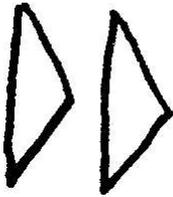




HORRORMAKER™ “ETHICAL” PEST TRAP

Genres: sci-fi, modern, gothic horror

Apparently this kinda thing is a desirable result somewhere in The Multiverse?



An artifact of a completely dissimilar reality created by minds that we would consider insane, the HorrorMaker™ trap was designed to draw in small creatures ranging from rabbits and rodents to insects and even microscopic organisms and spits them back out into the world transformed into massive, mutated, and above all else *horrific* versions of themselves.

The machine appears as a simple, slightly worn and frayed, cardboard box with the word “HorrorMaker™” stamped on its side in black ink. It is approximately 2' wide, 2' tall, and 3' deep and has 1' flaps on the opening. It can be easily broken down for easy carrying by slicing the packing tape on its closed end. While broken down, it is not usable but will regain its properties as soon as it is re-assembled.

- **Lure**

The machine always appears to hold whatever a creature small enough to fit in it that is within 3 meters of its door desires most at this exact moment. If multiple creatures are within range, the machine chooses one at random to appeal to. This is a perfect illusion complete with appropriate scent, sound, intellect & charm (if appropriate), and taste (should the target get close enough to taste it).

- **Trap**

When a creature small enough to fit in the HorrorMaker™ enters it, the machine snaps shut. The creature may use an Action Time to attempt to leave the machine before the *Convert* process occurs, but it requires a Hard Roll and at least 2 Successes to do so.

- **Convert**

The creature in the machine is increased in size until it barely fits in the HorrorMaker™, grows in intelligence to match an average human if it did not have that level of intelligence before, and is converted into a more dangerous version of itself through the addition of a random Thing rolled on the Mutation Chart below. The process takes 1d6 minutes.

HorrorMaker™ Random Mutation Chart	
Roll 3 dice	
Roll	Result
2	The creature sprouts 1d6 sharp horns on its head.
3	The creature grows two web glands on either side of its face, allowing it to spit webs from its mouth.
4	The creature develops strong mucus glands across its body that allows it to leave a train of goop in its wake.
5	The creature grows an acid gland in its throat that allows it to spit goutts of acid.
6	The creature sprouts 2d6 tentacles across its back. These can be fully controlled as though they were arms.
7	The creature grows two strong mandibles tipped with sharp claws on either side of their face, allowing them to stab and shovel things into their mouth.
8	The creature grows sharp 1" spikes across its back that can be used for defense or to stab.
9	The creature grows 1d6 additional legs on either side of their body. These can be fully controlled.

10	The creature grows 1d6 additional arms on either side of their body. These can be fully controlled.
11	The creatures eyes fuse together and grow multiple additional eyes to create a single compound mass of eyes on its head.
12	The creature grows 1d6 eye stalks on either side of its head.
13	The creature grows 1d6 additional mouths on the end of fleshy tentacles on either side of its face.
14	The creature sprouts multiple additional rows of teeth and all of their teeth become sharp and serrated.
15	The creature sprouts large, leathery wings on its back. These are controllable and large enough to allow the creature to both fly and glide.
16	If the creature normally wouldn't be, it develops an upright bipedal posture and a full set of four fingers plus thumbs on all of its hands and/or feet. If the creature would normally have these features, it develops a downward quadrupedal (or however many legs it now has) posture, but retains its normal number of fingers and thumbs.
17	Roll again Twice for a total of two additional Mutations rather than one.
18	Roll again Thrice for a total of three additional Mutations rather than one.

● **Release**

Once *Converted*, the creature is released into the wild to go about its business. The GM determines whether or not the creature is more aggressive than before to match its new form.

