

1d1000 Mutations

1d1000	Mutation	Effect
1	Grotesque	Distressingly deformed, scarred, or mangled. -6 Charisma, then roll again.
2	Corrupted Organs	Your guts writhe. If severely wounded, everyone within 30' must Save vs Fear.
3	Bat Wings	Fly speed equal to your movement speed.
4	Extra Mouths	Gain 2d6 extra mouths on your head and neck.
5	Barrel Chest	Stout, broad, and cylindrical. +1d6 Constitution, +1d6 HP.
6	Lamarckian	One hand turns into a random mundane tool. Roll 1d100, pg. ##.
7	Hooved	Two of your legs end in hooves. Can't wear shoes, require horseshoes.
8	Unstable Flesh	On death, your parasitic limbs try to grapple nearby creatures and fuse to them.
9	Crab Arm	One hand becomes a claw. 1d8 crushing damage, but always hits last in combat.
10	Hook Fingers	Locked and bony. 1d6 slashing damage, but cannot hold weapons.
11	Patterned Skin	Vertical stripes of dark and light tones.
12	Inside Out	Horrible. Charisma becomes 2, HP is halved.
13	Hole	Mysterious hole right through your forehead.
14	Poison Spot	Blue coin-sized spot on your stomach. Anyone who touches it must Save or die.
15	1,000 Noses	All over your body. -1d6 Charisma. You can smell as accurately as sight to 30'.
16	Eye Wipers	Tiny arms grow from temples. They comb your eyebrows and wipe your eyes.
17	Neck Frill	Orange. Can inflate to frighten beasts or children. May require a Morale check.
18	Foul Stench	Reek of burnt meat and hair. Stealth becomes very difficult.
19	Magnetic Sense	Can sense magnetic north unless near a strong magnetic field or iron.
20	Hinged Head	Enormous toothy grin ear-to-ear. Head opens like a box.
21	Leathery Hide	Always count as wearing leather armour.
22	Lightning Speed	Becomes twitchy and nimble. +1d6 Dexterity, double movement speed.
23	Venomous	Your natural attacks (bite, claw, etc.) deal +1d4 poison damage.
24	Spike Teeth	Long and serrated. If damaged, new teeth regrow in 1 week.
25	The Vapours	Emit clouds of stinking yellow vapour from your ears. Stealth nearly impossible.
26	Milk	1 ration's worth per day. Painful if neglected more than 3 days. Details up to you.
27	Monkey Tail	Can grip items. Significant bonus to climbing tests.
28	Bizarre Colour	Skin flickers between two colours like a broken TV screen.
29	Hulking Arms	They grow huge as your legs shrink. You can walk on them. +1d6 Strength.
30	Enlarged Bravado	No sense of danger. Immune to fear. Will take some but not all precautions.
31	Pheromones	Your sweat repels insects. 20' radius.
32	Atrophy	A random limb becomes withered and useless.
33	Inverted	Legs swap with arms. Movement unimpeded.
34	Angelic Face	Like a porcelain mask. +1d6 Charisma.
35	Sensitive Skin	Unpleasant, itchy rash from touching silver or iron.
36	Bird Wings	Vestigial. Cannot fly.
37	Stabbing Limb	One arm ends in a sharp point of bone. Counts as a dagger.
38	Mute	Your tongue disappears.
39	Unusual Genitals	Whatever you had going on down there is different and weird now.
40	Purple Spores	Purple mushroom cap hair. On death, coat a 30' radius in hallucinogenic spores.
41	Single Bird Wing	Located on a random limb. Useless.
42	Feeble Jaw	Enormous overbite.
43	Third Eye	On your forehead. No effect, but it looks properly mystical.
44	Dog Face	Jowls, long nose, droopy ears. No fur, just wrinkles.
45	Perfect Memory	Can recall trivial details about every event in your life.
46	Bad Posture	Head swapped with leg. Halve movement speed.
47	Skin Flaps	Like flying squirrel wings. Fall slightly slower than normal.
48	Long Nose	Protruding, angular. 6+1d6" long.
49	Strange Walk	Your joints fire in an odd order. Slightly reduce movement.
50	Crown of Tentacles	2d10 tiny blue tentacles grow in a ring around your scalp.

1d1000	Mutation	Effect
51	Spider Neck	Neck itches. On death, head is revealed to be a spider living on your body.
52	Mental Backsliding	-1d6 Intelligence. Cannot read or write.
53	Hair Migration	All of your hair migrates to the top of your head in a huge tuft.
54	Caterpillar Limbs	Legs and arms become soft boneless flesh-tubes.
55	Cyclops	All of your eyes migrate to the centre of your face and fuse into one large eye.
56	Boiling Obesity	Weight fluctuates hourly as fat deposits shift, grow, and shrink.
57	Finger Mouths	Every finger ends in a tiny lamprey mouth. Can use them to eat or drink.
58	Rearrangeable	You can slide your limbs to new positions. 1 hour per limb.
59	Fly Cluster	A pocket of writhing fly legs appears on one of your arms.
60	Toe Growth	Your big toes grow as large as the rest of your foot. You will need new boots.
61	Alluring Face	All your facial blemishes migrate to a spot on your back. +2 Charisma.
62	Yowling Voice	Something has gone wrong with your vocal cords. You sound like a distressed cat.
63	Fractal Fingers	One hand only. Takes 1 hour to drop objects held in that hand. 2d1000 fingers.
64	Horrible Bloating	Chemical factory guts. Save after every meal or take 1 damage.
65	Fishy Smell	Rotting fish and boiled oysters. Stealth becomes very difficult.
66	Bilious Vomit	10' cone, 1d4 damage. Requires a meal to recharge.
67	Sensing Lumps	Pale boils on neck. If danger approaches, they glow green. Cannot be surprised.
68	Moss Hair	Hair becomes vibrant green moss.
69	Bloated Tongue	No longer fits in your mouth. Makes speech difficult.
70	Stingtail	2' long, whip-like. 1d4 poison damage sting to anything directly behind you.
71	Spider Gland	Can excrete 10' of rope per day.
72	1,000 Eyes	All over your body. -1d6 Charisma. You cannot be surprised in combat.
73	Second Face	On your stomach. It can see and smell but not hear or speak.
74	Metal Skin	Covered in metal discs. Counts as chain armour. Cannot swim or wear armour.
75	Migratory Fingers	Rearranged on hands, pointing in all directions. Cannot hold weapons.
76	Neck Pouch	Big and red. Can inflate at will.
77	Ring Spiral	Alternating rings of flesh tone and a vibrant colour, centred on your torso.
78	Glandular Fever	Perpetually cheerful. Nothing can go wrong. Immune to fear.
79	Frog Tongue	10' range, can pick up light objects with an attack roll.
80	Face Bubble	Eyes are protected by a clear chitin dome across your face.
81	Glow Pockets	Greenish spots all over body. You can glow as brightly as a candle at will.
82	Goat Horns	Small, black, and pointy.
83	Elastic Face	Facial features slide around in wild animation as you talk. -2 Charisma.
84	Barnacles	2d10 White cones on body. They feed on smoke, dust, and pollen.
85	Chameleon Eyes	Bulging conical eyes. Can look in two directions at once.
86	Pelican Mouth	Yellow flap in jaw. Can carry a bucket's worth of water or fish.
87	Detachable Tail	Newt-like. Falls off if you lose 5 or more HP from one attack.
88	Suckers	Your fingers end in suction cups. Can pick up anything.
89	Extra Lobes	+1d6 Intelligence. Head veins bulge unpleasantly.
90	Oily	All bodily fluids can be used as (smelly) lamp oil.
91	Thick Skull	-1d6 Intelligence, +1d6 Constitution. Very hard to knock unconscious.
92	Tentacle Fingers	All wiggly.
93	Distorted Voice	Something has gone wrong with your vocal cords. You sound like a faxed duck.
94	Parasite Hat	Light pink, looks like a cap. Actually an octopus fused to your nervous system.
95	Yellow Spores	Yellow mushroom cap hair. On death, coat a 30' radius in flammable spores.
96	Turtle Shell	Count as wearing plate armour. -1d6 Dexterity. Cannot wear armour.
97	Filter Bill	Mouth becomes a 1" long flat bill with strainer. Good for soups or shrimp.
98	Flammable Flesh	Any body part chopped off combusts in 1d6 rounds.
99	Breasts	2x1d4. In rows.
100	Patterned Skin	Squares or checks in light and dark tones.

The first 500 mutations in this table are biological mutations. The next 500 are supernatural mutations. The use of either is left up to you. All stat adjustments listed in this table are suggestions.

If a mutation doesn't fit the tone of your campaign, pick a different one or alter the effect. With 1000 mutations to choose from you've got plenty of options. Embellish descriptions as needed.

1d1000	Mutation	Effect
101	Pig Tail	Curly and pink.
102	Coloured Pupils	They faintly glow a random colour.
103	Compound Eyes	A whole bunch of little eyeballs in each socket, like a raspberry.
104	Detachable Leg	Falls off if you lose 5 or more HP from one attack. Can be reattached.
105	Telescoping Neck	Can grow up to 2' long or shrink to nothing.
106	Baby Bird Heads	A ring of them around your neck. They cheep and demand food.
107	Gurgling Voice	You sound like a clogged drain.
108	Quad Eyes	One forward, one left, one right, one behind. 360 degree vision.
109	Worm Body	Legs fuse together. Difficult to climb or ride a horse.
110	Evil Eye	One of your eyes becomes black and weeps tar-like tears.
111	1,000 Ears	All over your body. -1d6 Charisma. You can hear as accurately as sight to 30'.
112	Mantis Arm	One arm gains several extra joints. Can unfold to 10' length, fold back up again.
113	Inverted Face	Eyes become two mouths. Mouth becomes one large eye.
114	Mimic	Can imitate all voices, music, and natural sounds. Mouth becomes trumpet-like.
115	Wattles	Like a rooster. Dangly and red.
116	Slime Trail	You sweat a horrible stinking ooze. Tracking you is trivial.
117	Mysterious Dot	You project a red dot from one eye. 500' range.
118	Headless	Head shrinks into your chest. Eyes, ears, nose, etc. migrate appropriately.
119	Rhythmic	Save whenever you hear music or dance along.
120	Earthworm Blood	Your blood is now earthworms.
121	Sword Limb	One arm becomes a long serrated bone spike. Counts as a sword.
122	Donkey Ears	Tufted.
123	Sensitive Eyes	Cannot bear direct sunlight. Eyes continually weep.
124	Scorpion Tail	Gain an extra attack that deals 1d4 poison damage on a hit.
125	Chick Body	Two arms vanish and are replaced with useless wings. Two legs grow very large.
126	Insect Hatred	All insects instinctively hate you. Grow green spirals of hair on your limbs.
127	Hog Nose	Bristly pink cone with two large nostrils.
128	Shoulder To Cry On	Head swapped with arm.
129	Two Necks	Attached to one head. Trick to decapitate. Can sing in harmony with yourself.
130	Helpful Tentacles	Two red and blue tentacles appear on shoulders. They try, badly, to help.
131	Asymmetry	Everything you have two of you now have one of. Roll for left or right sides.
132	Iron Nails	Fingernails, toenails, and teeth of iron. You can chew through leather.
133	1,000 Sores	All over your body. -1d6 Charisma and Constitution.
134	Comb	Red ridge down head. Flops to one side.
135	Frog Pouch	Can croak extremely loudly. 1 mile radius. Requires immobility.
136	Serrated Teeth	Teeth become sharp and sturdy. Deal 1d6 damage on a bite.
137	Resilient Skin	Thick rubbery layer. Blue-green tinge. Reduce incoming physical damage by 1.
138	Booming Hoot	Once per hour, can hoot incredibly loudly. 1 mile radius.
139	Iron Skin	Flakes in rusty layers. Counts as chain armour. Cannot wear armour.
140	Bristly Beard	Black, long, and coarse. Almost like quills.
141	Pin Face	Head shrinks to a narrow point. Bulging eyes on either side. -1d6 Charisma.
142	Long Spine	Torso doubles in length. Legs shrink to keep height the same. Halve movement.
143	Shimmering Hair	Changes colour based on temperature from purple (cold) to red (hot).
144	Retractable Head	Can shrink into torso, leaving only hair exposed.
145	Insect Bait	Insects find you attractive and want to lick you. Honey-like sweat.
146	Goat Legs	Two of your legs become goat legs. Can run over rocky or broken terrain.
147	Unsettling Laughter	Your laugh requires children, animals, and hirelings to Save vs Fear.
148	Bizarre Hues	Your skin turns a vibrant colour.
149	Musk Gland	For marking territory. Smells strange, yet intriguing.
150	Stinging Skin	Anyone you touch must Save or be stunned for 1 round.

