The Net Libram
of
Random Magical Effects

version 1.20

By Orrex

Here it is! A table with more Wild Surges than a person could ever reasonably need, and then some. Created and organized over a period of several years, this list hopes to provide sufficient chaos to support any campaign lucky or unfortunate enough to include Wild Mages.

But enough chatter... Let’s get to business!
Just the FAQ’s:

Why do Wild Surges happen?
Some would suggest that casting a spell is analogous to going to a faucet for a drink of water. A conventional mage is like a normal person. He holds his glass beneath the spigot, turns on the tap, fills his glass to the desired level, and turns off the tap. Simple, efficient, and orderly. However, the wild mage doesn’t work that way. Instead, he smashess the spigot with a hammer, tries to catch as much water as he wants in his glass, and then tries to reseal the ruptured faucet. Complicated, inefficient, and chaotic. And very likely to get the wild mage soaked in the process. So it is with magic. Instead of opening a precise channel for magical energy, the wild mage tears a gaping hole in reality and hopes to get a particular effect. If he can reseal the hole, great. If not, the result is a Wild Surge.

What happened to the spell I tried to cast?
Generally, the spell that causes a Surge functions normally unless the Surge cancels or negates the spell’s effect. In all cases, the Surge should be considered more powerful than the spell, so that if an effect is generated in opposition to the intended spell, the Surge takes priority.

Does the Reckless Dweomrer still work?
Yes, but it needs to be altered if it's to function with a list of this size. As it stands, the spell calls for a 1d100 roll, added to the caster’s level, to produce a (one hopes) beneficial surge result. I would propose instead that the caster has a 10% chance per level, minus 5% per spell level, of controlling the Reckless Dweomrer and creating the desired effect. That way, there remains the possibility of controlling the surge, but randomness still plays a sizable role.

Can conventional mages cause Wild Surges?
Sure! In addition to Wild Magic regions, normal mages can cause Surges if they are disrupted during the casting of a normal spell. Though unlikely at low levels, higher-power spells can wreak havoc if not properly cast. To represent this, consider that a miscast spell has a percent chance equal to the square of one plus its level to cause a Surge. That is, a 1st level spell has a 4% (1+1)^2 chance, but a 9th level spell has a 100% (9+1)^2 chance. This can be modified by the mage’s level or some similar value, as determined by the DM.

What can I do if I’m hit by a Surge?
Most surges can be reversed, so that a wild mage doesn’t necessarily have to destroy himself with a miscast Read Magic. In many cases, Remove Curse or Dispel Magic is sufficient to negate the effect, although Limited Wish or Wish might be required in more extreme cases. If the result of a Surge closely resembles an existing magical item or spell, then the same treatment which would undo the item or spell should likewise be effective in getting rid of the Surge result. When attempting to Dispel a result, the Surge should be regarded as magic cast at at least twice the wild mage’s level.

Do I get a Saving Throw?
This is up to the DM, but I’d suggest against it for the most part. Unless the effect or the player’s resultant griping will fatally disrupt the campaign, let the chips fall where they may. Most Surges are, after all, reversible, so even the most cantankerous player could be soothed by an interesting quest to remove the Surge’s effect. Comparatively few Surges cause instant death, so there is little to fear except inconvenience.
If someone is expressly protected against an effect, like bursting into flame, then the Surge can be considered negated.
Some of these are cool, but some are just downright silly. What gives?

The Surges are designed to add interesting elements to role-playing, not simply to blow the caster out of his boots or to turn the target into a puddle of slime. Sure it's nice that the target shrinks to 1/12 his height, but isn't it somehow more satisfying to have the caster believe that he turns into a werewolf under the full moon? There are, to be sure, a bunch of powerful results ( #7764: Target's teeth explode for 3d10 points of damage), but these are ultimately less entertaining than the good role-playing required by some of the others (0378: caster appears to be of opposite sex while naked).

What about Surges that just don’t make sense?

Effects with invisible or inappropriate results—and there’s plenty—should be kept secret by the DM (at least from the characters) to preserve the mystery and danger of wild magic. Thus, an earth elemental might be turned to stone, or a fire elemental might spontaneously combust, without apparent result. Similarly, if a fish has its feet enlarged or an aerial servant has half of its body turned invisible, the players should be told that nothing seems to happen. Such a statement could as easily mean a red dragon is now stalking the party but is not yet nearby. Likewise, a delayed effect should not be revealed until it occurs; if the caster is to turn into a duck under the next full moon, let him find out when the time comes.

How’s it laid out?

The table is broken into three broad categories of surge: those affecting the caster or his allies; those affecting the target or his allies; and those affecting the nearby area or some random victim within it. Beyond that, each section is organized more-or-less alphabetically.

For the sake of simplicity, the caster in this case is the one who causes the surge, whether through the normal hazards of wild magic or because of the peculiar nature of a wild magic region. The target, naturally, is the intended recipient of the magic, or the one to be affected by the casting. If the mage is both caster and target, as in a Polymorph Self spell, then he’s also the caster and target of any resultant wild surge. The “nearby area” may be thought of as either an arbitrary amount of space near where the surge occurs (though not necessarily centered on either the caster or target), or a stated radius about the intended target point.

There seems to be some duplication here!

This is correct, in that a surge which affects the caster and an identical one affecting the target are counted as two surges. This reduces the actual list of distinct surges to about 8500, and I apologize to anyone grievously upset about it. I justify this with the assumption that, if you're producing enough surges for the duplication to be a statistical likelihood, you're using WAAAAAAAAY too many surges.

What else is the list good for?

While intended for determining Wild Surges, the table serves equally well in generating the effects of a Wand of Wonder. Such a wand does not always have a primary spell effect; if the resultant Surge changes something in the nature of the “intended spell,” the DM may rule that the wild mage should reroll the result.

What bout DM’s option?

This is one case where DM’s option should be exercised only if a Surge would so imbalance a campaign that it becomes unenjoyable. In an attempt to introduce a real quality of randomness to wild magic, this table presents a broad range of effects. In modifying a die roll in favor of one outcome or another, the DM runs the risk of excluding that randomness from the game. Therefore, I recommend that the resultant effect be used without modification.

What’s changed in this edition?
First of all, I added another 1000 Surges each to the Caster and Target categories, bringing the final total to 10,000 Wild Surges. In addition, I finally decided to remove the “original” spell effects included in previous editions, if only because the spells weren’t all that cool. I’ll probably re-circulate them in some kind of Wild Magic addendum, but that’s for a later time.

As in the last release, I removed (or tried to remove) all effects taken directly from TSR products, since these are, of course, copyrighted works and I intend no challenge to the status of such copyrights. Certain spell references remain, but these embrace the idea of “generic” effects, such as Fireball or Magic Missile, derived from countless sources and held in copyright by no single entity.

Finally, I’ve tried once again to strip out all the typos and goofs that escaped my notice in previous versions. I think I got them all, but probably not. Let me know if you find any glaring errors.

How do I roll a 1d10000?

This is probably obvious to anyone whose rolled even one bend-bars-lift-gates test, but, just to be sure, I’ll explain it: Taking 4d10, designate one die the “ones” digit, one the “tens,” one the “hundreds,” and one the “thousands,” then roll them. Read off the result and check the chart. A result of 0000 on this chart equals 10,000.

This sucks! Who do I bitch to?

Critiques are welcome, but I should add the disclaimer that I did not intend to create a list of super-detailed effects, each spelled out specifically. To do so would cheat the player and DM of role-playing potential, as well as make the list undesirably large. This way, I’ve provided a framework around which humorous, inconvenient, or disastrous Surges can result, and the details are left to the players.

For constructive criticism, feedback, and any other useful suggestions, please please please mail me at orrex@excite.com

Standard Gender Disclaimer:

To save space I have consistently used the male pronoun “he” in these listings. In no way should this exclude female players or characters from making use of the list: female Wild Mages are just as able to destroy themselves via Surges as their male counterparts.

