

GRIB THE GOBLIN GENIUS'S GUIDE TO GOBLIN MUTATIONS

THE REALLY REALLY BIG FLESHWARPING MUTATION TABLE

(with some apologies to Rogue Genius Games for the title.)

Originally authored by the one and only goblin genius Grib, this list is primarily designed for PFS scenario #8-22: *Wrath of the Fleshwarped Queen* but could be used for anything if you put your mind to it.

In theory, as per the rules of the scenario these mutations should not result in any mechanical benefits. However, there's a strong argument that *any* noticeable mutation could provide a mechanical benefit in some situations, for example by providing a bonus to a disguise check to fool someone who knew you before the mutation. These have been designed to be interesting and flavorful and a little crazy (just like Grib!) and it is not the worst thing in the world if someone eventually nets a +2 circumstance bonus out of them in the future. However, if you think a mutation is too powerful or inappropriate, feel free to pick another mutation from the table or make up your own!

Determining Mutation Locations

Use the table most appropriate for the area affected. Or, if you prefer, randomly determine which table to use.

Roll 1d6 to determine the mutation location randomly

| | | |
|--------------------------|-------------------------|-------------------------------|
| 1: Head | 3: Arms | 5: Everywhere |
| 2: Torso | 4: Legs | 6: Roll Twice! |

Mutations Affecting the Head (roll 1d100)

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| 01 | Your head becomes unusually large. |
| 02 | Your head becomes unusually small. |
| 03 | You grow eyes on the back of your head, which twitch wildly and disconcertingly, but do not actually help you see or notice anything. |
| 04 | Your eyes and mouth switch places. This has no real mechanical effect, but you will probably spill food and drink into your eyes for a few months while you get used to it. |
| 05 | Your nose gets <i>really really big</i> . |
| 06 | Your ears become goblin-shaped. You might get mistaken for an elf, but probably not. |
| 07 | Your ears become very large and pointed, and protrude noticeably from the sides of your head. The back of your ears grows hair, similar to the tops of halfling feet. |

- 08 The hair on your head moves of its own accord, moving in concert with your emotions. For example, it might stand straight up when you become alarmed, or ripple gently as if you were in a breeze when you are relaxed.
- 09 The hair on your head moves of its own accord, reacting to your emotions in exactly the opposite way you might expect. For example, it might stand straight up and tremble in “fear” when you are relaxed and sleepy.
- 10 Your eyes become unusually large.
- 11 Your eyelids swap sides, with the larger eyelids retracting to the bottom of your eye sockets, as opposed to the top.
- 12 Your eyelids are reoriented 90 degrees, extending from and retracting to the sides of your eyes rather than the top.
- 13 Your eyelids are replaced with a clear nictitating membrane, although it provides no additional mechanical benefit over your normal eyelids. When you sleep, your eyes roll back in your head to protect them from the light.
- 14 You immediately gain a colossal mustache. If you ever try to remove it, it regrows immediately. You are unable to grow any other facial hair.
- 15 You immediately gain a thick, robust beard. If you ever try to remove it, it regrows immediately. You are unable to grow any other facial hair.
- 16 You grow a prolific volume of ear hair, which hangs down to shoulder height. Although it can be trimmed, it always regrows overnight.
- 17 Your facial hair gains the color and texture of copper wire.
- 18 Your teeth turn bright green.
- 19 Your teeth turn violet.
- 20 Your tongue becomes long and pointed, almost like a ghouls.
- 21 The flesh on your face becomes loose and saggy, and your cheeks and jowls hang.
- 22 Your eyebrows triple in size, and waggle involuntarily at anyone you engage in conversation with.
- 23 You grow a pair of antenna, each with a heavy, hard knob on the end. When you are stressed or agitated, they flail about and emit a musty smell. They broadcast signals for help (S.O.S.! Assistance needed! Please Help! Etc.) in the language of flail snails. (note: flail snail is not typically a valid language in PFS, although comprehend languages could help.)
- 24 You grow a pair of antenna, but they don’t really do anything and can be tucked under a hat.
- 25 Your lips fall off, exposing your teeth!
- 26 Your teeth all fall out.
- 27 Your teeth all fall out. Over the course of the next two or three days, they are slowly and painfully replaced by large, unsightly molars.
- 28 Something about the material your teeth are made out of changes, and whenever you chew, your teeth make a loud squeaking sound.

- 29 The muscles in your neck become large, strong, and bulky, and your neck significantly increases in size—even if you are otherwise skinny and weak.
- 30 Your hair turns white. If your hair is already white, it turns bright orange instead.
- 31 Your pupils turn into vertical slits.
- 32 Your irises turn bright red.
- 33 Your irises turn gold.
- 34 Your sclera (the whites of your eyes) turn green.
- 35 You gain elf eyes, with your pupils expanding to hide your sclera (the whites of your eyes) almost completely under normal light conditions. If you're an elf, you instead gain the eyes of a typical human.
- 36 Your face gains a coat of soft, downy fur.
- 37 You gain small, vestigial gills on your neck. Although they can transfer a tiny amount of oxygen into your blood in normal water, it is not nearly enough to let you survive underwater.
- 38 You gain the ability to remove your eyes from their sockets for a short time and replace them without permanent damage. While removed from their sockets, you cannot see through them.
- 39 You can unhinge your jaw, like a snake. However, since the rest of your digestive tract has not adapted to the ingestion of large food items, it doesn't actually let you swallow or eat unusually large things.
- 40 The angle at which your head meets your neck changes to be much closer to that of a quadruped. If you are bipedal, you naturally look up. If you are instead a quadruped (or similar), you gain a biped's natural positioning, and find it easiest to look at the ground.
- 41 Your neck merges with your torso, leaving your head directly connected to your torso.
- 42 You gain an exceptionally long, almost serpentine neck. Unfortunately, your head is rather heavy and your neck gets tired easily.
- 43 You grow a prodigious amount of nose hair. If shaved, trimmed, or otherwise removed, it regrows overnight.
- 44 You grow a wattle from your chin and neck, like that of a chicken or turkey. It is bright red, and becomes engorged with blood under *certain conditions*.
- 45 Your skull becomes pointed and conical.
- 46 You lose all of your hair.
- 47 Strange, flat shapes crawl just under the surface of your skin, using pseudopods to pull themselves along.
- 48 Your eyebrow hair becomes incredibly long and must be tucked behind your ears or over your shoulders. If you do not have eyebrows, you grow eyebrows.
- 49 Your scalp continually produces a thick, dark oil that slowly drips down whatever hair you have and stains clothing and parchment.
- 50 You are affected by a very weak regeneration effect—just enough to heal over any facial piercings you might have or get in the future.

- 51 The surface of your skin becomes translucent, allowing everyone to see the flesh and blood vessels underneath. You may find yourself sought-after by anatomy teachers, as a classroom prop.
- 52 The way in which you perceive colors changes. What was once blue might now be green, for example.
- 53 The tip of your tongue grows a tiny mouth, with tiny teeth. It is too small to be useful—unless you plan on scaring away suitors, perhaps.
- 54 Your retinas reflect back light like a cat's—although, lacking the other adaptations a cat has, you can't actually see better in the dark.
- 55 Curly hair becomes naturally straight. Alternately, naturally straight hair becomes curly.
- 56 Your ears increase in size. You can consciously control them, even flapping them.
- 57 Your mouth relocates to your neck.
- 58 You can change the length of your hair by up to three inches, longer or shorter, over the course of a day. If you shorten your hair, you cough up a hairball like a cat when you wake up the next morning.
- 59 You can rotate your head 360 degrees, although it is rather painful and it snaps itself back into position if you relax your neck muscles.
- 60 Your teeth and lips are replaced with a downward-curving beak. If you already have a beak, your beak is replaced with a mammalian face, including human teeth and lips.
- 61 Your face glows in a complex, eldritch pattern of unknown source when exposed to dangerous radiation (or unusual levels of UV light).
- 62 Your saliva becomes thick and black.
- 63 You lose the ability to grow hair in a two-inch-wide strip running vertically around your head, including straight down the middle of your scalp and face.
- 64 Your ears become unusually tiny.
- 65 Your ears change colors based on your emotion.
- 66 Your ears change size, becoming larger when you are excited or angry.
- 67 Your ears involuntarily pop, snap, slap themselves along the side of your head, and do other strange things to create noise. They do so quietly, and do not interfere with conversation or stealth checks. Only one ear ever makes noise at a time, as if they were having a conversation in a language that no magic can translate.
- 68 The skin and flesh of your face become rubbery and can be pulled into unusual, grotesque shapes.
- 69 Your neck becomes springy, and your head bounces back and forth on it when you run or perform some other vigorous action.
- 70 Your hair becomes permanently cold to the touch. If you sleep in an environment with average humidity (or higher), it will usually have collected a large amount of dew when you wake up in the morning.
- 71 Your tongue becomes long and sticky—sticky enough to catch very small insects. Unfortunately, it is difficult to control and flies around