1d6	Body Parts	Colours	Alt. Colours
1	Left Leg	Red	Black
2	Right Leg	Orange	White
3	Torso	Yellow	Grey

1d6	Body Parts	Colours	Alt. Colours
4	Left Arm	Green	Puce
5	Right Arm	Blue	Taupeamarine
6	Head	Purple	Splunge

1d1000	Mutation	Effect
151	Clawed Fingers	Retractable cat-like claws. Unarmed attacks deal 1d6 damage.
152	Ink Skin	You can cause words or patterns to appear on your skin by concentrating.
153	Thirsty	Hair becomes blonde and bristly. You desire water all the time.
154	Horse Tail	Long and soft. Useful for shooing away flies.
155	Feathered Skin	You are covered in glossy rainbow feathers.
156	Evil Eye	One of your eyes becomes green and wobbly. If you die, it becomes a slime.
157	Duplication	Split in half. Reduce all stats by 1d6. Halve HP. Your "twin" rolls new stats and HP.
158	Wracked	Your body twists and deforms. -1d6 Constitution.
159	Spindle Arm	Grow a red and feeble arm. Stick it into a fresh corpse to make it walk and talk.
160	Hunchback	You store a huge heap of fat on your back. Take twice as long to starve.
161	Corpulent	Bloat unpleasantly. Halve movement speed.
162	Mooncalf	Your head becomes silver and swollen. Can eat 4 hours of moonlight as a meal.
163	Eyestalk	One of your eyes extends on a tube. You can look over your shoulder.
164	Neuter	Your genitals fly away on little bat wings. They frighten drunk people at night.
165	Rabbit Ears	Fluffy.
166	Mouse Blood	Your blood is now mice.
167	Egg Laying	Once a week. If kept warm, eggs hatch into horrible malicious mini-clones.
168	Glue Blood	Your blood is now glue. At 0 HP or below, any hit traps the weapon used to hit you.
169	Redbelly	Front half, below neck, becomes bright red and scaly.
170	Grinding Throat	Can eat tough objects (leather, wood, etc.). While hungry, you rumble ominously.
171	No Lips	Exposed teeth and gums. -2 Charisma. Dribbly.
172	Gaseous Guts	At 1 HP or below, everyone within 30' must Save or be poisoned. 1d4 damage.
173	Ram Horns	Large and curled.
174	Forehead Friend	Tiny version of you, from the waist up, grows from where your face used to be.
175	Patterned Skin	Halved, with each half a different colour.
176	1,000 Mouths	All over your body. -1d6 Charisma. Can shout very loudly.
177	Cold Blooded	Extremely slow while cold.
178	Caustic Spray	Pulsing glands on back. Can fire a 20' cone of acid (2d6 damage) once per day.
179	Starskin	Pure black with white star-specks.
180	Fish Hatred	Fine scales near eyes and joints. Fish loathe you and will destroy you if they can.
181	Migrating Eyes	Eyes move to edge of face.
182	Gutmouth	Lower jaw migrates down to belly button. Can eat tall or wide objects.
183	Frenzy	Red worm-like veins. When angry, +2 Strength but no subtlety or tactical ability.
184	Feathered Skin	Black and white patches. Elegant and insulating.
185	Filter Tongue	Long butterfly-like proboscis. Can drink liquids up to 2' away.
186	Bulbous Nose	Nose turns into a dense red-black mushroom-like growth.
187	Patterned Skin	Disruptive camouflage-like blotches in three colours.
188	Gasbag	You float and hover like a balloon. You weigh nothing. Halve movement.
189	Enhanced Genitals	Whatever you had going on down there is exciting and better now.
190	Frog Eyes	Bulge and retract every time you swallow.
191	Spare Legs	Current legs divide into three. Shuffle at normal speed.
192	Finger Frills	3d10 tiny fingers up and down your neck and ribcage.
193	Soggy Teeth	Like damp bread. Hard to chew tough food.
194	Branchskin	Take 1 damage to extrude 2d6 dry branches 6" from skin.
195	Warts	All over the place. -1 Charisma.
196	Fire Breath	30' cone, 1d6 damage, once per day. Charred lips, charcoal tongue.
197	Second Brain	In your guts. +1d6 Intelligence. If decapitated, you can live (without senses).
198	Wonderful Smell	+1d6 Charisma. Smells of spices. Stealth becomes difficult.
199	Blanket Ears	Like a cloak.
200	Explosive Flesh	If you take 5 fire damage in 1 round, Save or explode. 3d6 damage, 20' radius.

1d6	Condensed Mutations	Stat (+/- 1d6)
1	Wizard- Mark	Strength
2	Beast- Transformation	Dexterity
3	Flesh- Curse	Constitution

1d6	Condensed Mutations	Stat (+/- 1d6)
4	Insect- Enhancement	Intelligence
5	Mind- Blending	Wisdom
6	Limb- Growth	Charisma

1d1000	Mutation	Effect
201	Gulper	Transparent blue skin. Can eat something twice your size and still slowly move.
202	Crown Of Arms	2d10 tiny arms grow in a ring around your head.
203	Blowhole	Nose moves onto top of head.
204	Abominable	Covered in thick white fur. Immune to cold weather.
205	Grappling Hand	On tendons. Can throw it 20', retract. Cannot lift you, but can pull light things.
206	Long Legs	Gain an extra joint and 1' in height.
207	Lamprey Mouth	Can suck on a creature to heal 1 HP every 5 minutes.
208	Extra Toes	2d10 extra toes per foot.
209	Poison Gas	30' cone, 1d6 damage, once per day.
210	Youth	De-age 2d10 years. Live twice as long as normal.
211	Rabbit Teeth	Sharp and square.
212	Long Neck	Can rotate 360 degrees and peer around corners.
213	Very Warm	Gently steaming, like a boiling pot. Immune to cold weather, -2 cold damage.
214	Unbalanced Legs	One grows strong and thick. The other withers. Halve movement.
215	Flattened	Body compresses into a disc ringed by limbs. Head in middle. Halve movement.
216	Teeth Warts	Molars sprout all over your body.
217	Bat Wings	On top of your head. Vestigial. Cannot fly.
218	Dribbler	Your mouth constantly salivates, leaving a trail of slime down your front.
219	Maggot Pouch	Fist-sized pocket on your chest dispenses large white maggots.
220	Bird Hands	From the elbow down. Like chicken legs with four scaly fingers.
221	Multiple Heads	1d6 additional apple-sized heads on your neck. They mutter and glare.
222	Egg Laying	Once a week. Eggs are probably unfertilized. Taste delicious. Light green.
223	Blood Burst	Take 1d6 damage to spray blood from your pores, 10' in all directions.
224	Bird Legs	2 of your legs become bird legs. Double movement speed.
225	Frozen Gullet	Throat grows white fur. Take 1 damage to cough up a 3" ice cube.
226	Bloat Bladder	If you are afraid, you can inflate to a comical size.
227	Tentacle Leg	Horrible and bendy, but it still works. Glowing purple.
228	Anosmic	Your nose flies off as if fired from cannon. It disappears forever.
229	Palm Spines	Your hands are very adhesive. Can climb anything a spider could climb.
230	Worm Warts	All over. Like earthworms half embedded in your skin.
231	Stump Teeth	Little white pegs, spaced far apart.
232	Hive Belly	A swarm of insects grows in your stomach. They buzz all the time.
233	Perfumed	Creatures of your race and opposite gender find you very attractive.
234	Third Eye	On a random location. Bright blue.
235	Pepper Pot Nose	Add 2d10 extra nostrils, all clustered around the middle of your face.
236	Hypersensitive	Blue feather-like plates all over. Save to fall asleep each night.
237	Hideous Morphing	Reroll all existing mutations, then gain 1d6 new mutations.
238	Crab Legs	2d6 of them, replacing your normal legs. Can scuttle sideways at normal speed.
239	Toe Jam	Toes leak a thin jam. Slowly fills boots. Tastes fruity.
240	Extra Head	Identical to current one, but mirrored. No bonuses due to bickering.
241	Reactive Hands	One hand grows to resemble anything you hold in your other hand.
242	Fog Burps	Your breath comes out in foggy white coughs. Stealth becomes difficult.
243	Antlers	Two of them. Covered in fuzz. Can be used as a club.
244	Huge Veins	Blue-black. They throb dangerously.
245	Lightning Breath	30' cone, 1d6 damage, once per day. Teeth glow blue and sizzle.
246	Flesh Hose	Connects arm to torso.
247	Dire Straits	Roll again twice. You gain both mutations.
248	Photosynthetic	You become green. 4 hours of sunlight counts as a meal.
249	Detachable Arm	Falls off if you lose 5 or more HP from one attack. Can be reattached.
250	Blindness	All your eyes fly away and roost in a nearby tree or crevice.

How much information should you give a newly mutated PC? I say all of it. It simplifies bookkeeping. Figuring out how a new mutation works can be fun, but it's a one-player game. Far better to give all the

information up front, let the player write it down, and then let them figure out ways to use (or mitigate, or even survive) their new form. Players should track their PCs' mutations. The GM has enough to do.