In addition, I realize that I’ve used the terms “gender” and “sex” more or less interchangeably, though the current fashion is to distinguish between them. I didn’t mean anything political or inflammatory by the interchange, using whichever seemed to fit the page at the time. If anyone is really upset about this, Email me, and I’ll post a link where you can find an amended copy.
0001 ½ of caster’s body turns to stone
0002 ½ of caster’s body turns to sodium, the other ½ turns to ice
0003 random magic item within 30’ of caster explodes
0004 random normal item within 30’ of caster shrinks by 90%
0005 metal statuettes fall to the ground near the caster
0006 12’ iron statue of caster sprouts from ground within 60’ of him
0007 daisy grows from caster’s head, may be pruned without harm
0008 id10 of caster’s fingers turn to steel
0009 id10 sparrow eggs tumble from caster’s mouth
0010 id100 small, harmless holes appear in caster’s body
0011 id100 young children claim to be the caster’s offspring
0012 id1000 flies swarm from caster’s mouth whenever he tells a lie
0013 id4 people of same race/opposite sex fall in love with caster
0014 id6 birds flutter about caster’s head every time he is hit
0015 id6 rounds of booping and hisses echo if caster speaks his name
0016 id6 rounds of dramatic music play when caster speaks his name
0017 id8-1 bones teleport into caster; loses d12 HP per bone
0018 id8-1 bones teleport out of caster; loses d10 HP per bone
0019 3d10 gazelles appear in the caster’s home
0020 4d8 of caster’s teeth turn to gold
0021 hole penetrates caster’s torso; caster remains unhurt
0022 8d4 of caster’s teeth become sentient
0023 A 1d100 feet deep opens beneath caster; DEX check or fall
0024 A cuckoo pops from caster’s mouth 12 times like a clock
0025 A false but real-looking map is tattooed on caster’s skin
0026 A fountain springs up beneath caster’s feet
0027 A framed 8x10 photograph of the caster drops at his feet
0028 A gaping hole forms under the caster whenever he says his name
0029 A glaze of frost coats caster’s wounds
0030 A hand reaches down from the sky and snatches the caster away
0031 A large cheese sculpture of the caster appears nearby
0032 A large granite hand rises from the earth to grasp the caster
0033 A late-model Ford suddenly appears in caster’s new driveway
0034 A light bulb appears over caster’s head when he casts a spell
0035 A light rain falls on the caster when he casts a spell
0036 A light rain falls on the caster when he’s targeted by a spell
0037 A rainbow springs from caster’s head and follows him everywhere
0038 A rattling sound is heard whenever caster shakes his head
0039 A red dragon believes it owes the caster a favor
0040 A Red Dragon believes that caster is pursuing her
0041 A red dragon believes the caster owes it a favor
0042 A red dragon covets something the caster now possesses
0043 A red light flashes atop caster’s head for one turn
0044 A small elemental appears wherever the caster spills blood
0045 A small elemental appears wherever the caster’s blood is spilt
0046 A small mouse falls from caster’s mouth when he speaks a lie
0047 A swarm of normal bees appears and attacks caster
0048 A thick, foul-smelling discharge oozes from caster’s ears
0049 A wealthy investor wants to buy the caster’s nervous system
0050 Air cannot come within 10 feet of caster’s principal weapon
0051 Air Elemental resides in caster’s lungs; inhalation unnecessary
0052 All air between 1’ and 10’ of caster turns to iron
0053 All air between 1’ and 10’ of caster turns to water
0054 All air between 1’ and 20’ of caster turns to fire
0055 All air within 1’ of caster turns to chlorine gas
0056 All allies appear identical to caster for d12 rounds
0057 All allies appear identical to target for d4 rounds
0058 All architecture within 120’ of caster is leveled
0059 All Bags of Holding within 120’ of caster dump their contents
0060 All but 1 (player choice) of caster’s attributes rerolled daily
0061 All but one of caster’s attributes forever raised to 18
0062 All but one of caster’s attributes forever reduced to 3
0063 All caster’s attribute scores are halved
0064 All caster’s attribute scores drop to equal his worst score
0065 All caster’s attribute scores rise to equal his best score
0066 All caster’s attributes drop to 3
0067 All caster’s clothing not currently worn grows to 2X its size
0068 All caster’s clothing not currently worn shrinks to ½ its size
0069 All caster’s equipment turns to platinum
0070 All caster’s gems become enchanted with Continual Light
0071 All caster’s gold pieces turn to teeth
0072 All caster’s precious metal turns to soap
0073 All clothing becomes invisible to caster
0074 All clothing touched by caster crumbles to dust
0075 All coins carried by caster are turned to lead
0076 All coins within 100 yards bear the caster’s likeness
0077 All cooked meat seen by caster for 5 days randomly polymorphs
0078 All cooked meat seen by caster in next 5d20 days turns to liver
0079 All creatures viewed by caster look and sound identical
0080 All creatures within 100 yards Alter Self to appear as caster
0081 All creatures within 100 yards Alter Self to appear as caster
0082 All creatures within 100 yards ignore the caster for 1d4 rounds
0083 All creatures within 90’ of caster have a singalong for 1 turn
0084 All enchantments/charms upon caster are dispelled
0085 All enemies appear identical to caster for d4 rounds
0086 All enemies within 15 feet of caster are turned to cast iron
0087 All external facial features of caster disappear
0088 All fat in caster’s body turns to water: nerve cells, etc.
0089 All flesh on caster’s face turns invisible when he smiles
0090 All foes teleported d6 miles in random direction
0091 All foliage within 30’ of caster grows 3’
0092 All food and drink tastes utterly bland to the caster
0093 All free water within 120’ of caster turns to molasses
0094 All gems carried by caster are turned to ice
0095 All gems carried by caster combust
0096 All gold carried by caster becomes as hard as steel
0097 All gold carried by caster increases in weight by 100X
0098 All gold carried by caster melts at 32° Fahrenheit
0099 All gold carried by caster turns to fool’s gold
0100 All gold carried by caster turns to lead
0101 All gold carried by caster turns to platinum
0102 All gold pieces carried by caster turn to goldfish
0103 All ground within 60’ of caster is Greased, as spell
0104 All ground within 60’ of caster turns to glass, 10’ deep
0105 All items carried by caster affected as by the spell Item
0106 All items carried by caster affected as by There/Not There
0107 All items carried by caster age 1000 years
0108 All items carried by caster appear in a single pocket
0109 All items carried by caster appear in someone else’s possession
0110 All items carried by caster are coveted by an outer plane being
0111 All items carried by caster are ensnared in bone
0112 All items carried by caster are enchanted with Explosive Runes
0113 All items carried by caster are immune to gravity for 1 turn
0114 All items carried by caster become copies of one item he bears
0115 All items carried by caster become highly flammable; Save -5
0116 All items carried by caster become illusionary (10+d10 rounds)
0117 All items carried by caster become resistant to fire; Save +5
0118 All items carried by caster become weightless; may float away
0119 All items carried by caster double in size
0120 All items carried by caster double their apparent weight
0121 All items carried by caster drop 3d100’
0122 All items carried by caster enchanted with Continual Light
0123 All items carried by caster exchange their apparent weights
0124 All items carried by caster fly 10 yards in random directions
0125 All items carried by caster halve their apparent weight
0126 All items carried by caster halve their size
0127 All items carried by caster lose all color; turn bland grey  
0128 All items carried by caster polymorph into one random item  
0129 All items carried by caster quadruple in apparent weight  
0130 All items carried by caster sent to the Astral Plane  
0131 All items carried by caster suddenly weigh as much as caster  
0132 All items carried by caster teleport to his home  
0133 All items carried by caster tie into knots  
0134 All items carried by caster triple their apparent weight  
0135 All items carried by caster turn invisible  
0136 All items carried by caster turn sentient and free-willed  
0137 All items carried by caster turn to flesh  
0138 All items carried by caster turn to gold  
0139 All items carried by caster turn to granite  
0140 All items carried by caster turn to ice  
0141 All items carried by caster turn to mercury  
0142 All items carried by caster turn to steam  
0143 All items carried by caster turn to water  
0144 All items owned by caster teleport to him from his home  
0145 All items owned by caster turn invisible  
0146 All magic weapons within 30’ of caster vanish for 1d20 turns  
0147 All matter within 60’ of caster becomes invisible for d4 rounds  
0148 All meat tastes blood-raw to the caster  
0149 All metal on or within caster turns to wood  
0150 All normal fires within 60’ of caster smell like burning tar  
0151 All of caster’s clothing now bears his monogram  
0152 All plants and wildlife appear sickly to the caster  
0153 All rings worn by caster turn to string but retain properties  
0154 All rocks larger than 1’ within 100’ of caster explode  
0155 All rodents within 2 miles will follow caster for d10 days  
0156 All rope, string, etc. within 120’ of caster turns to licorice  
0157 All sorts of vile noises issue from the caster’s stomach  
0158 All spells caster has memorized are cast upon random targets  
0159 All spells caster has memorized strike him with reversed effect  
0160 All spells caster now has memorized allow no Saving Throws  
0161 All spells caster now has memorized are burned from his memory  
0162 All spells caster now has memorized cause half damage  
0163 All spells caster now has memorized discharge on him  
0164 All spells caster now has memorized discharge on his boots  
0165 All spells used by caster take place 1d10 rounds after casting  
0166 All ten of caster’s fingers are now on his dominant hand  
0167 All the bones disappear from the caster’s hands and feet  
0168 All trees within 100 yards of caster are turned to cast iron  
0169 All trees within 30 feet of caster burst into flame  
0170 All trees within 60’ of caster uproot and walk away  
0171 All water between 1’ and 10’ of caster turns to fire  
0172 All water between 1’ and 100’ of caster turns to air  
0173 All water carried by caster boils, increasing volume by 1600X  
0174 All weapons within 60’ of caster become ethereal for d8 rounds  
0175 All weapons within 60’ of caster turn invisible for 1d4 turns  
0176 All who see caster believe him to be a criminal  
0177 All who see caster believe him to be a harbinger of great ill  
0178 All who see caster believe him to be a Lich  
0179 All who see caster believe him to be the avatar of a minor god  
0180 All who see caster know him to be a spellcaster  
0181 All within 10’ of caster receive benefit of a Heal spell  
0182 All within 90’ of caster check INT or forget who the caster is  
0183 All wood on or within caster turns to metal  
0184 All writing in caster’s spellbook appears backward  
0185 All writing in caster’s spellbook turns blurry  
0186 All writing in caster’s spellbook turns invisible  
0187 Alternating strips of caster rendered invisible for d8 rounds  
0188 An illusionary sign labeled “leper” hangs above caster’s head  
0189 An illusionary sign labeled “Wizard” hangs above caster’s head  
0190 An illusory Lich rises from the ground and pursues caster  
0191 An Iron Golem in the caster’s image appears & attacks everyone  
0192 Any ally hearing caster must Save or fall asleep with boredom  
0193 Any animals owned by caster are stricken bald forever  
0194 Any charged magical item carried by caster is fully charged  
0195 Any charged magical item carried by caster is wholly drained  
0196 Any chronic ailments now afflicting the caster are cured  
0197 Any creatures summoned by caster are bright orange  
0198 Any Curse afflicting caster is Removed  
0199 Any fires lit in the caster’s home cannot be put out by him  
0200 Any food prepared by caster is poisonous to him  
0201 Any glass carried by caster turns to transparent steel  
0202 Any magic now affecting caster lasts until he ends it  
0203 Any magic, good or bad, now affecting the caster is Dispelled  
0204 Any metal worn by caster turns to opaque glass  
0205 Any money now carried by caster doubles in quantity  
0206 Any potions carried by caster become poisonous  
0207 Any potions carried by caster carry the intended spell effect  
0208 Any resurrections thus far used on caster are negated  
0209 Any rings worn by caster shrink in diameter by ½  
0210 Any small item caster needs is 30% likely to be in his pocket  
0211 Any water carried by caster afflicts its imbiber with dysentery  
0212 Any water carried by caster becomes a free-willed elemental  
0213 Any water carried by caster becomes enchanted by Watery Double  
0214 Any water carried by caster burns like gasoline but is water  
0215 Any water carried by caster causes dehydration in its imbiber  
0216 Any water carried by caster doubles in volume  
0217 Any water carried by caster doubles size each of next 20 rnds.  
0218 Any water carried by caster drops 100° but doesn’t freeze  
0219 Any water carried by caster endows drinker with water breathing  
0220 Any water carried by caster fills with Dust of Sneezing/Choking  
0221 Any water carried by caster fills with gold pieces  
0222 Any water carried by caster fills with goldfish  
0223 Any water carried by caster fills with mosquito larvae  
0224 Any water carried by caster fills with rot grubs (d10)  
0225 Any water carried by caster fills with sodium chips  
0226 Any water carried by caster fills with sponges  
0227 Any water carried by caster has diuretic effect on its imbiber  
0228 Any water carried by caster ignites on contact with air  
0229 Any water carried by caster rises 200° but does not boil  
0230 Any water carried by caster takes him to Elemental Water  
0231 Any water carried by caster tastes like gasoline and really is  
0232 Any water carried by caster tastes like gasoline but is pure  
0233 Any water carried by caster tastes pure but is gasoline  
0234 Any water carried by caster turns invisible  
0235 Any water carried by caster turns to acid (Ultimate Solvent)  
0236 Any water carried by caster turns to blood  
0237 Any water carried by caster turns to brine  
0238 Any water carried by caster turns to crystal ooze  
0239 Any water carried by caster turns to ice; may burst containers  
0240 Any water carried by caster turns to maple syrup  
0241 Any water carried by caster turns to mercury  
0242 Any water carried by caster turns to roast beef gravy  
0243 Any water carried by caster turns to solid steel  
0244 Any water carried by caster turns to steam of equal volume  
0245 Any Wishes thus far used by caster are nullified  
0246 Any wood worn by caster falls off him, takes root, and grows  
0247 Anyone injuring the caster in the next round Vanishes  
0248 Anyone slain by the caster can never be raised as undead  
0249 Anyone slain by the caster fossilizes instantly  
0250 Anyone sleeping near caster can’t wake until he does  
0251 Anyone who sleeps within 10 feet of caster has nightmares  
0252 At death, caster has a 10% chance to resurrect at full health
0253 At death, caster is canonized by some obscure religion
0254 At death, caster is resurrected and has gained a level
0255 At death, caster is resurrected but can no longer read
0256 At death, caster is resurrected but continues to decay
0257 At death, caster is resurrected but doesn’t believe he died
0258 At death, caster is resurrected but doesn’t know it
0259 At death, caster is resurrected but forgets who he is
0260 At death, caster is resurrected but has lost a level
0261 At death, caster is resurrected but is mute
0262 At death, caster is resurrected but is of the opposite sex
0263 At death, caster is resurrected but is permanently blind
0264 At death, caster is resurrected but must drink blood to live
0265 At death, caster is resurrected with one week to live
0266 At death, caster is revealed to have been an android
0267 At death, caster is rumored to have been of the opposite sex
0268 At next Full Moon, caster vanishes; everyone forgets who he was
0269 Bigby’s Interposing Hand prevents caster from attacking anyone
0270 Blades seem dull while caster uses them
0271 Blades seem warped and rusty while the caster uses them
0272 Blood drips from the walls of the caster’s home
0273 Both of caster’s hands are now left hands
0274 Bread crumbs appear in caster’s footprints
0275 Candles are automatically snuffed in the caster’s presence
0276 Candles burn but are not consumed while caster is near
0277 Candles cannot be ignited in the caster’s presence
0278 Candles spontaneously ignite in the caster’s presence
0279 Caster & target fuse into one body with both identities
0280 Caster & target shunt to other Prime where neither exists
0281 Caster “gets” jokes an hour after he hears them
0282 Caster absorbs all damage inflicted by target and vice versa
0283 Caster absorbs all damage inflicted on target and vice versa
0284 Caster absorbs all damage inflicted on target in next turn
0285 Caster absorbs all subsequent damage by next being he touches
0286 Caster absorbs all subsequent damage to next being he touches
0287 Caster absorbs damage as though he just fell d100 feet
0288 Caster absorbs one level or hit die from next being he touches
0289 Caster accuses random ally of joining foe’s party
0290 Caster acknowledges no one’s authority
0291 Caster acquires a random language
0292 Caster acquires his weapon’s personality (i.e., perhaps none)
0293 Caster acquires Mummy Rot after next 10 HP of fire damage
0294 Caster acquires the deed to a castle in a far-off land
0295 Caster acquires the deed to a castle on another plane
0296 Caster activates Watery Double in next pool of water he sees
0297 Caster adds 1 to one attribute but loses 2 from another
0298 Caster adheres to next creature he touches for 8d turns
0299 Caster administers Shocking Grasp to next PC he touches
0300 Caster adopts cute names for various parts of his body
0301 Caster adopts physical form of next PC he touches
0302 Caster adopts target’s alignment
0303 Caster adopts the alignment of each creature he touches
0304 Caster affected by a random Command each time he hears his name
0305 Caster affected by a Symbol of Fear each time he hears his name
0306 Caster affected by Lifeproof; life is in random item he carries
0307 Caster affected by Power Word, Silence when he speaks his name
0308 Caster affected by Shocking Grasp each time he hears his name
0309 Caster affected by Sleep, as spell, whenever he hears his name
0310 Caster age is halved, but he looks twice as old
0311 Caster ages 1 year for each round spent in direct sunlight
0312 Caster ages 1 year whenever he learns a new spell
0313 Caster ages at 10X normal rate while at full hit points
0314 Caster ages halfway to his maximum life expectancy
0315 Caster ages one year for every Hit Point he loses
0316 Caster always answers yes-or-no questions truthfully
0317 Caster always appears to lie when checked by Detect Lie
0318 Caster always appears to speak truth when checked by Detect Lie
0319 Caster always assumes people will react positively to him
0320 Caster always feels like he is being watched
0321 Caster always has Initiative except on a 1, when he’s last
0322 Caster always loses Initiative except on a 10, when he’s first
0323 Caster always screws up when precise timing is needed
0324 Caster always tells truth; lies and prevarications impossible
0325 Caster and allies all randomly exchange places
0326 Caster and allies are teleported d6 miles in random direction
0327 Caster and allies are Turned as Undead for d6 rounds each
0328 Caster and allies cannot harm target or allies for d4 rounds
0329 Caster and allies lose 3/8 their hit points
0330 Caster and allies regain 3/8 their hit points lost
0331 Caster and ally swap personae; ally thinks he is the caster
0332 Caster and alternate Prime Material counterpart exchange places
0333 Caster and familiar exchange places
0334 Caster and familiar exchange species
0335 Caster and his possessions are sheathed in aluminum foil
0336 Caster and nearest eagle exchange places
0337 Caster and nearest earth elemental exchange places
0338 Caster and nearest entombed corpse exchange places
0339 Caster and nearest Lich exchange places
0340 Caster and nearest merman exchange places
0341 Caster and nearest mummy exchange clothing
0342 Caster and nearest sacrificial virgin exchange places
0343 Caster and nearest statue exchange places
0344 Caster and nearest trapped genie exchange places
0345 Caster and nearest vampire exchange places at dawn tomorrow
0346 Caster and random ally exchange heads but retain personalities
0347 Caster and target dance together for d6 rounds, caster leading
0348 Caster and target dance together for d6 rounds, target leading
0349 Caster and target exchange all possessions
0350 Caster and target exchange furtive glances
0351 Caster and target exchange heads but retain own personalities
0352 Caster and target exchange races
0353 Caster and target exchange reflections
0354 Caster and target exchange shadows
0355 Caster and target seem to look identical
0356 Caster and target swap skeletons; 10d8 HP damage each
0357 Caster and target switch weapons for 2d10 rounds
0358 Caster announces his presence before entering a dark room
0359 Caster answers every question twice
0360 Caster answers questions by starting “Back in my day...”
0361 Caster apologizes to everyone he injures
0362 Caster appears as beautiful as a nymph while he sleeps
0363 Caster appears as member of the same race as whoever views him
0364 Caster appears deformed or hideously ugly in sunlight
0365 Caster appears horribly repulsive while he casts spells
0366 Caster appears painfully beautiful while he casts spells
0367 Caster appears paper-thin while asleep
0368 Caster appears slightly blurry whenever he casts a spell
0369 Caster appears to be 5d10 years older but is not
0370 Caster appears to be 5d10 years younger but is not
0371 Caster appears to be afflicted with some infectious disease
0372 Caster appears to be black and white
0373 Caster appears to be invisible when seen head -on
0374 Caster appears to be levitating upside down
0375 Caster appears to be made of glass while he sleeps
0376 Caster appears to be made of rock and mud while sleeping
0377 Caster appears to be naked while fully clothed and vice versa
0378 Caster appears to be of opposite sex while naked
0379 Caster appears to be standing beside himself  
0380 Caster appears to be standing three feet to his right  
0381 Caster appears to be the worst enemy of anyone viewing him  
0382 Caster appears to blaze like a bonfire when he casts a spell  
0383 Caster appears to decay rapidly in his sleep  
0384 Caster appears to lack all blood and soft tissue when naked  
0385 Caster appears twenty pounds heavier than he actually is  
0386 Caster appears twenty pounds lighter than he actually is  
0387 Caster appears unspeakably beautiful while he sleeps  
0388 Caster appears, with knife in hand, behind the nearest king  
0389 Caster assumes the aircraft “crash position”  
0390 Caster attracts all Undead within 1 mile of him  
0391 Caster attracts lightning and electricity (Save at ½)  
0392 Caster attracts maggots, lice, and rot grubs  
0393 Caster attracts moths like a flame  
0394 Caster attracts moths like a flame whenever he speaks  
0395 Caster attracts the attention of a random tanar’ri  
0396 Caster attracts the attention of the nearest Great Wyrm  
0397 Caster attracts vermin  
0398 Caster automatically disbelieves illusions for next d100 days  
0399 Caster automatically fails his next d10 Saving Throws  
0400 Caster automatically fails his next d6 Saving Throws  
0401 Caster automatically knows the first name of everyone he meets  
0402 Caster automatically passes his next d6 Saving Throws  
0403 Caster automatically succeeds his next d10 Saving Throws  
0404 Caster barks like a dog in the presence of royalty  
0405 Caster bears scars as though once riddled by gunfire  
0406 Caster bears scars of unspeakable torture  
0407 Caster becomes a god and is removed from play  
0408 Caster becomes a missile attractor, as shield  
0409 Caster becomes a Thought Broadcaster for spell’s duration  
0410 Caster becomes a turkey under every Full Moon  
0411 Caster becomes able to communicate with Earth Elementals  
0412 Caster becomes afflicted with Mummy Rot  
0413 Caster becomes aluminium; is lightweight but immobile  
0414 Caster becomes an ambulatory oak of same size, shape and AC  
0415 Caster becomes an Illusion, unable to cause harm  
0416 Caster becomes bonded with a tree like a dryad  
0417 Caster becomes dormant under both a full and a new moon  
0418 Caster becomes extraordinarily stingy with his money  
0419 Caster becomes fascinated by symbols of death  
0420 Caster becomes flat like parchment while he sleeps  
0421 Caster becomes flatulent in the presence of royalty  
0422 Caster becomes forgetful; must pass INT checks or castings fail  
0423 Caster becomes homesick for some place he’s never been  
0424 Caster becomes hot-tempered in the presence of fire  
0425 Caster becomes ill; is of limited ability until it passes  
0426 Caster becomes illegitimate; parents weren’t married  
0427 Caster becomes illiterat, doesn’t mean what he says  
0428 Caster becomes illiterate; cannot read nor write  
0429 Caster becomes illigious; cannot make friends easily  
0430 Caster becomes illuminated; is bathed in light wherever he goes  
0431 Caster becomes immune to a random attack form  
0432 Caster becomes immune to Level Draining  
0433 Caster becomes immune to natural diseases  
0434 Caster becomes immune to the effects of cold for d10 days  
0435 Caster becomes inebriated  
0436 Caster becomes inhumanly beautiful when angry  
0437 Caster becomes intensely afraid of snow  
0438 Caster becomes intensely weight-conscious  
0439 Caster becomes invisible to golems  
0440 Caster becomes invisible to himself  
0441 Caster becomes invisible when reduced to 50% of his hit points  
0442 Caster becomes invisible, but not his head, hands, or feet  
0443 Caster becomes invisible; only his reflection can be seen  
0444 Caster becomes jealous of anyone taller than he is  
0445 Caster becomes lost at crossroads unless directed by someone  
0446 Caster becomes magic-obsessed; uses magic whenever possible  
0447 Caster becomes magnetized; attracts all iron with d20 feet  
0448 Caster becomes morbidly fascinated with his own death  
0449 Caster becomes mute for d12 turns  
0450 Caster becomes nostalgic for the distant future  
0451 Caster becomes permanently invisible; clothing he wears is not  
0452 Caster becomes ravenously hungry after casting a spell  
0453 Caster becomes ravenously hungry and must eat or pass out  
0454 Caster becomes ravenously hungry when he’s wounded  
0455 Caster becomes striped like a candy cane  
0456 Caster becomes striped like a zebra  
0457 Caster becomes suspicious of anyone offering food to him  
0458 Caster becomes translucent for d4 hours (remains solid)  
0459 Caster becomes transparent like glass  
0460 Caster becomes transparent like water, rippling as he moves  
0461 Caster becomes uncertain; must pass WIS checks or castings fail  
0462 Caster becomes Undead  
0463 Caster becomes very aware of time’s passage and is bored stiff  
0464 Caster becomes violently ill if he consumes alcohol  
0465 Caster becomes violently sick whenever he casts a spell  
0466 Caster begins remembering things that never actually happened  
0467 Caster begins tap-dancing loudly whenever stealth is required  
0468 Caster begins to age at a rate of one year per minute  
0469 Caster begins to horde water for no apparent reason  
0470 Caster begins to look more and more like a leper  
0471 Caster begins to wonder aloud what human flesh tastes like  
0472 Caster believes any lie told by someone of the opposite sex  
0473 Caster believes as literal truth the next sentence he hears  
0474 Caster believes the next lie he hears is irrefutable truth  
0475 Caster bestows his alignment upon each creature he touches  
0476 Caster blacks out whenever he hears his name (1 round)  
0477 Caster blames all his failures on the nearest paladin  
0478 Caster blames his failures on his upbringing  
0479 Caster blasphemes the god of the nearest paladin  
0480 Caster blasts a d10 yard radius crater in the ground  
0481 Caster bleeds from the eyes whenever he casts a spell  
0482 Caster bleed harmless from his nose for d12 hours  
0483 Caster Blinks (as spell) 1 round for each HP of damage he takes  
0484 Caster Blinks (as spell) whenever he blinks his eyes  
0485 Caster brays like a donkey in the presence of royalty  
0486 Caster breaks into song whenever he is frightened  
0487 Caster breaks into song whenever struck by magic  
0488 Caster burned for 2d10 HP by next creature he touches  
0489 Caster burns next creature he touches for d10 HP  
0490 Caster bursts into heatless flame for d10 rounds  
0491 Caster bursts into illusionary flame whenever he hears his name  
0492 Caster bursts into tears when he tries to tell a lie  
0493 Caster cackles like a Bone Golem for d4 rounds; no other action  
0494 Caster calls magic “magick,” and no one takes him seriously  
0495 Caster calls magic “magick” no matter how silly it seems  
0496 Caster can Affect Normal Fires at will for d10 days  
0497 Caster can always sense the direction of his home  
0498 Caster can appear enormously fat at will  
0499 Caster can appear to be 100 years older at will  
0500 Caster can appear to be any age he wishes  
0501 Caster can assume a second form at will (must be of same race)  
0502 Caster can assume gaseous form at will when naked  
0503 Caster can assume the form of the target for 1 turn each day  
0504 Caster can attack 2X a round if he does nothing the next round
