Grot	ations (1/4) tesque. Distressingly deformed, scarred, or mangled6 Charisma, then roll again on this table.	1d500 126	Mutations (2/4) Insect Hatred. All insects instinctively fear or hate you. People are immune.
Corr	rupted Organs. Your guts writhe. Whenever you gain a Fatal Wound, everyone in 30' must Save vs Fear. Wings. Huge, flappy. Fly speed equal to your Movement speed.	127 128	Mind Split. You start hearing voices. The voices are you, or part of you. They offer terrible advice. Bad Posture. Head swapped with arm.
Burs	st 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.
	rel Chest. +1d6 Constitution, +1d6 HP. arckian Evolution. One hand turns into a random tool. Roll on the Professions table.	130	Lamarckian Evolution. One hand turns into a terrible version of the last tool you used. Asymmetry. Everything you have 2 of you now have 1 of. Roll to see if it's on the left or right side.
Hoo	ved. 2 of your legs end in hooves. No effect.	132	Iron Nails. Fingernails, toenails, and teeth of iron. You can chew through leather.
	table. On death, parasitic limbs try to grapple nearby targets, fuse to them. b Arm. One hand becomes a claw. 1d8 crushing damage, -4 Attack to hit.	133 134	1000 Sores. They cover your body1d6 Charisma and Constitution. Comb. Like a rooster.
Hoo	k 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.
	erned Skin. Stripes. de Out. Horrible. Charisma becomes 2, HP is halved.	136	Serrated Teeth. All your teeth become fearsomely sharp. You deal 1d6 damage on a bite. Resilient. Reduce all incoming physical damage by 1.
Hole	e. Mysterious hole right through your forehead.	138	Booming Hoot. Once per day, can hoot incredibly loudly. 1 mile radius.
	son Spot. Bright blue, the size of a coin. Anyone touching it must Save or die. Migrates. 0 Noses. They cover your body. You can smell as well as sight up to 30'.	139 140	Iron Skin. Flakes in rusty layers. Cannot wear armour. Defense as Chain. Bristly Beard. Black, long, and coarse.
Extra	a 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 balls1d6 to all stats.
	k Frill. Can inflate to frighten beasts. May require a Morale check. I Stench. Burnt meat and hair4 Stealth.	142 143	Long Spine. Legs shrink to keep height the same. Temperature Sensitive Hair. Varies from purple (cold) to red (steaming hot).
	gnetic Sense. Can detect magnetic north unless near a strong magnetic field or iron.	144 145	Retractable Head. Can shrink into torso, leaving only hair exposed.
	ged Head. Enormous toothy grin, ear to ear. Head opens like a box. thery Hide. Base Defense becomes 12 instead of 10.	146	Pheromones. Insects find you very attractive and want to lick you. Goat Legs. 2 of your legs become goat legs. You are not slowed by broken or rocky terrain.
	tning Speed. You become incredibly nimble. Your Movement increased by 2d6. omous. Your natural attacks (bite, claw, etc.) deal an extra 1d4 poison damage.	147 148	Unsettling Laughter. Your laugh requires small children, hirelings, etc. to make a Morale check. Bizarre Colour. Your skin becomes a new colour (red, orange, yellow, green, blue, indigo, violet, octarine)
	re Teeth. Long and serrated.	149	Musk Gland. For marking territory. Smells intriguing.
	Vapours. You emit clouds of stinking yellow vapour from your ears6 Stealth 1 ration's worth per day. Painful if neglected for more than 3 days.	150 151	Stinging Skin. Anyone you touch must Save or be Stunned for 1 round. Ink Skin. You can cause words to appear on your arms by concentrating.
Mon	nkey 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.
	urre Colour. Your skin flickers between two colours (red, orange, yellow, green, blue, indigo, violet, octarine). ther Skin. Lumpy and warty. Cannot wear armour. Defense as Leather.	153 154	Thirsty. You desire water all the time. You drink twice as much water as normal. Horse Tail.
Insa	ne Risks. No sense of danger. Immune to Fear. Will take some but not all precautions.	155	Feathered Skin. You are covered in rainbow feathers.
	romones. Repels insects, 20' radius. phy. One your limbs becomes withered and useless.	156 157	Evil Eye. One of your eyes becomes green and wobbly. If you die, it becomes a slime. Duplication. Split in half. Reduce all your Stats by 1d6 and your HP by half. Your "twin" rolls new stats and HP.