1d1000	Name	Profession / Shop
251	Jowls	Cheeks droop down to chest. Slight mottling.
252	Whip-Limbs	Your limbs become long and flexible. +1d6 Dexterity.
253	Feather Frill	Bright blue and white feathers around your neck.
254	Splinter Teeth	Your teeth becomes glassy, brittle, horrible, and pointy.
255	Ridges	All over, up and down your back and sides. Bony and lumpy.
256	Acidic Slobber	Can dribble a moderately strong acid on people.
257	Second Stomach	You can eat and store one meal or potion for later use.
258	Fish Love	Fat grey scales on your limbs. All fish love you and want to be your friends.
259	Spine Twist	Your spine bends upwards in a C-curve.
260	Gravel Skin	Grey-brown nodules all over. Great for hiding in debris.
261	Gold-Frog Eyes	Eyes become gold. Pupils are tree-branch shaped.
262	Finger Nose	Nose becomes a 6" finger with four joints and a fingernail.
263	Shrunk	Shrink to 2" high. All stats and HP become 2.
264	Emaciated	Reduce Strength, Constitution, and HP by 1d4. Thin as a twig.
265	Hydra	If head is cut off, Save. If passed, two new heads emerge.
266	Hypnotic Eye	Lock eyes with a creature of 2 HD or less. It must Save or be stunned.
267	Lightning Touch	Fingernails crackle. Smells of ozone. Constantly deliver static zaps to people.
268	Transparent Shell	Beetle-like plates on arms and legs. Counts as plate. Cannot wear armour.
269	Grey Hairs	Age 2d10 years.
270	Wyrdsight	One eye can see souls. Grey, milky, swirls like a stormcloud.
271	Spike Chin	Like a doorstep.
272	Amoebic	You can split and reform yourself. Each half has half stats, half HP.
273	Joint Reversal	All your knees and elbows now bend the other way.
274	Bark Skin	Brown, flaky, and dry. Take double damage from fire.
275	Ant Feelers	Eyes vanish. Can navigate by smell only (30' range). Wavy red feelers.
276	Extra Arm	Sticks off your back. It can hold things, but it's not very convenient.
277	Brittle Spines	Useless, floppy spines on all sides. Cannot wear armour. Constantly shedding.
278	Whiskers	They sense air currents and vibrations. +1d6 Wisdom.
279	Foul Stench	Sharp metallic vomit smell. Stealth becomes difficult.
280	Bird Wings	Huge, flappy, impressive. Fly speed equal to your movement speed.
281	Heart Cannon	Can fire heart at a target, as a thrown dagger. Then Save or die.
282	Lantern Jaw	Enormous underbite. When mouth is open, casts light as a lantern.
283	Twitchy	Something is wrong with your nerves. You vibrate and fidgets at all times.
284	Revival Arm	Grow a black and feeble arm. Stick it into a fresh corpse to learn its secrets.
285	Slimefleshed	Body has the texture of mashed potatoes. Double all incoming physical damage.
286	Slit Nostrils	Like a snake. Nose disappears.
287	Beak	Your mouth becomes a chicken's beak.
288	Vigorous Soul	Major bonus to resist magic. Gain an ironclad ego.
289	Flesh Tube	Connects back of head to front of torso.
290	Signal Pods	Two tentacles grow from your shoulders. The tips glow like matches.
291	Toxic Blood	Immune to poison and diseases. Blood deals 1d4 damage.
292	Hindbrain	Can sleep while walking or riding a horse.
293	Secret Proboscis	Invisible, glass-like. Can extend to drink water from tall glasses.
294	Glorious Skin	Soft, smooth, and faintly luminescent. +1d6 Charisma.
295	Decorative Feelers	Two bright blue feelers with yellow bases grow from your forehead.
296	Living Weapon	All limbs become spiked. All melee attacks deal +1 damage.
297	Radial	Lose all but 1 arm, then add 2+1d4 copies of that arm spaced around torso.
298	Tar Blood	You bleed black tar.
299	Perfect Teeth	A winning smile.
300	Vampire Fangs	Bite a living creature to deal 1 damage per round and heal 1 HP per round.

How many mutations can a PC gain? As many as you'd like, but for sanity's sake, exploding into a hideous flesh amalgam after gaining 2x the PC's level in mutations seems sensible. Adjust as needed

at lower levels, especially if PCs start with a mutation for any reason.

1d1000	Mutation	Effect
301	Fur	Grows in tufts. Matches your natural hair colour.
302	Eye Spots	Two realistic eyespots on forehead. Makes you look taller.
303	Flipper Feet	Half movement on land, double movement in water.
304	Enormous Head	Head swells to twice its usual size. Brain rattles around inside.
305	Hooked Bill	Mouth becomes a long, thin, sharply curved bill. Good for getting inside things.
306	Second Mouth	Inside the first one. Repeats what you say with a slight delay.
307	Glass Flesh	Blue-white and brittle. Any fall damage you take is doubled.
308	Bean-Brain	-4 to Intelligence. Cannot read, write, or cast spells.
309	Insect Love	All insects want to be your friend. People are immune.
310	Patterned Skin	Perfect circular spots of a colour.
311	Mindless	Intelligence becomes 1. You obey all orders. Maybe time for a new character?
312	Pinecone Skull	Head folds and ripples into a layered, complex shape.
313	Huge	You grow, unevenly. +1d6 Strength, Constitution, and HP. -1d6 Intelligence.
314	Owl Eyes	Large but very deep set.
315	Shrub Shoulders	A small plant grows from your back. Does nothing. Leaves get in eyes sometimes.
316	Unstable Tendons	You twitch a lot. Upon death, flail and caper wildly for 10 minutes.
317	Mirrored Hands	They swap sides.
318	Tentacle Arm	Worms normally, but slimy and flexible. Blue with white spots.
319	Synthesia	Your senses are confused. You taste colours, etc. -1d6 Wisdom.
320	Suction Mouth	Round ring of chitin instead of lips. Can suck in water or air very quickly.
321	Head Rotation	Head flips upside-down.
322	Centipede	All your legs fuse, then grow 10x1d10 little legs. Move and climb normally.
323	Lumps	All over your body. The size of apples.
324	Glow Fingers	Constantly glowing. Too dim to use for navigation, but easy to spot in the dark.
325	Well Protected	Bloodshot eyes. White blood cells the size of ants. Immune to disease.
326	Torso Plug	Mysterious hole and flesh plug through the middle of your torso.
327	Lightning Blood	Immune to lightning damage. Hits in melee deal 1d4 damage to attacker.
328	Wheezing Voice	Cannot shout. Breathe in or out every few words.
329	Thumb Claws	Thumbs become chitin hooks.
330	Deep Voice	Your voice drops three octaves.
331	Remutate	Roll again twice. Other players secretly or openly vote on which mutation you gain.
332	Head Crest	A bony ridge sprouts from your forehead.
333	Detachable Head	Falls off if you lose 5 or more HP from one attack. Can be reattached.
334	Gills	You can breathe underwater.
335	Snake Tongue	Can extend up to 1'.
336	No Nails	Toenails and fingernails vanish.
337	Petal Ears	Ears like flowers. Big, fleshy flowers.
338	Chameleon Skin	Makes stealth much easier. Adapts to background.
339	Breast	Just one. If you already had some, you've got a spare.
340	Anemone Head	Crown of orange tentacles. Deals 1d4 damage per round to exposed flesh.
341	Fuzzy Fingers	Covered in white itchy fuzz. Falls off, irritates mucus membranes.
342	Mismatched Flesh	Lots of lines, folds, and ripples. -1d6 HP.
343	Prehensile Feet	Function as hands.
344	Blindness	All your eyes go milky white.
345	Colour Ripple	You are always the colour of the sky overhead.
346	Intermittent Scales	Not quite a fish, not quite a lizard. Green patches all over.
347	Glue Toes	Toes leak a weak glue. Slowly fills boots. Does not help you climb.
348	Long Bone Cannon	Can fire arm bones (as crossbow). Arms are floppy until bones reinserted.
349	Feathered Skin	Patches of blue metallic feathers.
350	Cubic	Your body becomes a sort of cube, with your limbs and head at separate corners.

How should mutations be described? I suggest asking the player to briefly describe their PC's current appearance. Then, describe the changes. Add, embellish, or adjust as needed. If a mutation is

completely incompatible with the PC's current state, roll again, pick an adjacent one, or come up with some ludicrous amalgam. Mutations may cancel each other out or combine in horrible ways.

1d1000 Name	Profession / Shop
351 Rabbit Legs	Jump twice as high. Slightly luckier.
352 Dart Fingers	You can fire your fingers as thrown daggers. The fingers do not come back.
353 Fur	A thick black coat on your back, neck, and head.
354 Second Face	On the back of your head. Has all the normal senses, can speak.
355 Foul Spit	As a thrown dagger. 1d4 acid damage, once per round instead of attacking.
356 Compressible	Squishy. Halve fall damage. Can squeeze under a door, given time.
357 Goat Face	Face of a goat. Horns, square pupils, little beard.
358 Curdling Scent	Something you emit curdles milk and blisters paint. -1d6 Charisma.
359 Folding Limbs	Limbs, even extra ones, can be folded away inside your torso.
360 Spare Organs	A hairy lump with a heart, lung, liver, and stomach grows on your back.
361 Rash	Horrible red lumps with white heads coat your body.
362 Powerful Legs	Thick tendons, springy joints, kneecaps like apples. Jump twice as high.
363 Ethereal Feelers	White-grey mothlike antennae. Sense ghosts, strong magic up to 50' away.
364 Mammal Hatred	All mammals instinctively fear and hate you. People are immune.
365 Bat Ears	Can sense walls up to 50' away in the dark by clicking.
366 Fins	One on your back, two on your sides. Double movement in water.
367 Craven	Shrink inward, growing thinner and more timorous. Penalty to all Saves vs Fear.
368 Iron Hair	Spikes and wires. Cannot wear hats. Need to shave with clippers. Painful.
369 Dead Black Eyes	Like a doll's eyes.
370 Crystal Skin	Brittle and rocky. You cannot swim.
371 Deafness	Your ears pop like blisters.
372 Goat Eyes	Square pupils, perfect for watching widescreen television.
373 Plate Head	Head stretches and flattens. Eyes 3' apart. Tiny mouth in the middle.
374 Arm Body	All limbs fuse. Body becomes one giant arm ending in a hand. Halve movement.
375 Vulture Neck	Head becomes hairless. Neck grows wattles, yellow sacks. Can eat rotten flesh.
376 Spike Tail	Lizard-like with a forked end. Can deal 1d6 damage to anyone directly behind you.
377 Slab Hands	Fingers fuse together. You can still hold weapons. Delicate tasks very difficult.
378 Boils	Pulsing red lumps all over your body. Difficult to sleep.
379 Mammal Love	All mammals instinctively want to be your friend. People are immune.
380 Spherical	All protrusions retract. Can extend arms and legs, but can also roll.
381 Ejector Head	Head falls off, grows tiny arms. -8 to Strength, Dexterity, and Constitution.
382 Whim of Fate	Roll again twice. GM decides which mutation you get.
383 Weak Grip	Arm withers. Cannot hold anything heavier than a pen in one of your hands.
384 Snake Arm	Grow a new arm that's a snake. Not venomous. Disobedient.
385 Chameleon Skin	Shifts colours depending on mood. Not useful for camouflage.
386 Albino	All pigment leaches from your body. Your eyes are pink.
387 Hydrophobic	Water slides off of you. Float easily. Not soaked by rain.
388 Heat-Sensing Eye	30' range. Can see invisible creatures, etc. as rainbow silhouettes.
389 Giant Antlers	1d6 pairs. Can use them as a club, but very unwieldy.
390 Crocodile Tail	Large, green, scaly, and heavy.
391 Hydra Limbs	If a limb is cut off, Save. If you pass, two new limbs emerge.
392 Needle Beak	Lips replaced with a sharp pointed beak. Good for ants and soup. Bad for steak.
393 Ant Face	Compound eyes, hairy jaws, and segmented antennae.
394 Sugar Sticky	Licking you for one hour counts as a meal. One meal per day.
395 Feather Crest	White and fluffy. Wiggles up and down depending on your emotional state.
396 Segmented Feelers	Dark brown. Can tell doppelgangers and illusions from real creatures.
397 Hand Migration	They move to your elbows.
398 Cilia Lips	Wiggly. Seals food inside. Like kissing a millipede.
399 Second Feet	Two of your legs have a second set of backwards-facing feet.
400 Orchid Head	Can fold top of head completely backwards, stick blue tongue 6" up.