0505 Caster can automatically read the next language he hears
0506 Caster can automatically speak the next language he hears
0507 Caster can automatically speak the next language he reads
0508 Caster can be commanded by the next creature he summons
0509 Caster can be Commanded by the next person he touches
0510 Caster can become completely clean at will
0511 Caster can become ethereal at will when naked
0512 Caster can breathe underwater if he holds a fish in his mouth
0513 Caster can carry his own weight with ease
0514 Caster can cast 1 spell per day with no Saving Throw allowed
0515 Caster can cast a randomly-chosen first level spell at will
0516 Caster can cast light from his eyes but is blind when he does
0517 Caster can cast Reverse Gravity on himself once each day
0518 Caster can cause his scent to mimic that of any normal animal
0519 Caster can cause his voice to issue from his spellbook
0520 Caster can change his eye color at will
0521 Caster can choose to succeed any one roll in the next 24 hours
0522 Caster can climb trees as nimbly as a cat or monkey
0523 Caster can command demons 1d6 times
0524 Caster can communicate with inanimate objects once per week
0525 Caster can Comprehend all spoken languages for 1d10 days
0526 Caster can Comprehend all written languages for 48 days
0527 Caster can control the next Illusion he disbelieves
0528 Caster can crush diamonds into coal with his bare hands
0529 Caster can detach his right arm at will
0530 Caster can detect poison in food just by touching it
0531 Caster can disbelieve Necromancy but can’t disbelieve Illusions
0532 Caster can Dispel Evil (or Good) once at will
0533 Caster can double the power of one spell each day
0534 Caster can employ True Sight once per day
0535 Caster can extend his tongue 3d4 inches at will
0536 Caster can Feather Fall at will when naked
0537 Caster can Feign Death at will when naked
0538 Caster can fly like an eagle when naked
0539 Caster can give off the scent of pine or lemons at will
0540 Caster can glow like a firefly at will
0541 Caster can go without food for one day per point of CON
0542 Caster can go without sleep for one day per point of WIS
0543 Caster can grip with 18/00 strength
0544 Caster can Heal himself once
0545 Caster can Heal with a touch but is 80% likely to die
0546 Caster can hear any conversation whose participants he can see
0547 Caster can hear underwater as clearly as on land
0548 Caster can hit creatures hit only by +1 or better (1d10 rounds)
0549 Caster can hold his breath for 2 rounds per point of CON
0550 Caster can hold his breath for up to three hours per day
0551 Caster can hold his breath indefinitely when naked
0552 Caster can identify gems and approximate their value on sight
0553 Caster can identify natural animals on sight
0554 Caster can identify natural plants on sight
0555 Caster can ignite campfires and hearths with a touch
0556 Caster can ignite twigs with his tongue
0557 Caster can kill with a touch but is 80% likely to die as well
0558 Caster can make his spells function without visible effect
0559 Caster can make his voice issue from some place nearby
0560 Caster can memorize spells in 1/2 the normal required time
0561 Caster can mimic animal noises with remarkable skill
0562 Caster can move 3X normal speed when naked and unencumbered
0563 Caster can never teach his spells to anyone else
0564 Caster can no longer bend his wrists
0565 Caster can no longer cast First Level spells
0566 Caster can only be hit by +1 or better weapons for d20 rounds
0567 Caster can only memorize spells while naked
0568 Caster can only yield +1 or better weapons for d20 rounds
0569 Caster can pass his arms through each other at will
0570 Caster can Pass Without Trace as priest spell once per week
0571 Caster can photosynthesize; does not need to eat, but is green
0572 Caster can Polymorph Self (ONECE)
0573 Caster can predict natural weather patterns 24 hours in advance
0574 Caster can quench his thirst by soaking his feet
0575 Caster can read a new language but cannot speak it
0576 Caster can read other people’s thoughts by biting them
0577 Caster can remove his ears and still hear through them
0578 Caster can remove his head for up to 1d6 rounds each day
0579 Caster can remove his teeth, and they’ll regrow normally
0580 Caster can Resurrect one being but must sacrifice his own life
0581 Caster can resurrect the dead once per year
0582 Caster can retract his arms into his torso
0583 Caster can retract his head into his torso like a turtle
0584 Caster can see in subterranean darkness as though in daylight
0585 Caster can see into Bags of Holding without opening them
0586 Caster can see perfectly well in absolute darkness
0587 Caster can see secret doors but cannot see normal ones
0588 Caster can see through his nostrils in pitch darkness
0589 Caster can sense the presence of any Artifact within 10 miles
0590 Caster can sense undead within 100 yards
0591 Caster can shine light out of his mouth at will
0592 Caster can shrink his hands to 1/10 their size at will
0593 Caster can somehow call magic “magic” without seeming trite
0594 Caster can speak in either a male or female voice at will
0595 Caster can speak in either of two voices at will
0596 Caster can speak through his nose when his mouth is shut
0597 Caster can speak with plants once per day
0598 Caster can speak with plants once per week
0599 Caster can speak with the dead once per week
0600 Caster can speak with waterfowl when he is wet
0601 Caster can Spider Climb if he wears a red and blue costume
0602 Caster can stretch his neck a length equal to his height
0603 Caster can summon a demon but has only 50% chance to control it
0604 Caster can swim like a fish and breathe underwater when naked
0605 Caster can turn half of his body invisible at will
0606 Caster can turn his bones to jelly at will, without harm
0607 Caster can turn his fingers ethereal at will
0608 Caster can turn his skin invisible at will
0609 Caster can turn his skin matte-black at will
0610 Caster can turn ice to diamonds that last for 1d12 hours
0611 Caster can turn into a statue for 1d10 rounds at will
0612 Caster can turn invisible while he holds his breath
0613 Caster can turn invisible while underwater
0614 Caster can turn to snow at will
0615 Caster can undo normal knots just by touching them
0616 Caster can unscrew his fingers without harm
0617 Caster can use his index and middle finger like scissors
0618 Caster can walk on water, as with a ring, when naked
0619 Caster can Wish the death of one being but will also die
0620 Caster can’t bend his elbows, shoulders, wrists, or fingers
0621 Caster can’t bring his hands within 2d4 inches of each other
0622 Caster can’t cast spells for 1 hour after eating
0623 Caster can’t discern even the most obvious lies from truth
0624 Caster can’t go to sleep without kissing someone goodnight
0625 Caster can’t put both feet on the ground simultaneously
0626 Caster can’t raise his arms above his shoulder without pain
0627 Caster can’t speak in metaphor; becomes literal-minded
0628 Caster cannot attack creatures which do not see him
0629 Caster cannot attack except on rounds when he wins Initiative
0630 Caster cannot attack on rounds when he wins Initiative
0631 Caster cannot be affected by priestly magic for 1 week
0632 Caster cannot be attacked by any he does not see for 1d4 days
0633 Caster cannot be burned by normal flame if his feet are wet
0634 Caster cannot be frightened by any earthly creature
0635 Caster cannot be harmed by a fall from any height
0636 Caster cannot be harmed by any physical means for d10 rounds
0637 Caster cannot be harmed by any physical means for d4 rounds
0638 Caster cannot be harmed by any physical means for d6 rounds
0639 Caster cannot be harmed by any physical means for d8 rounds
0640 Caster cannot be hit by +1 or better weapons for d20 rounds
0641 Caster cannot be injured while he sleeps
0642 Caster cannot be seen in mirrors
0643 Caster cannot be tracked by nonmagical means
0644 Caster cannot breathe while exposed to direct sunlight
0645 Caster cannot bring his hands closer together than one foot
0646 Caster cannot cast a spell without first announcing his name
0647 Caster cannot cast First Level spells until he gains a level
0648 Caster cannot cast spells during the dark of the moon
0649 Caster cannot cast spells except under direct sunlight
0650 Caster cannot cast spells on himself for 1d20 days
0651 Caster cannot cast spells on the first day of the week
0652 Caster cannot cast spells unless barefoot
0653 Caster cannot cast spells unless he carries a small flame
0654 Caster cannot cast spells unless he crosses his fingers
0655 Caster cannot cast spells unless he first turns in a circle
0656 Caster cannot cast spells unless he holds a pebble in his mouth
0657 Caster cannot cast spells unless he pokes himself with a needle
0658 Caster cannot cast spells unless he puts his thumbs in his ears
0659 Caster cannot cast spells unless he sees his reflection
0660 Caster cannot cast spells unless his eyes are closed
0661 Caster cannot cast spells unless his hair is wet
0662 Caster cannot cast spells unless holding a piece of ice
0663 Caster cannot cast spells unless wearing a hat
0664 Caster cannot cast spells until tomorrow morning
0665 Caster cannot cast spells while he has full hit points
0666 Caster cannot cast spells while it is snowing
0667 Caster cannot cast spells while wearing clothing
0668 Caster cannot cast spells without first announcing his intent
0669 Caster cannot cast spells without saying “Abra Cadabra”
0670 Caster cannot close his mouth
0671 Caster cannot close his mouth after the next spell he casts
0672 Caster cannot close his mouth until dawn
0673 Caster cannot comprehend numbers greater than twenty
0674 Caster cannot control Elementals summoned by him
0675 Caster cannot control his own illusion spells
0676 Caster cannot cross a threshold without knocking
0677 Caster cannot cross flowing water under his own power
0678 Caster cannot distinguish between left and right
0679 Caster cannot distinguish between very hot and very cold
0680 Caster cannot drown if he carries a torch
0681 Caster cannot eat cooked meat except by moonlight
0682 Caster cannot eat food unless he prepares it himself
0683 Caster cannot eat or drink between dawn and dusk
0684 Caster cannot enter a building unless invited
0685 Caster cannot enter a room without announcing himself
0686 Caster cannot exit a room through the door by which he entered
0687 Caster cannot fall asleep except when standing up
0688 Caster cannot fall asleep unless sung to
0689 Caster cannot fall asleep unless told to do so
0690 Caster cannot fall asleep while wearing clothing
0691 Caster cannot inflict any form of physical harm for d10 rounds
0692 Caster cannot inflict any form of physical harm for d4 rounds
0693 Caster cannot inflict any form of physical harm for d6 rounds
0694 Caster cannot inflict any form of physical harm for d8 rounds
0695 Caster cannot leave a building unless told to do so
0696 Caster cannot leave a room while others’ eyes are upon him
0697 Caster cannot leave his home without first casting a spell
0698 Caster cannot open both eyes simultaneously
0699 Caster cannot open doors for himself
0700 Caster cannot open doors without first saying “Open sesame”
0701 Caster cannot open his mouth
0702 Caster cannot open his mouth until nightfall
0703 Caster cannot pierce his own flesh with knives or blades
0704 Caster cannot refuse a request for his aid
0705 Caster cannot see through glass
0706 Caster cannot shut up until someone inflicts damage upon him
0707 Caster cannot sleep unless naked
0708 Caster cannot speak during one day of each week
0709 Caster cannot speak except in direct sunlight
0710 Caster cannot speak except under moonlight
0711 Caster cannot speak for 1d4 rounds after casting a spell
0712 Caster cannot speak normally but must shout or whisper
0713 Caster cannot speak unless spoken to
0714 Caster cannot speak until he has ridden a horse
0715 Caster cannot speak until he is burned by fire
0716 Caster cannot speak until no one is within 60’ of him
0717 Caster cannot speak until rained upon
0718 Caster cannot speak until someone inflicts damage upon him
0719 Caster cannot speak until someone says his name
0720 Caster cannot speak until sunrise tomorrow
0721 Caster cannot speak when at less than full hit points
0722 Caster cannot speak when underground
0723 Caster cannot stand upright for 1d4 hours
0724 Caster cannot study spells if he still has any memorized
0725 Caster cannot teleport or be teleported
0726 Caster cannot tell a deliberate lie
0727 Caster cannot tolerate metal worn next to his skin
0728 Caster cannot turn invisible by any means
0729 Caster cannot use magical items for 8d4 hours
0730 Caster casts spells as if 1 level higher when it’s snowing
0731 Caster casts spells randomly each time he is injured
0732 Caster causes damage one round after he inflicts it
0733 Caster changes alignment randomly under every Full Moon
0734 Caster changes clothes randomly every time he casts a spell
0735 Caster changes color randomly every time he casts a spell
0736 Caster changes his mind every time he decides to cast a spell
0737 Caster changes his name but won’t reveal his new one
0738 Caster changes his name under every Full Moon
0739 Caster changes places with target every time he casts a spell
0740 Caster changes race randomly every time he casts a spell
0741 Caster changes sex randomly every time he casts a spell
0742 Caster changes sex randomly under one Full Moon to the next
0743 Caster changes shape randomly every time he casts a spell
0744 Caster claims nearest dragon as a familiar
0745 Caster closes his eyes and counts to 1000
0746 Caster combats when exposed to direct sunlight
0747 Caster complains of persecution when things don’t go his way
0748 Caster constantly doubles himself; +2 to Initiative rolls
0749 Caster constantly hears a ticking as from an alarm clock
0750 Caster convinced he is possessed by some horrid entity
0751 Caster coughs up strange items: needles, spiders, pebbles, etc.
0752 Caster crows like a rooster at sunrise
0753 Caster crumbles to dust; reappears next sunrise unharmed
0754 Caster degenerates 1 HP per round for the next 20+d20 rounds
0755 Caster delivers Shocking Grasp to the next person he kisses
0756 Caster desires to change his name each morning
0757 Caster desires to circumnavigate the planet
0758 Caster desires to leap from the next bridge he crosses
0759 Caster desires to walk on his hands instead of feet
0760 Caster desperately hopes to avoid his current destination
0761 Caster develops a compulsion to be struck by lightning
0762 Caster develops a craving for slugs, maggots, and leeches
0763 Caster develops a fear of elementals
0764 Caster develops a fear of kobolds, those mighty creatures
0765 Caster develops a fear of rabbits
0766 Caster develops a fear of rocks; they might be earth elementals
0767 Caster develops a fear of the target
0768 Caster develops a fear of trees; they might be treants
0769 Caster develops a fear of wild surges
0770 Caster develops a morbid desire to see his own heart
0771 Caster develops a phobia about Wild Surges
0772 Caster develops a terrific thirst for alcohol
0773 Caster develops a terrific thirst for blood
0774 Caster develops a terrific thirst for cobra venom
0775 Caster develops a terrific thirst for egg whites
0776 Caster develops a terrific thirst for egg yolks
0777 Caster develops a terrific thirst for holy water
0778 Caster develops a terrific thirst for ink
0779 Caster develops a terrific thirst for lamp oil
0780 Caster develops a terrific thirst for magic potions
0781 Caster develops a terrific thirst for pine tree sap
0782 Caster develops a terrific thirst for poison
0783 Caster develops a terrific thirst for sea water
0784 Caster develops a terrific thirst for sovereign glue
0785 Caster develops a terrific thirst for stagnant water
0786 Caster develops a terrific thirst for unholy water
0787 Caster develops a terrific thirst for universal solvent
0788 Caster develops advanced arthritis; Movement rate is halved
0789 Caster develops ambidexterity
0790 Caster develops an aversion to clothing
0791 Caster develops an intense craving for charcoal
0792 Caster develops an intense craving for dirt and mud
0793 Caster develops an intense desire to swim upstream and spawn
0794 Caster develops an intense phobia of fish and marine life
0795 Caster develops an irresistible urge to bury himself
0796 Caster develops another joint between his shoulder and elbow
0797 Caster develops d4 new personalities
0798 Caster develops irritating, elusive itch somewhere on his body
0799 Caster develops radial symmetry, like a starfish
0800 Caster develops Thaumaphilia, a fascination with magic
0801 Caster develops Thaumaphobia, an intense fear of magic
0802 Caster dies immediately if he is ever cut by his own dagger
0803 Caster dies nightly and is resurrected each following morning
0804 Caster discovers a tombstone nearby inscribed with his name
0805 Caster discovers the secret for manufacturing plastic
0806 Caster disgorges 1d1000 bats
0807 Caster disgorges 1d1000 blasphemies
0808 Caster disgorges 1d1000 canaries
0809 Caster disgorges 1d1000 copper pieces
0810 Caster disgorges 1d1000 counterfeit gold coins
0811 Caster disgorges 1d1000 cubic yards of smoke
0812 Caster disgorges 1d1000 feathers
0813 Caster disgorges 1d1000 frogs
0814 Caster disgorges 1d1000 hailstones
0815 Caster disgorges 1d1000 hot embers
0816 Caster disgorges 1d1000 locusts
0817 Caster disgorges 1d1000 maggots
0818 Caster disgorges 1d1000 minnows
0819 Caster disgorges 1d1000 needles
0820 Caster disgorges 1d1000 non-poisonous snakes
0821 Caster disgorges 1d1000 pints of water
0822 Caster disgorges 1d1000 rotten apples
0823 Caster disgorges 1d1000 small pebbles every morning
0824 Caster disgorges 1d1000 spiders
0825 Caster disgorges 1d1000 sugar cubes
0826 Caster disgorges 1d1000 sunflower seeds
0827 Caster disgorges 1d1000 teeth
0828 Caster disgorges a black pudding
0829 Caster disgorges a complete human skeleton
0830 Caster disgorges a large python
0831 Caster disgorges a scroll containing a random 7th level spell
0832 Caster disgorges everything he ate during the last week
0833 Caster disgorges his own digestive tract
0834 Caster disgorges the last meal he ate
0835 Caster does not age while asleep; aging is slowed by 1/3
0836 Caster does not age while awake; aging is slowed by 2/3
0837 Caster does not believe anything he says
0838 Caster does not heal while exposed to direct sunlight
0839 Caster does not need to eat while he has his full hit points
0840 Caster does not need to open his eyes to see (lasts d4 days)
0841 Caster does not reflect or emit any form of light for d6 days
0842 Caster doesn’t believe that his body is his actual form
0843 Caster doesn’t know when he’s lying
0844 Caster doesn’t know which spells he has memorized
0845 Caster doubles his size when he is asleep
0846 Caster drools constantly
0847 Caster electrically charged and shocks next person he touches
0848 Caster emits no scent whatsoever; cannot be tracked by hounds
0849 Caster exchanges personalities with some distant (demi)human
0850 Caster exchanges places with himself one hour in the future
0851 Caster experiences horrifying nightmares tonight
0852 Caster experiences pain at the sight of blood
0853 Caster experiences sublimely beautiful dreams tonight
0854 Caster experiences vertigo when he looks at the stars
0855 Caster experiences vertigo whenever he looks at the moon
0856 Caster explodes and dies (Save vs Death to prevent explosion)
0857 Caster explodes as a Fireball of Hit Dice equal to 2x his Level
0858 Caster explodes permanently when hit points fall to ½ total
0859 Caster explodes under every Full Moon; reforms at dawn
0860 Caster explodes; reforms 2d20 turns later unharmed
0861 Caster exudes chlorine gas whenever he casts a spell
0862 Caster faints at the sight of his own blood
0863 Caster faints at the sight of his own reflection
0864 Caster falls asleep and cannot be roused
0865 Caster falls asleep when exposed to direct sunlight
0866 Caster falls asleep whenever he casts a spell
0867 Caster falls in love with d4 people of same race/opposite sex
0868 Caster falls in love with his own reflection
0869 Caster falls in love with someone entirely inappropriate
0870 Caster falls into a heap of unconnected cells
0871 Caster falls madly in love with the nearest statue
0872 Caster falls over
0873 Caster fears clothing except when naked, when he fears nudity
0874 Caster fears communists are after his precious bodily fluids
0875 Caster fears he is a vampire and will be injured by sunlight
0876 Caster fears he is a werewolf temporarily in human form
0877 Caster fears he’ll turn to stone if he sees his reflection
0878 Caster fears his body does strange things when he’s asleep
0879 Caster fears lightning but is drawn to trees during storms
0880 Caster fears rainfall
0881 Caster fears sentient weapons, thinking they’re out to get him
0882 Caster fears small woodland creatures
0883 Caster fears that the moment of reckoning is close at hand
0884 Caster feels a burst of confidence after casting a spell
0885 Caster feels a mild ache between his eyes when facing north
0886 Caster needs a need to explain himself when casting a spell
0887 Caster feels a sense of real urgency in his bladder
0888 Caster feels an intense desire to stare at the sun
0889 Caster feels an intense urge to drop his weapons
0890 Caster feels an intense urge to hide
0891 Caster feels an intense urge to reveal any secret he knows
0892 Caster feels an intense urge to run to the nearest well
0893 Caster feels an intense urge to sing at the top of his lungs
0894 Caster feels an urge to mark trees in the manner of a wolf
0895 Caster feels cramped and bloated
0896 Caster feels deja vu whenever he hears his name
0897 Caster feels euphoric; +2 to ability checks for 2d4 turns
0898 Caster feels giddy and energized whenever he casts a spell
0899 Caster feels hopeless; -2 to ability checks for 2d4 turns
0900 Caster feels horrible embarrassment whenever he casts a spell
0901 Caster feels hunger pangs after casting a spell
0902 Caster feels intense ecstasy whenever he’s wounded
0903 Caster feels intensely guilty whenever he eats meat
0904 Caster feels intensely hung-over
0905 Caster feels like gravity has shifted by 45°
0906 Caster feels like he has been spinning in a circle for hours
0907 Caster feels like he just bearhugged a cactus
0908 Caster feels like he’s been folded, spindled, and mutilated
0909 Caster feels like he’s been manipulated all this time
0910 Caster feels like he’s just come off a huge drinking binge
0911 Caster feels like he’s in freefall whenever he casts a spell
0912 Caster feels naked unless wearing a tiara
0913 Caster feels out of breath after casting a spell
0914 Caster feels phantom itch in his “third” and “fourth” arms
0915 Caster feels uncomfortably cold for the next 2d12 hours
0916 Caster feels wholly alone in the universe
0917 Caster Feigns Death whenever he’s out of spells
0918 Caster finds clothing uncomfortable in the presence of royalty
0919 Caster finds himself insufferably pretentious
0920 Caster finds his own head at the bottom of a nearby hole
0921 Caster finds some mundane food irresistible
0922 Caster finds the taste of cooked meat offensive
0923 Caster flares like burning magnesium for one round
0924 Caster flatly refuses to believe that he’s alive
0925 Caster flies into a rage after dinner
0926 Caster flies into hysteries whenever he is wounded
0927 Caster forgets a random language
0928 Caster forgets all spells he currently has memorized
0929 Caster forgets everything since yesterday morning
0930 Caster forgets his name in the presence of royalty
0931 Caster forgets how to walk
0932 Caster forgets one language but learns two others
0933 Caster forgets the Common Tongue
0934 Caster forgets the location of everything he currently carries
0935 Caster forgives his current worst enemy
0936 Caster freezes at room temperature
0937 Caster freezes solid for 8 rounds; thaws unharmed
0938 Caster gains (at will) use of one spell of level 4d3-3
0939 Caster gains 1 HP/round until exploding as on Positive Material
0940 Caster gains 1 point of Wisdom but forfeits 5 hit points
0941 Caster gains 2 points of INT but his CON is halved
0942 Caster gains a 10/Magic Resistance
0943 Caster gains a large Keep, but it is made of cardboard
0944 Caster gains amazing ability with an unusual musical instrument
0945 Caster gains an experience level but ages 10 years
0946 Caster gains Animal Control as potion
0947 Caster gains Clairaudience as potion
0948 Caster gains d10 followers who believe him to be a deity
0949 Caster gains danger sense; -2 to surprise rolls
0950 Caster gains Flight as potion
0951 Caster gains Madness as Elixir
0952 Caster gains no bonuses from magical weapons
0953 Caster gains one Wish, which must be used within 3 rounds
0954 Caster gains physical repulsiveness equal to that of a medusa
0955 Caster gains proficiency in the next weapon type he touches
0956 Caster gains proficiency in the use of the Mancatcher
0957 Caster gains quadrophonic hearing; +2 bonus on Surprise rolls
0958 Caster gains Red Dragon’s breath weapon & suffers equal damage
0959 Caster gains the ability to read any language
0960 Caster gains the ability to see at will into the Ethereal Plane
0961 Caster gains the friendship of a legendary arch-mage
0962 Caster gains the friendship of a legendary warrior
0963 Caster gains the friendship of a prominent merchant
0964 Caster gains the friendship of a thieves’ guildmaster
0965 Caster gains the friendship of a well-respected mercenary
0966 Caster gains the friendship of the owner of a major brothel
0967 Caster gains the friendship of the ruler of a major country
0968 Caster gains the lasting enmity of a legendary arch-mage
0969 Caster gains the lasting enmity of a legendary warrior
0970 Caster gains the lasting enmity of a prominent merchant
0971 Caster gains the lasting enmity of a thieves’ guildmaster
0972 Caster gains the lasting enmity of a well-respected mercenary
0973 Caster gains the lasting enmity of the owner of a major brothel
0974 Caster gains the lasting enmity of the ruler of a major country
0975 Caster gains the power of clairaudience to a range of five feet
0976 Caster gains the power to grant one Wish to someone else
0977 Caster gains troglodyte’s breath weapon but also falls asleep
0978 Caster gains Water Breathing as potion
0979 Caster gains weight every time he says his name
0980 Caster gets a strong urge to cast spells whenever he is angered
0981 Caster gets a Wish, (50% likely to grant the opposite)
0982 Caster giggles for d10 rounds, spellcasting impossible
0983 Caster giggles in the presence of royalty
0984 Caster giggles whenever he hears a lie, but doesn’t know why
0985 Caster giggles whenever he tries to tell a lie
0986 Caster glimpses Paradise and is forever changed
0987 Caster glimpses The Pit and is forever changed
0988 Caster grows as though on fire internally
0989 Caster grows for 1d10 rounds after casting a spell
0990 Caster grows like a campfire when he tries to hide in shadow
0991 Caster grows like a firefly but can stop while he concentrates
0992 Caster grows like a firefly in moonlight
0993 Caster goes mad for 1 hour whenever he tries to cast this spell
0994 Caster grabs his ankles and can’t let go until tomorrow
0995 Caster greatly desires to cross the nearest stream or river
0996 Caster grows like a lion whenever he is upset
0997 Caster grows \1/ inch each day
0998 Caster grows a finger on each foot
0999 Caster grows a third eye in the center of his forehead
1000 Caster grows a third eye that can see the Ethereal Plane
1001 Caster grows a toe on each hand
1002 Caster grows another arm from the wrist of one arm
1003 Caster grows another finger on each hand
1004 Caster grows another leg from the ankle of one leg
1005 Caster grows another foot on each foot
1006 Caster grows fangs and develops a marked aversion to sunlight
1007 Caster grows hair on his palms and is stricken blind
1008 Caster grows increasingly confident with each spell he casts
1009 Caster grows increasingly paranoid with each spell he casts
1010 Caster grows nonfunctional vampire fangs
1011 Caster grows thick, luxurious fleece from his skin
1012 Caster hallucinates in the presence of royalty
1013 Caster hallucinates wildly for 1d12 hours
1014 Caster has 19 Strength on one side of his body
1015 Caster has a +2 Reaction Bonus whenever courtesy is needed
1016 Caster has a 55% chance to know history of any region he enters
1017 Caster has a bad feeling that he just made a big mistake
1018 Caster has a barcode tattooed somewhere on his body
1019 Caster has a birthmark identifying him as a royal heir
1020 Caster has a birthmark identifying him as an agent of evil
1021 Caster has a box of 10-gauge shotgun shells
1022 Caster has a burning need to cast his spells as soon as he can
1023 Caster has a copy of his spellbook on CD-ROM
1024 Caster has a copy of his unauthorized, up-to-date biography
1025 Caster has a full-body tattoo of a full suit of chainmail
1026 Caster has a heavy steel ball chained to his ankle
1027 Caster has a nose like a mole
1028 Caster has a nose like a tapir
1029 Caster has a nose like a thumb
1030 Caster has a porcupine in his pocket
1031 Caster has a remarkably quick temper for 1d4 days
1032 Caster has a scar he attributes to a close call with a dragon
1033 Caster has a seizure every time he tries to cast this spell
1034 Caster has a terrible fear that he’s just fooling everybody
1035 Caster has a terrific thirst for stagnant water
1036 Caster has a working clock embedded in his forehead
1037 Caster has AC-10 until he casts a spell
1038 Caster has all the symptoms of Plague but not the disease
1039 Caster has an intense desire to burn his clothes
1040 Caster has faulty depth perception; all attacks are made at -2
1041 Caster has flat vision; has no depth perception; -8 ToHit
1042 Caster has magic intuition; +25% to learn spells
1043 Caster has mirror vision; sees everything backwards
1044 Caster has misplaced his feet
1045 Caster has no desire for vengeance of any kind
1046 Caster has no fear of death whatsoever
