

1d500	Mutations (1/4)	1d500	Mutations (2/4)
1	Grotesque. Distressingly deformed, scarred, or mangled. -6 Charisma, then roll again on this table.	126	Insect Hatred. All insects instinctively fear or hate you. People are immune.
2	Corrupted Organs. Your guts writhe. Whenever you gain a Fatal Wound, everyone in 30' must Save vs Fear.	127	Mind Split. You start hearing voices. The voices are you, or part of you. They offer terrible advice.
3	Bat Wings. Huge, flappy. Fly speed equal to your Movement speed.	128	Bad Posture. Head swapped with arm.
4	Burst of Speed. Once per day, can double movement for 10 minutes.	129	Two Necks. Attached to one head. Tricky to decapitate. Can sing in harmony with self.
5	Barrel Chest. +1d6 Constitution. +1d6 HP.	130	Lamarckian Evolution. One hand turns into a terrible version of the last tool you used.
6	Lamarckian Evolution. One hand turns into a random tool. Roll on the Professions table.	131	Asymmetry. Everything you have 2 of you now have 1 of. Roll to see if it's on the left or right side.
7	Hooched. 2 of your legs and in hooves. No effect.	132	Iron Nails. Fingernails, toenails, and teeth of iron. You can chew through leather.
8	Unstable. On death, parasitic limbs try to grapple nearby targets, fuse to them.	133	1000 Sores. They cover your body. -1d6 Charisma and Constitution.
9	Crab Arm. One hand becomes a claw. 1d8 crushing damage. -4 Attack to hit.	134	Comb. Like a rooster.
10	Hook Fingers. Locked and bony. 1d6 damage claw attack, but cannot hold weapons.	135	Trouble With Nouns. Everything is a "thing" if you're in a hurry. Can find word in 2d6 rounds.
11	Patterned Skin. Stripes.	136	Serrated Teeth. All your teeth become fearsomely sharp. You deal 1d6 damage on a bite.
12	Inside Out. Horrible. Charisma becomes 2, HP is halved.	137	Resilient. Reduce all incoming physical damage by 1.
13	Hole. Mysterious hole right through your forehead.	138	Booming Hoot. Once per day, can hoot incredibly loudly. 1 mile radius.
14	Poison Spot. Bright blue, the size of a coin. Anyone touching it must Save or die. Migrates.	139	Iron Skin. Flakes in rusty layers. Cannot wear armour. Defense as Chain.
15	1000 Noses. They cover your body. You can smell as well as sight up to 30'.	140	Bristly Beard. Black, long, and coarse.
16	Extra Mouths. Gain 2d6 extra mouths on your head and neck.	141	Pin Face. Head shrinks to a narrow point. Eyes on either side like tennis balls. -1d6 to all stats.
17	Neck Frill. Can inflate to frighten beasts. May require a Morale check.	142	Long Spine. Legs shrink to keep height the same.
18	Foul Stench. Bunt meat and hair. -4 Stealth.	143	Temperature Sensitive Hair. Varies from purple (cold) to red (steaming hot).
19	Magnetic Sense. Can detect magnetic north unless near a strong magnetic field or iron.	144	Retractable Head. Can shrink into torso, leaving only hair exposed.
20	Hinged Head. Enormous toothy grin, ear to ear. Head opens like a box.	145	Pheromones. Insects find you very attractive and want to lick you.
21	Leathery Hide. Base Defense becomes 12 instead of 10.	146	Goat Legs. 2 of your legs become goat legs. You are not slowed by broken or rocky terrain.
22	Lightning Speed. You become incredibly nimble. Your Movement increased by 2d6.	147	Unsettling Laughter. Your laugh requires small children, hirelings, etc. to make a Morale check.
23	Venomous. Your natural attacks (bite, claw, etc.) deal an extra 1d4 poison damage.	148	Bizarre Colour. Your skin becomes a new colour (red, orange, yellow, green, blue, indigo, violet, octarine)
24	Spike Teeth. Long and serrated.	149	Musk Gland. For marking territory. Smells intriguing.
25	The Vapours. You emit clouds of stinking yellow vapour from your ears. -6 Stealth.	150	Stinging Skin. Anyone you touch must Save or be Stunned for 1 round.
