

INTO THE MUTANT MOOR

by GABRIEL CIPRÉS

The Moor is the most horrible place you can imagine:
(Roll 1d6 in each column)

1. A jungle	1. Covered in mud.
2. A desert	2. Mold everywhere..
3. A sea	3. Scrap hills.
4. A tunnel network	4. It 's mainly ashes.
5. The ruins of a city	5. It 's a dump.
6. A crashed starship	6. It 's radioactive.

Only the offspring of radiation and toxins can survive there:
MUTANTS. Every day in their life is a fight for survival.

Only the strong survive in the Moor.

Why are you here? (roll 1d6)
1. The Tribe came here running away from something.
2. There is a nearby settlement to raid.
3. There are edible but dangerous things.
4. It is a sacred place for your tribe.
5. It is rumored that there is hidden treasure here.
6. Something terrible prevents you from migrating.

THE GAME

Into The Mutant Moor is a game about survival. Players belong to a tribe of mutants in their struggle to survive in a deadly environment. It's played like a conversation, letting people talk by turns creating a story together. If the fiction you generate triggers one of the moves, follow its instructions.

Players fight for survival. The tribe depends on them.

The Mutant Master sets up the game: puts the tribe in danger, makes a lot of questions and works on the answers. Everytime nothing is happening or dice show a 6- result, the MM does one of the following: announce imminent danger, inflict damage, consume player's resources or give them a chance at a cost.

Both, players and Mutant Master, have to create a Mutant Moor, a horrible and polluted environment where their adventures (and horrible deaths) will take place.

Play to see what happens.

THE TRIBE

Name the tribe: *Swamp Brothers, Fang Tribe, Sinkhole Rats, The Cave Crew, Black Mouths, Dread Horde.*

Place a bowl in the center of the table with 10 tokens inside representing the members of the tribe. When a mutant (player or not) dies, remove a token. You can create a new one if there are any left. If you run out of tokens, the tribe is no more and the game ends.

THE MUTANTS

Choose a name for your mutant. Mutant names are usually about physical traits: *One Eye, No Fingers, Blisterface, Mangy, Foul Ear, Snooty, Bleeding Armpit, Limpy, Ugly, Gingivitis, Scabby, Broken Nose, Cough.*

Randomly decide their mutation and their starting equipment. All mutants start with smeary rags and are hermaphrodite (a useful mutation to breed). A Mutant can be Healthy, Wounded or Dead.

Mutation (1d6)	Equipment (roll 1d6 in each)	
1. Tentacle	1. Gun	1. Rusty
2. Insect eyes	2. Club	2. Sticky
3. Extra head	3. Bag	3. Toxic
4. Claws	4. Spyglass	4. With bugs
5. Wings	5. Blanket	5. Smelly
6. Scales	6. Rope	6. Stolen

MOVES

Beginning of the Season

At the beginning of the season, the MM rolls 1d6 in each column to determine the weather in the Moor.

1. Acid rain	1. Electrical phenomena
2. Extreme cold	2. Mud floods
3. Toxic smog	3. Vermin infestation
4. Absolute darkness	4. Mutant hunters
5. Dirt hurricane	5. Inter-tribal war
6. Extreme heat	6. Giant predator

Then, the eldest mutant explains what new danger lurks out there and rolls 2d6. If the result is equal to or less than the number of tribe members, choose one. If the result is higher or a 12, the MM chooses one and 1d6 tribe members die:

- You run out of food.
- You must abandon your shelter.
- Danger threatens the tribe immediately.

Mutant Quest

When you go into the Moor looking for something, say what it is (equipment, food, shelter, new members, the enemy...).

Answer the following questions and roll 2d6+Affirmative Answers:

- Is your mutation useful in this situation?
- Do you have a piece of equipment that could be useful?
- Is someone helping?

On a 10+, you find it and pick one:

- You find a big amount.
- You find hints of something else beneficial to the tribe. The Mutant Master will tell you what.

On 7-9, you find it but it takes long or you attract unwanted attention, your choice.

Mutant Darwinism

When facing danger, say what you want to avoid. Answer the following questions and roll 2d6+Affirmative Answers:

- Is your mutation useful in this situation?
- Do you have a useful piece of equipment?
- Is someone helping?

On a 10+, you get it without much trouble. On 7-9, you succeed at a cost.

End of the Season

When the tribe is safe and retreats to rest, the season ends.

Answer the following:

- Do you have food for the tribe?
- Do you have shelter for the tribe?
- Is the Moor safer than before?

Roll 2d6+Affirmative Answers. On 10+, choose 2. On 7-9, choose 1. On 6-, 1d6 tribe members die.

- All equipment is repaired.
- You heal all wounds.
- The tribe gains 1d6 members.
- A random player gains a new Mutation.

Rest a bit and prepare for the next season...