1047 Caster has no neck; his head perches on his shoulders
1048 Caster has no vital signs while he is asleep
1049 Caster has paws for 1 round/level of each spell he casts
1050 Caster has strong urge to head south next winter
1051 Caster has the distinct impression he’s been buried alive
1052 Caster has the same dream each night; may think it’s prophetic
1053 Caster has the wind knocked out of him; stunned 2d4 rounds
1054 Caster has tiny compartments under his fingernails
1055 Caster has to wash his hands after each spell he casts
1056 Caster has to write his name every time he hears or says it
1057 Caster has two thumbs on one hand and none on the other
1058 Caster hasn’t slept in two weeks
1059 Caster hates his nose and thinks he’s better off without it
1060 Caster hates magic and uses it only reluctantly
1061 Caster hates next person who meets him for the first time
1062 Caster hates the next person he mentions by name
1063 Caster head is invisible from his cheeks up
1064 Caster heals ½ normal rate but takes ½ damage from attacks
1065 Caster heals ½ normal rate but takes 2X damage from attacks
1066 Caster heals 2X normal rate but takes 2X damage from attacks
1067 Caster hears celestial music whenever he casts a spell
1068 Caster hears echoes when people speak to him
1069 Caster hears through his nose and smells through his ears
1070 Caster hears voices that aren’t there
1071 Caster hoards coal in the hope that one day it will be diamonds
1072 Caster immune to 1 random Mage spell of random (2d5-1) level
1073 Caster immune to 1 random Priest spell of random (2d4-1) level
1074 Caster inflates like balloon to 1d12 foot across for d20 rounds
1075 Caster inherits a sizable fortune from a deceased relative
1076 Caster insists his name is something it is not
1077 Caster insists that he be referred to as a prestidigitator
1078 Caster insists that he is a dragon in humanoid form
1079 Caster inspires jealousy in all but those who know him well
1080 Caster invites random foe to join his party
1081 Caster involuntarily repels all water to a distance of 10 feet
1082 Caster is able to Detect Magic once per turn at will
1083 Caster is able to Know Time at will
1084 Caster is able to see with his eyes closed
1085 Caster is able to succeed any one roll automatically each day
1086 Caster is able to survive one death (resurrection unnecessary)
1087 Caster is absolutely silent when naked
1088 Caster is accompanied by the clip-clop of coconut shells
1089 Caster is acutely sensitive to taste; must eat bland foods
1090 Caster is addicted to magic; needs some spell cast on him daily
1091 Caster is affected as by a Bowl of Watery Death
1092 Caster is affected as by a Brooch of Number Numbing
1093 Caster is affected as by a Cloak of Poisonousness
1094 Caster is affected as by a Haste spell
1095 Caster is affected as by Levitate on half of his body
1096 Caster is affected as by a Philtrum of Love
1097 Caster is affected as by a Ring of Contrariness
1098 Caster is affected as by a Slow spell
1099 Caster is affected as by a Wand of Misplaced objects
1100 Caster is affected as by an amulet of inescapable location
1101 Caster is affected by a Mirror Image
1102 Caster is affected by silver like a lycanthrope
1103 Caster is affected by the spell Blur for the next 10 turns
1104 Caster is afraid of his own reflection
1105 Caster is afraid to touch money
1106 Caster is alarmed now by a bustle in his hedgerow
1107 Caster is alert and coherent the instant he wakes up
1108 Caster is an illusion every other round and can cause no damage
1109 Caster is as buoyant as a block of iron
1110 Caster is as buoyant as styrofoam
1111 Caster is at the center of a Blade Barrier
1112 Caster is at the center of a whirlwind of ping-pong balls
1113 Caster is attended by 1d4 skeletons with no combat ability
1114 Caster is aware of every object now within 50 feet of him
1115 Caster is base AC 4 for d4 days; DEX/armor bonuses still apply
1116 Caster is befriended by a family in each town within 100 miles
1117 Caster is befriended by a popular local leader
1118 Caster is befriended by all the members of a single species
1119 Caster is befriended by nearest Lich
1120 Caster is befriended by the nearest nymph or sylph
1121 Caster is believed by some to be a deity
1122 Caster is believed to bathe in the blood of innocents
1123 Caster is believed to be a leper
1124 Caster is believed to be a particularly nasty demon
1125 Caster is believed to be a practicing cannibal
1126 Caster is believed to be a town elder by nearest village
1127 Caster is believed to be an agent of evil
1128 Caster is believed to be an escaped murderer by nearest village
1129 Caster is believed to be carrying a powerful artifact
1130 Caster is believed to be carrying an especially virulent plague
1131 Caster is believed to be possessed by a demon
1132 Caster is believed to be rich beyond the dreams of avarice
1133 Caster is believed to be the cause of a local plague
1134 Caster is believed to be the worst enemy of all who view him
1135 Caster is believed to have murdered someone he did not
1136 Caster is believed to have resurrected someone he did not
1137 Caster is believed to have risen from the dead recently
1138 Caster is believed to have the cure for a local plague
1139 Caster is believed to have the power to heal
1140 Caster is blamed for crop failure in the next town he enters
1141 Caster is blamed for the death of some forgotten relative
1142 Caster is blasted to ashes
1143 Caster is blind when exposed to direct sunlight
1144 Caster is blind whenever he is at less than full hit points
1145 Caster is blinded but gains clairvoyance of the area he is in
1146 Caster is bound head to toe in coaxial cable
1147 Caster is bulletproof, as he’ll discover if he’s ever shot
1148 Caster is buried up to his waist in hot dogs
1149 Caster is burned by a large magical explosion; loses 16 HP
1150 Caster is burned by exposure to direct sunlight; 2d4 HP/round
1151 Caster is burned by holy symbols
1152 Caster is burned by Holy Water as if he were undead
1153 Caster is certain he’ll meet his fate within the next week
1154 Caster is Cloned
1155 Caster is completely immune to beneficial clerical magic
1156 Caster is completely unable to save money
1157 Caster is confident he’ll resurrect instantly when he dies
1158 Caster is confident that his enemies trust and respect him
1159 Caster is confident that his magic is better than anyone else’s
1160 Caster is constantly mistaken for someone else
1161 Caster is constantly surrounded by a cloud of bees
1162 Caster is convinced he’ll be dead by tomorrow morning
1163 Caster is convinced he’ll die in a cave or mine
1164 Caster is convinced that 10 days have just passed
1165 Caster is convinced that he invented magic
1166 Caster is convinced that someone’s lurking right behind him
1167 Caster is covered in a sugary glaze like a doughnut
1168 Caster is covered in ice cream and hot fudge
1169 Caster is covered in ketchup, though he believes it’s blood
1170 Caster is covered in scars as if he were once badly burned
1171 Caster is covered with butter every time he casts a spell
1172 Caster is covered with painful-looking bruises
1173 Caster is covered with scales which fall off in 1d4 days
1174 Caster is deafened but gains clairaudience of the area he is in
1175 Caster is deeply embarrassed by the sound of his voice
1176 Caster is deeply embarrassed whenever he casts a spell
1177 Caster is despised by all the members of a single species
1178 Caster is dispatched to a random plane, as spell
1179 Caster is dosed in whipped cream
1180 Caster is drenched in pig’s blood
1181 Caster is driven insane, as Mindshatter spell
1182 Caster is encased in a box made of bulletproof glass
1183 Caster is ensnared by another caster’s Monster Summoning
1184 Caster is entangled by rapidly growing grass or the like
1185 Caster is equally affected by every spell he casts on others
1186 Caster is Feebleminded as by spell and Enfeebled as by Ray
1187 Caster is Feebleminded when exposed to direct sunlight
1188 Caster is filled with straw, not blood or internal organs
1189 Caster is forever unable to teleport
1190 Caster is granted one wish during each of the next 1d4 years
1191 Caster is hallucinates wildly for 1d12 hours
1192 Caster is haunted by ghastly visions of his own death
1193 Caster is Healed (not resurrected) under next 2d6 Full Moons
1194 Caster is Healed the next time he suffers 10 HP of fire damage
1195 Caster is Held d6 rounds each time he speaks his name
1196 Caster is Held for d10 rounds
1197 Caster is Held until someone speaks his name
1198 Caster is henceforth 50% likely to go berserk after eating
1199 Caster is henceforth 50% likely to vomit after eating
1200 Caster is henceforth 50% likely to weep after eating
1201 Caster is heroic; immune to fear and confusion
1202 Caster is hit by 1 HD lightning bolt whenever he hears his name
1203 Caster is holding a stick of dynamite with a burning fuse
1204 Caster is holding a tray full of hors d’oeuvres
1205 Caster is holding an enormous basket of turnips
1206 Caster is holding an ice cream sandwich in each hand
1207 Caster is immortal for the next 1d8 days
1208 Caster is immortal, but has a fatal weakness (ie., cannot move)
1209 Caster is immune to all magical healing efforts for d4 days
1210 Caster is immune to all nonmagical snake venom
1211 Caster is immune to bludgeoning attacks (mace, etc) for d4 days
1212 Caster is immune to fire for d6 hours
1213 Caster is immune to gaze attacks
1214 Caster is immune to gaze attacks for d100 days
1215 Caster is immune to lycanthropy
1216 Caster is immune to magical scrying or detection
1217 Caster is immune to natural extremes of weather when naked
1218 Caster is immune to next 10 olfactory (gas) attacks against him
1219 Caster is immune to nonmagical disease for one year
1220 Caster is immune to normal fire while chanting “icy-nicey”
1221 Caster is immune to piercing attacks for 1d4 days
1222 Caster is immune to slashing attacks for 1d4 days
1223 Caster is immune to sonic attacks
1224 Caster is implicated in a local property dispute
1225 Caster is implicated in a tawdry scandal in a nearby town
1226 Caster is instantly liked by those with the same color of hair
1227 Caster is invisible except while he speaks
1228 Caster is invisible from the back but visible from the front
1229 Caster is invisible from the front but visible from the back
1230 Caster is invisible in daylight but illuminated in darkness
1231 Caster is invisible to himself
1232 Caster is invisible to the target
1233 Caster is invisible to undead, who are also invisible to him
1234 Caster is invisible to vampires until he speaks or attacks
1235 Caster is invisible when naked and unencumbered
1236 Caster is invisible when no one is looking
1237 Caster is invisible whenever he shoves his fist in his mouth
1238 Caster is invisible while he speaks
1239 Caster is invisible, intangible, and silenced for 1d6 rounds
1240 Caster is invulnerable to all harm for 1d6-1 rounds
1241 Caster is invulnerable until he harms someone
1242 Caster is just out of sight and earshot of his allies
1243 Caster is killed and butchered like a deer
1244 Caster is knocked unconscious and cannot be roused until dawn
1245 Caster is lightly seasoned and coated in breadcrumbs
1246 Caster is mistaken for someone else wherever he goes
1247 Caster is morbidly fascinated with undead
1248 Caster is naturally careful, never makes a Critical Fumble
1249 Caster is neon pink for the intended spell’s duration
1250 Caster is next in line for the throne
1251 Caster is not affected by any First Level spells
1252 Caster is not harmed by ingested poisons
1253 Caster is nourished by grass instead of food for d10 days
1254 Caster is now dressed in full football padding
1255 Caster is now dressed like a hockey goalie
1256 Caster is now dressed like a Hollywood viking
1257 Caster is obsessed with removing one of his vital organs
1258 Caster is only able to hear that which he can see
1259 Caster is only able to hear when his eyes are closed
1260 Caster is only able to hear when his mouth is open
1261 Caster is only able to open his mouth when his eyes are closed
1262 Caster is only able to see in 2 dimensions; +4 ToHit
1263 Caster is only able to see when his eyes are closed
1264 Caster is painfully and messily disemboweled
1265 Caster is paralyzed by intense pain for 1d4 rounds
1266 Caster is perceived to be a bully
1267 Caster is polymorphed into duplicate of the target
1268 Caster is pretty sure he can breathe underwater
1269 Caster is prone to ridiculous exaggeration
1270 Caster is protected by Mordenkainen’s Faithful Phantom Guardian
1271 Caster is Protected from Self, as spell, for 10d10 days
1272 Caster is pummeled by hail for 1 turn, losing 4d4 hit points
1273 Caster is pursued by a Red Dragon but believes he is not
1274 Caster is pursued by bees as if he were their queen
1275 Caster is pursued by flies and vultures as if he were carrion
1276 Caster is pursued by groupies and wanna-bees
1277 Caster is randomly teleported 10 miles (50% chance Up or Down)
1278 Caster is reduced to ½ strength when exposed to direct sunlight
1279 Caster is reduced to 1 Hit Point
1280 Caster is reduced to Level One for 5 turns
1281 Caster is refreshed as from a good night’s sleep
1282 Caster is reluctant to use magic for fear of Wild Surges
1283 Caster is rendered Timeless, as priest spell, for 1d10 days
1284 Caster is repulsed by holy symbols
1285 Caster is resurrected the next time he is slain (NO CON loss)
1286 Caster is roasted by a huge magical explosion; loses 32 HP
1287 Caster is rumored to have a terribly embarrassing disease
1288 Caster is scarred as though he was disassembled and rebuilt
1289 Caster is scorchd by a tiny magical explosion; loses 2 HP
1290 Caster is sent to alternate Prime Material plane
1291 Caster is singed by a medium magical explosion; loses 8 HP
1292 Caster is standing atop a rickety ladder
1293 Caster is standing atop the nearest hill
1294 Caster is standing in a bucket of oatmeal
1295 Caster is standing upon a rickety tower of orange crates
1296 Caster is Stoneskinned
1297 Caster is stricken mute in the presence of royalty
1298 Caster is stunned by the expanse of the universe
1299 Caster is stunned for 1d4 rounds each time he casts a spell
1300 Caster is stunned for d10 rounds
1301 Caster is Stunned whenever he casts a spell
1302 Caster is suddenly carrying a sophisticated laptop computer
1303 Caster is suddenly holding his kidneys in his hands
1304 Caster is suddenly lying face-down on the ground
1305 Caster is suddenly sitting atop a lamppost
1306 Caster is suddenly standing in a construction site toilet
1307 Caster is suddenly standing in the middle of a bonfire
1308 Caster is suddenly standing knee-deep in snow
1309 Caster is suddenly standing on an island in a lake of magma
1310 Caster is suddenly standing on his head
1311 Caster is suddenly wearing a construction helmet
1312 Caster is suddenly wearing a large diaper
1313 Caster is suddenly wearing a suit of aluminum chainmail
1314 Caster is suddenly wearing a top-of-the-line kevlar helmet
1315 Caster is suddenly wearing all the clothes he owns
1316 Caster is suddenly wearing nothing but a fishing net
1317 Caster is suddenly wearing nothing but fig leaves
1318 Caster is suddenly wearing two large oysters on his feet
1319 Caster is suffering from advanced hypothermia
1320 Caster is suffering from severe stomach cramps
1321 Caster is sure an artifact is buried around here somewhere
1322 Caster is surrounded by fireflies and can be seen at all times
1323 Caster is surrounded by ostriches
1324 Caster is suspected in an assassination plot
1325 Caster is suspended upside down in a water-filled glass box
1326 Caster is suspicious of any who light a fire in his presence
1327 Caster is tapped on the shoulder once every d10 rounds
1328 Caster is teleported anywhere, anytime, randomly
1329 Caster is teleported into nearest hollow but standing tree
1330 Caster is teleported into nearest Monastery
1331 Caster is teleported into the bathing pool of the nearest nymph
1332 Caster is teleported into the nearest cave
1333 Caster is teleported into the nearest keep
1334 Caster is teleported into the nearest prison
1335 Caster is teleported one mile straight up
1336 Caster is teleported onto his own shoulders
1337 Caster is teleported onto the branches of the nearest tree
1338 Caster is teleported onto the shoulders of target
1339 Caster is teleported to the 3d6th layer of the Abyss
1340 Caster is teleported to the bottom of the nearest well
1341 Caster is teleported to the lair of the tarrasque
1342 Caster is teleported to the nearest convent
1343 Caster is teleported to the place from which he last teleported
1344 Caster is teleported to within 10’ of nearest Lich
1345 Caster is terrified of becoming invisible
1346 Caster is terrified of death and broods upon it constantly
1347 Caster is terrified of getting his feet wet
1348 Caster is thoroughly humiliated and demoralized
1349 Caster is thought by local villagers to be a prophesized savior
1350 Caster is thought by local villagers to be a vampire
1351 Caster is thought to be a minor official in a major country
1352 Caster is thought to be a prominent official in a major country
1353 Caster is thought to be a successful merchant or guildmaster
1354 Caster is thought to be some random dweeb from a far-off land
1355 Caster is thought to be the ruler of an empire
1356 Caster is thought to be the sole ruler of a major country
1357 Caster is thought to be the sole ruler of a minor country
1358 Caster is thought to be the sole ruler of a spot on the map
1359 Caster is thought to be the sole survivor of a royal family
1360 Caster is toasted by a small magical explosion; loses 4 HP
1361 Caster is transported to an Outer Plane for d10 rounds
1362 Caster is trapped in a stack of tires
1363 Caster is unable to cast any spells tomorrow
1364 Caster is unable to cast non-illusion spells for 24 hours
1365 Caster is unable to consume or digest solid foods
1366 Caster is unable to create Illusions for 24 hours
1367 Caster is unable to hear his own voice
1368 Caster is unable to perceive illusions for 1d12 hours
1369 Caster is unable to read except while exposed to sunlight
1370 Caster is unable to read while exposed to sunlight
1371 Caster is unable to remain quiet where silence is required
1372 Caster is unable to speak except in a booming shout
1373 Caster is unable to swallow food in the presence of others
1374 Caster is unable to tell when he is lying
1375 Caster is unaffected by gravity when his eyes are closed
1376 Caster is unaffected by gravity when lying face down
1377 Caster is unaffected by the next Abjuration cast against him
1378 Caster is unaffected by the next Alteration cast against him
1379 Caster is unaffected by the next Conjuration cast against him
1380 Caster is unaffected by the next Divination cast against him
1381 Caster is unaffected by the next Enchantment cast against him
1382 Caster is unaffected by the next Evocation cast against him
1383 Caster is unaffected by the next Illusion cast against him
1384 Caster is unaffected by the next Necromancy cast against him
1385 Caster is unharmed by next 1d20 hit points of damage he suffers
1386 Caster is visible to infravision like a lighthouse beacon
1387 Caster is vulnerable to rust monsters like metal
1388 Caster is wearing an old deep-sea diving suit
1389 Caster is wearing ballet slippers
1390 Caster is wearing carbon steel handcuffs
1391 Caster is wearing red suspenders (to keep his pants up)
1392 Caster is wholly unwilling to compromise in matters of food
1393 Caster is wracked with guilt whenever he casts a spell
1394 Caster is wrapped head to toe in a coil of chain
1395 Caster is wrapped in a cocoon like a caterpillar
1396 Caster isn’t entirely sure that he exists
1397 Caster jumps up and down whenever he casts a spell
1398 Caster keeps mushrooms and fungus as pets
1399 Caster kicks like a mule whenever he hears his name
1400 Caster knows the complete Pittsburgh bus schedule for 1974
1401 Caster knows the first name of everyone now within 100 yards
1402 Caster knows the meaning of life briefly, then forgets it
1403 Caster knows the meaning of life but can’t articulate it
1404 Caster knows the meaning of life but doesn’t believe it
1405 Caster lashes out at nearby ally and attacks until subdued
1406 Caster laughs disconcertingly when he is injured
1407 Caster laughs like a hyena at the sight of blood
1408 Caster laughs like a madman in the presence of royalty
1409 Caster laughs like a madman whenever he casts a spell
1410 Caster leaps 90’ straight up and lands without harm
1411 Caster learns 1d3 languages during the next 2 months
1412 Caster learns a language which does not otherwise exist
1413 Caster learns that a now-dead relative committed awful crimes
1414 Caster learns that he was adopted
1415 Caster leaves footprints on any nonmagical surface
1416 Caster leaves no footprints for d8 weeks
1417 Caster leaves strange, disquieting odors in his wake
1418 Caster leaves wet footprints wherever he goes
1419 Caster left a fire in his fireplace; house is now ablaze
1420 Caster levitates 1’ above ground, retains normal Movement Rate
1421 Caster levitates slightly when he casts a spell
1422 Caster levitates slightly when he sleeps
1423 Caster likes to reminisce with undead
1424 Caster likes to speak as though he’s giving prophecy
1425 Caster likes to tell bawdy jokes in the presence of royalty
1426 Caster likes to wear dark clothes and pretend he’s a vampire
1427 Caster looks and sounds different to each creature viewing him
1428 Caster looks drastically different to everyone but himself
1429 Caster looks like a badly decayed corpse while he’s asleep
1430 Caster looks like a cute little forest animal while asleep
1431 Caster looks like a murder victim while he’s asleep
1432 Caster looks like a stereotypical 1950’s Hollywood Martian
1433 Caster looks like an Impressionist painting while asleep
1434 Caster looks more and more like a burned-out hippie
1435 Caster looks sickly and emaciated but is not
1436 Caster loses 1 HP/round until dying as on Negative Material
1437 Caster loses 1 Level/Hit Die per day until becoming Jujubi zombie
1438 Caster loses 1d4 additional hit points from all fire damage
1439 Caster loses 1d4 fewer hit points from all fire damage
1440 Caster loses 1d6 hit points whenever he says a pun
1441 Caster loses 2d4 Experience Levels (and appropriate abilities)
1442 Caster loses a piece of clothing each time he casts a spell
1443 Caster loses a tooth during each of the next 4d8 nights
1444 Caster loses a tooth each time he tells a lie
1445 Caster loses access to a school of magic till he rises a level
1446 Caster loses access to ALL knowledge held in his mind
1447 Caster loses access to one school of magic
1448 Caster loses all proficiency in all weapons
1449 Caster loses all sense of the passage of space
1450 Caster loses all sense of the passage of time
1451 Caster loses consciousness; can’t find it again for d10 hours
1452 Caster loses d4 HP whenever he tries to cast a spell
1453 Caster loses hair and all facial features, but retains senses
1454 Caster loses his mind; can’t find it again for d20 rounds
1455 Caster loses his spellbook; can’t find it again for d4 days
1456 Caster loses one hit point each time he tells a lie
1457 Caster loses one hit point per level of each spell he casts
1458 Caster loses spellcasting ability for d10 years
1459 Caster loses spellcasting ability for d6 days
1460 Caster loses stereophonic hearing: -1 penalty on Surprise rolls
1461 Caster loses the ability to Read/Write a random language
1462 Caster loses the sense of smell
1463 Caster loses the sense of taste
1464 Caster loses the sense of touch
1465 Caster loves to tell preposterous stories of his youth
1466 Caster makes a spirited attempt to swallow his own head
1467 Caster makes enemies easily; -2 to all reaction rolls
1468 Caster may call down one 3HD lightning bolt per day; no Saves
1469 Caster may Command one being; cannot refuse, obeys as is able
1470 Caster may Teleport without Error twice
1471 Caster melts over next d6 rounds unless Remove Curse is cast
1472 Caster metamorphoses into a Bodak over next d6 months
1473 Caster mimics the facial features of each person he touches
1474 Caster mistakenly Gates by a random Outer Plane being
1475 Caster mistakenly Gates a random Outer Planes being
1476 Caster mistakenly Gates himself to a random Outer Plane
1477 Caster moves as though balancing a serving tray on his head
1478 Caster moves as though he is underwater
1479 Caster moves as though standing knee-deep in water
1480 Caster moves d10 rounds into future; loses intervening rounds
1481 Caster must check CON every morning or fall asleep again
1482 Caster must eat 2x the normal amount of food to be nourished
1483 Caster must graze like a cow for food
1484 Caster must roll a STR check: if successful, he gains 1d4 STR
1485 Caster must roll for System Shock for each wound or pass out
1486 Caster must Save or spell strikes target
1487 Caster must Save vs Death AND Spell or become a Lich
1488 Caster must Save vs Death Magic or be disintegrated
1489 Caster must Save vs Death Magic or turn into a snowman
1490 Caster must Save vs Death or implode and perish
1491 Caster must Save vs Death or turn inside out and die instantly
1492 Caster must Save vs Disintegration or be disintegrated
1493 Caster must say “Klaatu verada nikto” to open his spellbook
1494 Caster must say a rhymed couplet whenever he casts a spell
1495 Caster never misplaces his possessions
1496 Caster never needs to bathe
1497 Caster never needs to bathe to remain clean
1498 Caster no longer feels hunger and must be reminded to eat
1499 Caster no longer has any concept of personal space
1500 Caster no longer has to move his mouth in order to speak
1501 Caster no longer throws a shadow
1502 Caster now has tusks like a walrus
1503 Caster omniscient for round, then forgets it all
1504 Caster only needs to eat once per week
1505 Caster or random female ally becomes as beautiful as a nymph
1506 Caster or random male ally becomes as beautiful as a nymph
1507 Caster owns a widescreen color television
1508 Caster owns two longranger, solar -powered walkie-talkies
1509 Caster panics at the sight of his own blood
1510 Caster perceives a hideous monster to be standing behind him
1511 Caster perceives everyone nearby to be affected by Mirror Image
1512 Caster perceives everyone to be facing 180° from/toward him
1513 Caster perceives hidden demonic meaning in everyday events
1514 Caster perceives himself to be standing behind an evil monster
1515 Caster perceives himself to be standing behind himself
1516 Caster perceives just about everything to be an ill omen
1517 Caster perceives maggots to be writhing within his flesh
1518 Caster perceives sculptures to portray only horrifying images
1519 Caster perceives those around him to be naked
1520 Caster permanently affected as by Nahal's Nonsensical Nullifier
1521 Caster permanently forgets one spell now in his spellbook
1522 Caster permanently gains +1 to DEX
1523 Caster permanently loses 10 pounds
1524 Caster polymorphed into an orangutan
1525 Caster polymorphs into a duplicate of the next ally he touches
1526 Caster polymorphs into a frog (retains attributes)
1527 Caster polymorphs into a frog-sized human (retains attributes)
1528 Caster polymorphs into a human-sized frog (retains attributes)
1529 Caster polymorphs into a physical duplicate of his worst enemy
1530 Caster polymorphs randomly each time he is exposed to sunlight
1531 Caster polymorphs randomly every 4d4 hours
1532 Caster polymorphs randomly, permanently; Wishes have no effect
1533 Caster Possesses target for d10 rounds
1534 Caster professes intense jealousy of an imaginary sibling
1535 Caster punches himself in the jaw: 50% to knock himself out
1536 Caster punches the person standing nearest to him
1537 Caster quacks like a duck when he's angry
1538 Caster questions himself before using magic; +4 to Casting Time
1539 Caster radiates antilife; drains 1 HP/round from all within 10'
1540 Caster raises a d10 yard radius hemisphere of stone from ground
1541 Caster randomly teleported 1 mile (N,S,E,W,NE,SE,SW,NW)
1542 Caster reacts to criticism with hysterical sobbing
1543 Caster realizes he carries a small but powerful magic item
1544 Caster realizes he has a knife stuck in his thigh
1545 Caster realizes he hasn’t slept in three weeks
1546 Caster realizes he was assembled out of dismembered corpses
1547 Caster realizes he was formed by a Mirror of Opposition
1548 Caster realizes he’s carrying a lich’s phylactery
1549 Caster realizes he’s never worn clothing in his life
1550 Caster realizes that he only memorized Read Magic today
1551 Caster realizes that the universe was born in a huge explosion
1552 Caster realizes that the universe was hatched from a giant egg
1553 Caster receives Shocking Grasp from next PC he touches
1554 Caster receives static shocks every time he touches metal
1555 Caster recites the contents of his spellbook while asleep
1556 Caster recoils from holy symbols as if he were undead
1557 Caster recovers an additional 2 hit points each day
1558 Caster reeks of ammonia whenever he casts a spell
1559 Caster refuses to accept that he’s ever triggered a Wild Surge
1560 Caster refuses to admit that anything occurred before his birth
1561 Caster refuses to drink healing potions
1562 Caster refuses to eat meat which he did not kill himself
1563 Caster refuses to talk for 1d10+10 rounds after casting a spell
1564 Caster regains all spells he cast within last 24 hours
1565 Caster regards any missed attack as a personal failure
1566 Caster regenerates 1 HP/round for the next 20+d20 rounds
1567 Caster regenerates 1 HP/turn, but regenerates as troll flesh
1568 Caster regenerates fire and/or acid damage, 1 HP per hour
1569 Caster remembers the name of everyone he meets
1570 Caster renounces magic until he’s next affected by a spell
1571 Caster repeats the same sentence over and over; no spellcasting
1572 Caster rises on a column of stone 10’ into the air
1573 Caster roars like a lion after particularly good meals
1574 Caster roars like a lion when angered
1575 Caster runs amok