1d1000	Mutation	Effect
401	Second Face	On your lower back. It can see, smell, hear, and speak.
402	Massive Brain	Bulges out of your skull. Helmets must be custom made. +1d6 Intelligence.
403	Vertical Eyelids	You blink sideways.
404	Slug Slime	You can slowly climb any surface a slug could climb. Always slightly sticky.
405	Fangs	Your canine teeth sharpen. You deal 1d4 damage on a bite.
406	Elongated Skull	Grows backwards, bulges oddly. Glows faintly blue at night.
407	Locust Blood	You bleed flying locusts. If you lose a lot of blood, they form a 10' cubic cloud.
408	Rope Thumbs	Thumbs become 10' long, flexible, and as strong as rope. Can be coiled.
409	Migratory Mouth	It roams across your body like a snail. Random body part each day.
410	Gyroscopic Guts	Revolving innards. -1d6 Constitution, +1d6 Dexterity. Cannot be knocked prone.
411	Butterfly Wings	Cannot fly, but they do look pretty. +1 Charisma.
412	Sensitive Skin	Turn bright red for 1d6 hours if insulted or embarrassed.
413	Organ Vomit	Take 1d6 damage to throw up your stomach as a distraction. It regrows in 1 hour.
414	Homunculi Gland	Fetus-lump on chest. If you die, new version with halved stats and HP is born.
415	Mane of Hair	Sticks out in all directions. Untameable.
416	Noisy Marrow	Flute-like holes in long bones of arms and legs. Broken limbs whistle like a kettle.
417	Inflatable	Take 1d6 damage to inflate to a 15' helpless flesh-sphere. Can deflate at will.
418	Molten Blood	Red-hot iron. Very warm, cannot swim. Melee hits deal 1d4 damage back.
419	Cowardly Genitals	Disappear for 1d6 days off if you lose 5 or more HP from one attack.
420	Migratory Teeth	Teeth swim under skin, reassembling in your mouth at mealtimes.
421	Boneless	You can squeeze through gaps as small as your head +1d6 Dexterity.
422	Spear Limb	One arm becomes a telescoping spear of sinew and bone. Counts as a spear.
423	Poison Spines	Red and yellow. 2d4 poison damage by grappling someone. Cannot wear armour.
424	Burrowing Nails	If you scratch or slash someone, a nail breaks off and swims under their skin.
425	Eye Cleaners	Instead of blinking, your tongue emerges to clean your eyes.
426	Fragile	Parchment-like skin, grey muscles. Increase all incoming damage by 1.
427	Fluted Face	Sinus passages become twisted and oboe-like. Woodwind sneezes.
428	Poison Cyst	Any poison you ingest is shunted to a transparent bubble-cyst on your waist.
429	Beetle Blood	Your blood is now tiny black and green beetles.
430	Snail Shell	Counts as chain armour. Cannot wear armour. Halve movement, -1d6 Dexterity.
431	Ink Cloud	If you fail a Save vs fear, spray ink in a 20' radius.
432	Evil Eye	One of your eyes becomes red and glows in the dark. It weeps bloody tears.
433	Moist	Constantly drip. Cannot be set on fire. Reduce all fire damage by 2.
434	Dead Nerves	Flesh becomes grey. Immune to pain. +1d6 HP.
435	Extra Leg	Gain an extra leg. Doesn't alter movement speed.
436	Cow Tail	Long and spotted, with a tuft on the end.
437	Acid Sweat	Clothes and armour are destroyed in 12 hours. A slap deals 1d4 acid damage.
438	Flesh Cap	Forehead flesh folds downwards, almost covering eyes. Back of neck bulges.
439	Dismal Genitals	Whatever you had going on down there is different and less impressive now.
440	Abhor	Pick one thing (rain, leopards, arrows). You and it are repelled as if by magnetism.
441	Compound Eyes	Like a fly's. Large, green, gem-like.
442	Rubber Flesh	Black with treads. +1d6 HP.
443	Foam Blood	Any deep cut fills 1d6 10' cubes with sticky red foam and mist.
444	Flaps	Pale yellow pancake-like flaps grow from your limbs.
445	Goop Blood	You bleed thick green sludge.
446	1,000 Tongues	All over your body. -1d6 Charisma. Taste everything you touch or wear.
447	Parasite Friends	Fat purple worms in your guts. They sing at night. Need to eat twice as much.
448	Glue Fingers	Your fingers dribble sticky glue. Can't use it to climb. Gums up book pages.
449	Bent Face	All facial features migrate to one side and smush together.
450	The Rot	Flesh begins to fail and melt. Lose 1 permanent HP per day.

1d1000	Mutation	Effect
451	Hairless Body	All hair flees in a sudden burst.
452	Trunk	A long prehensile trunk grows from your face. Counts as an extra arm.
453	Sea Sponge Flesh	Turn into meat fog if you lose 5 or more HP from one attack. Reform in 1 minute.
454	Atrophy	1d6 of your limbs become withered and useless.
455	Rasp Tongue	Covered in little hooks. Great for getting the meat off bones.
456	Insect Shape	All limbs migrate towards armpits. Torso dangles below or behind.
457	Very Cold	Almost corpse-like. Reduce incoming cold damage by 2.
458	Solid Blood	You bleed red crystals. They slowly melt in direct sunlight.
459	Crocodile Face	Hinges open. Lots of new teeth. Bite attack deals 1d8 damage.
460	Fire Blood	Immune to fire. Deep cuts shoot 2" jets of flame.
461	Sinus Horn	Forehead caves in, grows a black tubular lump. Can make a loud honking sound.
462	Colour Ripple	You are always the main colour of the thing you are looking at.
463	Large Ears	Your ears triple in size.
464	Asymmetry	Everything you have two of you now have three of. Roll for left or right side.
465	Glandular Drip	Deep shadowed eyes, greasy hair. Everything is terrible and everyone hates you.
466	Solar Powered	After sleeping, halve all stats until you spend one hour basking in the sun.
467	High Voice	Your voice rises three octaves.
468	Acid Cysts	Yellow-green liquid warts. On death, burst. 2d6 acid damage, 10' radius.
469	Rippling Muscles	Thick cords of flesh. +1d6 Strength.
470	Porcupine Spines	Grey. 1d6 damage by grappling someone. Cannot wear armour.
471	Moronic	Large parts of your brain hop away. -2d6 Intelligence.
472	Spike Tongue	Good for opening bottles but not much else.
473	Secret Pocket	Can conceal 1 thing the size of an apple somewhere on your person.
474	Spike Warts	Brown conical warts all over.
475	Head Crest	Waving pale purple tentacles.
476	Bird Leg	Just one.
477	Rebellion	Red lines on skin. On death or if lost, limbs run away to pursue diabolical goals.
478	Compressible	Hairs spiral tightly. Thick skin. Halve fall damage.
479	Tusks	Like a boar. Ornamental.
480	Unpalatable	You smell unappetizing. Most creatures won't consider you edible.
481	Full Body Dandruff	It just flakes off of you. -1 Charisma.
482	Wind Blood	Deep cuts emit a horrible whistling scream. Audible for 50'.
483	Molting	Once a week you shed your skin. Can be used to make coats or blankets.
484	Spiracles	Tiny holes down torso. You can breathe through your thighs and ribs.
485	Atrophy	Head shrinks to the size of an apple. -1d6 Intelligence, Wisdom, and Charisma.
486	Stiff Joints	Cannot bend knees or elbows easily. -1d6 Dexterity.
487	Hibernate	You can fall asleep and rest for 1 year without food or water.
488	Mimic	White tongue. Think you can mimic voices, but they sound eerie and tormented.
489	Portable Genitals	Can detach at will. Functions for 1 hour. Grow new ones in 1d6 days.
490	Single Bat Wing	Roll for location. Useless.
491	Herbivore	Teeth become flat, blunt. Can only eat plants.
492	Burst of Arms	1d6 feeble 2' long arms emerge from under an armpit. Can hold light things.
493	Extra Fingers	2d10 extra fingers per hand.
494	Crunchy Joints	All movements make crunching noises. Stealth is very difficult.
495	Stump Legs	Lose a joint in your legs and 1' in height.
496	Dead Skin	Skin becomes pale white with star-shaped scars. Lose all sense of touch.
497	Goggle Eyes	Eyes grow to the size of melons. Can see 30' in the dark. Cannot see in sunlight.
498	Blessed Voice	Cannot whisper or speak in a normal tone. Can only shout (or loudly sing).
499	Bone Rollcage	Cannot be knocked prone. Cannot wear armour.
500	Roiling Flesh	Roll again three times.