Inve	rted. Legs swap with arms. Movement unimpeded. Writing and delicate tasks are difficult.	158	Wracked. Your body twists and deforms1d6 Constitution.
Hulk Sen:	king Arms. They grow huge as your legs shrink. You can walk on them. +1d6 Strength. sitive Skin. Unpleasant, itchy rash from touching silver.	159 160	Spindle Arm. A new one, red and feeble. Stick it into a fresh corpse to make it walk and talk. Hunchback. You store a huge heap of fat on your back. Take twice as long to starve.
Bird	Wings. Vestigial. Cannot fly.	161	Corpulent. Fat fills up 4 of your Inventory Slots.
	bing Limb. One arm becomes a sharp point of bone. As a dagger. e. Your tongue disappears.	162 163	Mooncalf. Your head becomes silver and swollen. You gain the effect of a ration from 4 hours in moonlight. Eyestalk. One of your eyes extends on a tube. It can see around corners or look behind you.
Spor	res. 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.
	Isual Genitals. Whatever you had going on down there is different and weird now. gle Bird Wing. Roll for location. Useless.	165 166	Rabbit Ears. Mouse Blood. Your blood is now mice.
Feet	ble 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.
	d Eye. On your forehead. Face. Face of a houndling.	168 169	Egg Laying. Once a week. Eggs are self-fertilized, hatch into horrible malicious mini-clones. The Fits. Your mind isn't quite right. If you fail a Save vs Fear, you flail about for 1d6 rounds.
Perf	ect 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.
Skin	Posture. Head swapped with leg. May need to hop4 Movement. 1 Flaps. Like flying squirrel wings. Cannot use them to fly or even fall slowly.	171 172	No Lips. Exposed teeth and gums. Dribbly. Gaseous Guts. Whenever you gain a Fatal Wound, everyone in 30' must Save or be poisoned (1d4 damage)
	g Nose. Protruding, sharp.	173 174	Goat Horns. Large and curled.
	nge Walk. You joints fire in an odd order. Reduce your Movement by 1. wn of Tentacles. 2d10 tiny tentacles grow in a ring around your head. No effect.	175	Forehead Homunculus. A tiny version of you, from the waist up, grows from where your face used to be. Patterned Skin. Halved, with each half a different shade.
Spid	der Neck. On death, head is revealed to be a giant spider living on top of your body. ntal Backsliding1d6 to Intelligence. Cannot read or write.	176 177	1000 Mouths. They cover your body1d6 Charisma. You can shout really loudly.
Hair	Migration. All of it migrates to one side of your head in a huge tuft.	178	Cold Blooded. Extremely slow at low temperatures. Caustic Spray. New pulsing glands on back. Can fire 20' cone, 2d6 acid damage, smells awful.
	lops. All your eyes migrate to the centre of your forehead and fuse into one.	179 180	Starskin. Skin becomes jet black with faint white stars.
	Fits. Your mind isn't quite right. Save vs. bright light or flail about for 1d6 rounds. ing Obesity. Fat fills up 4+1d6 of your Inventory Slots. Roll the 1d6 every morning.	181	Fish Hatred. All fish instinctively fear or hate you. People are immune. Migrating Eyes. They move as far apart on your face as they can, as if repelled by magnets.
	ger Mouths. Every finger ends in a tiny lamprey mouth. Can eat with them. Irrange able. You can slide your limbs around to new positions. 1 hour per limb.	182 183	Hunchback. You grow a migratory lump on your back. Frenzy. Gain the Rage trait (as Barbarian). Select a trigger (goats, heights, etc.). Save if you encounter it.
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.
	Growth. Your big toes grow as large as the rest of your foot. You will need new boots. ring Face. All your facial blemishes migrate to a spot on your back. +2 Charisma.	185 186	Filter Tongue. Like a butterfly net, 2' long. Can scoop fish out of water or filter soup. Long Nose. Bulbous, like a mushroom.
Stra	inge Voice. Something has gone awry with your vocal cords. Your voice sounds like a distressed cat.	187	Patterned Skin. Disruptive camouflage. No effect.
	ctal Fingers. One hand only. Cannot drop objects held in that hand. 2d1000 fingers. rible Bloating. Something is wrong with your guts. Save every time you eat a ration or take 1 damage.	188 189	Enhanced Genitals. Whatever you had going on down there is different and better now. Gasbag. Your stomach bloats. You hover and float like a balloon.