1576 Caster runs in his sleep
1577 Caster Saves vs Death or becomes flesh-hued ooze
1578 Caster Saves vs Death or skull shrinks by half, causing death
1579 Caster Saves vs Magic or becomes a duplicate of the target
1580 Caster Saves vs Petrify or petrifies on seeing his reflection
1581 Caster Saves vs Petrify or turns to air
1582 Caster Saves vs Petrify or turns to clay
1583 Caster Saves vs Petrify or turns to lifeless diamond
1584 Caster Saves vs Petrify or turns to mithral
1585 Caster Saves vs Petrify or turns to mud
1586 Caster Saves vs Petrify or turns to non-sentient platinum
1587 Caster Saves vs Petrify or turns to sentient gold
1588 Caster Saves vs Petrify or turns to steel
1589 Caster Saves vs Petrify or turns to stone and crumbles
1590 Caster Saves vs Petrify or turns to water
1591 Caster Saves vs Petrify or turns to wood
1592 Caster says “Tah-dah!” after each spell he casts
1593 Caster sealed in a bubble which air cannot penetrate
1594 Caster seeks his long lost twin sibling (who might not exist)
1595 Caster seems to bleed from his eyes when exposed to sunlight
1596 Caster seems to double in weight each round in direct sunlight
1597 Caster seems to speak in the voice of each who hears him
1598 Caster seems untrustworthy; suffers -3 on Reaction Rolls
1599 Caster seems vaguely familiar to everyone who meets him
1600 Caster seems very trustworthy; receives +3 on Reaction Rolls
1601 Caster sees all others to be affected by Nonsensical Nullifier
1602 Caster sees everything in heavy septa tints
1603 Caster sees in the Ethereal Plane but cannot see in the Prime
1604 Caster sees omens of the pending apocalypse in everyday events
1605 Caster sees perfectly in the dark but is blind in the light
1606 Caster sees strange figures out of the corner of his eye
1607 Caster sees the plane of primal magic; check WIS or go nuts
1608 Caster shatters into 5d10 tiny duplicates of himself for 1 turn
1609 Caster shatters into countless little cubes; reforms in 1 turn
1610 Caster shreds his skin like a snake every 6d days
1611 Caster shreds tears every time he casts a spell
1612 Caster shines like a lighthouse beacon when he is asleep
1613 Caster shines like the sun when hiding in shadows
1614 Caster shouts profanity in the presence of royalty
1615 Caster shows all signs of having been struck by lightning
1616 Caster shows no reflection in mirrors
1617 Caster shrinks ½ inch each day
1618 Caster shrinks by ½ each turn while exposed to direct sunlight
1619 Caster shrinks by 10%
1620 Caster shrinks by 10% for every 10% of his hit points he loses
1621 Caster shrinks to 1/10 his height while invisible
1622 Caster shunted to Border Ethereal; doppleganger takes his place
1623 Caster sinks into depression whenever he casts a spell
1624 Caster sinks into ground up to his knees
1625 Caster sinks into the ground up to his ankles for d6 rounds
1626 Caster sinks into the ground up to his chest for d6 rounds
1627 Caster sinks into the ground up to his neck for d6 rounds
1628 Caster sinks into the ground up to his waist for d6 rounds
1629 Caster sinks like a stone in water when naked
1630 Caster skips every other round for next 1+1d20 rounds
1631 Caster smells like a badly decayed corpse while he’s asleep
1632 Caster smells like a skunk for 1d10 rounds after bathing
1633 Caster smells like brimstone for the spell’s duration
1634 Caster smells like goat cheese but without the sublety
1635 Caster smells of roses and lavender while he sleeps
1636 Caster smells strongly of blood in the presence of vampires
1637 Caster smells strongly of catnip
1638 Caster smells strongly of garlic in the presence of vampires
1639 Caster smiles at oddly inappropriate times
1640 Caster sneezes when trying to cast spells; +3 to casting times
1641 Caster sneezes whenever he hears his name
1642 Caster soon has an opportunity to save a god’s life
1643 Caster speaks an unknown tongue for 1 turn after casting spells
1644 Caster speaks gibberish but believes he is speaking Common
1645 Caster speaks in a booming voice when he tries to whisper
1646 Caster speaks in a whisper whenever he tells a lie
1647 Caster speaks in rhyme; spellcasting impossible
1648 Caster speaks in three-part harmony for d8 turns
1649 Caster speaks shocking blasphemies in the presence of clergy
1650 Caster speaks through his ears and hears through his mouth
1651 Caster spends 1d10 rounds ridiculing his best friend
1652 Caster spends 24 hours in hell: gains a level when he returns
1653 Caster spins a cocoon & emerges fully healed after 1 week
1654 Caster spins like a top for d6 rounds; DEX check or fall over
1655 Caster sprouts a new nose in the center of his forehead
1656 Caster sprouts a new nose right next to his original one
1657 Caster sprouts a tail like a monkey
1658 Caster sprouts a tail like a rabbit
1659 Caster sprouts a tail like a stegosaurus
1660 Caster sprouts an ugly face on the back of his head
1661 Caster sprouts another arm from his sternum
1662 Caster sprouts butterfly wings (FL 6, MC C); remain for d6 days
1663 Caster sprouts dear anthers
1664 Caster sprouts elephant ears
1665 Caster sprouts feathers
1666 Caster sprouts giraffe horns
1667 Caster sprouts one wing from his shoulder blade
1668 Caster sprouts rabbit ears
1669 Caster squeaks like a mouse when he is frightened
1670 Caster stalks vacantly into space for 1d4 rounds
1671 Caster sticks his fingers in his ears and can’t remove them
1672 Caster stinks like a tomb when exposed to direct sunlight
1673 Caster stinks of rotting fish in the presence of royalty
1674 Caster strikes his thumb whenever he uses a hammer
1675 Caster struck as by Magic Missile each time he hears his name
1676 Caster stutters through time, existing only every other round
1677 Caster sucks his thumb like an infant for 1d4 turns
1678 Caster suddenly doesn’t believe in magic
1679 Caster suddenly finds himself inside a 55-gallon steel drum
1680 Caster suddenly finds himself standing within an igloo
1681 Caster suddenly gains 50 pounds of baby fat
1682 Caster suffers Blindness
1683 Caster suffers delusions of grandeur when he casts spells
1684 Caster suffers financial ruin over the next few months
1685 Caster suffers full effect of the intended spell: no Save
1686 Caster suffers great embarrassment whenever he casts a spell
1687 Caster suffers illusionary wounds identical to those he causes
1688 Caster suffers insomnia; can’t sleep next 5d4 days
1689 Caster suffers no damage from one attack each round
1690 Caster suffers normal damage from illusions for next 24 hours
1691 Caster suffers reverse of magical healing efforts for 1d4 days
1692 Caster suffers reversed effect of the intended spell: no Save
1693 Caster suffers withdrawal unless he eats mud each day
1694 Caster Summons 1d20 kobolds, who attack randomly
1695 Caster Summons Self (see spell listing)
1696 Caster suspects some great entity is hiding nearby
1697 Caster suspects that he’s not who everyone says he is
1698 Caster suspects that his allies don’t really trust him
1699 Caster swaps personae with each being he touches
1700 Caster swaps personae with the next sentient weapon he touches
1701 Caster sweats acid, destroying clothes but not harming him