1d1000	Mutation	Effect
501	Brass Horns	Can make a noise like a brass band by holding your breath for 1 minute.
502	Fearful Blood	If you drop below half HP, Save or become melancholy until you heal.
503	False Linguist	Your tongue splits in half. You believe you can speak all languages. You can't.
504	Malleable Sleeper	While asleep or unconscious, you transform into a boneless liquid sack.
505	Vulnerable Soul	Glowing blue target mark on forehead. Double all incoming magic damage.
506	Evil Duplicate	Evil twin with all your stats and abilities hops out of your back, runs away.
507	Cat Friend	You smell faintly minty. All cats love you and want to be your friends.
508	Shadowless	You cast no shadow.
509	Imperial Sneer	Permanent. Cannot conceal dislike of peasants, beggars, etc.
510	Narcolepsy	Heavily lidded eyes. 1-in-10 chance to fall asleep just before critical situations.
511	Letterpress	Anything you read moves across your forehead in lines of black text.
512	Pampered Sleep	While asleep or unconscious, your hair is combed and perfumed.
513	Mystic Reformation	Reroll all your stats and take the higher result. Gain a tremendous ego.
514	Arrow Eater	Tiny black circles on skin. Immune to non-magic projectile damage.
515	Pivot Neck	Head revolves on neck with the slightest push. Cannot see unless tied in place.
516	Wizard Rage	While angry, you temporarily grow fangs and a frilled red neck crest.
517	Ghost Movement	Your soul moves slightly faster than your body. Gain no benefit from armour.
518	Memorial	Hair turns into a tombstone. When you die, a bone garden will grow out of you.
519	Sapphire Eyes	Actually sapphires, worth 100gp each. Weep teal ink.
520	Dense Bones	Rusty tinge to skin. Cannot swim. +2 Strength.
521	Hyperactive	Act twice per combat round, but cannot make more attacks than normal. Hyper.
522	Useless Legs	They turn into noodles. Cannot walk. Must be carried.
523	Indigo Sparks	Whenever you step, faint indigo sparks mark your footprints.
524	Thumb Lamp	Hold your breath and your thumb glows as brightly as a candle.
525	Leg Immunity	Legs gain a metallic sheen. They are immune to magic damage.
526	Wizard Eyebrows	They glow when you experience strong emotions and sometimes shoot sparks.
527	Palsied	Flesh twitches, fingers tap, legs bend. Dexterity becomes 2. Quarter movement.
528	Hill Climber	One leg is 1' longer than the other. Halve movement except around hills.
529	Eggshell Skin	Splinters and bleeds. -2 to Constitution. Fail all Saves against poison.
530	Warrior Teeth	They fall out. 32 of them. You can plant them to grow a skeleton that lasts 1 hour.
531	Feature Slosh	Your facial features move slower than the rest of your body. They smear and blur.
532	Phase	If you run at a door or thin wall at full speed, 1-in-6 chance of phasing through.
533	Winning Smile	If you smile, your teeth briefly flash as brightly as a candle. Hard to navigate by.
534	Spell Finger	Whenever you cast a spell, a copy targets one of your fingers (even if detached).
535	Second Sight	See curses and enchantment as faint glows.
536	Coiled Hair	Like tightly wound springs. Lies close to your scalp.
537	Mystic Eyes	Opals reflecting the moon. No pupils.
538	Portable Heart	Heart falls out. It has 1 HP. You can only feel emotions while it's within 10' of you.
539	Precious Fluids	Conjugal relations permanently reduce your HP by 1.
540	Vicious Hand	One hand is actively trying to kill you. Will try to strangle you unless restrained.
541	Dangled	Float 1" off the ground, dangling upside-down from one floating foot.
542	Ruby Eyes	Actually rubies, worth 100gp. Weep crimson liquid.
543	Blowtorch Thumb	Replaced with fire. Sheds light as a candle. 1d6 damage on a hit. Hisses faintly.
544	Muscle Bound	Covered in clams and oysters. Counts as chain armour. Cannot wear armour.
545	Cross Eyed	They roll constantly, pointing in random directions. Penalty to all rolls.
546	Second Life	Faint blue halo. The next time you would die, return to life with 1 HP.
547	Indigestible	Orange rubbery skin with tiny slits for eyes and mouth. Immune to acid damage.
548	Hunchseat	Back grows a chair. Any person riding it doesn't burden you. Cannot carry cargo.
549	Boiling Blood	Comes out as red steam. Bleed to death twice as quickly.
550	Rope Nose	Like a handle. Can stretch up to 30'. As strong as a rope.

1d1000	Mutation	Effect
551	Glass Sweat	You sweat small gritty glass beads.
552	Homunculi	Pulsing glow above your heart. If you die, your heart flies away to commit crimes.
553	Odd Invisibility	Invisible while seated in a chair. Has to be a chair. No benches, stools, etc.
554	Huge Underbite	Lower jaw sticks out 10".
555	Thropy	You become a deranged one-eyed swan by the light of the full moon.
556	Firemind	Hair is solid smoke. Fire will not harm you, but it will harm things around you.
557	Mercury Arm	Arm replaced with liquid mercury. Heavy, but can pass through bars.
558	Light Sleeper	While asleep or unconscious, you weight as much as a feather.
559	Wizard Reflexes	You can act during surprise rounds, but you must show off.
560	The Darkest Magic	Needle teeth. Hateful or damage-dealing spells deal +2 damage.
561	Sorcerer Head	Clear glass windows in your skull show off your brain. -2 maximum HP.
562	Moth Flesh	Your skin is wrinkled, grey, and dusty.
563	Scorecard	Your age, diseases, level, and marital status are displayed on your forehead.
564	Metal Mask	Like your face, but frozen in a deeply concerned expression.
565	Megamind	Head becomes a purple lightbulb shape. +1d6 Intelligence and Wisdom.
566	Disentangled Legs	Projected slightly forward in time. +2 Dexterity.
567	Roiling Mind	Head sounds like a boiling pot. Immune to mind-altering effects.
568	Head Hinge	Your brain vanishes. Head is hollow and has a hinged lid.
569	Painted Features	Face is a flat smooth plate. Features painted on. They still move.
570	Spell Eater	After you are affected by a spell, heal 1d6 HP.
571	Cursed Palm	Marked in silver. If you pour blood on it, the blood foams and hisses ominously.
572	Eldritch Mark	Glowing red circle on your forehead.
573	Cloud Flesh	Become a skeleton coated in fog. HP becomes 5. Can drink water as a meal.
574	Lock Hatred	Key tattoo. Doors, chests, etc. have a 1-in-6 chance of relocking behind you.
575	Rage Beard	While angry, you sprout a 5' long white beard.
576	Ear Fronds	Like two ferns or peacock tails made of glass. +4 Wisdom.
577	Coldfinger	One finger is freezing cold. Can freeze a 6" radius of water in 1 hour.
578	Terror Blood	Clock embedded in chest. At 0 HP, it starts ticking and rumbling ominously.
579	Cowardly Teleport	Shrink 2'. On a failed Save vs fear, teleport 2d6x10' in a random direction.
580	Fizzbody	If you hold your breath, you weigh as much as a feather.
581	Spell Spirals	Blue ribbon-like bands on your skin. They glow faintly in moonlight.
582	Bulging Eyes	Like two apples stuck to your face. You cannot blink or look away.
583	Spell Effects	Star-shaped yellow warts. If a spell damages you, they emit jets of smoke.
584	Wandering Mind	You can never remember long-distance travel. You seem to just arrive.
585	Darkvision	To your obsidian eyes, everything beyond 30' is cloaked in a black swirling fog.
586	Telescope Eye	Can see three times as far. Sticks out of your head, clicks and buzzes.
587	Gold Metabolism	Eat one gold coin to heal 1 HP. Skin becomes faintly golden. You cannot swim.
588	Wizard Beard	Many coloured, like a fancy fan. Waves in the wind.
589	Silver Fingernails	Shiny. Can harm some creatures by poking them.
590	False Telepathy	Grow a third eye on your forehead. You believe you can read minds. You can't.
591	Boiled	Red blisters all over. Everything itches. -1 to all stats.
592	Glass Skin	Transparent and smooth. If you lose 5 or more HP from one attack, Save or die.
593	Reverse Aging	De-age 1d6 years. Instead of getting 1 year older each year, get 1 year younger.
594	Highly Flammable	Solvent fumes from skin. Triple damage from fire. Any fire damage sets you on fire.
595	Crown of Ears	2d10 ears on flesh tubes grow from the top of your head.
596	Belly Button	Red button on belly. If pressed, Save or fall asleep for 1d6 minutes.
597	Back Sail	In the water, deploy a small sail. Double swim speed in windy conditions.
598	Vent Fingers	Fingers are hollow. Constantly emit a gentle stream of air.
599	Fiddler	While telling a sad story, two tiny arms emerge from head, play a doleful tune.
600	Orb Joints	All joints become smooth flesh orbs. Slightly more flexible. +2 Dexterity.

1d1000	Mutation	Effect
601	Eldritch Marks	Your chest is covered in black symbols, deeply carved or burned.
602	Powerful Name	Whenever you say your name, it echoes and reverberates.
603	Fingerlinguist	You can eat one of your fingers (they detach) to learn a language you hear.
604	Bat Wing Ears	They flap whenever you think about difficult topics.
605	Radio Voice	Sounds like it's coming from an old radio at the bottom of a well.
606	Musical Flesh	Whenever you take magic damage, you make a musical siren noise for 1 minute.
607	Immortal Leg	One leg glows gold and becomes immune to all forms of damage.
608	Wiggling Nose	Like a finger. Can flick things, gesture.
609	Flaming Skull Face	Impressive but frightening.
610	Feeble Muscles	Like earthworms. Strength becomes 2.
611	Bristled	All your hair becomes as thick as a pencil and as brittle as chalk.
612	Autobiography	Your life story is written in minute black letters on your back. Grows daily.
613	Stage Magician	Hair grows into a black cloak. Once per day, you can swirl it to appear 20' away.
614	Carrying Handles	Arms and legs grow convenient steel handles. Makes carrying you much easier.
615	Mystic Downgrade	Reroll all stats and take the worse result.
616	Ratchet Joints	Can only move in 10 degree increments. They click. -1d6 Dexterity.
617	Torus Body	Donut-shaped body floats 3' off the ground. Head at front, limbs sticking off.
618	Wizard Toe	One toe is 1' long with five extra joints.
619	Floral Mark	Flowers in hair. Whenever you take magic damage, flowers sprout in a 10' radius.
620	Silver Tongue	Literally. +2 Charisma. Can't help but lie sometimes.
621	Specialization	+1d6 to all stats above 12. -1d6 to all stats at 12 or below.
622	Crumple Callouses	Thick crinkling callouses all over. Reduce incoming bludgeoning damage by 2.
623	Dunce Cap	Flesh of head rearranges to form a cone. -1d6 Intelligence.
624	Oil Spray	If you take any fire damage, you spray flammable oil in a 10' radius.
625	Ice Teeth	Teeth are ice. Melt if you drink warm liquids. Reform overnight.
626	Cloud Body	Become dense fog. -1d6 Strength. HP becomes 2. Can drink water as a meal.
627	Candle Head	Head becomes a lit wax candle. If the flame goes out, fall unconscious until relit.
628	Dead Asleep	While asleep or unconscious, you appear to be a corpse.
629	Otherworldly	Hair becomes a wild tangle. Eyes glow violet. Take double damage from iron.
630	Poser	Once per day, snap your fingers and strike a pose to glow and heal 1d6 HP.
631	Ultimate Power	Save to use anything less than your most powerful spell or attack in combat.
632	Mighty Thoughts	Your hair stands on end whenever you think difficult thoughts.
633	Skin Buttons	You can unbutton your chest and open up the skin flaps. Makes surgery easy.
634	Milky Eyes	Cannot see past 10'. Need to squint to read.
635	Assistants	Unless closely watched, your hands will detach and try to help you. Incompetent.
636	Eldritch Marks	Brass stars all over your body.
637	Singing Voice	Cannot speak, can only sing.
638	Sun-Sail Ears	Like large copper plates. Can hear spells being cast even if you can't see them.
639	Pea Brain	The size of a marble. Rattles inside skull. -2 Intelligence.
640	Flame Hair	Facial hair becomes fire. Doesn't burn you. Casts light as a candle.
641	Wheels	Your legs are replaced with iron cart wheels. Double movement.
642	Immortal Arm	One arm glows gold and becomes immune to all forms of damage.
643	Soul Eviction	Body is taken over by spirit or ghost. Reroll Intelligence, Wisdom, and Charisma.
644	Powerful Name	Whenever you say it, an unseen chorus repeats it.
645	Undead Revival	Fingers grow bony and cold. Upon death, revive as an undead for 1d6 hours.
646	Wart Faces	Grow 2d10 horrible little warts, each with a copy of your face.
647	Crispy	Skin is dry and paper thin. Take double damage from acid and fire.
648	Eldritch Marks	Gold flecks, as if your skin was made of quartz.
649	Soul Eater	Your eyes are black orbs. Each person you kill heals you for 1d6 HP.
650	Zombie Curse	Flesh grows grey. Any people you kill have a 1-in-6 chance of rising as zombies.