Foul	l Stench. Rotting fish and boiled hooves4 Stealth.	190	Frog Eyes. Bulge and retract every time you swallow.
	us Vomit. 10' cone, 1d4 damage. Requires 1 ration to recharge. No other effect from the ration. ion of Normality. You revert to your normal, original form until you fail your next Save.	191 192	Spare Legs. Current legs divide into three. Shuffle at normal speed. Finger Frills. 3d10 tiny fingers up and down your neck and ribcage.
Con	cealed 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.
	sted Tongue. Doesn't fit in your mouth. Makes speaking difficult. ival. A missing body part, organ, or limb regenerates fully.	194 195	Carnivore. Can only eat meat for rations. Warts. All over the place.
Spid	der Gland. You can excrete 10' of rope per day.	196	Fire Breath. 30' cone, 1d6 damage, once per day.
	0 Eyes. They cover your body1d6 Charisma. You cannot be Surprised. ond Face. On your stomach. It can see and smell but not hear or speak.	197 198	Second Brain. In your guts. +1d6 Intelligence. If decapitated, you can live (blind, deaf, and dumb, but alive). Wonderful Odour. +1d6 Charisma. Smells of spices.
Meta	al Skin. Your skin is covered in metal plates. You cannot swim or wear armour. Your base defense is 18.	199	Addiction. You desire turnips. You take 1d6 Int. and Con. damage each day you do not have a turnip.
	ratory Fingers. Rearranged on hands, pointing in all directions. Cannot hold weapons. k Pouch. Inflates, becomes big and red.	200	Unstable. If you take 4 fire damage in 1 round, Save or explode. 3d6 damage, 20' radius. Gulper. You can eat something up to 2x your current size and still walk, very slowly.
Pun	y. You shrivel like a raisin, shrinking to a quarter of your former size1d6 to all stats.	202	Crown of Arms. 2d10 tiny arms grow in a ring around your head. No effect.
	ndular. Cheerful. Nothing can go wrong. Everything will turn out for the best. g Tongue. As a whip.	203	Blowhole. You can breathe through the top of your head or your normal mouth. Milk. 1x[# of breasts]+1 ration's worth per day. Painful if neglected for more than 3 days.
Face	e 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.
Glov	w Pockets. Can glow (as a candle) at will. It Horns. Small and pointy.	206	Long Legs. Gain an extra joint and 1' in height. Long Neck. Can rotate 360 degrees and peer around corners.
Clim	ber'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.
Elas Spel	stic Face. Features slide around in wild animation as you talk. Il Tumor. Gain 1 random spell in a lump on your head. It casts at a random hour, with random targets.	209 210	Extra Toes. 2d10 extra toes per foot. Poison Gas Breath. 30' cone, 1d6 damage, once per day.
Cha	meleon Eyes. Bulge, can look in 2 directions at once.	211	Youth. De-age 2d10 years.
Deta	can Mouth. +2 Inventory Slots. achable Tail. Newt-like. Falls off if you lose 6 HP in one hit.	212 213	Rabbit Teeth. Very Warm. +4 to Save vs Cold. Like a clay oven.
Sucl	kers. Your fingers end in suction cups. You can pick up anything.	214 215	Unbalanced Legs. One grows strong and thick. The other withers2 Movement. Frenzy. Gain the Rage trait (as Barbarian). Save each combat or activate it.
Thic	a Lobes. +1d6 Intelligence. & Skull1d6 Intelligence, +1d6 Constitution. Cannot be Stunned by physical attacks.	216	Teeth Warts. Molars all over.
Oily.	. All bodily fluids can be used as (smelly) lamp oil. 1 flask per day normally. tacle Fingers. All wiggly.	217 218	Bat Wings. Vestigial. Cannot fly. Dribbly. Your mouth salivates constantly, leaving a trail of slime down your front.
Stra	nge 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.
Spor	res. On death, coat a 30' radius in thick yellow spores. le Shell. Base Defense is 16 (as Plate). Cannot wear armour or clothes1d6 Dexterity.	220 221	Bird Hands. From the elbow down. Like chicken legs with four scaly fingers. Blood Fountain. Take 1d6 damage to spray blood from your pores 10' in all directions.