1702 Caster sweats profusely in the presence of royalty
1703 Caster takes damage one round after it occurs
1704 Caster takes illusory damage next 2d10 rounds; doesn’t know it
1705 Caster takes normal damage from illusions for next 2d10 rounds
1706 Caster teleports 1 mile; stone replica appears in his place
1707 Caster teleports 1 yard to the left whenever he casts a spell
1708 Caster teleports randomly whenever he hears or speaks his name
1709 Caster teleports to nearest dragon’s hoarde for 1d8 rounds
1710 Caster teleports to the place he slept the previous night
1711 Caster teleports to the place of his birth, returns in d4 days
1712 Caster tells outrageous lies in the presence of royalty
1713 Caster tends to giggle at inappropriate times
1714 Caster thinks a big bad wolf wants to blow his house down
1715 Caster thinks all allies are extensions of himself
1716 Caster thinks all around him are children
1717 Caster thinks all bath water is really strong acid
1718 Caster thinks all his enemies are telepathically linked
1719 Caster thinks all of his allies are doppelgangers
1720 Caster thinks an earthquake is going on
1721 Caster thinks any Illusions he casts are real for next 24 hours
1722 Caster thinks any injuries he has are illusions
1723 Caster thinks cockroaches are burrowing through his flesh
1724 Caster thinks demons hound him at every turn
1725 Caster thinks dragons are allies who’ve been polymorphed
1726 Caster thinks Ethereal monsters are all around him
1727 Caster thinks every question he is asked is a riddle
1728 Caster thinks every town he enters is the town of his birth
1729 Caster thinks every weapon he wields is intelligent
1730 Caster thinks everyone around him is dreaming
1731 Caster thinks everyone around him is omniscient
1732 Caster thinks everyone else is insane
1733 Caster thinks everyone he meets looks vaguely familiar
1734 Caster thinks everyone in the world knows his secrets
1735 Caster thinks everyone is trustworthy until proven otherwise
1736 Caster thinks everyone thinks he’s an impostor
1737 Caster thinks everyone who speaks Common is speaking gibberish
1738 Caster thinks everyone who speaks to him has his voice
1739 Caster thinks everyone’s name is the same as his
1740 Caster thinks everything he does is part of a holy quest
1741 Caster thinks everything is invisible when he closes his eyes
1742 Caster thinks foes in immediate area are extensions of himself
1743 Caster thinks hair is evil and must be shorn from his body
1744 Caster thinks he ages a year (decade?) each day
1745 Caster thinks he can beat his addiction to air
1746 Caster thinks he can cause death with a touch
1747 Caster thinks he can change his skin color like a chameleon
1748 Caster thinks he can command undead
1749 Caster thinks he can communicate with inanimate objects at will
1750 Caster thinks he can control others by chanting “blinky”
1751 Caster thinks he can interpret dreams as omens
1752 Caster thinks he can sniff campfires with his bare hands
1753 Caster thinks he can unscrew his head at the neck
1754 Caster thinks he did something dreadful last night
1755 Caster thinks he exists only in the dreams of others
1756 Caster thinks he founded the nearest town
1757 Caster thinks he had a deeply mystical experience as a child
1758 Caster thinks he has an evil twin who’s plotting his death
1759 Caster thinks he has been Geased by a high-level cleric
1760 Caster thinks he has been poisoned
1761 Caster thinks he has been polymorphed
1762 Caster thinks he has been Summoned here by powerful magic
1763 Caster thinks he has far too much blood in his body
1764 Caster thinks he has forgotten something but actually has not
Caster thinks he has journeyed here from the distant future
Caster thinks he has just returned from 24 hours spent in hell
Caster thinks he has just returned from a pilgrimage
Caster thinks he has just spoken with his deity
Caster thinks he has only a limited amount of magic left
Caster thinks he has only twenty minutes to live
Caster thinks he has recently committed a horrible crime
Caster thinks he has recently offended some god of Death
Caster thinks he has remembered something but actually has not
Caster thinks he has shrunk to half his height
Caster thinks he has the gift of prophecy
Caster thinks he invented magic
Caster thinks he is a clone of someone else
Caster thinks he is a deity
Caster thinks he is a deity when in the presence of royalty
Caster thinks he is a demon in mortal form
Caster thinks he is a demon possessing himself
Caster thinks he is a doppleganger
Caster thinks he is a dragon who’s forgotten how to polymorph
Caster thinks he is a false personality
Caster thinks he is a fire elemental
Caster thinks he is a flesh golem
Caster thinks he is a flesh-eating ghoul
Caster thinks he is a reformed cold-blooded killer
Caster thinks he is a water elemental
Caster thinks he is able to heal with a touch
Caster thinks he is affected by Mirror Image but is not
Caster thinks he is affected by the spell Haste
Caster thinks he is affected by the spell Slow
Caster thinks he is after Them (whoever They are)
Caster thinks he is an avatar of a minor deity
Caster thinks he is an elementary school teacher
Caster thinks he is an emperor with in the presence of royalty
Caster thinks he is an illithid
Caster thinks he is an illusion
Caster thinks he is an image from his own subconscious
Caster thinks he is an iron golem
Caster thinks he is as beautiful as a nymph
Caster thinks he is as beautiful as a nymph
Caster thinks he is at death’s door
Caster thinks he is being tested by his deity
Caster thinks he is bleeding at a tremendous rate
Caster thinks he is blessed with eternal youth
Caster thinks he is bound by a demonic pact
Caster thinks he is controlled by someone
Caster thinks he is covered with ants
Caster thinks he is currently living in a past life
Caster thinks he is dead
Caster thinks he is deeply in love with one of his allies
Caster thinks he is destined to be king
Caster thinks he is dreaming while exposed to direct sunlight
Caster thinks he is drowning
Caster thinks he is fated to be slain by his own son
Caster thinks he is his astral form, pushed from his body
Caster thinks he is hunted by religious zealots
Caster thinks he is immortal
Caster thinks he is immune to fire
Caster thinks he is in two places at once
Caster thinks he is insane
Caster thinks he is insane but is not
Caster thinks he is invincible when exposed to direct sunlight
Caster thinks he is invisible, despite what anyone says
Caster thinks he is laboring under some horrible curse
Caster thinks he is literally the center of the universe
Caster thinks he is married (or single, if he’s married)
Caster thinks he is naked while in the presence of royalty
Caster thinks he is next in line for the nearest throne
Caster thinks he is not truly himself
Caster thinks he is omniscient
Caster thinks he is on a quest to find his real parents
Caster thinks he is phenomenally important to the universe
Caster thinks he is possessed by a demon
Caster thinks he is pursued by a Red Dragon but is not
Caster thinks he is sleepwalking
Caster thinks he is standing three feet to his right
Caster thinks he is the offspring of a Divine Birth
Caster thinks he is the rightful ruler of this kingdom
Caster thinks he is the target of an elaborate conspiracy
Caster thinks he is two separate people (1 Lawful/1 Good, etc)
Caster thinks he is undead
Caster thinks he is under a Geas but doesn’t know why
Caster thinks he is untrustworthy
Caster thinks he is very charming to those of opposite sex
Caster thinks he just committed a major faux pas
Caster thinks he just forgot the meaning of life
Caster thinks he knows an ancient and forgotten language
Caster thinks he knows how to swallow swords
Caster thinks he knows the first name of everyone he meets
Caster thinks he knows the Fly spell
Caster thinks he knows where to find the Fountain of Youth
Caster thinks he may Teleport at will but is incorrect
Caster thinks he must avenge the death of an imagined sibling
Caster thinks he owes a favor to some random demon
Caster thinks he owns and rules the surrounding property
Caster thinks he plays a pivotal role in the fate of the world
Caster thinks he really works in an office 9 to 5 each day
Caster thinks he receives his spells from some deity or another
Caster thinks he recently murdered someone and is on the run
Caster thinks he regenerates like a troll
Caster thinks he smells terrible
Caster thinks he stole his spellbook from a vengeful archmage
Caster thinks he used to be immortal
Caster thinks he was abducted by mysterious gray beings
Caster thinks he was omnipotent in a past life
Caster thinks he was recently murdered
Caster thinks he was recently tortured but can’t recall when
Caster thinks he was Siamese twins in a past life
Caster thinks he was slain by the target in a past life
Caster thinks he was the target in a past life
Caster thinks he went back in time to kill his grandfather
Caster thinks he will automatically resurrect when he is slain
Caster thinks he will be deified after his death
Caster thinks he will die unless he burns his spellbook
Caster thinks he will die with the next spell he casts
Caster thinks he will die with the next Wild Surge he causes
Caster thinks he will explode if jostled too harshly
Caster thinks he will turn to a wolf under the next full moon
Caster thinks he’ll become a god if he completes a great quest
Caster thinks he’ll die unless he shaves off all his hair
Caster thinks he’ll fall dead at sunset
Caster thinks he’s a balloon and will pop if stabbed or cut
Caster thinks he’s a bard
Caster thinks he’s a skeleton trapped in a suit of flesh
Caster thinks he’s an escaped slave
Caster thinks he’s an intelligent horse
Caster thinks he’s been alive for millennia
1891 Caster thinks he’s being attacked by an invisible octopus
1892 Caster thinks he’s descended from Earth Elementals
1893 Caster thinks he’s destined to bring about the apocalypse
1894 Caster thinks he’s foreseen his death in the near future
1895 Caster thinks he’s going to do something dreadful tonight
1896 Caster thinks he’s ingested a potent toxin
1897 Caster thinks he’s invisible if he has an egg in his mouth
1898 Caster thinks he’s journeyed here from the far future
1899 Caster thinks he’s literally the center of the universe
1900 Caster thinks he’s made of snow and in danger of melting
1901 Caster thinks he’s more charming with his finger in his nose
1902 Caster thinks he’s not living up to his potential
1903 Caster thinks he’s owed some kind of divine birthright
1904 Caster thinks he’s posing for a sculpture of him
1905 Caster thinks he’s pregnant
1906 Caster thinks he’s standing in the middle of a raging river
1907 Caster thinks he’s standing on a precipice
1908 Caster thinks he’s standing on a tall, narrow pedestal
1909 Caster thinks he’s superior and demands to be treated so
1910 Caster thinks he’s surrounded by vermin
1911 Caster thinks he’s turning into a wolf
1912 Caster thinks he’s wearing a wig
1913 Caster thinks he’s wrongly imprisoned in his body
1914 Caster thinks he’ll be immortal again later
1915 Caster thinks he’s the only one in the world who can use magic
1916 Caster thinks his allies are dead
1917 Caster thinks his allies are dragons in humanoid form
1918 Caster thinks his allies are hiding his spellbook
1919 Caster thinks his allies are mocking him
1920 Caster thinks his allies are polymorphed orcs or goblins
1921 Caster thinks his allies are sleepwalking
1922 Caster thinks his allies are undead
1923 Caster thinks his allies can resurrect him if he’s slain
1924 Caster thinks his allies cannot see him, whatever they say
1925 Caster thinks his allies distrust his use of magic
1926 Caster thinks his allies don’t take him seriously
1927 Caster thinks his allies fear him
1928 Caster thinks his allies revere him as a god
1929 Caster thinks his allies should revere him as a god
1930 Caster thinks his allies suspect him of being undead
1931 Caster thinks his allies suspect him of plotting against them
1932 Caster thinks his allies think he plans to use them as undead
1933 Caster thinks his allies think he’s crazy
1934 Caster thinks his allies think he’s dead
1935 Caster thinks his allies will kill him if he casts a spell
1936 Caster thinks his allies will kill him unless he casts a spell
1937 Caster thinks his birth was prophesied by an obscure religion
1938 Caster thinks his brain is at home in a jar on a shelf
1939 Caster thinks his brain is leaking out his nose
1940 Caster thinks his clothing is alive and is out to get him
1941 Caster thinks his deity has told him not to bother anymore
1942 Caster thinks his destiny is to leap into a volcano
1943 Caster thinks his enemies are all immortal
1944 Caster thinks his enemies are also his allies
1945 Caster thinks his enemies’ attacks are good-natured joking
1946 Caster thinks his friends are after his money
1947 Caster thinks his hands are twice their actual size
1948 Caster thinks his left hand is dreadfully evil
1949 Caster thinks his life until now has just been a dream
1950 Caster thinks his mouth can store things like a bag of holding
1951 Caster thinks his name can cause undead to fear him
1952 Caster thinks his name is a Power Word and is afraid to say it
1953 Caster thinks his name is a Power Word and says it often
1954 Caster thinks his name is Lord (Lady) So-and-So the Magnificent
1955 Caster thinks his name is the True Name of a demon
1956 Caster thinks his nose is running like a faucet
1957 Caster thinks his principal weapon is cursed
1958 Caster thinks his reflection is plotting against him
1959 Caster thinks his skin is a foreign organism
1960 Caster thinks his skin is actually someone else’s
1961 Caster thinks his skin is some sort of ill-fitting suit
1962 Caster thinks his skin is vulnerable to rust
1963 Caster thinks his spellbook is an ancient and powerful artifact
1964 Caster thinks his spellbook is plotting against him
1965 Caster thinks his spellbook will explode if struck
1966 Caster thinks his spellbook will vanish if he bathes
1967 Caster thinks his spellbook will vanish if he sets it down
1968 Caster thinks his touch can cure illness
1969 Caster thinks his touch can cure leather
1970 Caster thinks his touch can heal injuries
1971 Caster thinks his touch turns metal into gold
1972 Caster thinks his worst fears have been realized
1973 Caster thinks immorality will grant him immortality
1974 Caster thinks it is twenty degrees cooler than it really is
1975 Caster thinks it is twenty degrees hotter than it really is
1976 Caster thinks light is shining from the back of his head
1977 Caster thinks maggots infest every wound he suffers
1978 Caster thinks mud has significant monetary value
1979 Caster thinks next mine he enters belongs to him (“It’s Mine”)
1980 Caster thinks next mine he enters is 50° colder than it is
1981 Caster thinks next mine he enters is 50° warmer than it is
1982 Caster thinks next mine he enters is a living creature
1983 Caster thinks next mine he enters is a portal to his home
1984 Caster thinks next mine he enters is collapsing all around him
1985 Caster thinks next mine he enters is cramped and claustrophobic
1986 Caster thinks next mine he enters is filled with giant ants
1987 Caster thinks next mine he enters is filled with Illithids
1988 Caster thinks next mine he enters is filled with Oozes
1989 Caster thinks next mine he enters is filled with Stinking Cloud
1990 Caster thinks next mine he enters is filled with untapped gold
1991 Caster thinks next mine he enters is flooding
1992 Caster thinks next mine he enters is his own esophagus
1993 Caster thinks next mine he enters is his rightful home
1994 Caster thinks next mine he enters is last mine he’ll ever enter
1995 Caster thinks next mine he enters is on Elemental Earth
1996 Caster thinks next mine he enters is undergoing an earthquake
1997 Caster thinks next mine he enters leads to Lower Outer Plane
1998 Caster thinks non-demihuman humanoides have been polymorphed
1999 Caster thinks one of his allies is deeply in love with him
2000 Caster thinks pack animals are unreliable and will not use them
2001 Caster thinks random ally or party member is a deity
2002 Caster thinks random deity is a party member or ally
2003 Caster thinks some random demon owes him a favor
2004 Caster thinks someone is shooting a machine gun at him
2005 Caster thinks someone nearby is an avatar of his deity
2006 Caster thinks someone nearby is his child
2007 Caster thinks something amazing is hidden in a nearby cave
2008 Caster thinks that air is poisonous
2009 Caster thinks that all werewolves are just angry dogs
2010 Caster thinks that all wolves and dogs are werewolves
2011 Caster thinks that any food he now carries is poisonous
2012 Caster thinks that dirt is an aphrodisiac
2013 Caster thinks that earth elementals are probably just rocks
2014 Caster thinks that fire heals injury
2015 Caster thinks that he has enlarged by 50%
2016 Caster thinks that he has shrunk by 50%
2017 Caster thinks that he is made of sand and must not get wet
2018 Caster thinks that he left a fire burning in his fireplace
2019 Caster thinks that his body will rust if it gets wet
2020 Caster thinks that his clothes are alive & trying to choke him
2021 Caster thinks that his clothes are wise & trying to advise him
2022 Caster thinks that his skeleton is made of glass
2023 Caster thinks that humor and comedy are blasphemous
2024 Caster thinks that ice is more precious than diamond
2025 Caster thinks that magic is actually impossible
2026 Caster thinks that people think he’s a murderer
2027 Caster thinks that someone nearby is his secret admirer
2028 Caster thinks that something is breathing down his neck
2029 Caster thinks that spellbooks are edible and very tasty
2030 Caster thinks that the stars are getting closer all the time
2031 Caster thinks that water is in short supply and must be hoarded
2032 Caster thinks that water is poisonous
2033 Caster thinks that water turns to diamond at 32°F Fahrenheit
2034 Caster thinks that, somewhere, his clone has become sentient
2035 Caster thinks the intended spell affects him & not the target
2036 Caster thinks the next corpse he sees is his own
2037 Caster thinks the previous 2 d20 days were a dream
2038 Caster thinks They (whoever They are) are after him
2039 Caster throws a monster’s shadow
2040 Caster throws his spellbook every time he casts a spell
2041 Caster travels 2d10 minutes into the future
2042 Caster tries to conceal his magical abilities
2043 Caster tries to remove his feet
2044 Caster triggers Surges in next d6 spells cast at or by him
2045 Caster tumbles through rift into alternate Prime Material Plane
2046 Caster tumbles through rift into Elemental Air
2047 Caster tumbles through rift into Elemental Earth
2048 Caster tumbles through rift into Elemental Fire
2049 Caster tumbles through rift into Elemental Water
2050 Caster turns ethereal when reduced to 5 hit points
2051 Caster turns inside out; Saves vs Death or dies
2052 Caster turns into an ambulatory plant of similar shape
2053 Caster turns into immobile granite
2054 Caster turns into immobile iron
2055 Caster turns into immobile wood
2056 Caster turns into target under every Full Moon
2057 Caster turns invisible and is rendered mute
2058 Caster turns invisible when he closes his eyes
2059 Caster turns to a statue while he sleeps and reverts on waking
2060 Caster turns to a tree when exposed to direct sunlight
2061 Caster turns to glass for d4 rounds
2062 Caster turns to iron d6 rounds; retains mobility and HP (AC –4)
2063 Caster turns to sand
2064 Caster turns to smoke each time he comes within 10’ of flame
2065 Caster turns to steam under every Full Moon
2066 Caster turns to stone and reverts every other round
2067 Caster turns to stone when exposed to direct sunlight
2068 Caster turns to stone when not exposed to direct sunlight
2069 Caster understands the universe a little better: +1 to Wisdom
2070 Caster utters shocking blasphemy when he enters a church
2071 Caster vaguely recalls a treasure hidden somewhere nearby
2072 Caster vanishes for one round, every other round
2073 Caster vanishes when he falls asleep; reappears on waking
2074 Caster vanishes while asleep; reappears when he wakes
2075 Caster vanishes; reappears d4 hours later
2076 Caster vomits messily
2077 Caster vows revenge against cuddly forest animals
2078 Caster wakes at dawn and falls asleep at dusk
2079 Caster wakes each day affected by a Maze spell
2080 Caster wakes each day afraid something bad happened overnight
2081 Caster wakes each day and crows like a rooster
2082 Caster wakes each day as if splashed by a bucket of water
2083 Caster wakes each day at the bottom of a small crater
2084 Caster wakes each day believing he’s just been resurrected
2085 Caster wakes each day blind for 6d10 turns
2086 Caster wakes each day blood-soaked as from a vicious battle
2087 Caster wakes each day covered by honey and ants
2088 Caster wakes each day covered by peas and carrots
2089 Caster wakes each day covered by severed human ears
2090 Caster wakes each day covered by small lizards
2091 Caster wakes each day covered by soft, newly-grown moss
2092 Caster wakes each day desperate for a drink of water
2093 Caster wakes each day entangled by overgrown grass
2094 Caster wakes each day ethereal; takes 1d4-1/2 hours to reform
2095 Caster wakes each day in a pile of broken glass
2096 Caster wakes each day lying north-to-south
2097 Caster wakes each day naked, clothes hanging in a tall tree
2098 Caster wakes each day naked, clothes neatly folded nearby
2099 Caster wakes each day naked, clothes nowhere to be found
2100 Caster wakes each day naked, clothes standing nearby
2101 Caster wakes each day naked, clothes torn to shreds
2102 Caster wakes each day seated in the lotus position
2103 Caster wakes each day soaking wet as from a rainstorm
2104 Caster wakes each day standing on his head
2105 Caster wakes each day standing on somebody else’s head
2106 Caster wakes each day tied in ropes, vines, or the like
2107 Caster wakes each day tied to the ground with tiny ropes
2108 Caster wakes each day unable to remember his name
2109 Caster wakes each day with a ping-pong ball in his mouth
2110 Caster wakes each day with clothes burned as if by acid
2111 Caster wakes each day with clothes smoking as if on fire
2112 Caster wakes each day with his clothes on backwards
2113 Caster wakes each day with his clothing frozen solid
2114 Caster wakes each day within a patch of scorched earth
2115 Caster wakes fully healed each of the next 2d4 mornings
2116 Caster wakes tomorrow in a nearby church’s holy water font
2117 Caster walks in his sleep every night
2118 Caster wants to quit his job & live in his parents’ basement
2119 Caster wants to sell his soul to the nearest fishmonger
2120 Caster was Cloned d4 times eight months ago
2121 Caster wears corks in his ears so his brain won’t leak out
2122 Caster will go to great lengths to prove he’s not a coward
2123 Caster will quickly forget the next 24 hours
2124 Caster wishes the apocalypse would hurry up and get here
2125 Caster would tell his deity a thing or two, given the chance
2126 Caster’s anger manifests as a little raincloud over his head
2127 Caster’s arm is bent 90° halfway between his wrist and elbow
2128 Caster’s arms and legs vanish for 1d10 rounds
2129 Caster’s arms are stricken totally numb for 2d10 turns
2130 Caster’s arms grow to the size of his legs
2131 Caster’s attributes are halved for 1d12 hours
2132 Caster’s big toes can become prehensile at will
2133 Caster’s blood is a strong contact poison to anyone else
2134 Caster’s blood reeks of sulfur when it is split
2135 Caster’s blood traces out arcane signs where it spills
2136 Caster’s blood turns to chocolate on contact with air
2137 Caster’s body is covered with octopus sucker-marks
2138 Caster’s body no longer produces saliva
2139 Caster’s body rotates 360°, though his head remains still
2140 Caster’s bones are brittle when he’s in direct moonlight
2141 Caster’s bones cannot be broken by nonmagical means
2142 Caster’s boots are stuck to the ground with railroad spikes
2143 Caster's boots fill with milk
2144 Caster's boots fill with petroleum jelly
2145 Caster's can issue one Command (as spell) per day
2146 Caster's cannot hear his own voice
2147 Caster's chest is scarred by a sword-cut "Z"
2148 Caster's childhood pet appears in the vicinity
2149 Caster's clothes are tailored for someone half his weight
2150 Caster's clothes are tailored for someone of opposite sex
2151 Caster's clothes are tailored for someone twice his weight
2152 Caster's clothes are tailored for someone with six arms
2153 Caster's clothes cannot be removed by him
2154 Caster's clothes reek of stale cigarette smoke
2155 Caster's clothes smell like he's worn them all summer
2156 Caster's clothing appears laundered and pressed
2157 Caster's clothing appears to combust while he's asleep
2158 Caster's clothing becomes perfectly transparent when wet
2159 Caster's clothing cannot be stained or made dirty
2160 Caster's clothing cannot bend or fold
2161 Caster's clothing clings to him as though wet
2162 Caster's clothing is extraordinarily flammable
2163 Caster's clothing is filled with sharp metal barbs
2164 Caster's clothing looks like he fell into a sewer
2165 Caster's clothing looks like he's been shot with a shotgun
2166 Caster's clothing resembles a patchwork quilt
2167 Caster's clothing shrinks by 10% whenever he casts a spell
2168 Caster's clothing smells like a skunk died in it
2169 Caster's clothing turns invisible whenever he casts a spell
2170 Caster's clothing turns to cellophane
2171 Caster's clothing turns to plastic
2172 Caster's clothing turns to porcelain
2173 Caster's cranium is transparent like smoked glass
2174 Caster's cranium seems to be attached by screws
2175 Caster's current clothes protect against bludgeons
2176 Caster's dead clone is found in a nearby well
2177 Caster's diary, written years from now, appears at his feet
2178 Caster's dominant hand ages one year each day
2179 Caster's dominant hand explodes as a 10 Die fireball
2180 Caster's dominant hand has no bones
2181 Caster's dominant hand inflates like a rubber glove
2182 Caster's dominant hand tries to choke him while he sleeps
2183 Caster's earlobes grow 1d12 inches
2184 Caster's ears appear to be on fire
2185 Caster's ears fall off and regrow 1d10 days later
2186 Caster's ears glow in the dark
2187 Caster's ears glow in the presence of undead
2188 Caster's ears look like noses
2189 Caster's ears migrate to the top of his head
2190 Caster's ears resemble bat wings
2191 Caster's enemies all think he's dead
2192 Caster's eyelashes are actually tiny snakes
2193 Caster's eyelids are invisible while he's wet
2194 Caster's eyelids open and shut like camera shutters
2195 Caster's eyelids turn invisible
2196 Caster's eyes appear 50% larger than they really are
2197 Caster's eyes appear to have tiny fish swimming in them
2198 Caster's eyes shrink to 1/2 their size
2199 Caster's face is tattooed to resemble the face of a clock
2200 Caster's features appear melted like hot wax
2201 Caster's feet are trapped in concrete blocks
2202 Caster's feet feel like they're on fire if he tries to walk
2203 Caster's feet turn to cheese
2204 Caster's fingernails and toenails don't grow anymore
2205 Caster's fingernails are black, like holes in the universe
2206 Caster's fingernails turn duck-egg-blue
2207 Caster's fingers are replaced by toes (-2 manual dexterity)
2208 Caster's fingers grow to twice their normal length
2209 Caster's fingers suffer mild frostbite
2210 Caster's footprints resemble directional arrows
2211 Caster's forehead is marked like a canceled stamp
2212 Caster's gains a +2 bonus for tasks of manual dexterity
2213 Caster's hair grows two inches each day
2214 Caster's hair looks like melted candle wax
2215 Caster's hands appear blood-soaked
2216 Caster's hands are immune to nonmagical cold
2217 Caster's hands are palsied and arthritic
2218 Caster's hands become invisible to him
2219 Caster's hands cannot be burned by nonmagical fire
2220 Caster's hands fuse together at the palms
2221 Caster's hands lock in their current position for 1d10 turns
2222 Caster's hands rotate 360° whenever he casts a spell
2223 Caster's hands vanish until tomorrow afternoon
2224 Caster's head appears to be a few feet away while he sleeps
2225 Caster's head appears to have been cut off and reattached
2226 Caster's head flashes like a disco ball for 1d4 turns
2227 Caster's head is a featureless ovoid while he sleeps
2228 Caster's head rings like a church bell 1d12 times
2229 Caster's head rotates 360° whenever he casts a spell
2230 Caster's head shrinks to half its width
2231 Caster's head turns into a cylinder
2232 Caster's head, hands, and feet become invisible
2233 Caster's home and all his possessions are bronzed
2234 Caster's home begins to digest him the next time he enters
2235 Caster's home causes anyone who enters it to shrink by 50%
2236 Caster's home connects directly to an open sewer or midden
2237 Caster's home fills with cottage cheese
2238 Caster's home fills with latex paint
2239 Caster's home has hot and cold running water, but no sink
2240 Caster's home is barricaded by concertina wire
2241 Caster's home is destroyed when an airplane crashes into it
2242 Caster's home is made of sodium, and it's starting to rain
2243 Caster's home is packed full of trash
2244 Caster's home is perpetually shrouded in fog
2245 Caster's home is razed and the ground salted
2246 Caster's home looks like it was built by angry children
2247 Caster's home now has aluminum siding
2248 Caster's home resembles a huge sculpted bust of him
2249 Caster's home rotates 90° each time he enters it
2250 Caster's home rotates 90° each time he uses the door
2251 Caster's home rotates 90° forward or back
2252 Caster's home smells distressingly of vomit
2253 Caster's Intelligence drops by 2/3 while he's invisible
2254 Caster's Intelligence is halved under moonlight
2255 Caster's internal organs are thoroughly cooked
2256 Caster's items appear on the ground in alphabetical order
2257 Caster's items are evenly distributed among those nearby
2258 Caster's jaw is hinged like a snake's
2259 Caster's joints bend forward and backward with equal ease
2260 Caster's knees vanish
2261 Caster's knuckles swell to the size of ping-pong balls
2262 Caster's left and right hand appear to be one inch apart
2263 Caster's left arm and leg shrink by 50%
2264 Caster's left arm appears to burn whenever he casts a spell
2265 Caster's left arm is twice as long as his body
2266 Caster's left hand grips his right wrist and won't let go
2267 Caster's left wrist is chained to his right ankle
2268 Caster's legs fuse into one for 1d4 hours
2260 Caster's limbs recede into his body while he sleeps
2270 Caster's lips and cheeks turn invisible
2271 Caster's lungs cease functioning in 2d12 hours
2272 Caster's mind cannot be read by others
2273 Caster's mouth appears to contain a miniature galaxy
2274 Caster's mouth fills with ice
2275 Caster's mouth fills with tiny pebbles
2276 Caster's nails grow 2d12 inches
2277 Caster's name appears on every leaf of a nearby tree
2278 Caster's name is a racist slur in some demihuman tongue
2279 Caster's name is actually the Dwarfish word for feces
2280 Caster's neck bears a scar as though he was once hanged
2281 Caster's neck shortens to 1/2 its length
2282 Caster's next 1d4 spells allow no Saving Throes
2283 Caster's normal body temperature is now 112° Fahrenheit
2284 Caster's normal body temperature is now 74° Fahrenheit
2285 Caster's nose and mouth switch places
2286 Caster's nose appears to be made of flint
2287 Caster's nose becomes prehensile
2288 Caster's nose dangles from his face on a loose spring
2289 Caster's nose drips hot candle wax whenever he casts a spell
2290 Caster's nose falls off and explodes in 1d6 rounds
2291 Caster's nose falls off, leaving an ugly hole in its place
2292 Caster's nose launches from his face like a rocket
2293 Caster's nose migrates to another part of his body
2294 Caster's nose rotates 90°
2295 Caster's nose runs for 1d4 rounds after casting a spell
2296 Caster's nose runs profusely whenever he casts a spell
2297 Caster's nose seems to hover six inches in front of his face
2298 Caster's nose triples its size
2299 Caster's organs can be seen faintly through his skin
2300 Caster's palms and fingers can't be cut by metal
2301 Caster's palms are covered with painful sores and blisters
2302 Caster's pocket fill with popcorn, which starts popping
2303 Caster's pockets fill with chicken giblets
2304 Caster's pockets fill with dry ice
2305 Caster's pockets fill with manure
2306 Caster's pockets jingle as though full of coins
2307 Caster's reputation for courtesy precedes him everywhere
2308 Caster's reputation for rudeness precedes him everywhere
2309 Caster's shoes smell and smell of sulfur
2310 Caster's skin appears shriveled as if he's had a long bath
2311 Caster's skin appears smooth, clear, nd unblemished
2312 Caster's skin appears to rust in contact with blood
2313 Caster's skin appears translucent blue in direct sunlight
2314 Caster's skin burns under moonlight
2315 Caster's skin cannot be cut by steel weapons
2316 Caster's skin glows a cool blue when he's naked
2317 Caster's skin glows the color of sunrise
2318 Caster's skin grows lighter each day until he's cloud-white
2319 Caster's skin is badly and painfully sunburned
2320 Caster's skin is dyed in a pretty paisley pattern
2321 Caster's skin is stained with indelible pink dye
2322 Caster's skin itches terribly for 1 week
2323 Caster's skin looks like it's been plucked of feathers
2324 Caster's skull cannot be breached by non-magical means
2325 Caster's skull deforms into a rough cube
2326 Caster's skull is hard enough to act as a helmet; -1 to AC
2327 Caster's skull is spongy and soft for 1d10 rounds
2328 Caster's smile puts people in mind of a shark
2329 Caster's spellbook is highly poisonous to anyone but him
2330 Caster's spellbook is poisonous to him for 1d4 days
2331 Caster's spells are accompanied by bright, flashing lights