1d1000	Mutation	Effect
651	Long Nails	4" long, curved, black as coal.
652	Cold Feet	Feet are like ice. Can walk on snow barefoot.
653	Mystic Eyes	Pupils become black intricate runes.
654	Steady Hands	Unnaturally steady. Will never spill a drink. Anything held will not tip or dribble.
655	Recumbent Hover	If you lounge on your side in a casual manner, you float 2' off the ground.
656	Skull Head	Head becomes a rat's skull. Still functions normally.
657	Cheshire Smile	If you smile, a floating after-image of your teeth hovers in the air for 10 minutes.
658	Aqualinguist	You can speak with water. Buckets are dim, rivers have personalities, etc.
659	Magic Deflector	Silver horns. Any spell targeting you has a 1-in-6 chance of deflecting 10' away.
660	Biscuit Knees	Can pop off kneecaps and serve them as biscuits. They regrow in 24 hours.
661	Sorcerer Hair	Hair becomes a cap of lead coins with your face on them. Fits close to your skin.
662	Whistle Nose	Brass tube. Once per day, whistle loud enough to deal 1 damage in a 50' radius.
663	Magnetic Hands	Polished steel callouses. Iron sticks to them.
664	Glowing Heart	Like a burning coal in your chest. Casts light as a candle.
665	Fingerwalk	Fingers become 5' long. Legs shrivel away. Can walk on fingers, spider-like.
666	Ratbody	You are fifty rats in a skin suit. When you die, the rats scatter.
667	Thunder Guts	After a meal, you make a noise like a thunderstorm for 10 minutes.
668	Unstable Shimmer	Constant microteleportation. Reduce all incoming damage by 3.
669	Limp Locks	Long stringy hair. Any time you kill a creature with a spell, heal 1 HP.
670	Water Walking	You can walk on water as long as you hold your breath. Your feet still get wet.
671	Cat Nap	While asleep or unconscious, you transform into a scruffy-looking cat.
672	Salt Sweat	You sweat sharp nodules of pink salt.
673	Powerful Gaze	If you lock eyes with a small creature, it must Save or be hypnotized.
674	Crown of Spikes	Long metal spikes poke through your scalp. They rust.
675	Eyeless Sight	Eyes fall out and fly away. You are blind, but convinced you can see just a little.
676	Yellow Sparks	Whenever you gesture, faint yellow sparks hang in the air.
677	Lightning Breath	Tongue glows blue. Once per day, can breath a 10' cone, 1d6 lightning damage.
678	Autobiography	Important life events blossom into full colour tattoos.
679	Hearbeat Bell	Your heartbeat sounds like a faint bell.
680	Seawater Sleep	You drool 3d10 litres of seawater while asleep.
681	Time Detachment	White hair. Take 1d6 damage to vanish and reappear 1d6 hours in the future.
682	Mesmerism	If you lock eyes with a person, they must Save or continue locking eyes with you.
683	Broadcast Brain	Metal antennae. Everyone in 30' can sense your location. Stealth impossible.
684	Greasy Fingers	Fingers coated in yellow grease. It marks everything you touch.
685	Raincloud Friend	Follows you around outside. Rains. If inside, returns after 1d6 hours outside.
686	Filthy	Permanently matted hair, unwashed fingers, spotty complexion. -2 Charisma.
687	Flickering Shadow	As if your shadow was cast by a roaring torch.
688	Gastrolinguist	Can speak to any meal you have cooked. Meals are usually very dim and useless.
689	Cannonball Guts	Once per day, can vomit up a 2" diameter stone ball.
690	Split Body	You are neatly bisected. 1" gap between left and right sides. No other effect.
691	Eldritch Marks	Silver branched lines around your eyes.
692	Launch Legs	Once per day, raise your arms to slowly rise 30' upwards on a column of flame.
693	Adjusted Figure	Legs lengthen, waist shrinks. Like a stick. Ungainly, tottering. -2 Dexterity.
694	Ghost Arm	Semi-visible. Immune to non-magic damage. Can only interact with magic things.
695	Metal Mask	Neutral, genderless, and nearly featureless.
696	Glowing Genitals	Whatever you've got going on down there casts light as a torch.
697	Bone Lock	Bones fuse into one mass. Cannot move. Must be carried. Can still speak.
698	Sand Paddler	You can swim through sand as if it were water.
699	Beetle Speed	Quadruple movement, but Save each round you run to avoid smashing into a wall.
700	Wizard Whistle	Lips become purple. Can whistle to summon your hat or weapon to your hand.

1d1000	Mutation	Effect
701	Second Sight	Age 2d10 years. You can see ghosts and spirits as faint outlines.
702	Apiothropy	You become a swarm of bees by the light of the full moon. Very confusing.
703	Bubbles	While speaking, you emit a stream of floating soap bubbles.
704	Fire Eyes	Eyes become glowing balls of flame. Casts light as a candle.
705	Bird Friend	Sparrows and small birds bring you worms and expect you to be impressed.
706	Agreeable	You must always verbally agree to any request. You don't actually have to do it.
707	Liar's Nose	Glow like a candle when you tell a lie.
708	Death Alarm	At 1 HP or below, red lights shine from your ears and you make a siren-like noise.
709	Glass Hair	Can shatter it with a hammer or dagger.
710	Zero Buoyancy	You cannot swim. You sink in water as if it was air.
711	Magical Odour	You smell of ozone and boiled frogs.
712	Completely Hollow	Like a sack. -2 HP. Can carry twice as many items as normal. Mouth opens wide.
713	Terror Blood	Deep cuts emit smoke, sparks, and screams.
714	Glass Step	You can bounce off an invisible plate of force mid leap. Double jump distance.
715	Emergency Teleport	If reduced to 1 HP or below, teleport 2d10x10' in a random direction.
716	Noisy Hands	Your fingerbones click and squeak like iron on slate. Makes stealth difficult.
717	Starscape Eyes	Portals into a vast field of stars.
718	Wizard Hat	Your hat cannot be removed by any means, except to be replaced by a better hat.
719	Ghost Genitals	Semi-visible. Immune to non-magic damage. Can only interact with magic things.
720	Skeleton Assistant	Your skeleton steps out of your flesh. It supports, steers, and carries you.
721	Red Sparks	Whenever you speak, red sparks fly out of your mouth.
722	Finger Orbit	They orbit your body. Grip strength, etc. unchanged.
723	Expressive Eyebrow	You become completely mute, but your eyebrows
724	Floralinguist	Tongue becomes a leaf. Can speak with plants. Plants are very slow.
725	Violet Sparks	Whenever you experience a strong emotion, violet sparks fly from your teeth.
726	Lycanthropy	You become a wolf by the light of the full moon.
727	Bird Throat	Voice sounds like a screaming flock of birds.
728	Eyeless Sight	Eyes evaporate. You can still see from your sockets.
729	Adjusted Figure	Legs shorten, waist broadens. Pear-shaped, ungainly, long neck. -2 Dexterity.
730	Wax Body	Flammable. Double damage from fire. -2 Strength and HP.
731	Thunderbolt Hair	Sticks up. Immune to lightning damage. Will be struck by lightning if possible.
732	Cat Fingers	Fingers are the front halves of cats. Hard to control. -1d6 Dexterity.
733	Snorkel	If underwater, can extend a 2' long breathing tube from your left ear.
734	Kite Head	Body withers, is pulled by your floating head. -6 Strength and Constitution.
735	Visor	In direct sunlight, a metal sun visor slides out from your forehead.
736	Magic Trick	Tuft of green silk from left ear. Once per day, pull out 10' of fabric rope.
737	Densebody	If you hold your breath, your weight increases by +500lbs.
738	Crab Legs	Orange, segmented, and hard. Can only walk sideways.
739	Life Drainer	Conjugal relations permanently increase your HP by +1. Maximum +10.
740	Yarn Body	You are crochet. Button eyes, yarn teeth. Can be painfully unravelled.
741	Guidance Hand	An unseen voice describes any mundane object you pick up. "Sword", "Brick", etc.
742	Averaging	-1d6 to all stats above 12. +1d6 to all stats at 12 or below.
743	Jelly Body	Transparent, green, and chunky. Things fall through you. Strength becomes 2.
744	Orange Sparks	Whenever you move your fingers, faint orange sparks fall from your fingertips.
745	Crystal Body	Quartz limbs, faceted eyes. Double damage from blunt weapons.
746	Lemon Glaze	Sweat a sugary citrus glaze. Delicious to insects. Tempting to roast you.
747	Galaxy Brain	Whenever you think difficult thoughts, your head emits blue light as a torch.
748	Dust Cloud	If you lose 3 or more HP from one attack, fill a 10' cube with opaque black dust.
749	Unconvincing Body	You are a humanoid sack of twigs, rope, dirt, and cloth.
750	Catastrophe	Roll on this table 2d4 more times.