Swa	p. 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.
	table. Any body part chopped off combusts in 1d6 rounds. asts. 2x1d6. In rows.	223 224	Multiple Heads. 1d6 additional heads on your neck. The size of apples. They mutter and glare. Egg Laying. Once a week. Eggs are probably unfertilized. Taste delicious.
Patte	erned Skin. Squares or checks.	225	Bloat Bladder. If you fail a Save vs Fear, you inflate to a comical size.
	Tail. Curly. bured Pupils. Pick a colour (Red, Orange, Yellow, Green, Blue, Indigo, Violet, Octarine)	226 227	Tentacle Leg. Horrible and bendy, but it still works. Anosmic. Your nose disappears.
Com	npound 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.
Deta	achable Leg. Falls off if you take 6 damage in one round. Can be reattached. escoping Neck. Can grow or shrink as needed. Not very useful.	229 230	Worm Warts. All over. Like earthworms half embedded in your skin. Stump Teeth. Little white pegs.
Bab	y 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 al the time.
	nge Voice. Something has gone awry with your vocal cords. Your voice sounds like a clogged drain. gestible. You must Save vs commands.	232	Pheromones. Creatures of your race and the same gender find you very attractive. Third Eye. Roll for location.
Wor	m. Your legs fuse into one. You have difficulty climbing and riding a horse.	234	Long Nose. And 2d10 extra nostrils. Like a pepper pot.
	fident. You are absolutely convinced your mutations make you sexually appealing. Others may disagree. Eye. One of your eyes becomes black and weeps tar-like tears.	235 236	Sensitive. You need to Save to fall asleep each night. Hideous Morphing. Remove all current mutations. Roll once on this table for each mutation removed.
1000	0 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.
Trou	uble With Names. Everyone is "that guy" if you're in a hurry. Can find name in 2d6 rounds. iic. You can mimic all voices, music, and natural sounds.	238 239	Pheromones. Creatures of your race and opposite gender find you very attractive. Fast. You become slightly more nimble. Your Movement increased by 1d6.
Wat	ttes. Like a rooster.	240	Extra Head. Identical to your current one, but mirrored. No bonuses due to bickering.
	ne Trail. You sweat a horrible stinking ooze. sterious Dot. You project a red dot from one eye. 100' range, very bright.	241 242	Reactive Mutability. One hand grows to resemble anything you hold in the other hand. The Vapours. Your breath comes out in foggy white burps2 Stealth.
Hea	dless. Your head shrinks into your chest. Eyes, ears, nose, etc. Migrate appropriately.	243	Antlers. Two of them. Can be used as a club.
	npulsive Dancing. Save every time your hear music or dance along. hworm Blood. Your blood is now earthworms.	244 245	Huge Veins. They throb dangerously. Lightning Breath. 30' cone, 1d6 damage, once per day.
Stab	obing Limb. One arm becomes a long serrated spike of bone. As a sword.	246	Flesh Hose. Connects arm to torso.
	key Ears. Tufted. sitive Eyes. Cannot bear direct sunlight.	247 248	Dire Straits. Roll again twice. You get both mutations. Photosynthetic. You become green. You gain the effect of a ration from 4 hours in sunlight.
	rpion 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.

500	Mutations (3/4) Sensitive Skin. Unpleasant, itchy rash from touching copper.	1 d500 376	Mutations (4/4) Goat Eyes. Square pupils.
	Agile. Your limbs become longer and whip-quick. +1d6 Dexterity.	377	Addiction. You desire blood. You take 1d6 Int. and Con. damage each day you do not have a drink.
	Feather Frill. Brightly coloured feathers around your neck. Splinter Teeth. Your teeth are now glassy, brittle, horrible and pointy.	378 379	Slab Hands. Fingers fuse together. Can still hold weapons. Save to perform delicate tasks. Boils. Horrible red lumps all over your body. Save vs Wisdom to sleep.
	Ridges. All over, up and down your back and sides.	380	Mammal Love. All mammals instinctively want to be your friend. People are immune.
	Acidic Slobber. Can dribble a moderately strong acid on people. Second Stomach. You can eat and store 1 ration or potion for later use.	381 382	Spherical. All protrusions retract. Can extend legs and arms, but can also roll. Quick Nerves. +1d6 Dexterity and Wisdom.
	Fish Love. All fish instinctively want to be your friend. People are immune.	383	Dire Straits. Roll again twice. GM decides which mutation you get.
