pass either the full or diluted mutation on to offspring using Oddi Tea. In the event of multiple mutations in a breeding, RNG decides which mutation is affected by Oddi Tea.

- Albino and Melanistic Afamiliars (as well as their dilutes) have colors and patterns *beneath* the mutation that can show up in breedings, even if they aren't visible.
- Albinism/Melanism and their dilutes are decided using percentage chances that are rolled using RNG when breeding. Using Oddi Tea in a breeding will guarantee a mutation passing down, but whether that's a full or diluted mutation is still up to RNG.
- Curved Antlers has a 17% chance of passing down with one parent, 77% chance of passing down with both parents. Using Oddie Tea in a breeding will guarantee the mutation passes down.
- Antlerless has a 20% chance of passing down in a breeding with one parent, and a 60% of passing down with both parents.

 Albino	 Melanistic	Piebald Rasa does not yet exist.	Patches Rasa does not yet exist.
 Curved Antlers	Antlerless Rasa does not yet exist		

- **Mutations regarding MMMs and Items:**

- Mutations of both types will always persist through an MMM/item application (including Faux Hybridizing).
- Colour mutations that have colours/patterns beneath them will still apply to any (inheritable) changes made to them.
 - For example, using a Petal-Patch Vine (Yellow) on a Melanistic Afam will apply the inheritable colour/pattern *below* the mutation, and may not be visible above the mutation, but can be passed down in breedings. Same goes for Colour MMMs.
 - Using Petal-Patch Leaves (Yellow) will show up on top of the aforementioned Melanistic Afam, since it acts like a coat of paint on top of the Afam, and is not inheritable.
- Colour mutations will apply to any new (inheritable) traits/lineart changes added.
 - Trait MMMing an Albino Afam will result in the trait also displaying the Albino mutation. (There may be some possible exceptions to this rule, but for the most part it is true.)

Skira

Official mutations: Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism)

- Albino and melan afams have colors UNDER their mutation. These colors may be expressed in future breedings.

- Some albino and melan afams have hidden colored markings under their mutations. These markings may be expressed in future breedings.

- Albino, melan and their dilutes are rolled on different tables depending on the mix of afamiliars being bred with rng. The use of Oddi Tea assures the use of the best table used as if you were rolling on the double melan/albino table. Dilutes of various degrees are still possible even with Oddi Tea. Unmutated afamiliars are not possible.

 ALBINO	CURRENTLY NO PIBALD SKIRA EXIST	 MELANISTIC	CURRENTLY NO PATCHES SKIRA EXIST
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Squirmscoots

Official mutations:Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism), eyeless

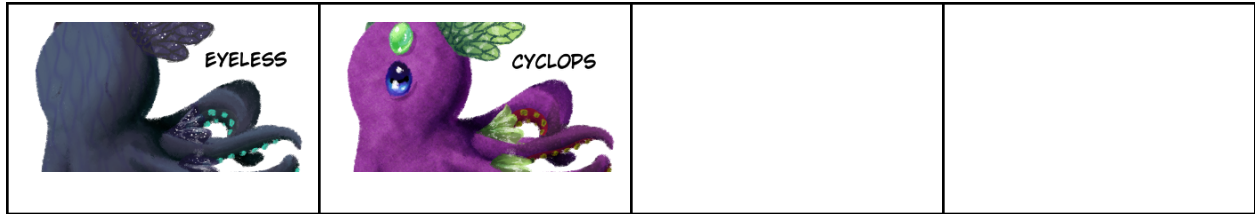
- Albino and melan afams have colors UNDER their mutation. These colors may be expressed in future breedings.

- Some albino and melan afams have hidden colored markings under their mutations. These markings may be expressed in future breedings.

- Albino, melan and their dilutes are rolled on different tables depending on the mix of afamiliars being bred with rng. The use of Oddi Tea assures the use of the best table used as if you were rolling on the double melan/albino table. Dilutes of various degrees are still possible even with Oddi Tea. Unmutated afamiliars are not possible.

 ALBINO	 PIEBALD	 MELANISTIC	NO PATCHES SQUIRMSCOOTS CURRENTLY EXIST
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Eyeless are rolled via straight rng. You will be asked to pick a number between 1-20 regardless of if you used Oddi Tea or not. You must roll over or under that number to achieve an eyeless scoot. The use of Oddi Tea you will be asked to pick two numbers. Failure on Oddi Tea has the chance to produce a cyclops or some other form of dilute.