- erratically when you try to use it. After several months of practice, you become skilled enough to catch small flying insects.
- 72 You have a normally-shaped tongue, but it is very long. You can lick your forehead.
- 73 Your tongue becomes long and cylindrical, and when you blow through it, it creates a strangely low-pitched whistling sound.
- 74 Your eyelids are replaced with tiny hands that function in exactly the same way your eyelids did.
- 75 Your irises grow a ring of teeth on the inside, in your pupils.
- 76 You grow many rows of small, needlelike teeth that easily break away and are replaced with new teeth, like a shark.
- 77 Your nose grows exceptionally long and thin, and hangs down to your chin.
- 78 You grow a line of cosmetic bony spikes along your jawline.
- 79 Your forehead expands as your sinus cavities enlarge. Your voice becomes incredibly resonant.
- 80 You gain an underbite.
- 81 You gain an overbite.
- 82 Your head and face reorient themselves to always face backwards. While this is disconcerting for you and others, it has no mechanical effect.
- 83 Your normal, lensed eyes are replaced with multifaceted compound eyes, like those of a common insect. You still see normally.
- 84 In the spring months, you grow large, brittle antlers. Any significant impact breaks them off, without causing damage to you or any other creature or object. When it is not spring, you have small nubs on your head instead.
- 85 Your ears turn into feathery dove wings. Although you can control them, they are too small to provide any benefit.
- 86 Your ears turn into leathery bat wings. Although you can control them, they are too small to provide any benefit.
- 87 Your nose grows tiny wings of a type you choose. Whenever you are exposed to a strong or pungent odor, or your nose is offended in some other way, its tiny wings flap madly as it attempts to escape your face and fly free.
- 88 Your ears remain otherwise normal, but grow to three times their normal size. If you do not normally have external ears, you instead grow a pair of human ears.
- 89 You gain the ability to remove your lower jawbone and teeth from your mouth. The skin and flesh of your mouth hangs limply while your jaw is removed. You may replace it at any time. Neither action causes injury, but it is possible to misplace your jaw.
- 90 Anyone looking into your eyes sees a tiny starscape in your eyes, behind your pupils.
- 91 Your teeth begin slowly, but uncontrollably, growing. This provides the precise conditions under which a race of incredibly small insects

- thrive. The next morning, should you examine your mouth, you find that these insects have colonized it and have founded a village; they mine your teeth for raw materials to build their homes from. This causes you no pain, but some discomfort, and keeps your teeth at a reasonable size. Efforts to destroy the village or chase the insects out are only successful for 1d3 days, during which your teeth grow painfully large. The insects are particularly terrified of you and will not communicate even under the best of circumstances, but particularly generous hosts may have a small statue constructed of them out of their own enamel. They audibly scream in terror if you ever open your mouth around a tooth fairy.
- 92 You grow a leathery crest running down the middle of your head, from your forehead to the nape of your neck. The brightly-colored structure is supported by bony spines, and is not covered by hair (unless you attempt a very implausible comb-over or toupee).
- 93 You grow two leathery crests on your head, from your forehead to the nape of your neck. These crests are each approximately 20 degrees off vertical. The brightly-colored structures are supported by bony spines, and are not covered by hair (unless you attempt a very implausible comb-over or toupee).
- 94 Your tongue continually swells in size every 3d4 days until, at the end of that period, it splits in half while you are sleeping. The extra tongue is not attached to you and has a mind of its own; it crawls out of your mouth in search of adventure.
- 95 Every morning, when you wake up, your hair changes to a new color. The change takes 1d6 minutes.
- 96 Your nose falls off! If you do not have a nose, you grow a large, bulbous human nose.
- 97 Your mouth grows wider, extending halfway around your head. The edges of your mouth are now below your ears. You look a little bit like Pac-Man when you open your mouth.
- 98 Your eyes become watery and you cannot stop crying; however, you are not crying so hard as to impede your vision.
- 99 Whenever you fall asleep, one of your ears grows wings and takes flight, and flies around your head in circles. If you have any ioun stones, it may alight on one for a while to save energy. When you wake up, it flies back to your head and reattaches itself instantly.
- 100 You grow demons or devils horns that curl back around your ears. While they are large, the curve is enough that you cannot use them to attack; unfortunately, they are close enough to your head to make cutting your hair difficult.

Mutations Affecting the Torso (roll 1d100)

- 01 You grow tiny bird wings from your shoulders that are too small to provide any aid.

- 02 You grow one “normal” sized wing, either birdlike or batlike. If you had two, you could perhaps use them to fly, but this one wing is unbalanced and difficult to control at the best of times, and provides no benefits.
- 03 You grow a pair of prominent racing stripes down the middle of your back. The color may vary but must be of a color easily visible on your skin.
- 04 You grow a pouch on your stomach, like a kangaroo or other marsupial. However, it is very small and somewhat fragile, and storing anything over a quarter pound in it is painful.
- 05 Your torso reorients itself so that what used to be your front is now your back, and what used to be your back is now your front. Your head and all of your limbs remain pointing forward.
- 06 You gain the ability to inflate your backside with air. If it is not covered in clothing or armor, it is able to serve as a comfortable chair.
- 07 You grow a leathery shell on your back, like a sea turtle.
- 08 You begin sprouting leaves from your shoulders and back.
- 09 Your body becomes unusually long and thin for your race.
- 10 Your body becomes unusually thick and stocky for your race.
- 11 You grow a mouth on your chest. Instead of being menacing or fearsome, however, it is small and eats daintily. It refuses to eat any meat or animal products.
- 12 When poked or prodded, the flesh on your stomach ripples as if it were the surface of a body of water.
- 13 Every 1d4+4 hours, tiny hands and a tiny face press out from your stomach wall, as if trying to escape. The sensation lasts for about a minute. It is unpleasant, but not painful.
- 14 Your internal organs and skeletal structure shift around inside of you, and create a 1-foot wide circular hole straight through your torso, front to back. The sides of the hole are covered with skin and are sensitive, but not painful.
- 15 You grow thick, soft fur that covers the majority of your back. The fur is typically leopard print.
- 16 You grow two rows of cosmetic horns or protrusions that run down your shoulder blades to your waist.
- 17 You grow a fatty hump on your back, supported by neural spines—spines growing out of your vertebra. If it is ever punctured, it starts leaking a marginally alcoholic clear liquid.
- 18 You grow long neural spines supporting a colorful sail of skin on your back. This sail can fold down underneath your clothing or armor, but it is uncomfortable.
- 19 You grow dozens of tiny human feet on your chest. If you lay prone, they will try to lift you up and walk, but you are unfortunately too heavy for them to support.
- 20 Your chest is covered in horizontal stripes of different, bright colors.