26	Milk. 1 ration's worth per day. Painful if neglected for more than 3 days.	151	Ink Skin. You can cause words to appear on your arms by concentrating.
27	Monkey Tail. Can grip items. +4 bonus to any climbing tests.	152	Claws. Your fingers fuse into sharp claws. You cannot hold weapons. You claws do 1d6 slashing damage.
28	Bizarre Colour. Your skin flickers between two colours (red, orange, yellow, green, blue, indigo, violet, octarine).	153	Thirsty. You desire water all the time. You drink twice as much water as normal.
29	Leather Skin. Lumpy and warty. Cannot wear armour. Defense as Leather.	154	Horse Tail.
30	Insane Risks. No sense of danger. Immune to Fear. Will take some but not all precautions.	155	Feathered Skin. You are covered in rainbow feathers.
31	Pheromones. Repels insects, 20' radius.	156	Evil Eye. One of your eyes becomes green and wobbly. If you die, it becomes a slime.
32	Atrophy. One your limbs becomes withered and useless.	157	Duplication. Split in half. Reduce all your Stats by 1d6 and your HP by half. Your "twin" rolls new stats and HP.
33	Inverted. Legs swap with arms. Movement unimpeded. Writing and delicate tasks are difficult.	158	Wracked. Your body twists and deforms. -1d6 Constitution.
34	Hulking Arms. They grow huge as you get shrinks. You can walk on them. +1d6 Strength.	159	Spindle Arm. A new one, red and feeble. Stick it into a fresh corpse to make it walk and talk.
35	Sensitive Skin. Unpleasant, itchy rash from touching silver.	160	Hunchback. You store a huge heap of fat on your back. Take twice as long to starve.
36	Bird Wings. Vestigial. Cannot fly.	161	Corpulent. Fat fills up 4 of your Inventory Slots.
37	Stabbing Limb. One arm becomes a sharp point of bone. As a dagger.	162	Mooncall. Your head becomes silver and swollen. You gain the effect of a ration from 4 hours in moonlight.
38	Mute. Your tongue disappears.	163	Eyestalk. One of your eyes extends on a tube. It can see around corners or look behind you.
39	Spores. On death, coat a 30' radius in purple hallucinogenic spores.	164	Neuter. Your genitals fly away on little bat wings. They frighten drunk monks at night.
40	Unusual Genitals. Whatever you had going on down there is different and weird now.	165	Rabbit Ears.
41	Single Bird Wing. Roll for location. Useless.	166	Moose Blood. Your blood is now mice.
42	Feeble Jaw. Enormous overbite.	167	Glue Blood. Your blood is now glue. At 0 HP or below, any hits trap the weapon used to hit you.
43	Third Eye. On your forehead.	168	Egg Laying. Once a week. Eggs are self-fertilized, hatch into horrible malicious mini-clones.
44	Dog Face. Face of a hounding.	169	The Fits. Your mind isn't quite right. If you fail a Save vs Fear, you fall about for 1d6 rounds.
45	Perfect Memory. Can Save vs Intelligence to recall incredibly trivial details.	170	Grinding Throat. Can eat tough objects (leather, wood). No extra benefit, but you can do it.
46	Bad Posture. Head swapped with leg. May need to hop. -4 Movement.	171	No Lips. Exposed teeth and gums. Dribbly.
47	Skin Flaps. Like flying squirrel wings. Cannot use them to fly or even fall slowly.	172	Gaseous Guts. Whenever you gain a Fatal Wound, everyone in 30' must Save or be poisoned (1d4 damage)
48	Long Nose. Protruding, sharp.	173	Goat Horns. Large and curled.
49	Strange Walk. You jinks fire in an odd order. Reduce your Movement by 1.	174	Forehead Homunculus. A tiny version of you, from the waist up, grows from where your face used to be.