1d1000	Mutation	Effect
751	Slithering Sinews	Veins and arteries move like worms. Immune to piercing damage.
752	Crystal Brain	Inside your skull, brain becomes a crystal ball. Scrying spells always work.
753	Mechanical Guts	Horrible buzzing and grinding sounds for 1 hour after every meal.
754	Strength Draining	As long as you touch someone, they must Save or count their Strength as 5.
755	Planetary Ring	A halo of dust and ice orbits your head. Tiny comets sometimes pass by.
756	Incense Breath	Censer chest. Breath wisps of spicy smoke.
757	Goldfinger	One finger becomes solid gold. Does not bend. Worth 10gp.
758	Twisted Shadow	Your shadow becomes hideously twisted, distorted, and mutated.
759	Pine Needles	Your hair becomes small, dense, green, and faintly mint flavoured.
760	Lightning Finger	One finger glows blue and sizzles. Can poke someone for 1 lightning damage.
761	Missing Torso	Arms, legs, head, in usual spots but nothing in between. Cannot wear armour.
762	Stuck	You can only speak one word. You can change the inflection but not the word.
763	Wandering Hands	If left to their own devices, they untie knots and make rude gestures.
764	Hose Arm	One arm is a hollow hose. Any liquids ingested can be sprayed out. 30' range.
765	Mirror Face	Solid shining disc of glass and silver.
766	Heavy Sleeper	While asleep or unconscious, your weight increases by 500lbs.
767	Soluble	Your skin is grey and chalky. You take double damage from acid.
768	Brainburst	Brain explodes out of head. Scalp flaps remain. Intelligence becomes 1.
769	Twirling	You flip head over heels once every two minutes. Halve movement.
770	Corpse Bomb	Any creature you kill has a 1-in-6 chance of exploding. 20' radius, 2d6 damage.
771	Wizard Rage	When woken, you scream as loudly as you can for 1 minute.
772	Ladderguts	Once per day, can vomit up a 20' ladder made from bone. It crumbles in 6 hours.
773	Narrator	You hear a voice in your head inaccurately narrating your actions. -2 Wisdom.
774	Root Legs	They want to burrow. You no longer need to drink. Halve movement.
775	Sadim Curse	Any gold you touch turns to clay.
776	Entangled Legs	Projected slightly backwards in time. -2 Dexterity.
777	Frenzied Flesh	Gain an additional melee attack per round provided you attack without a plan.
778	Lava Walking	You can walk on molten rock as long as you hold your breath.
779	Spider Friends	You believe spiders are your friends and bring you secrets. They aren't and don't.
780	Adaptable	In water, transform into a fish with 2 HP. If falling, transform into a bird with 2 HP.
781	Snake Guts	Your intestines are a colony of snakes. They hiss if you eat spicy food.
782	Smokestack	Flesh tube sticks off your back. Emits puffs of grey smoke.
783	Soluble	Take 1 damage per round spent in water or rain.
784	Wizard Thumb	One thumb is 1' long with five extra joints.
785	Piecrust Scalp	Flaky. Steams through vents, smells of fish and sauce. -2 HP.
786	Ghost Flesh	In moonlight, appear as a rotting corpse.
787	Wizard Honk	Once per day, can honk at a target. They must Save or drop all held items.
788	Amplifier Hand	Must cup hand around ear to hear. Must cup hand around mouth to speak.
789	Toothface	Mouth engulfs all other facial features. Eyes and nose inside mouth. Pearly teeth.
790	Metal Wings	Chrome and sharp. Fly speed of twice your movement speed.
791	Wizard Lips	Mouth moves out of sync with speech, as if speaking a different language.
792	Dogfist	One fist becomes a dog's head. 1d6 damage bite attack. Barks and drools.
793	Wizard Wobble	Most of your mass moves to your feet. Cannot be knocked prone.
794	Smoke Feet	Must wear special tightly sealed leather boots to walk.
795	Immovable Hand	Take 1d6 damage for one hand to act as an <i>immovable rod</i> for 1d6 rounds.
796	Mind Beams	Each day, pick a person you can see. Can hear them speak at any distance.
797	Crater Eyes	Eyes sink into your face. Your pupils are hateful white pinpricks.
798	Four Eyes	In a diamond grid on the front of your face.
799	Treesprout	A 2' tall pine tree grows from your back. Sheds needles constantly.
800	Butterfly Spit	At any time, you can spit out an orange-red butterfly. It has no nutritional value.

1d1000	Mutation	Effect
801	Acid Eyes	Eyes flip through all colours. Minor hallucinations. -2 Wisdom and Intelligence.
802	Laser Blood	If reduced to 0 HP, you die and deal 3d6 damage in a 30' radius.
803	Rose Head	Face becomes wrinkled. It unfolds at night to reveal fleshy flower parts.
804	Glowing Tongue	While yelling or screaming, your tongue glows as brightly as a lantern.
805	Snake Eyebrows	Gold and scaled, like two majestic venomous snakes.
806	Borrowed Senses	Can use the senses of any creature you touch so long as you maintain contact.
807	Curse Palm	If you slap someone very hard in the face, they must Save or gain a runic scar.
808	Compressible	Take half fall damage, but collapse into a 3" high disc. 1 hour to regrow.
809	Ghost Chorus	Do something impressive or land a critical hit and 50 ghosts appear and cheer.
810	Oldfinger	One index finger becomes twice as long, wrinkly, and covered in liver spots.
811	Skull Head	Head becomes a cat's skull. Still functions normally.
812	Greedy For Magic	Any spell targeting a nearby person has a 1-in-6 chance of hitting you instead.
813	Mirror Face	Face appears to be the face of any person looking at it. Unsettling.
814	Aurovore	Your skin slowly absorbs gold. 10gp counts as a meal. Large golden pores.
815	Gyroscope Neck	Your head stays perfectly level as you walk. Can balance anything on top of it.
816	Round Head	Like a perfect sphere with your features and hair painted on.
817	Tongue Fingers	Can taste anything you touch. Only 1d10 fingers affected.
818	Musical Flesh	You reverberate like a bell whenever you take damage.
819	Copper Metabolism	Skin becomes blue. Can eat 1,000cp as a meal.
820	Watercolour Skin	You look like a living impressionist painting. +2 Charisma.
821	Forgetful	Constantly leak earwax. Save to remember details from previous day.
822	Flytrap Sprouts	Little red and green plants sprout from head. They eat flies.
823	Bloodbag	If you take 2 or more damage, you are knocked prone in a spray of blood.
824	Map Flesh	Wildly inaccurate maps to desired locations appear on your back.
825	Wizard Wobble	When idle, stand on one foot and sway alarmingly from side to side.
826	Bloodtinge	When angry, your skin glows an ominous red.
827	Pyrolinguist	You can speak with fire. Fire is excitable, hungry, and forgetful.
828	Exposed Nerves	On your skin. If you take any damage, you spend 1d4-1 rounds writhing in agony.
829	Ostrich Arms	Two arms become ostrich necks with heads. Beaks function as hands.
830	Skeleton Frame	You become unnaturally emaciated, literally only skin, bones, and eyeballs.
831	Sturdy Soul	Gain a blue halo. Reduce all incoming magic damage by 2.
832	Compulsive Eater	Grease-stained fingers, white teeth. Eat twice as many meals.
833	Foam Spray	If you take any fire damage, spray foam in a 10' radius. Extinguishes all fires.
834	Melesthropy	You become a badger by the light of the full moon.
835	Magic Diffusion	White circle on forehead. If are hit by a spell, everyone within 10' heals 1d6 HP.
836	Upset Stomach	Gurgles constantly. Must Save to eat novel or heavily spiced foods.
837	Sarcasm Gland	Incredibly sarcastic voice. Like a teenager on a road trip to a textile museum.
838	Prismatic Breath	Once per day, can spray solid light. 10' cone, 1d6 magic damage.
839	Broadcast Brain	Radar dish nose. Everyone within 30' can hear your thoughts as faint murmuring.
840	Ice Hatred	Snowflakes weigh 5lbs each to you. Double damage from cold and ice.
841	Shimmerskin	Faint pearl patterns. You are invisible if viewed through glass.
842	Wizard Froth	While angry or damaged, you froth. It's blue and sparkly.
843	Smokebomb	Thumbs become black orbs. Once per day, can teleport 20' in a puff of smoke.
844	Arrow Magnet	Small iron bar on scalp. Gain no benefit from armour against arrows or bolts.
845	Flavour Palm	Black arrowhead on palm. Lick it to experience weird visions for 1d10 minutes
846	Lead Skin	Grey and dense. Cannot run, swim, or wear armour. Counts as leather armour.
847	Secret Eater	Tongue is 1' long, thin, and blue. Can dip into peoples' ears to eat their secrets.
848	Overstressed Flesh	Gain +1d4 permanent HP per day. When initial HP is doubled, explode messily.
849	Starfish Flaps	Lines of flesh connect your wrists and ankles. -4 Dexterity.
850	Time Lock	Take 1d6 damage to stop time for 2 rounds. Cannot affect anything but can move.

1d1000	Mutation	Effect
851	True Evil Eye	Red and pulsing. Once per day, can deal 1d6 damage to a living creature.
852	Cruel Fingers	Sharp and broken. Unarmed attacks deal 1d6+1 damage.
853	Ghost Leg	Semi-visible. Immune to non-magic damage. Can only interact with magic things.
854	Uncertain Flesh	Each morning, Save or gain 1 mutation. After 10 mutations, explode messily.
855	Hero of the Beach	Once per day, shout your catchphrase to gain +4 Strength for 1d6 rounds.
856	Cyclops	Your head becomes one giant eyeball. You eat by putting food in the pupil.
857	Wizard Wisdom	Your brain sizzles like a hot stove. +4 Intelligence. Save not to offer an opinion.
858	Frozen Skin	Skin like ice. Take half damage from ice or cold but double damage from fire.
859	Skull Head	Head becomes a bull's skull. Still functions normally.
860	Cracked	Peeling apart. Spend 1 hour tying yourself together each morning or lose half HP.
861	Eldritch Marks	Moons and sickles all over in thin red scars.
862	Blue Sparks	Whenever you take damage, faint blue sparks fall from your ears.
863	Piscothropy	You become a useless fish by the light of the full moon.
864	Pearl Skin	Like a giant polished shell or tooth.
865	Future Sight	See slightly into the future. When disaster happens you can shout "I knew it!".
866	Skin Cloak	The back of your neck forms a large pink cloak.
867	Honeycomb Chest	Bees nest in it. They buzz all the time and provide a small amount of honey.
868	Assistants	Tiny homunculi grow from your shoulders. One is evil, the other is pious.
869	Drafter's Mind	Charcoal eyebrows. Can accurately and quickly sketch anything you see.
870	Eldritch Marks	Fish tattoos that swim all over your skin.
871	Extremely Mellow	Immune to mind-altering effects and fear. Cannot be hurried.
872	Hollow Guts	Your intestines and stomach fall out. Chest is empty. -1d6 HP.
873	Time Flicker	Grey hair. Take 1d6 damage to vanish and reappear 1d6 rounds in the future.
874	Danger Alarm	Blue and white lights flash on your forehead 1 minute after danger appears.
875	Piston Powered	Most major muscles replaced with oily pistons. +2 Strength, -2 Dexterity.
876	Green Sparks	Whenever you run or jump, faint green sparks float in the air behind you.
877	Geometric Shadow	Shadow is a perfect rectangle.
878	Mercury Vomit	You can throw up 1L of mercury per day. -2 Intelligence and Wisdom.
879	Wobbled	You can only cast spells, use magic items, read, write, or sing while drunk.
880	Powerful Name	Whenever you say it, dogs bark, cats hiss, and birds screech.
881	Cross Eyed	Pointing away from your nose. Unnaturally wide angle.
882	Ageing Eye	Blue and watery. Once per day, a target you stare at ages 1d10 years.
883	Cocoon	If asleep for more than 5 minutes, become encased in a damp silk cocoon.
884	Laser Eye	Once per day, fire a laser. 50' line, 1d6 damage. Bounces off walls.
885	Pauldrons	Shoulders grow bony plates. Counts as leather armour. Cannot wear armour.
886	Shingles	Covered in thick sheets of grey sandpaper. +2 Constitution and HP, -2 Dexterity.
887	Chromatic Voice	Rises and falls as if you were singing scales.
888	Ghost Flesh	In sunlight, appear as a rotting corpse.
889	Eldritch Marks	Jet black eyeliner.
890	Speech to Camera	Once per day, stop time for 1d6 rounds. Cannot affect anything but can move.
891	Stopwatch	Beeps. One eye spins until you choose to end the timer. Accurate to 0.1 seconds.
892	Wizard Ears	2' tall, pointed, tufts of bristles on the end and in the ear-holes.
893	Falsetto	Can sing indefinitely without breathing in. Can Save to try to shatter glass.
894	Curse Magnet	Age 2d10 years. Any curse inflicted within 30' of you also affects you.
895	Washed Out	All bodily colour fades, except for your eyes and one toe.
896	Labelled	Your veins and freckles rearrange to label all your body parts and organs.
897	Unusual Nose	Grows 1" whenever you lie, shrinks to normal at midnight. Bendy like a finger.
898	Counting Sheep	Hair becomes wool. Livestock are fascinated by your sleeping form.
899	Skeleton Light	Any damage makes your skeleton glow through your skin for 1 minute.
900	Ghost Finger	Semi-visible. Immune to non-magic damage. Can only interact with magic things.