2332 Caster's staff turns into a saxophone
2333 Caster's stomach rumbles when in the presence of royalty
2334 Caster's Strength briefly drops 50% after casting a spell
2335 Caster's tears are flammable
2336 Caster's tears are poisonous if ingested or used on a blade
2337 Caster's tears burn his face
2338 Caster's tears can heal injuries once per week
2339 Caster's tears run up his face instead of down
2340 Caster's teeth chatter when he faces north
2341 Caster's teeth flash like a disco ball when he speaks
2342 Caster's teeth have braces on them
2343 Caster's teeth jut from his jaw at odd and painful angles
2344 Caster's teeth look like dirty gravel
2345 Caster's teeth shine like mirrors
2346 Caster's teeth turn to sponge
2347 Caster's thighs shrink by 50%
2348 Caster's toenails grow 1d12 inches each night
2349 Caster's toes are now as long as his fingers
2350 Caster's tongue glows like a firefly
2351 Caster's tongue grows to a length of 1d12 feet
2352 Caster's tongue, nose, lip, eyebrow, and navel are pierced
2353 Caster's top teeth turn invisible
2354 Caster's touch can cause nonmagical cloth to disintegrate
2355 Caster's touch causes frostbite in reptiles and amphibians
2356 Caster's touch leaves temporary, painless bruises in others
2357 Caster's undergarments begin constricting about him
2358 Caster's undergarments begin smoldering
2359 Caster's undergarments freeze solid
2360 Caster's vision is clouded (-2 ToHit) for 2d4-1 days
2361 Caster's voice becomes high-pitched when he's angry
2362 Caster's voice creates the sound of speaker feedback
2363 Caster's voice makes people nearby want to be elsewhere
2364 Caster's voice seems to issue from his ears
2365 Caster's voice seems to issue from some object he carries
2366 Caster's weight doubles when he's wet
2367 Caster's weight is doubled while he stands on grass
2368 Caster's weight is halved, but his mass is doubled
2369 Caster's words seem to echo ominously when he casts a spell
2370 Caster's & target's Alternate Prime counterparts appear in area
2371 Caster's ability scores equal one ability, determined randomly
2372 Caster's actions may be disbelieved as illusions
2373 Caster's age cycle reverses and doubles: begins aging backwards
2374 Caster's age decreases two years for every Hit Point he loses
2375 Caster's age doubles for 24 hours
2376 Caster's age fluctuates +2d20 years each day
2377 Caster's age halves for 48 hours
2378 Caster's age is doubled
2379 Caster's age is reduced by 1d20 years
2380 Caster's age is reduced by one half
2381 Caster's age quadruples for 6 hours
2382 Caster's age triples for 18 hours
2383 Caster's aging begins to double daily
2384 Caster's alignment cannot be detected by magic
2385 Caster's alignment changes randomly each hour
2386 Caster's alignment reads as evil when detected by magic
2387 Caster's alignment seems different to each person checking it
2388 Caster's allies think that he plans to use them as undead
2389 Caster's apparent CHA to one member of opposite sex is halved
2390 Caster's apparent CHA to one member of the opposite sex doubles
2391 Caster's apparent CHA to opposite sex is raised to 19
2392 Caster's apparent CHA to opposite sex is reduced to 1
2393 Caster's appearance changes to that of a zombie
2394 Caster's arm is broken
2395 Caster’s armor (or metal gear) heats to 5d1000° for d10 rounds
2396 Caster’s armor and weapons become ethereal for d10 rounds
2397 Caster’s armor or clothing leaps from his body and is sentient
2398 Caster’s armor turns to silk (AC 10)
2399 Caster’s armor turns to snow
2400 Caster’s armor turns to steam
2401 Caster’s arms and legs exchange places
2402 Caster’s arms become rubbery like tentacles
2403 Caster’s arms begin flapping like a dragonfly’s wings
2404 Caster’s arms elongate like those of an ape
2405 Caster’s arms elongate to ½ times their normal length
2406 Caster’s arms turn into wings like a dragonfly’s
2407 Caster’s arms turn into wings like a sparrow’s
2408 Caster’s arms turn to pectoral fins
2409 Caster’s arms vanish d6 rounds
2410 Caster’s arms vanish d6 turns
2411 Caster’s astral form leaves his body whenever he casts a spell
2412 Caster’s astral form pushed from his body for d8 days
2413 Caster’s attribute scores are shuffled
2414 Caster’s attribute scores shuffle randomly each day
2415 Caster’s attribute scores shuffle randomly each hour
2416 Caster’s auditory perceptions are inverted, left-to-right
2417 Caster’s bare footprints blight the ground
2418 Caster’s belongings are teleported into the nearest cave
2419 Caster’s best attribute score is exchanged for his worst
2420 Caster’s blood and internal organs turn invisible
2421 Caster’s blood boils; CON check at -d4 and Save vs Death or die
2422 Caster’s blood causes strange plants to grow where it is spilled
2423 Caster’s blood coagulates in his veins and arteries
2424 Caster’s blood freezes; CON check and Save vs Death or die
2425 Caster’s blood glows like embers when it is spilled
2426 Caster’s blood has the power to close the wounds of others
2427 Caster’s blood hisses like steam when it strikes the ground
2428 Caster’s blood howls like a cat when it is spilled
2429 Caster’s blood is acidic, corroding weapons which cut him
2430 Caster’s blood is flammable
2431 Caster’s blood scorches the ground where it is spilled
2432 Caster’s blood scribes runes into the ground where it is spilled
2433 Caster’s blood seems thick and gummy when it is spilled
2434 Caster’s blood smells like skunk musk
2435 Caster’s blood teleported out of his body
2436 Caster’s blood turns to acid but functions normally
2437 Caster’s blood turns to chocolate as it leaves his body
2438 Caster’s blood turns to gold where it is spilled
2439 Caster’s blood turns to magnesium dust and ignites
2440 Caster’s blood turns to mercury
2441 Caster’s blood turns to Universal Solvent
2442 Caster’s body appears to face opposite direction
2443 Caster’s body becomes hollow and skin turns to ½” steel
2444 Caster’s body doubles in size but his mass is halved
2445 Caster’s body except circulatory system turns transparent
2446 Caster’s body except his circulatory system turns invisible
2447 Caster’s body except his digestive system turns invisible
2448 Caster’s body except his muscular system turns invisible
2449 Caster’s body except his nervous system turns invisible
2450 Caster’s body except his respiratory system turns invisible
2451 Caster’s body halves its size but his mass doubles
2452 Caster’s body is fireproof; takes damage but will not combust
2453 Caster’s body is stricken numb whenever he casts a spell
2454 Caster’s body is transmuted to equal volume of gold
2455 Caster’s body seems to have no muscle; skin sags from his bones
2456 Caster’s body shrinks by 75%, but his head remains normal sized
2457 Caster’s body temperature falls d20° for d10 rounds
2458 Caster’s body temperature rises d10° for d20 rounds
2459 Caster’s body turns ethereal; head is solid, seeming to float
2460 Caster’s body turns matte-black, but his shadow is full-color
2461 Caster’s body turns to a coherent, ambulatory water-form
2462 Caster’s body turns to air and blows away
2463 Caster’s body turns to earth and crumbles
2464 Caster’s body turns to fire and burns itself out
2465 Caster’s body turns to water and drains away
2466 Caster’s bones become adamantite
2467 Caster’s bones become as flexible as rubber
2468 Caster’s bones become glass; min. 8 HP damage from bludgeones
2469 Caster’s bones become glass; shatter when stuck for 2 HP damage
2470 Caster’s bones become mithral; gains -1 to bludgeoning damage
2471 Caster’s bones glow in the dark (through his skin)
2472 Caster’s boots advise him on personal matters
2473 Caster’s boots allow him to walk on water with every other step
2474 Caster’s boots allow the wearer to climb trees like a monkey
2475 Caster’s boots allow the wearer to go without sleep
2476 Caster’s boots allow the wearer to kick like a mule
2477 Caster’s boots always try to walk in two different directions
2478 Caster’s boots appear to be made of leathered human skin
2479 Caster’s boots are affected as by the spell Frisky Chest
2480 Caster’s boots are affected as by the spell Grease
2481 Caster’s boots are constantly full of brackish water
2482 Caster’s boots are constantly full of liquid nitrogen
2483 Caster’s boots are constantly full of sand
2484 Caster’s boots are constantly full of scalding steam
2485 Caster’s boots are constantly full of snakes and scorpions
2486 Caster’s boots are constantly full of termites
2487 Caster’s boots are coveted by invertebrates
2488 Caster’s boots are restored to better-than-new condition
2489 Caster’s boots become Boots of Devouring
2490 Caster’s boots become Boots of Holding; can hold numerous feet
2491 Caster’s boots become boots of Holding; wearer cannot move
2492 Caster’s boots become illusionary
2493 Caster’s boots become sentient
2494 Caster’s boots become Wizard Locked to his feet
2495 Caster’s boots blare like trumpets as they are removed
2496 Caster’s boots bray like mules when used to kick
2497 Caster’s boots burn like fire and brimstone
2498 Caster’s boots cannot be removed by him
2499 Caster’s boots cannot be removed in daylight
2500 Caster’s boots cannot be removed under moonlight
2501 Caster’s boots chase cats whenever they are near
2502 Caster’s boots clang like cymbals when he walks on grass
2503 Caster’s boots double in weight with each step he takes
2504 Caster’s boots each weigh as much as the wearer
2505 Caster’s boots explode, inflicting 3d10 damage to all near him
2506 Caster’s boots fill with coal
2507 Caster’s boots fill with fleas and ticks
2508 Caster’s boots fill with nails and tacks
2509 Caster’s boots giggle uncontrollably when he walks
2510 Caster’s boots have false bottoms which may conceal small items
2511 Caster’s boots have the power to regenerate severed feet
2512 Caster’s boots induce shaking palsy in any who wear them
2513 Caster’s boots kick him at every step, causing 1HP of damage
2514 Caster’s boots look comfortable but are in fact torturous
2515 Caster’s boots look light and airy but are heavy as lead
2516 Caster’s boots look torturous but are in fact very comfortable
2517 Caster’s boots make an inordinate clatter when he walks
2518 Caster’s boots make any feet inside them feel unbearably cold
2519 Caster’s boots make any feet inside them feel uncomfortably hot
2520 Caster’s boots make the wearer appear to have leprosy
2521 Caster’s boots make the wearer seem to weigh 2X what he does
2522 Caster’s boots make the wearer tingle with pins and needles
2523 Caster’s boots may be sold for 10X their actual value
2524 Caster’s boots must be fed daily or they refuse to walk
2525 Caster’s boots mutter obscenities with every step
2526 Caster’s boots protect the wearer from fear
2527 Caster’s boots provide Magic Resistance of 50%
2528 Caster’s boots race off toward their place of manufacture
2529 Caster’s boots resent being walked all over
2530 Caster’s boots ring like church bells whenever he casts a spell
2531 Caster’s boots run away
2532 Caster’s boots seem red-hot to anyone else touching them
2533 Caster’s boots sever any feet inside them from the wearer’s leg
2534 Caster’s boots shine like beacons after twilight
2535 Caster’s boots shrink in size by ½
2536 Caster’s boots smell like carrion
2537 Caster’s boots smell like fire and brimstone
2538 Caster’s boots smell like lilacs
2539 Caster’s boots smell like skunks
2540 Caster’s boots sniff any fire he steps upon
2541 Caster’s boots suddenly have another pair of feet in them
2542 Caster’s boots take root
2543 Caster’s boots tickle any feet within them
2544 Caster’s boots triple their size
2545 Caster’s boots try to walk faster than each other
2546 Caster’s boots try to walk in the opposite direction of him
2547 Caster’s boots turn any feet inside them out
2548 Caster’s boots turn any feet inside them to boots
2549 Caster’s boots turn any feet inside them to cloven hooves
2550 Caster’s boots turn any feet inside them to hands
2551 Caster’s boots turn to bats and fly away
2552 Caster’s boots turn to beasts and attack his feet
2553 Caster’s boots turn to beets and are eaten by rabbits
2554 Caster’s boots turn to belts and constrict around his feet
2555 Caster’s boots turn to boats and sail away
2556 Caster’s boots turn to bolts and secure him to the ground
2557 Caster’s boots turn to books about feet
2558 Caster’s boots turn to feet
2559 Caster’s boots turn to gloves
2560 Caster’s boots turn to inflexible steel
2561 Caster’s boots turn to paper
2562 Caster’s boots turn to tennis shoes
2563 Caster’s boots vanish and reappear, one inside the other
2564 Caster’s brain swells; Save vs Death or die (if passed, INT +1)
2565 Caster’s breath coats objects with frost
2566 Caster’s breath is misty as in winter whenever he tells a lie
2567 Caster’s breeches become brooches
2568 Caster’s cells become separate, symbiotic micro-organisms
2569 Caster’s Charisma increases by (18-present CHA)/2
2570 Caster’s Charisma increases by 3 when naked
2571 Caster’s Charisma increases by 6 while he casts spells
2572 Caster’s Charisma increases by d6 for d100 days
2573 Caster’s Charisma is increased by 1 for d4 turns
2574 Caster’s Charisma is reduced by d6 for d6 days
2575 Caster’s Charisma is reduced to 3
2576 Caster’s Charisma is rerolled every hour
2577 Caster’s Charisma rises to 19 while in the presence of royalty
2578 Caster’s Charisma tumbles to 2d4 in the presence of royalty
2579 Caster’s circulatory system appears on the surface of his skin
2580 Caster’s circulatory system appears to be 5 feet ahead of him
2581 Caster’s circulatory system is emptied of all contents
2582 Caster’s circulatory system leaps from his body; he is unharmed
2583 Caster’s circulatory system seems to be outside of his body
2584 Caster’s circulatory system straightens to its full length
2585 Caster’s clavicles become Ethereal
2586 Caster’s cloak becomes a Cloaker
2587 Caster’s cloak becomes a clock
2588 Caster’s clothing and/or armor are absorbed into his body
2589 Caster’s clothing animates as a 3HD monster and attacks him
2590 Caster’s clothing animates when exposed to sunlight
2591 Caster’s clothing becomes animated and sentient
2592 Caster’s clothing disintegrates when it is removed
2593 Caster’s clothing fuses into one solid mass as hard as iron
2594 Caster’s clothing is affected by the spell Timelessness
2595 Caster’s clothing is Held immobile for 1d100 rounds
2596 Caster’s clothing is suddenly soaked in blood
2597 Caster’s clothing is transparent
2598 Caster’s clothing looks like it’s been shredded
2599 Caster’s clothing provides 15% Magic Resistance
2600 Caster’s clothing turns inside out
2601 Caster’s clothing turns invisible to those of opposite sex
2602 Caster’s clothing turns invisible under moonlight
2603 Caster’s clothing turns invisible when he casts a spell
2604 Caster’s clothing turns pitch black at twilight
2605 Caster’s clothing turns to an exquisitely tailored tuxedo
2606 Caster’s clothing turns to cobwebs
2607 Caster’s clothing turns to green slime
2608 Caster’s clothing turns to honey
2609 Caster’s clothing turns to ice
2610 Caster’s clothing turns to lead
2611 Caster’s clothing turns to one-piece full field plate armor
2612 Caster’s clothing turns to paper
2613 Caster’s clothing turns to skin
2614 Caster’s clothing turns to snow
2615 Caster’s clothing turns to steam
2616 Caster’s clothing turns to stone
2617 Caster’s clothing turns to tight-fitting chain mail
2618 Caster’s clothing turns to wood
2619 Caster’s coinage assembles into an intricate 3-D collage
2620 Caster’s coinage becomes worthless
2621 Caster’s coinage teleports into a random ally’s possession
2622 Caster’s coinage turns invisible
2623 Caster’s consciousness is pushed into the body of a random ally
2624 Caster’s Constitution is increased by 1 for d4 turns
2625 Caster’s Constitution is reduced by d6 for d6 days
2626 Caster’s current location spouts water for d10 days
2627 Caster’s current worst enemy forgives him
2628 Caster’s Dexterity increases by 2 when naked
2629 Caster’s Dexterity is increased by 1 for d4 turns
2630 Caster’s Dexterity is reduced by d6 for d6 days
2631 Caster’s digestive system fills with air
2632 Caster’s digestive system fills with powdered lead
2633 Caster’s digestive system fills with sand
2634 Caster’s digestive tract is emptied of all contents
2635 Caster’s digestive tract strengthens to its full length
2636 Caster’s dominant hand ages at twice the normal rate
2637 Caster’s dominant hand becomes a foot
2638 Caster’s dominant hand becomes a wolf’s paw under the full moon
2639 Caster’s dominant hand becomes an exact copy of his other hand
2640 Caster’s dominant hand becomes covered in cellophone
2641 Caster’s dominant hand becomes covered in reptilian scales
2642 Caster’s dominant hand becomes Ethereal
2643 Caster’s dominant hand becomes gnarled like an ancient oak
2644 Caster’s dominant hand becomes immune to normal acid
2645 Caster’s dominant hand becomes immune to normal cold
2646 Caster’s dominant hand becomes immune to normal fire
<table>
<thead>
<tr>
<th>Column 1</th>
<th>Column 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>2647 Caster’s dominant hand becomes magnetized</td>
<td>2710 Caster’s ears exchange places</td>
</tr>
<tr>
<td>2648 Caster’s dominant hand becomes overly sensitive to heat</td>
<td>2711 Caster’s ears ring whenever someone speaks about him</td>
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<tr>
<td>2649 Caster’s dominant hand becomes paralyzed under the full moon</td>
<td>2712 Caster’s ears seal shut; is 95% deaf</td>
</tr>
<tr>
<td>2650 Caster’s dominant hand becomes webbed</td>
<td>2713 Caster’s ears turn upside down</td>
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<tr>
<td>2651 Caster’s dominant hand bleeds from beneath its fingernails</td>
<td>2714 Caster’s elbows invert; bend in opposite direction</td>
</tr>
<tr>
<td>2652 Caster’s dominant hand blisters when it touches metal</td>
<td>2715 Caster’s entire body appears to thrill in time with his heart</td>
</tr>
<tr>
<td>2653 Caster’s dominant hand burns rapidly when exposed to sunlight</td>
<td>2716 Caster’s entire body is Withered as cleric spell</td>
</tr>
<tr>
<td>2654 Caster’s dominant hand can be detached at will</td>
<td>2717 Caster’s every sentence triggers some type of cantrip</td>
</tr>
<tr>
<td>2655 Caster’s dominant hand can grip with a Strength of 20</td>
<td>2718 Caster’s eyelashes turn to grass</td>
</tr>
<tr>
<td>2656 Caster’s dominant hand can handle red-hot metal without injury</td>
<td>2719 Caster’s eyes (sclerae) turn black; pupils turn white</td>
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<tr>
<td>2657 Caster’s dominant hand can never become dirty</td>
<td>2720 Caster’s eyes appear to be two empty sockets</td>
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<tr>
<td>2658 Caster’s dominant hand can no longer wear magical rings</td>
<td>2721 Caster’s eyes appear to hover about 6 inches in front of him</td>
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<tr>
<td>2659 Caster’s dominant hand can pick locks with a 50% chance</td>
<td>2722 Caster’s eyes become compound like those of a bee</td>
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<tr>
<td>2660 Caster’s dominant hand can sense magic in any item it handles</td>
<td>2723 Caster’s eyes become incredibly beautiful but cannot see</td>
</tr>
<tr>
<td>2661 Caster’s dominant hand can store and release one spell at will</td>
<td>2724 Caster’s eyes become invisible for d10 rounds</td>
</tr>
<tr>
<td>2662 Caster’s dominant hand can strike as hard as iron</td>
<td>2725 Caster’s eyes become invisible for d6 days</td>
</tr>
<tr>
<td>2663 Caster’s dominant hand can swing from his wrist like a flail</td>
<td>2726 Caster’s eyes become pearls but retain normal vision</td>
</tr>
<tr>
<td>2664 Caster’s dominant hand can write in a language unknown to him</td>
<td>2727 Caster’s eyes become tiny Beholders</td>
</tr>
<tr>
<td>2665 Caster’s dominant hand cannot touch or be touched by metal</td>
<td>2728 Caster’s eyes become two different colors</td>
</tr>
<tr>
<td>2666 Caster’s dominant hand detaches and falls to the ground</td>
<td>2729 Caster’s eyes bug out comically when he is startled</td>
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<tr>
<td>2667 Caster’s dominant hand develops a highly sensitive touch</td>
<td>2730 Caster’s eyes bulge from his skull like those of a fish</td>
</tr>
<tr>
<td>2668 Caster’s dominant hand doubles in size</td>
<td>2731 Caster’s eyes change color every time he blinks</td>
</tr>
<tr>
<td>2669 Caster’s dominant hand explodes, causing 2d10 points of damage</td>
<td>2732 Caster’s eyes dangle from their sockets; vision unaffected</td>
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<tr>
<td>2670 Caster’s dominant hand falsely senses magic in it items it handles</td>
<td>2733 Caster’s eyes extend on 12” stalks (-1d10 to Charisma)</td>
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<tr>
<td>2671 Caster’s dominant hand gains an extra joint on each finger</td>
<td>2734 Caster’s eyes fall out and roll away (regrow in d20 rounds)</td>
</tr>
<tr>
<td>2672 Caster’s dominant hand gestures obscenely</td>
<td>2735 Caster’s eyes float one foot above his head; vision unaffected</td>
</tr>
<tr>
<td>2673 Caster’s dominant hand grows a finger in its palm</td>
<td>2736 Caster’s eyes glow red when he casts a spell</td>
</tr>
<tr>
<td>2674 Caster’s dominant hand grows a mouth in its palm</td>
<td>2737 Caster’s eyes glow red when he is angry</td>
</tr>
<tr>
<td>2675 Caster’s dominant hand grows an eyelash in its palm</td>
<td>2738 Caster’s eyes heal shut; he is blinded (-4 ToHit, -4 AC)</td>
</tr>
<tr>
<td>2676 Caster’s dominant hand grows claws in place of fingernails</td>
<td>2739 Caster’s eyes merge like that of a cyclops</td>
</tr>
<tr>
<td>2677 Caster’s dominant hand halves its size</td>
<td>2740 Caster’s eyes open sideways instead of up and down</td>
</tr>
<tr>
<td>2678 Caster’s dominant hand inflates to a one-foot diameter</td>
<td>2741 Caster’s eyes pop out and roll away</td>
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<tr>
<td>2679 Caster’s dominant hand is affected by Continual Light</td>
<td>2742 Caster’s eyes project green light for d4 days</td>
</tr>
<tr>
<td>2680 Caster’s dominant hand is affected by Spider Climb</td>
<td>2743 Caster’s eyes recede 1” into his head; vision works normally</td>
</tr>
<tr>
<td>2681 Caster’s dominant hand is as durable as a steel gauntlet</td>
<td>2744 Caster’s eyes roll along one foot behind him; vision unaffected</td>
</tr>
<tr>
<td>2682 Caster’s dominant hand is burned with an imprint of an amulet</td>
<td>2745 Caster’s eyes seem to be aflame when he casts a spell</td>
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<tr>
<td>2683 Caster’s dominant hand is covered in suggestive tattoos</td>
<td>2746 Caster’s eyes spin clockwise for d4 rounds (-1 ToHit)</td>
</tr>
<tr>
<td>2684 Caster’s dominant hand is detachable</td>
<td>2747 Caster’s eyes spin counter-clockwise for d4 rounds (-1 ToHit)</td>
</tr>
<tr>
<td>2685 Caster’s dominant hand is impervious to small missile weapons</td>
<td>2748 Caster’s eyes turn to cubes</td>
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<tr>
<td>2686 Caster’s dominant hand is insulated against electricity</td>
<td>2749 Caster’s eyes turn to ears</td>
</tr>
<tr>
<td>2687 Caster’s dominant hand is nowhere to be found</td>
<td>2750 Caster’s eyes turn to gold</td>
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<tr>
<td>2688 Caster’s dominant hand is resistant to cuts and lacerations</td>
<td>2751 Caster’s eyes turn to ice</td>
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<tr>
<td>2689 Caster’s dominant hand is scarred as though immersed in acid</td>
<td>2752 Caster’s eyes turn to ivory spheres</td>
</tr>
<tr>
<td>2690 Caster’s dominant hand knots in pain whenever he casts a spell</td>
<td>2753 Caster’s eyes turn to mercury</td>
</tr>
<tr>
<td>2691 Caster’s dominant hand locks in its current position</td>
<td>2754 Caster’s eyes turn to mouths</td>
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<tr>
<td>2692 Caster’s dominant hand loses all feeling</td>
<td>2755 Caster’s eyes turn to noses</td>
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<tr>
<td>2693 Caster’s dominant hand loses all feeling after sunset</td>
<td>2756 Caster’s eyes turn to obsidian spheres</td>
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<tr>
<td>2694 Caster’s dominant hand provides normal vision in total darkness</td>
<td>2757 Caster’s eyes turn to opal spheres</td>
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<tr>
<td>2695 Caster’s dominant hand radiates magic</td>
<td>2758 Caster’s eyes turn to round rubies</td>
</tr>
<tr>
<td>2696 Caster’s dominant hand remains dry even when immersed in water</td>
<td>2759 Caster’s eyes turn to spherical mirrors</td>
</tr>
<tr>
<td>2697 Caster’s dominant hand resembles a hawk’s talon</td>
<td>2760 Caster’s eyes water uncontrollably</td>
</tr>
<tr>
<td>2698 Caster’s dominant hand resembles a horse’s hoof</td>
<td>2761 Caster’s eyes weep blood when he suffers injury</td>
</tr>
<tr>
<td>2699 Caster’s dominant hand smolders when he casts a spell</td>
<td>2762 Caster’s eyes weep tears of blood</td>
</tr>
<tr>
<td>2700 Caster’s dominant hand sweats uncontrollably</td>
<td>2763 Caster’s eyes work as Eyes of the Eagle; +2 to missile attacks</td>
</tr>
<tr>
<td>2701 Caster’s dominant hand tries to strangle him</td>
<td>2764 Caster’s eyes, ears, and nose shuffle places</td>
</tr>
<tr>
<td>2702 Caster’s dominant hand turns invisible to all but him</td>
<td>2765 Caster’s eyes, ears, and teeth turn invisible for d6 days</td>
</tr>
<tr>
<td>2703 Caster’s dominant hand turns invisible to him</td>
<td>2766 Caster’s eyeteeth become able to see</td>
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<tr>
<td>2704 Caster’s dominant hand turns the color of whatever it handles</td>
<td>2767 Caster’s eyeteeth grow into boar’s tusks</td>
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<tr>
<td>2705 Caster’s dominant hand turns to glass</td>
<td>2768 Caster’s face appears to be upside down</td>
</tr>
<tr>
<td>2706 Caster’s dominant hand turns to rubber</td>
<td>2769 Caster’s familiar adopts another mage as its master</td>
</tr>
<tr>
<td>2707 Caster’s dominant hand weighs as much as he does</td>
<td>2770 Caster’s familiar and random ally of caster exchange bodies</td>
</tr>
<tr>
<td>2708 Caster’s dominant hand will not tolerate the wearing of gloves</td>
<td>2771 Caster’s familiar attacks one of caster’s allies at random</td>
</tr>
<tr>
<td>2709 Caster’s ears and eyes exchange places</td>
<td>2772 Caster’s familiar becomes invisible to him</td>
</tr>
</tbody>
</table>
2773 Caster’s familiar doubles in size
2774 Caster’s familiar gains access to a language unknown to caster
2775 Caster’s familiar gains use of the intended spell (1 per day)
2776 Caster’s familiar gets smart and claims caster as its familiar
2777 Caster’s familiar increases in size by a factor of 10
2778 Caster’s familiar is polymorphed into a demihuman (at random)
2779 Caster’s familiar is released from its bond to him
2780 Caster’s familiar is turned into immobile gold statuette
2781 Caster’s familiar is turned to mobile gold statuette (alive)
2782 Caster’s familiar turns invisible
2783 Caster’s feet become cloven hooves
2784 Caster’s feet covered in adhesive; Movement Rate cut by 3/4
2785 Caster’s feet covered in boils and loses 1 HP with each step
2786 Caster’s feet covered in ice; DEX check each round of walking
2787 Caster’s feet enlarge to his full height; Movement Rate is 1
2788 Caster’s feet freeze solid, causing 1d10 points of damage
2789 Caster’s feet grow springs; bounces 4d4 feet high with each step
2790 Caster’s feet turn to wheels
2791 Caster’s fingernails become carpenter’s nails
2792 Caster’s fingers and toes switch places
2793 Caster’s fingers turn 90°; somatic components impossible
2794 Caster’s fingers turn to carrots for d12 turns, no spellcasting
2795 Caster’s fingers turn to steam for d10 rounds; no spellcasting
2796 Caster’s flesh and clothing become invisible when he is asleep
2797 Caster’s flesh and clothing turn invisible
2798 Caster’s flesh appears slowly to turn inside out
2799 Caster’s flesh appears slowly to turn invisible
2800 Caster’s flesh appears slowly to turn to stone
2801 Caster’s flesh appears to be a separate entity
2802 Caster’s flesh appears to be attacking everyone else
2803 Caster’s flesh appears to be attacking him
2804 Caster’s flesh appears to be infested with maggots
2805 Caster’s flesh appears to be too large for his body
2806 Caster’s flesh appears to be too small for his body
2807 Caster’s flesh appears to be trying to constrict about him
2808 Caster’s flesh appears to be trying to get off of him
2809 Caster’s flesh appears to belong to someone else
2810 Caster’s flesh appears to turn dry and leathery like a mummy’s
2811 Caster’s flesh appears to turn to alligator skin
2812 Caster’s flesh turns invisible whenever he casts a spell
2813 Caster’s footsteps appear 10 feet left of where he steps
2814 Caster’s footsteps appear to have been made by his hands
2815 Caster’s footsteps appear to have been made weeks earlier
2816 Caster’s footsteps appear twice as big as his feet
2817 Caster’s footsteps become 2 feet deep when he steps from them
2818 Caster’s footsteps exude swamp gas
2819 Caster’s footsteps face 90° from his direction of travel
2820 Caster’s footsteps fill with ice
2821 Caster’s footsteps for d12 weeks face wrong direction
2822 Caster’s footsteps fossilize, making tracking confusing
2823 Caster’s footsteps give off steam
2824 Caster’s footsteps glow faintly in darkness
2825 Caster’s footsteps glow in the dark
2826 Caster’s footsteps hum and glow, making tracking simple
2827 Caster’s footsteps rise two feet high when he steps from them
2828 Caster’s footsteps seem to indicate that he has three feet
2829 Caster’s footsteps switch left-for-right
2830 Caster’s footsteps teleport any standing in them to his home
2831 Caster’s Full Hit Points are restored
2832 Caster’s gender appears different to all viewing him
2833 Caster’s gender changes daily
2834 Caster’s gender changes every time he casts a spell
2835 Caster’s gender changes when he loses 50% of his hit points