- 21 Your chest and back gain “racing” stripes, vertical stripes of a color that stands out from your normal skin tone.
- 22 Your chest grows bony protrusions and growths.
- 23 You grow a large eye in the middle of your chest, with a vertically-slit pupil. It is not under your control and, weirdly enough, when you look in the mirror, it does not appear in the reflected image.
- 24 The middle of your chest grows a beard and mustache, despite not having a mouth or nose.
- 25 You grow a nose on your chest.
- 26 You grow two eyes on your chest. (You can choose where they go.)
- 27 You grow flabby and overweight. You have a big “beer belly.” If you are already flabby and overweight, you gain a six-pack and become thin and are in great shape.
- 28 You grow a limp, pink tail, much like a rat’s—without the ability to move.
- 29 You process food differently, and produce an excessive amount of flatulence.
- 30 Part of your backside becomes bioluminescent, but it is very faint and you have a hard time controlling it. The more you want or need to luminesce, the less likely it is that you can.
- 31 Your back becomes covered in tiny holes. A colony of carpenter ants moves in and lives in a nest in your back.
- 32 You become incredibly bloated during the day, and starting at dusk, you lose the extra weight and become thin and gaunt.
- 33 Whenever someone makes contact with your body, it makes a ringing sound, as if a gong were struck.
- 34 You gain a vestigial arm growing out of your stomach that you do not control. Although you can force an object into its hand, it immediately drops it to the ground and refuses to cooperate.
- 35 If someone squeezes your torso firmly enough, your chest deflates like a balloon and makes a sad squealing sound. It has no other effect on you, and you are able to continue functioning as before, although the hole through which you can be reinflated is too difficult for your mouth to reach and you need to get help to reinflate.
- 36 Your back grows a thick carpet of spines. You can fire them at a target if you like, but the launch mechanism is too weak to do any damage. They regrow over a period of a week and can be fitted under a shirt or armor, although it is uncomfortable and fabric keeps getting caught on the quills.
- 37 Your chest and back become covered in painful sores.
- 38 You can open up your chest like a cabinet without injury, exposing some of your internal organs. Nobody else can, and if you attempt to hide anything in your body cavity, your body forcibly expels it as you close your chest.
- 39 Your torso is peppered with hundreds of tiny holes. When you drink a large quantity of water, ale, or other liquid, a small amount of that

liquid leaks out of you through the holes for one round after you swallow.

- 40 You grow a large set of feathery dove or angel wings. The first time you try to use them, the force of the flapping action rips nearly all of the feathers off of the wings, and the feathers never grow back. Unfortunately, these wings can never be used for flight.
- 41 When you lift up your arms, there is a tiny foot growing in each armpit. The feet do not interfere with your range of motion, but they smell terrible and are incredibly prone to getting fungal infections.
- 42 Your chest grows a face. It appears to be asleep the vast majority of the time, but whenever you or anyone else within ten feet are singing, it opens its eyes and sings animatedly. Although it seems to know the words for every song, it sounds terrible and obnoxiously warbles just a little off-key.
- 43 Your chest grows a face. It appears to be asleep the vast majority of the time, but whenever you or anyone else within ten feet are singing, it opens its eyes and sings animatedly. It sings beautifully, but it doesn't know the words to any of the songs and makes them up as it goes along.
- 44 Your heart stops beating for some reason, although you suffer no other adverse effects.
- 45 A bright red bullseye appears on your back. It appears as though it is a birthmark of some sort.
- 46 You find that certain types of plants will now take root on your back and grow.
- 47 Your torso grows lopsided and deformed, with your right side much larger than your left. Your right shoulder is much higher than your left, and your head is cocked to the left side.
- 48 Your torso grows lopsided and deformed, with your left side much larger than your right. Your left shoulder is much higher than your right, and your head is cocked to the right side.
- 49 Your back begins to itch, and you gain a sensation that some part of you is being held back and wants to be freed. As a standard action, a set of six eight-foot-long arms emerge from your back. Although they look like they were designed to work like a set of strange legs, and they seem to have the ability to grab onto a surface as if under the effect of spider climb, you can't control them and they don't work in a coordinated fashion. As a result they cannot actually convey you anywhere. They can be retracted as a standard action; if they are out for more than 2d4 minutes, they start fighting amongst themselves, trying to punch, pull, or bend each other as whatever truce they had come to previously falls apart.
- 50 You grow painful mounds of flesh on your back, studded with strange organs. With great exertion and a standard action, you can spray pink-colored liquid out of these organs, covering everything in a 10' cone in marbled white-and-pink webbing. However, this webbing is not

- durable and starts breaking down and dissolving almost immediately. It does not impede anyone's movement in any way. You are extremely thirsty afterward, and you cannot use this ability again until 1d6 hours have passed and you have drunk at least 4 gallons of water.
- 51 Your spine wriggles like a snake every 2d4 minutes. It's very terribly unpleasant, but has no mechanical effect.
- 52 A small oval patch of skin on your chest grows transparent, and lets you see into your stomach.
- 53 Your stomach distends, and becomes transparent, revealing that it has filled with water. Several of your less-important organs, like your gallbladder and your spleen, float free in your stomach and seem to actively swim around.
- 54 You grow a pair of large batlike wings. These wings, while fully formed, move far too slowly to help you take flight. They do, however, make a convincing cloak.
- 55 For as long as you maintain concentration (typically, a standard action each round), you can make metal objects pressed to your body stay in place, almost as though you were creating a weak magnetic field. This effect is not strong enough to prevent another creature from taking one of these objects.
- 56 You grow an umbilical cord out of your navel, as if it hadn't been cut. It doesn't seem to transfer any blood or nutrients, though.
- 57 You grow a retractable tentacle out of your navel. It's very small and cannot hold or manipulate anything that has any weight to it.
- 58 You grow an eye in your navel. You can't see through it, and it behaves on its own.
- 59 A pale, flesh-colored tail and hind feet grow out of your navel. They struggle and flail about, and press on your stomach as if to try to pull their hidden upper body out of your belly, but they never succeed. They are lizardlike in shape but appear to be made of the same flesh, color and texture and all, that the rest of you is made out of.
- 60 You grow several simple eyes on your shoulders and upper arms. These eyes can tell you the presence or absence of light, but cannot provide any more information—not even color, intensity, or direction.
- 61 You grow a throbbing, pulsating tumor on your neck. It glows with strange green arcane runes when you find yourself on a transitive plane.
- 62 You grow a strange organ with an unusual valve on your chest that slowly inflates to a maximum size of three or four inches in diameter over the course of an hour, at which point it deflates with a soft, high-pitched whistle. It whistles every hour at exactly 7 minutes past the hour.
- 63 Your torso grows hundreds of tiny human-shaped eyes. These eyes are blinded by any light brighter than a torch, and only open in dim light (or in darker conditions). Unfortunately, you cannot see through these eyes.

- 64 You gain precise control over all of the muscles in your chest and abdomen, and can flex each of them individually.
- 65 You grow well-defined abdominal muscles—a “six pack.” Each muscle rings with a different sound when struck with a hard object.
- 66 Your back is covered in strange grooves, reminiscent of a human brain. Whenever you find yourself on an outer plane, your back radiates bluish light.
- 67 Your back slowly oozes colored liquids of several different colors: a dark red, a light red, an intense blue, a light green, and a very dark violet. Enterprising artists can use these liquids as paint.
- 68 Your navel (your belly button) grows a mouth with sharp, pointy teeth. You can eat normally through this mouth, although it cannot speak.
- 69 You grow a long tongue that emerges from your navel (your belly button). It mimics, in an exaggerated fashion, everything you do with your normal tongue.
- 70 The flesh of your stomach becomes pliable and holds a shape; if you press a surface of less than one square foot onto your stomach, it retains the shape for at least 8 hours—or more, if left undisturbed.
- 71 You can open your ribs outward like a cobra. Unlike a cobra, your ribs are limited to your chest, so your chest gets wide and flat as organs migrate downward.
- 72 You grow thick tufts of hair on your shoulders in at least three different colors—usually black, red, and blue.
- 73 You grow extra arms underneath your existing arms, but they are limp and do not move.
- 74 Your torso becomes pliable and rubbery, and you can twist it in almost any direction—it’s almost flexible enough to tie yourself in a knot. Unfortunately, your arms, legs, and head keep getting in the way, and you can’t easily control them while you are twisting your torso about, so you don’t actually improve your ability to escape from grapplers or squeeze through tight spaces.
- 75 You grow a second set of arms from above your shoulders. While these arms normally tuck themselves behind your back, whenever you feel sad, unhappy, or anxious, they reach up to your face and pull at your eyebrows and the edges of your mouth as they try to make you smile.
- 76 You grow a second set of hands and arms from above your shoulders. Whenever you speak, these new hands gesture frantically as if they intend to translate what you are saying into sign language—although people who understand a sign language, or anyone using comprehend languages, insists that they are only saying gibberish.
- 77 You grow a small orb in the center of your chest that shows an alien landscape, with strange, colorful flying creatures; dark, creeping land creatures; and unusual blue-tinted “plants” that try to snatch and eat the other creatures, but are also eaten by them in turn.