50	Crown of Tentacles. 2d10 tiny tentacles grow in a ring around your head. No effect.	175	Patterned Skin. Halved, with each half a different shade.
51	Spider Neck. On death, head is revealed to be a giant spider living on top of your body.	176	1000 Mouths. They cover your body. -1d6 Charisma. You can shout really loudly.
52	Mental Backsliding. -1d6 to Intelligence. Cannot read or write.	177	Cold Blooded. Extremely slow at low temperatures.
53	Hair Migration. All of it migrates to one side of your head in a huge tuft.	178	Caustic Spray. New pulsing glands on back. Can fire 20' cone, 2d6 acid damage, smells awful.
54	Cyclops. All your eyes migrate to the centre of your forehead and fuse into one.	179	Starskin. Skin becomes jet black with faint white stars.
55	The Fits. Your mind isn't quite right. Save vs bright light or fall about for 1d6 rounds.	180	Fish Hatred. All fish instinctively fear or hate you. People are immune.
56	Boiling Obsessly. Fat fills up 4 of your Inventory Slots. Roll the 1d6 every morning.	181	Mirrored Eyes. They move as far apart on your face as they can, as if repelled by magnets.
57	Finger Mouths. Every finger ends in a tiny lamprey mouth. Can eat with them.	182	Hunchback. You grow a migratory lump on your back.
58	Rearrange able. You can slide your limbs around to new positions. 1 hour per limb.	183	Frenzy. Gain the Rage trait (as Barbarian). Select a trigger (goats, heights, etc.). Save if you encounter it.
59	Fly Cluster. A pocket of writhing fly legs appears on one of your arms.	184	Feathered Skin. You are covered in white and black feathers.
60	Toe Growth. Your big toes grow as large as the rest of your foot. You will need new boots.	185	Filter Tongue. Like a butterfly net. 2' long. Can scoop fish out of water or filter soup.
61	Alluring Face. All your facial blemishes migrate to a spot on your back. +2 Charisma.	186	Long Nose. Bulbous, like a mushroom.
62	Strange Voice. Something has gone awry with your vocal cords. Your voice sounds like a distressed cat.	187	Patterned Skin. Disruptive camouflage. No effect.
63	Fractal Fingers. One hand only. Cannot drop objects held in that hand. 2d1000 fingers.	188	Enhanced Genitals. Whatever you had going on down there is different and better now.
64	Horrible Bloating. Something is wrong with your guts. Save every time you eat a ration or take 1 damage.	189	Gasbag. Your stomach bloats. You hover and float like a balloon.
65	Foul Stench. Rotting fish and boiled hooches. -4 Stealth.	190	Frog Eyes. Bulge and retract every time you swallow.
66	Bilious Vomit. 10' cone, 1d6 damage. Requires 1 ration to recharge. No other effect from the ration.	191	Spare Legs. Current legs divide into three. Shuffle at normal speed.
67	Illusion of Normality. You revert to your normal, original form until you fail your next Save.	192	Finger Frits. 3d10 tiny fingers up and down your neck and ribcage.
68	Concealed Mutation. 1d6 of your mutations fade, appearing only when you are stressed or damaged.	193	Shark Teeth. Whole mouth full of them. 1d6 bite damage.
69	Bloated Tongue. Doesn't fit in your mouth. Makes speaking difficult.	194	Carnivore. Can only eat meat for rations.
70	Revival. A missing body part, organ, or limb regenerates fully.	195	Warts. All over the place.
71	Spider Gland. You can excrete 10' of rope per day.	196	Fire Breath. 30' cone, 1d6 damage, once per day.
72	1000 Eyes. They cover your body. -1d6 Charisma. You cannot be Surprised.	197	Second Brain. In your guts. +1d6 Intelligence. If decapitated, you can live (blind, deaf, and dumb, but alive).
73	Second Face. On your stomach. It can see and smell but not hear or speak.	198	Wonderful Odour. +1d6 Charisma. Smells of spices.