	Hunchback. Your spine bends upwards. Misshapen. May no longer run or ride a horse. Reduce Movement by 1/2.	384 385	Weak Grip. Cannot hold anything heavier than a pen in your hands. Snake Arm. A new one. Like an eyeless, noseless boa constrictor. Disobedient.
	Faulty Memory. Must Save vs Intelligence to recall details. Will lie to conceal ignorance.	386	Chameleon Skin. No bonus to hiding, as it always shifts to vibrant colours.
	Swap. Pick a mutation you currently have and replace it with one rolled on this table.	387 388	Albino. All pigment and colour leaches from your body. Your eyes are pink.
	Frog Eyes. They grow large and bulging. Emaciated. Reduce Strength, Constitution, and HP by 1d4. Need to eat 1 extra Ration per day.	389	Hydrophobic. Water slides off you. Heat-Sensing Eye. 30' range. Can see invisible creatures, etc.
	Hydra. If head cut off, Save. If passed, 2 new heads emerge.	390	Giant Antlers. 1d6 sets of them. Take up 1 Inventory Slot each. +1 Defense (total, no matter how many.)
	Hypnotic Eye. Lock eyes with a creature of 2 HD or less. It must Save or be stunned. Lightning Touch. Your skin tingles with electricity. No effect, but you are annoying to touch.	391 392	Lizard Tail. Hydra. If limb cut off, Save. If passed, 2 new limbs emerge.
	Addiction. You desire alcohol. You take 1d6 Int. and Con. damage each day you do not have a drink.	393	Needle Beak. Your lips are replaced with a sharp pointed beak. Too delicate to use as a weapon.
)	Grey Hairs. Age 2d10 years. Wyrdsight. One eye can see souls.	394 395	Ant Face. Face of an antling. Sugar Sticky. 1 person can lick you for 2 hours to gain the benefit of 1 ration.
	Spike Chin. Like a doorstop.	396	Feather Crest. Wiggles up and down with your emotional state. Makes bluffing difficult.
	Amoebic. You can split and reform yourself. Each half has half stats, half HP. Infinite splittings available. Joint Reversal. All your knees and elbows now bend the other way.	397	Ant Feelers. Can tell doppelgangers and illusions from real creatures. Hand Migration. They move to your elbows.
	Detachable Limbs. Your arms, legs, and head can be removed and reattached.	399	Cilla Lips. Wriggly. Seals food inside. Like kissing a millipede.
5	Ant Feelers. Eyes vanish. Can navigate by smell only (30' range). Extra Arm. Sticks off your back. It can hold things but it's not very convenient.	400 401	Second Feet. 2 of your legs have second, backwards-facing feet. No effect. Second Face. On your lower back. It can see, smell, and speak but not hear.
	Skin Slough. Your skin falls off, exposing muscles and sinew. Charisma becomes 24 to Save vs Disease.	402	Massive Brain. +1d6 Intelligence. Brain pokes out of your head. Cannot wear a helmet.
	Extra Arm. Sticks off your side. It can hold things including an extra weapon or a shield.	403	Vertical Eyelids. They blink sideways.
	Brittle spines. Useless, floppy spines on all sides. Cannot wear armour. Constantly shedding spines. Whiskers. They sense air currents and vibrations. +1d6 Wisdom.	404 405	Slug Slime. Can slowly climb any surface a slug could climb. Always sticky. Fangs. Your canine teeth sharpen. You deal 1d4 damage on a bite.
	Foul Stench. Sharp metallic vomit4 Stealth.	406	Elongated skull. Grows backwards, bulging oddly.
	Bird Wings. Huge, flappy. Fly speed equal to your Movement speed. Heart Cannon. Can fire heart at target, as a thrown dagger. Then Save vs Death.	407 408	Locust Blood. You bleed flying locusts. No effect, but they fly around if you are hit. Musk Gland. For marking territory. Smells like old socks.
	Lantern Jaw. Enormous underbite.	409	Migratory Mouth. It roves across your body like a slug.
	Twitchy. Something's wrong with your nerves. You vibrate and fidget at all times. Spindle Arm. A new one, red and feeble. Stick it into a fresh corpse to learn its secrets.	410 411	Gyroscopic Guts1d6 Constitution, +1d6 Dexterity. Cannot be knocked prone. Butterfly Wings. Cannot fly, but they do look pretty.
	Spindle Arm. A new one, red and reeble. Stick it into a fresh corpse to learn its secrets. Swap. Random mutation you currently is replaced with one rolled on this table.	412	Sensitive Skin. Unpleasant, itchy rash from touching iron.