- 78 You digest food incredibly quickly, and often have to use the
bathroom immediately after eating.
- 79 You digest food incredibly slowly, and rarely need to use the
bathroom at all.
- 80 When you pass flatulence, you produce a sound not unlike the
trumpets accompanying a victorious heavenly host.
- 81 You grow two rows of bioluminescent scales down your back, on
either side of your spine. They pulse faintly with light, although the
light is not bright enough to illuminate anything around you.
- 82 If you are not wearing armor or tight clothing, you can breathe in
especially deeply to inflate your chest like a frog—effectively doubling
it in size.
- 83 Your back begins to rot, and over the course of 2d4 days, a large hole
rots through your back and into your torso. Although this smells
terrible, for some reason you suffer no ill effects.
- 84 You can retract your arms, legs, and head halfway into your torso.
- 85 Your navel (belly button) disappears.
- 86 Whenever you insert anything (a finger, or otherwise) into your navel
(belly button), you see an imprint of the object pressing out from a
random patch of skin elsewhere on your body.
- 87 Your heart beats incredibly rapidly. This doesn't seem to affect you in
any way.
- 88 Your waist and stomach halve in diameter, becoming almost
impossibly narrow.
- 89 You grow ribs all the way down to your hips. You become a little less
flexible as a result.
- 90 You lose all of your ribs, and become a little more flexible.
- 91 You grow small, dull spikes all over your torso.
- 92 Your collarbone increases in size and projects out from your body.
- 93 You grow bony ridges around your neck and the bottom half of your
head, which serve almost as a protective collar.
- 94 By concentrating for a full minute and making a DC 20 Will save, you
can increase your core body temperature enough to turn cold water
into steam when it comes into contact with your chest or back. This
isn't hot enough to actually cause another creature harm, however.
- 95 You grow a skirt of thrashing tentacles that you do not control, and
that move under their own power.
- 96 You grow a thick, stiff tail (or if you already have a tail, it grows fatter
and stiffer) that helps you balance... when you are leaning forward,
like a theropod dinosaur. (For example, theropods include the
Tyrannosaurus rex, and velociraptor)
- 97 You grow a pair of scaled, reptilian tails. These tails thrash about and
sometimes wrap around each other. They refuse to be constrained.
- 98 You grow a pair of fox tails. They are mostly black, with red coloration
on the ends.

- 99 You grow a set of nine fox tails. Each tail has a white tip and is otherwise a different color.
- 100 You grow a feathery peacock's tail. You can show it off as a full-round action.

Mutations Affecting the Arms (roll 1d100)

- 01 You grow an extra hand on one of your arms. This hand emerges underneath your other hand, at the wrist, and is oriented palm-up like a rakshasa. The position of the hand makes it too awkward to use both your normal hand and your new hand at the same time, and this provides no mechanical benefit, although it does allow you to give yourself a one-person high-five or provide applause with only one arm.
- 02 Your fingernails begin growing. Unfortunately, instead of claws, they simply curl around your fingertips. If you already have claws, they begin growing quickly and break off to a normal size when used as part of an attack. Neither fingernails nor claws provide any mechanical benefit or drawback.
- 03 Your arms reshape themselves and now bend the wrong way at the elbow. You can still do everything you could do before, but your shoulders might get tired faster from having to hold your arms up higher.
- 04 You grow a thick coat of hair on the back of your hands, much like the hair that grows on top of a halfling's feet.
- 05 You grow rows of tiny suckers on your fingers, but they are not strong enough to provide any mechanical benefit.
- 06 Your fingers are replaced with slimy tentacles. They function close enough to humanoid fingers for most intents and purposes, and if you had claws you retain your claws on the end of the tentacles. Unfortunately, they get itchy and unpleasant if you let them dry out.
- 07 One finger (you decide which, but it should be symmetrical) on each hand grows to be twice its normal length.
- 08 When you tap a finger and thumb together, you create a quiet musical chime sound. Each finger creates a different pitch.
- 09 When you clap your hands together, it sounds as though you have crashed a pair of orchestral cymbals together.
- 10 You grow eyes on the back of your hands.
- 11 One—just one—of your fingers bends backwards.
- 12 You grow extra joints in your fingers. When you make a fist, your fingers now curl up into tight spirals.
- 13 You gain the ability to retract the bones of your hand from the flesh of the hand itself. Unfortunately, this does not prevent any damage to your hand, should something attack your hand while the bones are not in it.

- 14 You can launch your fingernails at a target as a touch attack. The attack does not count as touching the target, it does no damage, and unfortunately your fingernails grow back at their normal rate.
- 15 You gain a painless hole in the palm of your non-dominant hand.
- 16 You gain a painless hole in the palm of your dominant hand.
- 17 The backs of your hands grow warts.
- 18 Mouths grow in the palms of your hands. They like to lick whatever you are holding.
- 19 You can pull the skin of your hand and forearm off, like a glove. You can replace it just as easily.
- 20 Your forearms grow stiff, bristly black hair.
- 21 You grow large horns or spines from your shoulders.
- 22 You can slowly and painfully stretch your arms to double their length. When stretched in this way, you cannot exert any significant control over them, although you can open and close your hands. It takes about half an hour for your arms to regain their original length.
- 23 Whenever you intertwine your fingers with each other, they knit together into a smooth expanse of connected skin. You can freely separate your fingers whenever you desire—something that does not count as an action.
- 24 Your fingers grow thousands of small, limp, dark hairs that extend perpendicularly from the sides of your fingers. If you ever immerse your hand in salt water, the hairs come alive and act as filter feeders, collecting plankton from the water. If allowed to feed for more than a day, they turn bright pink from the creatures they are consuming.
- 25 The tips of your fingers flatten and harden. Although they're not precisely the right shape for most things, they seem well-adapted for use as dining utensils.
- 26 You grow a sixth finger on each hand.
- 27 Your hands change into hooked claws. You retain a little bit of movement, and you can still wield weapons and cast spells with somatic components. You can now hold heavy bags or pails almost indefinitely, however.
- 28 By passing your fingers and hands over an object or person over a minute, you can form a picture of them in your mind—with accurate colors.
- 29 Your fingers grow in length as though they supported wings, but no membrane grows. You can still use them as hands (or claws, if you had claws before).
- 30 You can rotate your hands a full 360 degrees, as if they were attached to your forearms with ball joints.
- 31 You can place your hands on a wall and see what is on the other side. Unfortunately, the description is always misleading and is usually plain incorrect: your hands seem to prefer gaudy wall decorations and grand feasts. One every 20 times you do this, you get a glimpse into

one of many throne rooms of the King in Yellow, and are treated to visions from his horrific rule.

- 32 If you cup your hands to amplify a shout or yell, your hands will repeat whatever you yelled one round later at the same volume—regardless of what you’re using them for at the moment.
- 33 If you rub your hands together vigorously, you can build up a static charge. This isn’t enough to deal damage, but you can shock people with it or make their hair or fur stand on end with a successful touch attack.
- 34 If you rub your hands together vigorously, you can make your hands light up for a brief second. The light is dim and does not illuminate your surroundings.
- 35 If you run your hands through a creature’s hair, you can change its color, texture, and whether it is curly or straight (or some other similar variation) for 3d4 days.
- 36 By holding a small item in your hands, you can precisely identify its dimensions in whatever units of measure you prefer.
- 37 When you snap your fingers, the sound is much louder than normal, and sounds almost like a firecracker or firework has gone off.
- 38 Your index fingers leave thin trails of ink. You can, with practice, write without quill or ink.
- 39 Your hands each take on the predominant complexion and color of the last item you held in them.
- 40 Your hands are covered in arcane diagrams describing the last arcane spell you cast—or, if you cannot cast spells, the last arcane spell that was cast on you. These diagrams are only superficially informative.
- 41 Your right hand detaches itself as you sleep, and grows a mouth and eyes. It roams about at night, and may catch and eat small insects. It normally returns to your arm long before you wake up, but if you are woken up by surprise, it returns to your arm in a burst of speed. It never strays more than ten feet from you.
- 42 You grow a puzzling series of small quills on your fingers. While they are uncomfortable when you make a fist, they do not otherwise cause problems. Their true nature becomes apparent when you pet a furry animal, like a dog or cat—the quills catch loose hair like a comb. With some difficulty, you can use them to comb your own hair as well.
- 43 Your hands grow small, puzzling holes in their palms. If you experiment, you discover that they are an unusual pair of ring gates and you can pass a small item held in one hand into the other. The objects must be no more than half an inch in diameter. If an object is passed to an occupied hand, it falls to the ground in your square as if you had dropped it.
- 44 Your little finger mutates into a strange, asymmetrical combination of geometric shapes. It looks like some bizarre key, but it does not fit any door you try it in.

