

Mutation Table

Roll a d6 to determine body part, then a d4 to determine mutation.

d6	Location	1	2	3	4
1	Torso	A plume of small, bright peacock feathers sprouts from the base of your spine.	A 3" hole now runs straight through your chest. Your organs shifted out of the way.	The skin of your torso grows the shimmering scales of a rainbow trout.	You grow a cape of extra skin that hangs limply from your shoulders.
2	Eyes	Your pupils change — they now look like the mouths of lamprey eels trying to feed on the outside world.	Harmless seahorse-shaped tendrils grow and flutter about in the liquid of your irises.	Your left eye expands a quarter again in size, permanently bulging out of its socket.	Your pupils elongate and turn sideways; when you blink, your eyelids close from the bottom up.
3	Head / neck	You gain extra vertebrae in your neck, making it 3" longer.	All the hair in your ears retracts; your eyebrows grow noticeably longer.	Your face becomes absolutely, perfectly symmetrical.	The skin of your face grows delicate scales, gleaming with a hint of amber.
4	Hair / scalp	Your hair turns into a mass of tiny vestigial tentacles.	Colorful dragonfly wings sprout from each temple.	All the hair on your head permanently falls out a. A pink birthmark, shaped like Brevoy, appears above your temple.	The back of your your skull thickens and noticeably elongates.
5	Legs	Your femurs shorten, losing you 3" off your total height.	The skin of your legs turns into the segmented bodies of huge earthworms.	Whenever you bend your knees, they growl like angry kittens	Your joints twist in such a way that you always do a silly walk. This does not affect your movement; it is simply silly.
6	Arms/Hands	The hair on your arms becomes as long and thick as a dog's. When you're scared this fur rises like hackles.	Your fingers elongate and turn dark brown, like twiggy tendrils.	Bright orange and yellow-tipped lizard spines grows along your forearms from wrist to elbow. They flare when you're angry.	A tiny mouth with human teeth grows in the middle of your left palm. It is perfectly silent when you're awake, but whispers sweet nothings whenever you sleep.

Notes

- DC 12 (15) Fort save or "or suffer a sudden, painful mutation as the flesh attaches to and mutates her body
- These are supposed to be fun and purely cosmetic, but can also be permanent if players choose.
- Remove disease or heal
- Knowledge arcana or alchemy to ID problem (DC 15 (19), same DC as pits)