74	Metal Skin. Your skin is covered in metal plates. You cannot swim or wear armour. Your base defense is 18.	199	Addiction. You desire turepings. You take 1d6 Int. and Con. damage each day you do not have a tump.
75	Migratory Fingers. Rearranged on hands, pointing in all directions. Cannot hold weapons.	200	Unstable. If you take 4 fire damage in 1 round, Save or explode. 3d6 damage, 20' radius.
76	Neck Pouch. Inflates, becomes big and red.	201	Gulper. You eat something up to 2x your current size and still walk, very slowly.
77	Puny. You shrivel like a raisin, shrinking to a quarter of your former size. -1d6 to all stats.	202	Crown of Arms. 2d10 tiny arms grow in a ring around your head. No effect.
78	Glandular. Cheerful. Nothing can go wrong. Everything will turn out for the best.	203	Blowhole. You can breathe through the top of your head or your normal mouth.
79	Frog Tongue. As a whip.	204	Milk. 1x(# of breasts)+1 ration's worth per day. Painful if neglected for more than 3 days.
80	Face Bubble. Eyes are protected by a clear dome across face.	205	Grappling Hand. On tendons. Can throw it 10', retract. Cannot lift you. Can pull light things.
81	Glow Pockets. Can glow (as a candle) at will.	206	Long Legs. Gain an extra joint and 1' in height.
82	Goat Horns. Small and pointy.	207	Long Neck. Can rotate 360 degrees and peer around corners.
83	Climber's Eye. You gain a +4 bonus to plan climbing routes. You want to be high up.	208	Lamprey Mouth. Can suck on a creature to gain 1 HP every 5 minutes.
84	Elastic Face. Features slide around in wild animation as you talk.	209	Extra Toes. 2d10 extra toes per foot.
85	Spell Turnor. Gain 1 random spell in a lump on your head. It casts at a random hour, with random targets.	210	Poison Gas Breath. 30' cone, 1d6 damage, once per day.
86	Chameleon Eyes. Bulge, can look in 2 directions at once.	211	Youth. De-age 2d10 years.
87	Pelican Mouth. +2 Inventory Slots.	212	Rabbit Teeth.
88	Detachable Tail. Newt-like. Falls off if you lose 6 HP in one hit.	213	Very Warm. +4 to Save vs Cold. Like a clay oven.
89	Suckers. Your fingers end in suction cups. You can pick up anything.	214	Unbalanced Legs. One grows strong and thick. The other withers. -2 Movement.
90	Extra Lobes. +1d6 Intelligence.	215	Frenzy. Gain the Rage trait (as Barbarian). Save each combat or activate it.
91	Thick Skull. -1d6 Intelligence, +1d6 Constitution. Cannot be Stunned by physical attacks.	216	Teeth Warts. Molars all over.
92	Oily. All bodily fluids can be used as (smelly) lamp oil. 1 flask per day normally.	217	Bat Wings. Vestigial. Cannot fly.
93	Tentacle Fingers. All wiggly.	218	Dribbly. Your mouth salivates constantly, leaving a trail of slime down your front.
94	Strange Voice. Something has gone awry with your vocal cords. Your voice sounds like a faxed duck.	219	Fly Cluster. A pocket of writhing fly legs appears on the back of your head.
95	Spores. On death, coat a 30' radius in thick yellow spores.	220	Bird Hands. From the elbow down. Like chicken legs with four scaly fingers.
96	Turtle Shell. Base Defense is 16 (as Plating). Cannot wear armour or clothes. -1d6 Dexterity.	221	Blood Fountain. Take 1d6 damage to spray blood from your pores. 10' in all directions.
97	Swap. GM picks a mutation you currently have and replaces it with one rolled on this table.	222	Bird Legs. 2 of your legs become bird legs. You can run twice as fast.
98	Unstable. Any body part chopped off combusts in 1d6 rounds.	223	Multiple Heads. 1d6 additional heads on your neck. The size of apples. They mutter and glare.