- 45 You can read text by passing your fingers over it. Unfortunately, your reading becomes increasingly inaccurate and robotic, as if you were reading the thoughts of an easily-distracted axiomite.
- 46 By squeezing one empty hand into a fist and concentrating as a standard action, you can make your other hand double in size for as long as you concentrate and keep the other hand in an empty fist.
- 47 Your hands become covered in fine cilia that keep them clean at all times.
- 48 Your hands are always pleasantly cool to the touch.
- 49 You can grow imposing-looking claws appropriate for creatures one size larger than yourself as a standard action. Unfortunately, these claws are cartilaginous, and are too soft to do any damage.
- 50 The tips of each of your fingers can, as a free action, sprout a set of wildly writhing, suckered tentacles, or retract these tentacles. They are too small and uncontrolled for most purposes, but could make for a horrifying hand-puppet show.
- 51 You grow a sixth finger on each hand, extending from the palm.
- 52 You grow an extra thumb on your left hand.
- 53 The tips of your fingers turn an unnaturally dark, featureless black.
- 54 Your hands and arms, up to the elbow, are stained red, as if by blood.
- 55 Your hands and arms, up to the elbow, are stained green.
- 56 You can hyperextend your elbows without injury—although it is somewhat painful to do so.
- 57 Your arms increase in length by about a third.
- 58 You grow two rows of fingerlike structures, each emerging from the outside edge of one of your upper arms. These growths slowly filter the air around you of dust and hair, although they cannot protect you from poisons.
- 59 Your forearms turn gaunt, and the space between your radius and ulna (the two long bones that make up your forearm) is hollow and not covered by skin.
- 60 Your fingers become rubbery and pliable. By relaxing the fingers on one hand, you can use your other hand to sculpt your fingers into a variety of unusual shapes. Your fingers do not stay in that shape for long, and any pressure on them can push them out of shape. They cannot, for example, serve as thieves' tools.
- 61 You grow two colorful sails, one on the back of each forearm.
- 62 By pinching your thumb and forefinger together to form a circle, you can see a strange smoky scene through the resulting "lens." An unusual upside-down city hangs from a sooty, pale-yellow sky. Unusual flying machines fly between the buildings, and occasionally a strange serpentine shadow blocks out the dim, golden sun.
- 63 By touching a finger to a word on a page, you instantly know whether the word was misspelled or not, according to the customs of the time it was written.

- 64 You can extend and retract the fingernails of one hand to form your hand into a cage, in which you can trap one diminutive or smaller creature. You need to have already grappled and pinned the creature, and this does not provide any benefits or advantages over the standard pinned condition, except that you can see and contain the creature you are grappling, and you cannot use that hand for any other purposes.
- 65 You get a strange sensation of movement inside your arms. Should your arms be damaged by acid or fire, underneath your damaged flesh you see reptilian scales that slowly slide back and forth, as if something larger were moving underneath.
- 66 You grow an extra elbow on each arm, complete with an extra stretch of upper arm. The primary advantage seems to be that you can scratch your own back without help.
- 67 Any metal you hold tarnishes, if it can tarnish.
- 68 The backs of your forearms grow colorful feathers.
- 69 You grow prominent shoulder plates.
- 70 Your fingers slowly change shape in a way that not many people notice. Your fingerprints and other identifying patterns on your hands, like the placement of moles, slowly changes constantly.
- 71 By laying your hands on a creature, you learn the name of an unearthly horror who has laid claim to that creature's soul when it passes on to the Great Beyond. Each creature's soul is claimed by a different horror, and no amount of research ever provides any more information other than the name of the waiting horror. Whether they will ultimately succeed in claiming the soul is unknown.
- 72 Your hands become withered and wrinkled, as if you had aged significantly.
- 73 Your hands rotate, and their palms now face the opposite direction.
- 74 You discover that you can move your fingers incredibly quickly without losing coordination. This does not, unfortunately, provide other mechanical benefits, as the rest of you cannot typically keep up.
- 75 By touching an object made out of wood, you instantly know the type of wood it is made out of as well as the personal name of the tree from which it was taken.
- 76 The tips of your fingers turn slightly transparent and crystalline.
- 77 You grow green runes on the palms of your hands. Whenever you are within 30 feet of a living creature with the aberration type that you can see, these runes start leaking blood.
- 78 When immersed in water, your hands slowly release a tasteless, nontoxic purple substance that behaves much like a wispy dye. It will turn one gallon of water per minute purple.
- 79 Your hands turn bright white and lose all pigmentation. Whenever a spell with the light descriptor is cast with you as the target, only your hands that glow with the light from the effect for the duration of the spell.

- 80 Your touch causes plants to flower and bloom.
- 81 When you touch your hands to the earth, insects, grubs, and other crawling creatures burrow out of the ground to meet your touch.
- 82 Your hands lose the ability to sense temperature.
- 83 Your hands become hypersensitive to temperature, and you can determine the temperature of an object to within a few degrees (in your system of choice) simply by touching it.
- 84 Your hands flicker with a dim, smoldering light. When you place your hand into an open flame, or are otherwise exposed to an open flame, the fire and flame changes color, becoming black.
- 85 Your hands become withered and aged. Whenever you take negative energy damage, your hands are restored to their original, healthy state for a number of minutes equal to the negative energy damage you received.
- 86 Any food that your bare hands touch tastes like scorched earth. Gloves are sufficient for avoiding this effect.
- 87 One of your arms grows large and lumpy mass, and a series of holes form in the skin on your forearm. The mass expands and contracts, as if it breathes. You cannot damage it or target it independently, but if you submerge your arm in water, the mass spasms violently for two minutes, after which it stops moving entirely. After that point, it will begin to rot, falling off your arm in 2d3 weeks.
- 88 Your hands and forearms turn translucent, and strange liquids of exotic colors periodically fill one or the other of your hands. The colors diffuse and then, a minute or two later, are rapidly filtered out.
- 89 Rings and other decorations you put on a finger are moved to other fingers without your knowledge when neither you nor anybody else is looking.
- 90 Your fingers grow long and spidery.
- 91 Your fingers grow short and stubby.
- 92 When you snap your fingers, a chime sounds, instead.
- 93 You can paint in the air, as your fingers leave a sparkly magic trail in the air for five rounds.
- 94 By running your hand along a surface, you instantly polish it and remove most superficial tarnish and rust.
- 95 The skin on your hands rots and falls off. The muscles and ligaments and bits of the bones in your hands are now exposed. Your hands are still perfectly functional, but they get itchy if you don't keep them moist.
- 96 Your hands and fingers are entirely replaced with exposed muscle—almost like giant tongues. While gross, this has no real mechanical effect—although you do tend to slobber all over most things you touch.
- 97 Your hands are replaced with tiny little goblin hands.
- 98 You grow tiny teeth on the palm side of all of your fingers. They don't hinder you in any way, but they sure feel weird.

- 99 Objects made of ferrous metals are gently pushed away from your hands. You can levitate small objects (quarter of a pound or less in weight) made of such ferrous metals an inch above the palm of your hand, if you hold your hand flat and are very careful with a DC 20 Dexterity or Sleight of Hand check.
- 100 A rubbery layer of cartilage grows over the tips of your fingers. This means you have a set of handy thimbles, but doesn't do much for you otherwise.