	Slit Nostrils. Like a snake. Nose disappears.	413	Organ Vomit. You can throw up your stomach to distract predators by taking 1d6 damage.
	Beak. Your mouth becomes a chicken's beak. Vigorous Soul. +2 to Save vs Magic. You gain an ironclad ego.	414 415	Homunculi Gland. If you are killed, a new version of you with 1/2 all your Stats, HP, and memories bursts free. Mane of Hair. Sticks out in all directions, untameable.
	Flesh Hose. Connects head to torso.	416	Noisy Marrow. Any broken bones cause horrible wailing, hissing noises from the break.
	Cravings. You are hungry all the time. You consume twice as many rations as normal. Signal Pods. Two tentacles grow from your shoulders. The tips glow like matches.	417 418	Inflatable. If you take a Fatal Wound, you deflate, and can be rolled up like a bedroll. Molten Blood. Your blood is now molten iron. You a very warm. 2 Inventory Slots are filled with Iron Blood.
	Toxic Blood. Immune to poison and disease. At 0 HP or below, any hits deal 1d4 damage to attacker.	419	Migratory Teeth. Your teeth swim around under your skin, re-emerging at mealtimes. No effect.
	Hindbrain. Can sleep while walking or riding a horse. Secret Proboscis. Can extend to drink water or other liquids from tall glasses.	420 421	Boneless. Gain +1d6 Dexterity. You can squeeze through gaps as small as your head. Stabbing Limb. One arm becomes a telescoping spear of sinew and bone. As a spear.
	Glorious Skin. Your skin becomes soft, smooth, and faintly luminescent. Gain 1d6 Charisma.	422	Poison Spines. Quills on all sides. Cannot wear armour. 1d6+1d4 poison damage by running into people.
	Tar Blood. You bleed black tar. Perfect Teeth. A winning smile. +1d6 Charisma	423 424	Burrowing Nails. If you scratch or slash someone, a nail breaks off and slides into their skin. Eye Cleaners. Instead of blinking, tongues come out to clean your eyes.
)	Life-Eater. Need to eat 1 living creature a day or take 1d6 damage. Vermin work.	425	Fragile. Increase all incoming physical damage by 1.
	Fur. Sprouts in tufts	426	Burst of Speed. Take 1d6 damage to double movement for 10 minutes.
	Retract. You can return to your normal form for 1d6 minutes per day. Flipper Feet2 Movement on land, +2 Movement in water.	427 428	Fluted Face. Your sinus passages become twisted and musical. Woodwind sneezes. Poison Cyst. Any poison you ingest is shunted into a transparent cyst on your waist.
	Enormous Head. Your head swells to twice its usual size.	429	Beetle Blood. Your blood is now beetles.
	Mind Split. You start hearing voices. The voices are you, or part of you. Second thoughts are good. +1d6 Int. Second Mouth. Inside the first one. Repeats what you say with a very slight delay.	430 431	Snail Shell. Base Defense is 14 (as Chain). Cannot wear armour1d6 Dexterity. Ink Cloud. If you fail a Save vs Fear, you spray ink in a 20' radius.
	Glass Flesh. Blue-white and brittle. Any fall damage you take is doubled.	432	Evil Eye. One of your eyes becomes red and glows in the dark.
3	Mental Regression4 to Intelligence. Cannot read, write, or cast spells. Mindless. Intelligence becomes 1. You obey any stern, simple order. Maybe time for a new character?	433 434	Moist. Cannot be set on fire. Reduce all fire damage by 1. Dead Nerves. Immune to pain. Gain 1d6 HP.
)	Pinecone Skull. Your head fold and ripples into a layered, complex shape.	435	Extra Leg. Gain an extra leg. It doesn't speed you up or slow you down.
	Insect Love. All insects instinctively want to be your friend. People are immune.	436	Cow Tail.
2	Patterned Skin. Spotted. Huge. You grow, unevenly. Gain 1d6 Strength, Constitution, and HP. Lose 1d6 Intelligence.	437 438	Acid Sweat. Clothes and armour are destroyed in 12 hours. A slap deals 1d4 acid damage. Dismal Genitals. Whatever you had going on down there is different and much less impressive now.
	Owl Eyes. Large but very deep set.	439	Abhor. Pick one thing (rain, leopards, arrows). It abhors you and you abhor it, as if repelled by a magnet.