1d1000	Mutation	Effect
901	Wizard Hat	Remove hat to reveal new, identical hat. Removed hats vanish in 5 minutes.
902	Slab Chest	Chest is a solid stone block. Halve movement. Reduce all incoming damage by 1.
903	Fragile Composition	Puzzle scars. Each point of damage also temporarily decreases all stats by 1.
904	Ripple Skin	Wiggles like water during a storm. Constantly churning, shimmering.
905	Mutable Flesh	Each time you are struck by a spell, Save or mutate.
906	Massive Head	Most of your mass moves inside your skull. When hit, Save or fall prone.
907	Dream Teleport	When you sleep, Save. If failed, teleport 2d10x10' in a random direction.
908	Coral Body	Brittle. Tiny feelers. Stealth becomes difficult. +2 HP.
909	Always Awake	Don't need to sleep. After 3 days, lose 1 Wisdom per day.
910	Lozenge Head	Flat and oblong. Eyes migrate to edges of mouth, nose becomes a blowhole.
911	Orbiting Eyes	Can see in all directions, but must Save or become nauseous when running.
912	Bewilderment	Eyes roll, ears flap, nose curls. Wisdom becomes 2.
913	Cooling Tower Head	Like an inverted bell. Intense thought produces clouds of steam.
914	Spring Legs	Metal coils ending in feet. Halve fall damage. Can jump twice as high.
915	Wizard Stains	Your hair is constantly moist and drips with bright blue fluid.
916	Alcoholic Drool	You dribble one mugful of very strong liquor per day. You cannot get drunk.
917	Hollow Body	You are an empty sack of skin. Still need to eat, but if falls into your hollow legs.
918	Kettle Head	When angry, your ears steam like a kettle and the top of your head rattles.
919	Powerful Name	Trumpet ears. If anyone within 10 miles says your name, you hear it.
920	Ghost Chorus	Whenever you fail or botch something, 50 ghosts appear and laugh at you.
921	Shadow Magic	Your shadow acts out your hidden desires.
922	Butterfly Brows	Like two butterfly wings. Assorted colours.
923	Dark Halo	A triangle of black fire hovers over your head. Looks ominous, possibly daemonic.
924	Flattened	1" thick, all other dimensions normal. -4 Constitution and HP.
925	Convenienced	All bodily waste is shunted 2 miles away, appearing with a faint magical glow.
926	Eldritch Marks	Glowing blue star on your forehead.
927	Lightbody	You hover 6" off the ground as long as you are conscious.
928	Turbulent Hair	Flies around as if in a violent storm. -2 Wisdom.
929	Grease Eye	One eye becomes a black glass orb that weeps oil.
930	Raving	You don't need to sleep, but you do need to pace and rave for 6 hours per day.
931	Sorcerer Hair	Jet black. Reaches the floor. Curly and unruly.
932	Incredibly Slow	Time adjusted. Always act last in a combat round. Always surprised. Talk... like....
933	Eldritch Marks	Grey spots and lines, like constellations. They glow faintly at night.
934	Floating Hands	Arms no longer exist. Hands float in their usual positions.
935	Aqua Curse	Fingertips turn to gold. Any gold you touch turns to water.
936	Pin Legs	No feet. Legs end in needle-sharp points. Can use them as daggers.
937	Twirling	Constantly spin counterclockwise, 1 rotation every 2 minutes. Halve Movement.
938	Faint Breeze	No matter where you are, wind tousles your hair and moves your clothes.
939	Mechanical Brain	Head full of gears, tubes, and wires. +2 Intelligence, -2 Charisma.
940	Termite Fingers	Fingers end in gnawing insect mouths. Slowly gnaw wood. 6" per hour.
941	Flashbulb Eyes	Take 1 damage. 50' cone, creatures must Save or be blinded for 1d6 rounds.
942	Fleshy Revival	If reduced to 1 HP or below, reroll all stats. Current HP does not change.
943	Invisible Stripes	Stripes of your skin are invisible. Alternates.
944	Blast Suit	Skin is green, thickly plated. Immune to fire and explosions. Halve Movement.
945	Guide Wires	If about to fall over, wires and clamps leap from ears. Cannot be knocked prone.
946	Cycling Legs	Two legs replaced with dozens of rotating wheels within wheels. Halve movement.
947	Sorcerer Hair	Three tufts: top, left, and right. 1' long, straight, and tough.
948	Powerful Name	When you say it, fiery letters appear above your head.
949	Marble Arm	One arm becomes marble. Immobile, useless, and very heavy.
950	Waterspout	Once per day, spray 2d10 litres of seawater from your face.

1d1000	Mutation	Effect
951	Gravity Guts	Small objects and dust will orbit you. Halve movement.
952	Borrowed Eyes	Need to harvest and insert eyes from creatures to see. Eyes last 3 days.
953	Thunderclap Hands	Once per day, clap hands to make a noise audible for 1 mile in all directions.
954	Molten Flesh	Drips. Permanently lose 1 HP per day unless you wear a fully enclosed suit.
955	Spindle Form	Grow 2' taller and much thinner. Fingers are long and knobbly.
956	Prudish Nose	Turns bright red whenever you swear or curse.
957	Twirling	You cartwheel counterclockwise, once every two minutes. Halve movement.
958	Sideways Step	Edge of body looks sharp. Once per day, can step through a gap of any width.
959	Blasphemous Skin	Capillaries form unholy runes. Immune to bludgeoning damage.
960	Turtleneck	Head constantly bobs in and out of neck socket.
961	Wizard Stains	You leave black greasy footprints even if you wear shoes. Tracking you is trivial.
962	Opal Shell	Like a moon. Counts as chain armour. Cannot wear armour. Can hide inside it.
963	Copper Hair	Polished wire coils. Double damage from lightning.
964	Cowardly Limbs	Each limb has a 10% chance of vanishing for 24 hours. Roll each morning.
965	Belly Button	Blue button on belly. If pressed, all limbs and head fall off. Can be reattached.
966	Flame Belch	Once per day, spew fire and oil. 10' cone 1d6 fire damage.
967	Moth Friends	You constantly shed small white moths. They live in your pores. -2 Charisma.
968	Hover	1" off the ground at all times. Still take fall damage.
969	Sealed Lips	Fuse shut while you sleep. Need to cut them open (1 damage) each morning.
970	Clamps	Hands replaced with iron clamps. Like having two metal fingers. +2 Strength.
971	Hyperbuoyancy	You float alarmingly well. Cannot drown but cannot dive.
972	Fruit Chest	Twiggy branches produce 1 apple per week.
973	Wizard Beard	Grey, pointed, and down to your knees.
974	Invisible Body	While conscious, head and limbs become invisible. Head is still visible.
975	Wandering Mind	While you sleep, it pops out of your head and hops around. Brain has 1 HP.
976	Spiked Eyebrows	Elaborate and wild. 1' wider than your head.
977	Eyeless Sight	Eyes fuse over with flesh. You can still see.
978	Fusion Hands	Any two mundane inanimate objects you hold at the same time will fuse together.
979	Devilish	Two red horns and a thin whip-like red tail. Reduce incoming fire damage by 2.
980	Thumb Crank	Crank one thumb to increase or decrease index finger length by 1"/minute.
981	Parachute Scalp	Thickly wrinkled flesh cap. Opens while falling. Immune to fall damage.
982	Flowery Prose	Whenever you speak, flower petals fall from your lips.
983	Sniffles	Constantly sneezing, coughing, wiping eyes. Stealth is difficult.
984	Vine Fingers	Green, soft, crunchy. Grabbing a 50' or taller tree for 1 hour counts as a meal.
985	Delicate Flesh	Large cells with clearly defined boundaries. Take triple damage from poison.
986	Grappling Fingers	Iron hooked nails. Can climb as fast as you can run.
987	Head Stack	Stack of three heads. All have senses. +2 Intelligence and Wisdom.
988	Hatch	6" metal hatch in chest opens into a 20' cube of extradimensional space.
989	Buzzing Thumb	Vibrates constantly with a low hum.
990	Magic Lamprey	Can suck on a magic item or wizard to heal 1 HP per minute.
991	Firework Pores	Take 1 damage to fill a 30' cube with sparks. Lasts 1 round, deals no damage.
992	Cupped Hand	One hand is a fleshy mug. Cannot hold weapons. Mug is immune to damage.
993	Spice Shavings	Hair becomes brown curls of bark. Smells delicious.
994	Starburst	Glow red. 1d6 rounds later, explode. 1d6x10' radius, 1d6x1d10 damage.
995	Unicorn Horn	2' long. Counts as a dagger. Immune to poison and disease.
996	Lightning Rod	Iron spike from head. Immune to lightning damage. Triple damage from magic.
997	Candelabra Head	2d6 brass arms grow from head. Can hold candles, potions, or amulets.
998	Ghost Teeth	Bite deals 2d8 damage to ghosts. Eating a ghost heals you for 1d6 HP.
999	Flee!	If startled, head flies off and disappears. New head regrows in 1d6 minutes.
1000	Apocalypse	Roll on this table 2d10 more times.