Mutations Affecting the Legs (roll 1d100)

- 01 Your knees reorient themselves and they now bend in the opposite direction. Whatever that direction may be.
- 02 Your toes and feet are replaced with hooves. If you already had hooves, they are replaced with human feet.
- 03 You grow hair on the top of your feet, like a halfling. If you already have hair on the top of your feet like a halfling (say, if you *are* a halfling), the hair instead grows longer—at least long enough to braid.
- 04 Your legs grow short, but springy. You bounce back and forth when walking or running.
- 05 Your legs grow unusually—and un-proportionately—long for your race and height.
- 06 Your legs grow unusually short.
- 07 Your feet increase in size by one-third.
- 08 Your feet decrease in size by one-third.
- 09 The resting position of your feet changes, and your feet rotate out by 90 degrees—they now naturally point left and right, instead of straight forward.
- 10 You gain flat feet.
- 11 You always hover exactly one inch above solid ground. However, unlike other effects like air walk, you are still standing on the surface and leave tracks as normal, you just appear to be in a slightly different location. This has no actual mechanical effect.
- 12 Your feet elongate and you have a very difficult time walking on your heels. You preferentially walk on your toes instead.
- 13 Your feet secrete a layer of sticky mucous. It doesn't interfere with anything but your feet make a wet, sloppy sound when you walk on a hard surface in your bare feet.
- 14 Your feet bend around and now point backward.
- 15 Your toes grow quite long and floppy. You can still roll them up to fit them in your boots, if you wear boots.
- 16 The top of your feet sprout fungus, mostly mushrooms of all types.
- 17 Your toenails all fall off, and refuse to regrow.

- 18 Your toenails appear to be a window into a muddy pond. If you look closely enough, you can sometimes see strange, alien shapes moving through the silty water—and occasionally, one of the alien shapes will rip another apart, and slowly devour it.
- 19 When you tap your toes, each toe creates a different, unique tone—as if they were mallets playing a xylophone.
- 20 Your legs and feet become scaly, like a bird. If you already have scaly feet, you gain awkward human legs and feet.
- 21 Your feet rapidly begin to ossify, turning to stone from the bottom of your feet upward. The process stops right below your ankles. Your feet are now a little heavier than you're used to.
- 22 Your feet turn permanently bright red. If, for some reason, your feet are already bright red, they turn purple instead.
- 23 Your toes turn into tiny tentacles.
- 24 Your legs painfully grow multiple joints in addition to the knees you already have. You can bend your legs in a number of unnatural directions.
- 25 Your hips lock up and you find yourself unable to move forward or backward—however, you can move at full speed if you are moving sideways, like a crab.
- 26 You grow big spikes out of your kneecaps.
- 27 Your kneecaps fall off, and now your legs bend both forward and backward.
- 28 Your legs grow thick, bristly hair.
- 29 When you are surprised, your toenails pop off. If you are in your bare feet, they land a few feet away.
- 30 When you rub your bare legs together, they make a chirping sound like a cricket or cicada—only much louder.
- 31 The soles of your feet become intensely sensitive, and you gain tremorsense with a range of 60 feet. However, your tremorsense does not detect any creatures you can see or interact with; instead, it detects numerous creatures of all sorts of different sizes who for all intents and purposes do not seem to be there at all. Sometimes a group of them may follow you around in a crowd, silent witnesses to your adventures and misadventures.
- 32 Your legs bow outward, as though you are always riding a horse.
- 33 You grow a set of strange strings or tendons in the arch of your foot, stretching straight from your heel to the ball of your foot. If you are trained in string instruments, you can play these strings like a harp, although they cannot create a loud enough sound to function as a performance and it is quite awkward to play your foot.
- 34 Your ankles become incredibly flexible, and their range of motion now allows you to touch the top of your foot to your shin—although it hurts to do so and your ankles make an unnatural cracking sound.
- 35 When immersed in water, your thighs expand. Although this might immediately seem as though they are inflating to help you float, they

- are instead filling up with water and do not change your buoyancy at all. When you leave the water, your thighs rapidly empty themselves of water.
- 36 You suddenly gain the coordination and flexibility to write flowery formal cursive text using your feet instead of your hands.
- 37 You can pull your toes into your feet for protection, as if they were the head of a turtle being pulled into its shell.
- 38 Your ankles change shape and your feet grow longer. You find that you naturally walk on your toes, and it is painful to put your heels on the ground. On the bright side, walking in heels is now *much* easier.
- 39 Your feet change shape and grow claws and bony protrusions. You can still fit into boots, although it's a lot more difficult and they frequently need to be mended. You now leave very distinctive footprints, but they aren't consistent with others of your race.
- 40 The bottoms of your feet thicken and callus, and you find it much more comfortable to walk without shoes than with. Unfortunately, the calluses are not big enough to protect you from caltrops and the like.
- 41 Your thighs grow large and unnaturally muscular.
- 42 All the hair on your legs falls out and does not regrow.
- 43 Your legs become incredibly flexible. You can easily perform splits now.
- 44 Your right and left feet switch legs.
- 45 You grow a coat of iridescent feathers on your legs.
- 46 Your legs grow imbalanced, with your right leg growing stronger and your left weaker. You walk with a pronounced limp, but your movement speed(s) are unchanged.
- 47 Your legs grow imbalanced, with your left leg growing stronger and your right weaker. You walk with a pronounced limp, but your movement speed(s) are unchanged.
- 48 Your feet grow cold—very cold. In humid climates or underwater, they grow thick layers of frost. Very little short of the elemental plane of fire will warm them.
- 49 You can retract your legs into your body—quite easily, as if you were sitting on them.
- 50 Your toes splay out, making boots uncomfortable.
- 51 Any time a toe hits something, whether you have kicked a table leg or you kicked an opponent using poor form, it vibrates like a tuning fork. Each toe creates a different tone.
- 52 You leave behind smoldering ashes where you have walked barefoot.
- 53 You grow a third leg out of the middle of your back, and become a tripod.
- 54 Your feet grow into floppy hands that you cannot quite control.
- 55 The soles of your feet grow thin hooves. You can still fit into boots, but it's more difficult.
- 56 Your feet feel as though they are constantly being gently tickled.
- 57 You grow seven toes on one foot, and thirteen tiny toes on the other.

- 58 Your feet are replaced with furry paws.
- 59 Your toes gain the ability to retract your toenails. This might be more interesting if you had claws, instead. If you already have claws, they become retractable!
- 60 You grow thousands of cilia on your feet. These let you move at one-quarter speed without moving your legs, although they do not provide any benefit beyond what you would normally have gotten had you moved at one-quarter speed.
- 61 In order to extend your leg forward, you first need to raise your knee to chest level. You are forced to use a strange high-stepping walk as a result.
- 62 Your feet move twice as fast as they did before, but you always seem to cover the same ground at the same rate. You don't actually grow any faster.
- 63 You can pop your feet off of your ankles as a standard action, and you can re-attach them just as easily. Try not to lose track of them.
- 64 You grow wings, one pair on each ankle. The wings are too small to provide any lift.
- 65 You gain a limited form of stonesense—you can identify the type of stone or rock you are walking on if you are in bare feet.
- 66 Your big toes grow to triple their length, and curl up at the ends.
- 67 Your feet display a short map of how far you have walked in the past five minutes, but if you were wearing boots for any of it, the path is occasionally inaccurate—turning left when you really turned right, for example.
- 68 Your feet are thick and heavy, and are starting to take on a more metallic sheen. If you walk in bare feet, they make metallic sounds when you walk on stone or metal floors.
- 69 Whenever you take a run or charge action, your feet and boots burst into a nonmagical flame that does not damage you, your equipment, or anything else. The flames last for the duration of your movement.
- 70 Your feet are extremely hot. When you place them into a pond or a bucket of water, they may create a cloud of steam.
- 71 When your feet are on the ground, arthropod feet emerge from one of your feet—as though a hermit crab were nesting inside the bottom of your foot. Should anyone ever examine your foot, however, there is no indication of a stowaway.
- 72 Whenever you dip your feet into water, your feet “steep”—slowly converting ten gallons of water into low-quality, strong-smelling “tea” over the course of ten minutes.
- 73 Small mosses, grasses, and other plants grow in your footsteps.
- 74 Plants die off in your footsteps and turn black.
- 75 Your feet are always the perfect temperature.
- 76 One of your legs falls off, and a new leg painfully grows in its place almost immediately. The new leg is misshapen and warty, and is a vastly different color from your previous leg.