5	Mutable. If you have sex with someone, randomly allocate mutations between participants. Unstable. On death, body flails and runs around mindlessly for 10 minutes.	440 441	Compound Eyes. Like a fly's. Rubber Flesh. +1d6 HP.
7	People-Eater. Can only eat people for rations.	442	Foam Blood. Any Fatal Wound you take fills 1d6 10'x10'x10 cubes with sticky red mist.
3	Mirrored Hands. They swap sides. Tentacle Arm. One arm only. Works as normal, but slimy and flexible.	443 444	Flaps. Strange glowing pancake-like things grow from your limbs. Goop Blood. You bleed thick green goop
)	Synthesia. Your senses are confused and miswired. You taste colours, etc1d6 Wisdom.	445	1000 Tongues. They cover your body1d6 Charisma, -4 to Save vs Poison.
2	Manic. Choose a repetitive activity (knitting, screaming, etc.) Replaces sleep. Still takes 4hrs. Head Rotation. Flips upside-down on your head.	446 447	Dragonfly Wings. Very fragile. Fly speed equal to your Movement speed. Can hover. Parasite Friends. They live in your guts. Need to eat 1 extra Ration per day.
3	Centipede. Your legs fuse and then grow 10x1d10 little legs. You move and climb normally.	448	Glue Fingers. Your fingertips dribble sticky glue. Can't use it to climb. Gums up book pages.
	Lumps. All over the place. The size of apples.	449	Bent Face. All facial features migrate to one side and smush together.
	Glow Pockets. Constantly glowing. Too dim to use to navigate, but easy to spot4 Stealth. Well Protected. You are immune to most diseases. Your white blood cells are ant-sized.	450 451	The Voices. You can hear the other players (not PCs) make jokes sometimes. Hairless Body. All hair flees in a sudden burst.
	Hole. Mysterious hole right through your torso.	452	Trunk. A long prehensile trunk grows on your face. Acts like another arm, but with Strength 4.
3	Lightning Blood. Immune to lightning. At 0 HP or below, any hits deal 1d6 damage to attacker. Wheezing Voice. Cannot shout. Breathe in or out every three words.	453 454	Elastic Limbs. Your joints rotate in all directions. +1d6 Dexterity. Atrophy. 1d6 of your limbs become withered and useless.
1	Retractable Claws. Like a cat. 1d4 damage.	455	Rasp Tongue. Good for cleaning meat off bones.
)	Strange Voice. Something has gone awry with your vocal cords. Your voice drops three octaves. Breast. Just the one. If you already had some, you get a spare.	456 457	Migrating Genitals. Whatever you had going on down isn't going to be down there for much longer.
3	Dire Straits. Roll again twice. Other players vote secretly on which mutation you get.	458	Very Cold. +4 to Save vs Heat. Almost corpse-like. Solid Blood. You bleed red crystals.
1	Head Crest. A bony ridge sprouts along your forehead.	459	Crocodile Face. Face hinges open. Lots of new teeth. Bite attack does 1d6 damage.
5	Detachable Head. Falls off if you take 6 damage in one round. Can be reattached. Gills. You can breathe underwater.	460 461	Fire Blood. Immune to fire. At 0 HP or below, any hits deal 1d6 damage to attacker. Spell Tumour. Gain 1 random spell in a lump on your head. Squeeze lump, cast spell with 2 MD.
	Snake Tongue. Can extend up to 1'.	462	Colour Ripple. You are always the colour of the thing you are looking at.
	Bizarre Colour. Your skin glows a new colour (red, orange, yellow, green, blue, indigo, violet, octarine) No Nails. Toenails and fingernails vanish.	463 464	Large Ears. They double in size. Asymmetry, Everything you have 2 of you now gain an extra one of. Roll to see if it's on the left or right side.
	Petal Ears. Like flowers. Big, fleshy flowers.	465	Glandular. Depressed. Everything is awful and nobody cares.
	Chameleon Skin. +4 Stealth. Anemone Head. Crown of orange tentacles. Sting deals 1d4 damage.	466 467	Churning Guts. Can eat rotten food as rations. Strange Voice. Something has gone awry with your vocal cords. Your voice rises three octaves.
	Utterly Jaded. Gain a +8 to Save vs Fear.	468	Unstable. On death, burst messily. 2d6 acid damage, 10' radius.