Mixing mutations:

you can breed eyeless and albino/melan/diluted squirmscoots in the hopes of getting an eyeless albino/melan/dilute. Use of Oddi Tea guarantees one of the mutations to pass. Which one is determined via rng. Oddi Tea also gives a high chance of the second mutation to pass, resulting in multiple mutations on one squirmscoot. (example an eyeless scoot with piebaldism) Mutations can be mix passed without the use of Oddi Tea but it is astronomically difficult to do so. This applies to future official mutations. (written 3/4/21)

Stags

Official Mutations:

- **Colour/Markings**: Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism), Kaleidoscope, Glasswing, Wingdow (diluted Glasswing)
- **Traits**: Moth Antennae, Antlerless

Any skycatnip mutations not listed here have a 50% chance of passing down with one parent, 100% chance of passing down with both parents. Oddi Tea can be used to guarantee skycatnip mutations pass down with only one parent.

All official mutations can be guaranteed to pass either the full or diluted mutation on to offspring using Oddi Tea. In the event of multiple mutations in a breeding, RNG decides which mutation is affected by Oddi Tea.

- Albino and Melanistic Afamiliars (as well as their dilutes) have colors and patterns *beneath* the mutation that can show up in breedings, even if they aren't visible.
- Albinism/Melanism and their dilutes are decided using percentage chances that are rolled using RNG when breeding. Using Oddi Tea in a breeding will guarantee a mutation passing down, but whether that's a full or diluted mutation is still up to RNG.
- Kaleidoscope is a mutation that affects the patterns and/or colours of a Stag's wings, creating seemingly randomized hard splotches of colour. It ranges from large splotches to small "pixel" splotches, but the varying sizes aren't dilutions of the mutation. It has a low chance of passing onto offspring with one parent having the mutation, and a 50% chance of passing with both parents having the mutation. There are normal patterns "below" the mutation that can pass down as usual.

- Glasswing causes Stag wings to become transparent, with little to no visible colouration/markings due to their opacity, however the colours and markings can still pass on as normal, similar to Albinism/Melanism.
- Wingdow is a word play with “Wing” and “Window” because I thought I was being clever. It’s a diluted mutation that causes parts of Stag wings to be transparent, often as a large spot or fading tip, rarely covering more than half the wing.
- Moth Antennae replaces a Stag’s antlers with moth antennae and have a low chance to pass onto offspring with only one parent having the mutation, and full chance to pass with both.
- Antlerless is a very self-explanatory mutation that causes a Stag to have no antlers (or antennae). It has a low chance of passing even with both parents having the mutation.

Albino Stag does not yet exist.	Melanistic Stag does not yet exist.	Piebald Stag does not yet exist.	Patches Stag does not yet exist.
Moth Antennae Stag does not yet exist.	Glasswing Stag does not yet exist.	Wingdow Stag does not yet exist.	Kaleidoscope Stag does not yet exist
Antlerless Stag does not yet exist.			

- **Mutations regarding MMMs and Items:**
 - Mutations of both types will always persist through an MMM/item application (including Faux Hybridizing).
 - Colour mutations that have colours/patterns beneath them will still apply to any (inheritable) changes made to them.
 - For example, using a Petal-Patch Vine (Yellow) on a Melanistic Afam will apply the inheritable colour/pattern *below* the mutation, and may not be visible above the mutation, but can be passed down in breedings. Same goes for Colour MMMs.
 - Using Petal-Patch Leaves (Yellow) will show up on top of the aforementioned Melanistic Afam, since it acts like a coat of paint on top of the Afam, and is not inheritable.
 - Colour mutations will apply to any new (inheritable) traits/lineart changes added.
 - Trait MMMing an Albino Afam will result in the trait also displaying the Albino mutation. (There may be some possible exceptions to this rule, but for the most part it is true.)

Watchers

Official mutations: Albino, Melanistic, Piebald (diluted Albinism), Patches (diluted Melanism))

- Albino and melan afams have colors UNDER their mutation. These colors may be expressed in future breedings.

- Some albino and melan afams have hidden colored markings under their mutations. These markings may be expressed in future breedings.

- Albino, melan and their dilutes are rolled on different tables depending on the mix of afamiliars being bred with rng. The use of Oddi Tea assures the use of the best table used as if you were rolling on the double melan/albino table. Dilutes of various degrees are still possible even with Oddi Tea. Unmutated afamiliars are not possible.



Warhorses

All Myndris' Species mutations can be found here:

<https://myndris.wixsite.com/myndris-mutations>

Mutations passed based upon the Flight Rising Gene Rarities.

Wolf

All Myndris' Species mutations can be found here:

<https://myndris.wixsite.com/myndris-mutations>

Mutations passed based upon the Flight Rising Gene Rarities.