- 77 You grow a crest of colorful feathers from the back of your heel and ankle.
- 78 Your feet grow a thin covering of bark, which also starts growing up your legs, midway up your calves.
- 79 Whenever you take a run action, you leave a trail of flame behind on your path. The flames last for one round, but cannot catch anything else on fire, or cause any damage.
- 80 You lose the ability to move your feet, although you can still move them in other ways—you could physically move them with your hands, for example. You grow a set of several dozen thick, dark green tentacles descending from your torso that perform most of the same functions as your now-useless legs. You still need your feet, however, to wear magical boots.
- 81 You gain the ability to smell through your feet. This may be a disadvantage if you have the hygiene of a typical adventurer.
- 82 The soles of your feet develop pads. While there's no material benefit, your feet may find walking long distances significantly less painful.
- 83 For some strange reason, your feet can now pass through each other—even a boot, if you wear boots, can pass through its mate. You are completely incapable of stumbling over your own feet.
- 84 Your toes are replaced with human fingers that scrabble at the surface as you walk. When standing barefoot on soft ground, these fingers feebly dig into the earth as if they are looking for something.
- 85 Over the course of the next day, your feet turn into thick tree roots. If you stand in the same position for 8 hours or more, you can sink these roots into loose earth, although they do not deeply root themselves and you can still be moved (or move yourself).
- 86 Whenever you lift your feet up, booted or not, you reveal a carpet of writing bugs that scatter as soon as they can.
- 87 You grow unsightly rows of toes on top of your foot. As you damage or lose toes, other toes slowly grow into their place, similar to how sharks replace teeth.
- 88 Your knees grow thicker, and are covered in scaly padding—it is unattractive, but makes kneeling for long periods easier.
- 89 Your legs become unnaturally thin and spindly.
- 90 Your feet shorten drastically, becoming round like an elephant's.
- 91 Your feet grow thick and heavy. By stamping or stomping your feet, you can create loud, booming footsteps.
- 92 Where you walk on wooden surfaces, your footsteps leave the wood faintly rotten.
- 93 You grow an extra lower leg, jutting out from one of your knees. It makes wearing pants more awkward, but does not otherwise slow you down.
- 94 Your feet grow jaws and a mouth, and open just below your toes on each foot. The mouths don't have particularly sharp teeth, but don't like wearing socks or shoes and loudly complain about being forced to

- don either. They are otherwise sleepy. You find that, whenever you yawn, they yawn as well—should they not be encumbered by footwear.
- 95 Your ankles bend awkwardly and you find it infinitely easier to walk on the outsides of your feet, rather than the bottom.
- 96 Your feet grow gaunt and warty.
- 97 You grow armored plates... but unfortunately, they are on the bottom of your feet. This doesn't do much for you, but if you have Perform (Dance), you could use them to make loud clacking sounds when your feet strike the ground.
- 98 Whenever you confirm a critical hit using your feet as part of an improved unarmed strike, your foot rings like a gong.
- 99 Your toes grow to prodigious size. Because they start out quite small, you can still fit your feet into your boots.
- 100 Your feet smell like roses and gleam an iridescent combination of colors in light.

Mutations Affecting Everywhere/Other (roll 1d100)

- 01 Your skin turns silvery and slightly reflective.
- 02 Your skin gains the texture and appearance of brushed stainless steel.
- 03 Your skin gains the appearance of granite.
- 04 Your skin becomes covered in large polka-dots.
- 05 Your body hair becomes long, thick, and oppressive. If shaved, it regrows in 1d2 days.
- 06 Your skin patterns itself after its background, almost as if you were camouflaging yourself like an octopus or chameleon. Unfortunately, it takes some time for your skin to work up to it, and instead of whatever you are standing next to immediately, your skin patterns itself after something you were standing next to *1d3 days previously*. As a result, this provides no mechanical benefit, although with a small amount of mental effort (or as part of a stealth check) you can *mostly* suppress the effect.
- 07 Your skin and flesh begin to slowly drip and flow off of your body. However, the minute you think about it, they instantly pull themselves back into shape. If you fall asleep, they slowly pool around you.
- 08 You lose all the hair on your body.
- 09 Your skin grows clammy and cold, even when you are warm.
- 10 You begin sweating profusely.
- 11 You gain a thick layer of mucus all over your body.
- 12 Your skin constantly secretes a very thin coat of grease or oil, as though you had oiled yourself up for a muscle-building competition.
- 13 Your muscles become much larger, and are more prominent and defined—even though you do not become significantly stronger.

- 14 Your skin becomes uncomfortably tight. Sometime in the next 1d3 days, usually when you find yourself alone in a private room or area, you shed your skin, similar to a snake or other molting reptile. You thereafter molt once every 6-8 months, or more frequently if you are young and still growing. The skin left behind is translucent and papery, but still recognizably of your race.
- 15 Your skin grows marks, blemishes, and other features in such a way that it resembles a map, with cities and rivers delineated—but it is a map of no area known to Golarion.
- 16 Your skin grows translucent and you can see the organs, muscles, and blood vessels beneath it.
- 17 You grow a layer of blubbery padding underneath your skin, and it jiggles as you move.
- 18 Over the next 1d4 days you slowly lose weight until you are thin and gaunt.
- 19 Your voice changes gender, becoming either excessively deep and masculine or excessively high and feminine, whichever would result in the biggest difference. If you have an androgynous voice, you get to pick.
- 20 You gain the ability to honk like a goose or other large waterfowl.
- 21 Your voice now sounds as though you had recently inhaled helium.
- 22 Whenever you speak, it sounds as though three people with very different voices are speaking simultaneously.
- 23 You gain a very different accent; however, you yourself do not realize it.
- 24 Although you may speak normally, your voice now seems to emanate from somewhere inside your chest inside of out of your mouth.
- 25 You gain a particular taste for insects, grubs, and other arthropods, and the food you most commonly ate seems tasteless and unappetizing—although it still retains its nutrition. If you already eat insects, grubs, etc., you instead find them unappetizing and discover that you suddenly prefer fancy, refined human food, of the type that might be served in a royal court.
- 26 Everything tastes sweet to you.
- 27 Everything tastes sour to you.
- 28 You now smell through your mouth and tongue.
- 29 You become cold-blooded (ectothermic) and you feel sluggish in colder temperatures. On the other hand, you greatly enjoy warm temperatures, even though they may still cause heat stroke. If you are already cold-blooded, you instead become warm-blooded (homeothermic).
- 30 You gain digitigrade, anisodactyl feet, like a bird—you have three large toes pointing forward, and one large toe pointing backward. You can use your feet to perch on a branch. You sleep very poorly while upright or horizontal. On the other hand, you can hang upside-down

- from a branch or doorway, and sleep that way, and you find that most comfortable.
- 31 Your dominant hand changes. If you were left-handed, you become right-handed, and *vice versa*.
- 32 When you sleep, you spin a cocoon of silk to sleep in. Emerging from this cocoon takes exactly as much time as it takes you to stand up from being prone.
- 33 At inopportune times that do not endanger you in any way, a tiny devil opens up some part of your body (for example your face or your chest) as though it were a hatch or door, scribbles some quick notes on a notepad, and then closes the door before anyone can react. Any medical examination indicates that your body has formed a strange connection to the plane of Hell, but your anatomy seems normal.
- 34 You become covered in fine scales. If you are already covered in scales, you become covered in feathers instead.
- 35 When your skin gets wet, it changes color. It usually becomes darker, but could become lighter instead if your skin is already dark.
- 36 You develop a strange and limited form of empathy. By placing your hands on a person's stomach and concentrating, you can tell whether that person has eaten any potatoes within the last 24 hours. The target must be alive and humanoid for this to work.
- 37 You become coated in a thick coat of downy feathers, like a newly hatched chick. While potentially embarrassing, the feathers are patchy, and fail to provide any real insulation.
- 38 Patterns on your skin reflect passages and images from the last book you read. Occasional words and phrases from the passages may be highlighted, as if someone is attempting to communicate through them, but no real pattern or message can ever be discerned.
- 39 Your blood turns green.
- 40 Your blood turns black.
- 41 When you are struck and damaged by a slashing or piercing weapon, your blood gushes out violently from the wound for a period of minutes after—although you do not actually take any extra damage from the injuries.
- 42 Whenever magical healing heals you of hit point damage, your skin stretches out and ties itself together on top of the wound. The knot remains visible until such a time as you would have naturally healed the damage.
- 43 Whenever you are struck by a damaging spell, faintly glowing arcane symbols appear on your skin diagramming the spell and its effect. The diagrams are opaque enough that nobody is ever able to diagnose or identify the effect based on the diagram, but those who can separately ID the effect can explain the diagrams and their unusual level of precision.