	Mismatched Flesh. Lots of lines and ripples1d6 HP.	469	Rippling Muscles. +1d6 Strength.
	Prehensile Feet. Function as hands. Out of Phase. You can hover through solid objects by taking 1d6 damage per round.	470 471	Porcupine Spines. Quills on all sides. Cannot wear armour. 1d6 damage by running into people. Moronic. Large parts of your brain grow wings and fly away2d6 Intelligence.
	Blindness. All your eyes go milky white.	472	Spike Tongue. Good for opening bottles but not much else.
3	Colour Ripple. You are always the colour of the sky overhead. Occasional Scales. Not quite lizard, not quite fish, not quite total coverage.	473 474	Secret Pocket. Can hide 1 thing the size of an apple. Spike Warts. All over.
1	Glue Toes. Your toes dribble sticky glue. Can't use it to climb. Slowly fills up boots.	475	Head Crest. Waving tentacles.
	Long Bone Cannon. Can fire bones from arms (as crossbow). Arms are floppy afterwards. Feathered Skin. You develop patches of feathers.	476 477	Bird Leg. Just one. Unstable. On death, limbs run away to pursue separate diabolical agendas.
	Cubic. Your body becomes a sort of cube, with your limbs and head at separate corners.	478	Rubber Flesh. Any fall damage that would kill you reduces you to 0 HP instead.
	Rabbit Legs. Jump twice as high. Rocket Fingers. You can fire your fingers as thrown daggers. The fingers do not come back.	479 480	Tusks. Like a boar. Thick Fir. Coats your entire body. +4 to Save vs Cold.
	Fur. Coats your head and back.	481	Unpalatable. You smell unappetizing. Most creatures won't consider you edible.
	Second Face. On the back of your head. Has all the normal senses, can speak.	482	Detachable Genitals. You grow new ones in 1d6 days.
	Foul Spit. As a thrown dagger, 1d4 acid damage. Once per round, instead of attacking. Compressible. Squishy. Can squeeze under a door, given time.	483 484	Full Body Dandruff. It just flakes off of you. Wind Blood. At 0 HP or below, you make a horrifying whistling scream. May require a Morale check.
	Goat Face. Face of a goatling.	485	Moulting. Once per week you shed your skin. Can be used to make coats or blankets.
	Curdling Scent. Something you emit curdles milk and blisters paint1d6 Charisma. Folding Limbs. Any extra limbs you have or gain can be folded away inside your torso.	486 487	Spiracles. You can breathe through your thighs and ribs. Atrophy. Your head shrinks to the size of an apple1d6 Int, Wis, and Cha.
	Spare Organs. A hairy hump with a heart, lung, liver, and stomach grows on your back.	488	Stiff Joints. Cannot bend knees, elbows as easily2 Movement, -1d6 Dexterity
	Rash. Horrible red lumps with white heads coat part of your body. They migrate with the moon's phases. Powerful Legs. Thick tendons and springy joints. +2 Movement.	489 490	Hibernate. You can fall asleep and rest for 1 year without food or water. Mirnic. You think you can mirnic voices but they always sound eerie and tormented.
	Ethereal Feelers. They sense danger. +1d6 Wisdom.	491	Mute. Your tongue slides away like a leech.
	Mammal Hatred. All mammals instinctively fear or hate you. People are immune.	492	Mimic. If you eat someone's face, your face will look like their face for 1 day.
	Bat Ears. Can sense 30' in the dark by clicking. Fins. One on your back, two on your sides. +2 Movement in water.	493 494	Single Bat Wing. Roll for location. Useless. Herbivore. Can only eat plants for rations.
)	Split Direction. If you are angry, gain +2 Strength. If you are calm, gain +2 Intelligence.	495	Burst of Arms. 1d6 feeble ones, emerging from one point, just under an armpit. Can hold several things.
	Craven. Gain a -4 to Save vs Fear. Iron Hair. Spikes and wires. Cannot wear hats; need to shave with clippers. Painful.	496 497	Extra Fingers. 2d10 extra fingers per hand. Gills. You need to spend at least 4 hours a day in water or you take 1 damage per hour.
	Dead Black Eyes. +2 Save vs Fear.	498	Stump Legs. Lose a joint and 1' in height.
3 4	Crystal Skin. Your skin is brittle and rocky. You cannot swim.	499	Dead Skin. You lose your sense of touch.