99	Breasts. 2x1d6. In rows.	224	Egg Laying. Once a week. Eggs are probably unfertilized. Taste delicious.
100	Patterned Skin. Squares or checks.	225	Bloat Bladder. If you fail a Save vs Fear, you inflate to a comical size.
101	Pig Tail. Curly.	226	Tentacle Leg. Horrible and bendy, but it still works.
102	Coloured Pupils. Pick a colour (Red, Orange, Yellow, Green, Blue, Indigo, Violet, Octarine)	227	Ansmic. Your nose disappears.
103	Compound Eyes. Whole bunch of little eyeballs, like a raspberry.	228	Palm Spines. Your hands are very adhesive. You can climb anything a spider could climb.
104	Detachable Leg. Falls off if you take 6 damage in one round. Can be reattached.	229	Worm Warts. All over. Like earthworms half embedded in your skin.
105	Telescoping Neck. Can grow or shrink as needed. Not very useful.	230	Stump Teeth. Little white pegs.
106	Baby Bird Heads. A ring of them around your neck. They cheep silently.	231	Hive Belly. A swarm of insects grows in your stomach. They buzz all the time.
107	Strange Voice. Something has gone awry with your vocal cords. Your voice sounds like a clogged drain.	232	Pheromones. Creatures of your race and the same gender find you very attractive.
108	Suggestible. You must Save vs commands.	233	Third Eye. Roll for location.
109	Warm. Your legs fuse into one. You have difficulty climbing and riding a horse.	234	Long Nose. And 2d10 extra nostrils. Like a pepper pot.
110	Confident. You are absolutely convinced your mutations make you sexually appealing. Others may disagree.	235	Sensitive. You need to Save to fall asleep each night.
111	Evil Eye. One of your eyes becomes black and weeps tar-like tears.	236	Hideous Morphing. Remove all current mutations. Roll once on this table for each mutation removed.
112	1000 Ears. They cover your body. You can hear as well as sight up to 30'.	237	Crab Legs. 2d6 of them, replacing your normal legs. Can scuttle sideways at normal speed.
113	Trouble With Names. Everyone is "that guy" if you're in a hurry. Can find name in 2d6 rounds.	238	Pheromones. Creatures of your race and opposite gender find you very attractive.
114	Mimic. You can mimic all voices, music, and natural sounds.	239	Fast. You become slightly more nimble. Your Movement increased by 1d6.
115	Wattles. Like a rooster.	240	Extra Head. Identical to your current one, but mirrored. No bonuses due to bickering.
116	Slime Trail. You sweat a horrible stinking ooze.	241	Reactive Mutability. One hand grows to resemble anything you hold in the other hand.
117	Mysterious Dot. You project a red dot from one eye. 100' range, very bright.	242	The Vapours. Your breath comes out in foggy white burps. -2 Stealth.
118	Headless. Your head shrinks into your chest. Eyes, ears, nose, etc. Migrate appropriately.	243	Antlers. Two of them. Can be used as a club.
119	Compulsive Dancing. Save every time your hear music or dance along.	244	Huge Veins. They throb dangerously.
120	Earthworm Blood. Your blood is now earthworms.	245	Lightning Breath. 30' cone, 1d6 damage, once per day.
121	Stabbing Limb. One arm becomes a long serrated spike of bone. As a sword.	246	Flesh Hose. Connects arm to torso.
122	Donkey Ears. Tufted.	247	Dire Straits. Roll again twice. You get both mutations.
123	Sensitive Eyes. Cannot bear direct sunlight.	248	Photosynthetic. You become green. You gain the effect of a ration from 4 hours in sunlight.
124	Scorpion Tail. +1 attack per round dealing 1d4 poison damage.	249	Detachable Arm. Falls off if you take 6 damage in one round. Can be reattached.
125	Mantis Arm. One arm gains several extra joints. Can extend to 10' long, folds up to normal size.	250	Blindness. All your eyes fly away and roost in a nearby tree or crevice.