- 44 Your fingernails and toenails become perfectly manicured. You never again need to cut or trim them. If they are somehow damaged, they return to their perfect form overnight.
- 45 A small unidentified object or creature, about the size of a chipmunk, moves around underneath your skin. It is perpetually able to evade attempts to capture it or constrain it to one area of your body. If you or your friends prove persistent, it may flee into an orifice and wait for a more opportune time to lurk. If you ever find yourself alone, with nobody else around to hear you, it will compliment whatever part of your body it is hiding near in formal Elven.
- 46 Whenever a living creature pushes on your skin, it glows faintly.
- 47 Whenever a living creature pushes on your skin, it creates ripples that flow around your skin as though your skin were the surface of a great body of water.
- 48 When struck by bludgeoning damage to the stomach or chest, you burp fireflies that angrily buzz and fly away. Curiously enough, these fireflies are always able to fly in any conditions, even in a tornado or in the vacuum of space.
- 49 Although you don't look any different, the touch of your bare hands stains porous materials black. The stain can easily be removed with water.
- 50 Although you don't look any different, the touch of your bare hands stains porous materials black. The stains can only be removed with holy water.
- 51 Although you don't look any different, the touch of your bare hands stains porous materials white. Only unholy water can remove the stains.
- 52 You find that your joints no longer operate smoothly and continuously—instead, they all seem to function in ten-degree increments, with your limbs snapping to the closest increment instead of allowing you to keep your joint positioned somewhere in-between.
- 53 You find that your skin absorbs nonmagical cut and uncut gems and displays them just under its surface. You can remove them at will; both placing a gem and removing one takes a standard action. Beneficial magical gems (and other effects) are suppressed and cease functioning when absorbed, and slowly begin to overheat; your body expels them in 1d3 rounds, before either you or the gem is damaged.
- 54 Your skin absorbs a small amount of pigment from anything placed directly on it, and you can tint your skin as a result. This tinting is not strong enough to provide camouflage.
- 55 You become very slightly translucent, and when you stand between a viewer and a source of bright light, they can see the outlines of your bones.
- 56 You both tan very quickly and also lose your tan very quickly. An hour in the sun gives you a very dark tan, while an hour inside makes you incredibly pale for your natural skin tone.

- 57 You stop sweating entirely, even in the warmest of climates. Even so,
you do not suffer from any overheating problems.
- 58 All of the hair all over your body turn mostly transparent. This also
applies to feathers or scales, if you have them instead of body hair.
- 59 Your hair falls out in places where it is thin, and turns into leafy, green
vines where it is thicker.
- 60 Your hair falls out in places where it is thin, and turns into long,
elaborate feathers where it is thicker.
- 61 You shrink, becoming an inch shorter than the minimum height for
your race and gender. Your weight does not change.
- 62 You grow, becoming an inch taller than the maximum height for your
race and gender. Your weight does not change.
- 63 You become perfectly symmetrical and average, and you are now the
average height for your race and gender. Your weight does not
change.
- 64 You naturally build up a static charge. Once per minute, you zap the
next creature or object you touch with static electricity. This shock
does not do any damage, but can make the target's hair stand on end if
it has any.
- 65 Your skin (or scales, if you have scales) fluctuate in color slightly as
your blood oxygen level changes. If you hold your breath or are forced
to go without oxygen, your skin turns increasingly blue and then black
as your blood slowly runs out of oxygen.
- 66 You emit a strange pheromone that attracts dragonflies, although they
don't attack you or seem to find you tastier than normal. This does not
affect their attitude towards you in any way.
- 67 You emit a strange pheromone that attracts cats, although they don't
attack you or seem to find you tastier than normal. This does not
affect their attitude towards you in any way.
- 68 You find yourself able to whistle and sing like a songbird, although
this by itself does not let you communicate with a songbird.
- 69 Your movement seems jerky and inconsistent, as if you had somehow
become just slightly untethered from the flow of time. This has no
significant mechanical impact; the periods of accelerated movement
balance out the periods of slowed movement.
- 70 When you place your hand within six inches of a body of water of any
size (from a glass of water to an ocean) a small part of the surface
rises up to meet you, just barely making contact with your hand.
- 71 You can very slowly ingest water through your skin.
- 72 You can purr, like a cat.
- 73 Your shadow changes shape, growing long claws and thrashing
tentacles. You yourself don't seem to change.
- 74 Your shadow shows an idealized version of yourself, perfect in every
way.
- 75 Your shadow appears to show an adolescent version of yourself (or,
simply, yourself, if you are already an adolescent). Whenever you

- make an attack or cast a spell, your shadow shows it as explosions of color.
- 76 When you sleep, you rapidly desiccate. You don't look undead, exactly, but greatly resemble a preserved mummy. (Not the Egyptian type, with bandages.) You rapidly rehydrate over 2d4 rounds after waking.
- 77 You start aging "backwards," accumulating aging penalties and bonuses normally (or not at all, in the case of Pathfinder Society) and becoming one size smaller when you reach Venerable age (when you would retire in PFS).
- 78 Your voice constantly echoes, as though you were in a distant canyon and you are being heard from much further away than you actually are.
- 79 Your skin becomes powdery, and anyone or anything touching you is covered in a fine dust the color of your skin.
- 80 Your skin becomes reflective and shiny, although its color and texture do not change.
- 81 Pressure changes your skin's color, perhaps making it darker, perhaps making it lighter. The color change lasts for a minute before fading out.
- 82 You begin growing small tumors in hidden places all over your body—your armpits, the tops of your feet, perhaps the back of your neck. These tumors grow for a few weeks before dropping off of your body and crawling away.
- 83 When you bleed, your blood spatters and hisses in the air. It rapidly changes color from red to blue to green to black over a minute. Eventually, it turns transparent and stops reacting.
- 84 Your blood unsettles vermin, who are inclined to flee from it.
- 85 You become so dense that creatures with tremorsense and blindsense—while still accurately identifying your location—overestimate your size.
- 86 You gain perfect pitch, and see musical notes as individual shapes. You can tell the difference between any two notes, even if they are nearly identical.
- 87 You gain the ability to almost instantly count any number of objects so long as you can see them all at once.
- 88 Your hair—everywhere—braids itself in a style you prefer. You can un-braid it, but it will re-braid itself over the next hour.
- 89 Your skin grows hard but brittle, like a crab's shell or an insect's carapace.
- 90 Your bones are magically reactive to light spells. If you are ever the target of a light-creating spell, whether it is light, daylight, or another spell, your skeleton radiates the light through your body.
- 91 You can always remember today's date, and can easily calculate future dates, days of the week, and phases of the moon.
- 92 Your skin appears to be smooth, solid silver in the light of the moon.
- 93 Your skin turns red and you grow small fangs in the light of the moon.

- 94 Any part of your body that is severed begins to slowly regrow a part of your body that it was previously attached to, although it can only regenerate a small part of your body (and it has no effect on spells that need your body to be in a certain condition, like *raise dead*). For example, a severed finger might grow a hand and part of an arm, but stop regenerating once it gets past the wrist. Unfortunately, your body does not regenerate anything itself.
- 95 Your skin changes color to match the last type of elemental damage you took. The most common colors are blue (cold), green (acid), red (fire), and yellow (electricity).
- 96 Your skin bonds with whatever organic clothing you are wearing. Although you can remove your clothing with ease, others need to make a DC 20 strength check to remove it.
- 97 Whenever you take more than 25% of your maximum hit points in fire damage, an afterimage of your clothing, armor, and equipment is burned into your flesh. (This does not cause any extra damage.) The images last until the next time an image is burned onto your skin.
- 98 You have a perfect memory for speech spoken in a language you understand. Your memories last for 24 hours.
- 99 You strongly smell of the last meal you ate.
- 100 You smell strongly of rotten eggs. By concentrating for one minute and making a DC 20 Fortitude save, you can change this scent for the next ten minutes, although you cannot remove the smell entirely.