2836 Caster’s gender fluctuates each turn for the next d100 turns
2837 Caster’s gloves become gaives
2838 Caster’s gloves turn to boots
2839 Caster’s gloves turn to cast iron
2840 Caster’s gloves turn to mittens
2841 Caster’s gloves turn to Reglar’s Gloves of Freedom
2842 Caster’s gold is transmuted to an equal volume of flesh
2843 Caster’s hair and clothes are blown by wind only he can feel
2844 Caster’s hair and skin exchange color
2845 Caster’s hair appears white in moonlight
2846 Caster’s hair crackles with electricity when he casts a spell
2847 Caster’s hair doubles its length
2848 Caster’s hair falls out
2849 Caster’s hair falls out each morning; regrows each night
2850 Caster’s hair falls out each night; regrows each morning
2851 Caster’s hair freezes solid for d4 turns
2852 Caster’s hair grows 1 inch per hour for the next three days
2853 Caster’s hair grows 1d4 inches every time he casts a spell
2854 Caster’s hair grows 1d4 inches every time he sneezes
2855 Caster’s hair grows to two feet long and begins strangling him
2856 Caster’s hair ignites
2857 Caster’s hair seems to be aflame when he is angered
2858 Caster’s hair stands on end when he casts a spell
2859 Caster’s hair turns to air
2860 Caster’s hair turns to blue, non-caloric magical fire
2861 Caster’s hair turns to glass when cut
2862 Caster’s hair turns to grass
2863 Caster’s hair turns to harmless snakes
2864 Caster’s hair turns to ice
2865 Caster’s hair turns to metal when cut
2866 Caster’s hair turns to steel wire for d6 days
2867 Caster’s hand and foot disappear; limbs fuse at the stumps
2868 Caster’s hand locks onto his principal weapon; no spellcasting
2869 Caster’s handedness (left or right) is reversed
2870 Caster’s handedness (left or right) switches daily
2871 Caster’s hands and feet grow webbing; casting times are doubled
2872 Caster’s hands and feet switch places
2873 Caster’s hands close into fists, no Somatic spells may be cast
2874 Caster’s hands disappear; arms fuse at the wrists
2875 Caster’s hands turn into claws like a lobster’s
2876 Caster’s hands turn to spheres at the ends of his wrists
2877 Caster’s hat becomes a hart
2878 Caster’s hat, hood, or helmet becomes affixed to his head
2879 Caster’s head adopts a mirror-like sheen
2880 Caster’s head and one limb exchange places
2881 Caster’s head and pancreas exchange places
2882 Caster’s head appears like a throbbing human heart
2883 Caster’s head appears to be a huge hand with a face in the palm
2884 Caster’s head appears to be inside out
2885 Caster’s head appears to be that of an earthworm or snail
2886 Caster’s head appears to have a 1” diameter hole through it
2887 Caster’s head attaches to his arm where his hand should be
2888 Caster’s head encaised in iron with gaps for eyes, ears, & mouth
2889 Caster’s head looks like a soccer ball for 1 day
2890 Caster’s head pops like a balloon if a 20 is rolled ToHit him
2891 Caster’s head rotates 180° laterally without harming him
2892 Caster’s head rotates 180° longitudinally without harming him
2893 Caster’s head rotates 360° every five minutes; he is unharmed
2894 Caster’s head rotates 360° laterally without harming him
2895 Caster’s head rotates 360° longitudinally without harming him
2896 Caster’s head seems to double in size whenever he casts a spell
2897 Caster’s head seems to double in size whenever he is angered
2898 Caster’s head shrinks by 75%; likely to be looked at strangely
2899 Caster's head snaps off and rolls away; returns in d12 rounds
2900 Caster's head turns cylindrical
2901 Caster's head turns ethereal; body is solid, seemingly undead
2902 Caster's head turns invisible
2903 Caster's head turns to a cube
2904 Caster's head turns to a sphere
2905 Caster's head vanishes d6 rounds; body is lifeless in this time
2906 Caster's heart stops beating but his blood still flows normally
2907 Caster's heartbeat is audible to all within 10 yards
2908 Caster's height fluctuates by 1d10 inches each day
2909 Caster's height is halved during each of the next 1d4 rounds
2910 Caster's Hit Points are halved
2911 Caster's home attracts lightning
2912 Caster's home becomes invisible when he enters it
2913 Caster's home contains a recently-stolen royal treasury
2914 Caster's home contains the full skeleton of an elephant
2915 Caster's home doubles its height
2916 Caster's home doubles its internal dimensions
2917 Caster's home erupts like a volcano
2918 Caster's home fills with cement
2919 Caster's home fills with chocolate
2920 Caster's home fills with eggs
2921 Caster's home fills with marshmallows
2922 Caster's home fills with popcorn
2923 Caster's home fills with rabbits who do not wish to leave
2924 Caster's home grows by 80÷d20%
2925 Caster's home has a painting of the Creation on its ceiling
2926 Caster's home has a secret back entrance
2927 Caster's home has been rented out while he's been away
2928 Caster's home is affected by Distance Distortion
2929 Caster's home is also someone else's
2930 Caster's home is buried by snow
2931 Caster's home is decorated with classic Victorian furniture
2932 Caster's home is destroyed by a meteor strike
2933 Caster's home is invisible except while he is within it
2934 Caster's home is permanently enchanted with Guards and Wards
2935 Caster's home is purchased for 10X its actual value
2936 Caster's home is stolen
2937 Caster's home is swept up by a tornado
2938 Caster's home is transported to the Elemental Plane of Earth
2939 Caster's home rests atop an active volcano
2940 Caster's home rises into the air
2941 Caster's home shrinks by 80÷d20%
2942 Caster's home sinks into the ground
2943 Caster's home suddenly appears in the vicinity
2944 Caster's home suddenly contains a lifesize portrait of him
2945 Caster's home suddenly has no doors or doorways
2946 Caster's home suddenly has two sub-basements
2947 Caster's home turns to a house of straw
2948 Caster's home turns to gingerbread
2949 Caster's home turns to gold
2950 Caster's home vanishes without a trace
2951 Caster's illusions automatically disbelieved
2952 Caster's image remains etched into any mirror he gazes into
2953 Caster's INT drops by 1d6 after sunset and is restored at dawn
2954 Caster's INT is increased to 25 for d4 rounds
2955 Caster's INT rises to 19, but his WIS falls by a like amount
2956 Caster's INT, WIS, & CHR switch with DEX, STR, & CON
2957 Caster's Intelligence doubles for d4 rounds
2958 Caster's Intelligence is halved for d4 turns
2959 Caster's Intelligence is increased by 1 for d4 turns
2960 Caster's Intelligence is reduced by d6 for d6 days
2961 Caster's jawbone teleports 1 mile away
2962 Caster's jawbone teleports three feet to the right
2963 Caster's knees and elbows fuse and cannot be bent for d8 turns
2964 Caster's knees invert; bend in opposite direction
2965 Caster's left and right hands switch arms
2966 Caster's left thumb and index finger switch places
2967 Caster's legs can double their length once per day
2968 Caster's legs fuse into one
2969 Caster's legs merge into a fish tail like a merman's
2970 Caster's legs shorten to 1/3 their normal length
2971 Caster's legs tie in a knot
2972 Caster's legs turn to tree trunks and take root
2973 Caster's legs vanish d6 rounds; body falls to ground, no damage
2974 Caster's Level increases by 2 for d10 turns
2975 Caster's limbs change proportion to match those of a fish
2976 Caster's limbs change proportion to match those of a giraffe
2977 Caster's limbs change proportion to match those of a gorilla
2978 Caster's limbs change proportion to match those of a starfish
2979 Caster's limbs change proportion to match those of an elephant
2980 Caster's limbs change proportion to match those of an octopus
2981 Caster's little fingers become opposable like thumbs
2982 Caster's long bones (femur, radius, etc) shrink by 1/3
2983 Caster's lower jaw vanishes d10 rounds; speech impossible
2984 Caster's mount becomes a unicorn; deports to nearest woods
2985 Caster's mount becomes an ostrich, keeping original attributes
2986 Caster's mount must Save vs Petrification or turn to stone
2987 Caster's mount turns to snow
2988 Caster's mouth becomes a portal to the Elemental Plane of Water
2989 Caster's mouth can store things like a Bag of Holding
2990 Caster's mouth fills with feathers
2991 Caster's mouth fills with spiders
2992 Caster's mouth is Wizard Locked as by a 20th Level mage
2993 Caster's mouth opens sideways instead of up and down
2994 Caster's mouth projects a 60°x20° cone of green light when open
2995 Caster's muscles bulge; Save vs Death of gain 1 to STR or die
2996 Caster's muscular system is ripped from his body
2997 Caster's name affects him as Power Word, Stun
2998 Caster's natural AC drops to 5
2999 Caster's natural AC drops to 5, but has a fatal Achilles' heel
3000 Caster's natural AC is rerolled (d10) each morning
3001 Caster's natural AC rises to 15
3002 Caster's neck turns invisible; head appears to levitate
3003 Caster's neck vanishes; head is perched upon shoulders
3004 Caster's nervous system replaced by wires and electronics
3005 Caster's nervous system vanishes, but caster is unharmed
3006 Caster's next 100 footprints fossilize in d4 days
3007 Caster's next 1d10 attacks succeed, but cause 1 point of damage
3008 Caster's next attack automatically inflicts 4x damage
3009 Caster's next d6 attacks heal hit points rather than take them
3010 Caster's next reflection becomes sentient and free-willed
3011 Caster's next sneeze acts like a dragon's breath weapon
3012 Caster's next spell also affects a second, random target
3013 Caster's next spell appears to be cast at a random ally
3014 Caster's next spell appears to be cast by a random ally
3015 Caster's next spell appears to transform him into a demon
3016 Caster's next spell causes a rainstorm
3017 Caster's next spell causes a snowstorm
3018 Caster's next spell causes an outcry from local residents
3019 Caster's next spell centers Silence, 50' radius on him
3020 Caster's next spell erases all others from his memory
3021 Caster's next spell fails spectacularly
3022 Caster's next spell functions as a spell he's never seen
3023 Caster's next spell functions as the last spell he used
3024 Caster's next spell functions with wholly opposite effect
3025 Caster’s next spell ignites his spellbook
3026 Caster’s next spell is accompanied by a loud thunderclap
3027 Caster’s next spell is accompanied by a string quartet
3028 Caster’s next spell is accompanied by horrifying shrieks
3029 Caster’s next spell is accompanied by soothing melodies
3030 Caster’s next spell is actually cast at a random ally
3031 Caster’s next spell is automatically successful
3032 Caster’s next spell is chosen randomly from his memory
3033 Caster’s next spell is not stripped from his memory
3034 Caster’s next spell issues from strange location
3035 Caster’s next spell knocks him unconscious
3036 Caster’s next spell opens a Gate to a Lower Outer Plane
3037 Caster’s next spell polymorphs him into a frog
3038 Caster’s next spell polymorphs him randomly
3039 Caster’s next spell sends him to the Ethereal Plane
3040 Caster’s next spell sends him to the nearest island
3041 Caster’s next spell sends him to the nearest town
3042 Caster’s next spell sends him to where no one speaks Common
3043 Caster’s next spell sheathes him in flame
3044 Caster’s next spell sheathes him in ice
3045 Caster’s next spell sheathes him in mud
3046 Caster’s next spell shocks him silly (d20 HP damage)
3047 Caster’s next spell summons a herd of cattle (or the like)
3048 Caster’s next spell summons a huge, malodorous frog
3049 Caster’s next spell summons a huge, malodorous frog
3050 Caster’s next spell temporarily turns him to stone
3051 Caster’s next spell Wizard Locks all doors within 90 yards
3052 Caster’s next teleport has a random destination
3053 Caster’s next Wild Surge mimics the spell that caused this one
3054 Caster’s nose and mouth seal shut; cannot breathe
3055 Caster’s nose and one ear exchange places
3056 Caster’s nose and one eye exchange places
3057 Caster’s nose enlarges every time he hears his name
3058 Caster’s nose enlarges whenever he tells a lie
3059 Caster’s nose turns spherical and bright red
3060 Caster’s own corpse appears from the future to attack him
3061 Caster’s perception of “left” and “right” becomes inverted
3062 Caster’s pockets are linked with someone else’s (who knows?)
3063 Caster’s pockets are linked; all reach to one space
3064 Caster’s pockets are suddenly full of snail shells
3065 Caster’s pockets become Holy
3066 Caster’s pockets become pockets of devouring
3067 Caster’s pockets continually fill with sand
3068 Caster’s pockets continually fill with water
3069 Caster’s pockets double their capacity
3070 Caster’s pockets double their interior dimensions
3071 Caster’s pockets dump their contents
3072 Caster’s pockets each contain a small figurine of him
3073 Caster’s pockets exchange contents
3074 Caster’s pockets exchange contents with random ally’s
3075 Caster’s pockets fill with ants
3076 Caster’s pockets fill with blood
3077 Caster’s pockets fill with butter
3078 Caster’s pockets fill with diamond dust
3079 Caster’s pockets fill with eggs
3080 Caster’s pockets fill with fingernail clippings
3081 Caster’s pockets fill with gasoline
3082 Caster’s pockets fill with gold dust
3083 Caster’s pockets fill with green slime
3084 Caster’s pockets fill with human eyes
3085 Caster’s pockets fill with ice cream
3086 Caster’s pockets fill with iron filings
3087 Caster’s pockets fill with leaves
3088 Caster’s pockets fill with lint and fluff
3089 Caster’s pockets fill with mercury
3090 Caster’s pockets fill with mice
3091 Caster’s pockets fill with mousetraps
3092 Caster’s pockets fill with pebbles
3093 Caster’s pockets fill with pins and needles
3094 Caster’s pockets fill with razor blades
3095 Caster’s pockets fill with rot grubs
3096 Caster’s pockets fill with salmon
3097 Caster’s pockets fill with sand
3098 Caster’s pockets fill with skunks
3099 Caster’s pockets fill with sodium
3100 Caster’s pockets fill with sodium and water
3101 Caster’s pockets fill with tar and feathers
3102 Caster’s pockets fill with thorns and thistles
3103 Caster’s pockets fill with universal solvent
3104 Caster’s pockets fill with water
3105 Caster’s pockets preserve the temperature of anything in them
3106 Caster’s pockets seal shut
3107 Caster’s pockets seal shut and fill with helium
3108 Caster’s pockets spew forth hot water every hour on the hour
3109 Caster’s pockets sprout sharp teeth
3110 Caster’s pockets turn invisible
3111 Caster’s pockets won’t release him after he reaches into them
3112 Caster’s possessions burst into flame
3113 Caster’s possessions have no weight
3114 Caster’s presence causes animals to become aggressive
3115 Caster’s presence causes candles to burn blue
3116 Caster’s presence causes children to cry
3117 Caster’s presence causes fires to attract wild animals
3118 Caster’s presence causes fires to burn an unusual color
3119 Caster’s presence causes fires to stink like carrion
3120 Caster’s presence causes flame to burn cold
3121 Caster’s presence causes holy symbols to glow blood red
3122 Caster’s presence causes ice to form on nearby water
3123 Caster’s presence causes light to dim
3124 Caster’s presence causes metal to sweat oily water
3125 Caster’s presence causes musical instruments to go out of tune
3126 Caster’s presence causes normal doors and shutters to jam
3127 Caster’s presence causes normal doors and shutters to slam
3128 Caster’s presence causes objects to become lost
3129 Caster’s presence causes rooms to clutter and grow disorganized
3130 Caster’s presence causes severe discomfort to undead
3131 Caster’s presence causes voices to issue from metal around him
3132 Caster’s presence enragés elementals
3133 Caster’s presence gives goose-bumps to those around him
3134 Caster’s presence incites ravenous hunger in animals
3135 Caster’s presence is soothing to wild animals
3136 Caster’s present HP’s flip; 07 HP become 70 HP
3137 Caster’s principal weapon adopts his personality for d6 years
3138 Caster’s principal weapon always inflicts maximum damage
3139 Caster’s principal weapon always inflicts minimum damage
3140 Caster’s principal weapon appears in caster’s esophagus
3141 Caster’s principal weapon attacks him like a Sword of Dancing
3142 Caster’s principal weapon attracts demons
3143 Caster’s principal weapon becomes Undead
3144 Caster’s principal weapon crumbles to sawdust
3145 Caster’s principal weapon doubles in length
3146 Caster’s principal weapon exists in only two dimensions
3147 Caster’s principal weapon grows wings and flies away
3148 Caster’s principal weapon Holds him whenever it inflicts damage
3149 Caster’s principal weapon is absorbed by him; causes no damage
3150 Caster’s principal weapon is covered with human flesh
Caster's principal weapon is encased in human bone
Caster's principal weapon is greatly sought after by undead
Caster's principal weapon is invisible to all but him: +1 ToHit
Caster's principal weapon is never quite where he left it
Caster's principal weapon is rendered hollow; shatters easily
Caster's principal weapon is revealed to be Intelligent
Caster's principal weapon is sought for use in a holy war
Caster's principal weapon lodges in his esophagus
Caster's principal weapon negates darkness in a 10 foot radius
Caster's principal weapon negates light in a 10 foot radius
Caster's principal weapon seems to detect evil everywhere
Caster's principal weapon shrinks to 1/3 its size
Caster's principal weapon smells of rotting meat
Caster's principal weapon teleports to his principal dwelling
Caster's principal weapon turns into a shovel
Caster's principal weapon turns into aluminum
Caster's principal weapon turns to butter
Caster's principal weapon turns to clay
Caster's principal weapon turns to rubber
Caster's principal weapon turns to silk and cannot cause damage
Caster's principal weapon turns to steam
Caster's principal weapon turns to wax
Caster's principal weapon vanishes next time it strikes someone
Caster's principal weapon winds itself around caster's arms
Caster's principal weapon winds itself around caster's head
Caster's principal weapon winds itself around caster's legs
Caster's rate of aging redoubles hourly
Caster's reflection animates as in a Mirror of Opposition
Caster's reflection appears subtly wrong
Caster's reflection shows the caster's back instead of front
Caster's right arm is immobilized by a plaster cast
Caster's right arm turns to another left arm, mounted backwards
Caster's right knee is no longer able to bend
Caster's right thumb and index finger switch places
Caster's rings all link into a chain
Caster's rings develop a series of sharp projections inside
Caster's rings drop to -30° Fahrenheit
Caster's rings ring like church bells when he speaks his name
Caster's rings suddenly appear in his stomach
Caster's rings suddenly appear on his toes
Caster's rings suddenly appear piercing his earlobes
Caster's rings suddenly appear piercing his nose
Caster's rings suddenly double in diameter
Caster's rings turn his fingers to the metal they are made of
Caster's rings turn to flesh, retaining their enchantments
Caster's Saves "flip" relative to 10; 11 becomes 9, etc.
Caster's scent is soothing to hounds
Caster's scent is terrifying to hounds
Caster's sense of balance is shifted 90°
Caster's sense of beauty and ugliness is reversed
Caster's sense of north and south fluctuates daily
Caster's sentences are appended with hallucinatory vulgarities
Caster's sentences spoken as questions, spellcasting impossible
Caster's shadow always falls in the same direction
Caster's shadow appears to be outlined with chalk
Caster's shadow becomes a full color picture of caster
Caster's shadow becomes immensely when he is not looking
Caster's shadow gets the hiccups for 1d10 days
Caster's shadow has a gaping hole in its torso
Caster's shadow is a mirror image of what it should be
3277 Caster’s skin turns to flexible silver-like material
3278 Caster’s skin turns to grey ooze
3279 Caster’s skin turns to mithral for d10 rounds; AC-3, MR 0
3280 Caster’s skin turns to snow
3281 Caster’s skin turns to steel while he sleeps
3282 Caster’s skull becomes Ethereal
3283 Caster’s skull is dimly visible through his flesh
3284 Caster’s skull shrinks by 50%; Save vs Death or die
3285 Caster’s skull turns to iron; AC bonus +2; shields vs. psionics
3286 Caster’s smile appears rotten and decayed
3287 Caster’s smile appears superhumanly perfect
3288 Caster’s smile causes fear in children
3289 Caster’s smile is disconcerting to those of opposite sex
3290 Caster’s smile is personally offensive to those of opposite sex
3291 Caster’s smile is strangely attractive to those of opposite sex
3292 Caster’s speech is delayed by 4 segments; +4 to casting times
3293 Caster’s spellbook and nearest cookbook exchange places
3294 Caster’s spellbook appears to be ablaze whenever he opens it
3295 Caster’s spellbook becomes a stone tablet engraved with spells
3296 Caster’s spellbook becomes sentient, with INT 11+8
3297 Caster’s spellbook becomes unintelligible to any but him
3298 Caster’s spellbook bursts into illusionary flame for d10 rounds
3299 Caster’s spellbook causes insanity in anyone else browsing it
3300 Caster’s spellbook Enlarges by a factor of 2d10
3301 Caster’s spellbook giggles maniacally when it is opened
3302 Caster’s spellbook is teleported back to his library
3303 Caster’s spellbook slams shut if anyone but him reads it
3304 Caster’s spellbook starts flapping and tries to fly away
3305 Caster’s spellbook turns invisible for d4 days
3306 Caster’s spellbook turns to a mundane item when not in use
3307 Caster’s spellbook turns to lead
3308 Caster’s spellbook turns to steam
3309 Caster’s spellbook turns to steel
3310 Caster’s spellbook, when open, also acts as a portable hole
3311 Caster’s spells function as if cast by someone twice his level
3312 Caster’s spells require him to touch the target to function
3313 Caster’s spilt blood swarms with maggots and mosquitoes
3314 Caster’s spine doubles its length
3315 Caster’s spine fuses into a single bone
3316 Caster’s spine turns to rubber
3317 Caster’s spine vanishes
3318 Caster’s staff is replaced by a Winchester 30.06 with one shell
3319 Caster’s staff turns to an umbrella
3320 Caster’s stomach becomes Bag of Holding; starves in d4 days
3321 Caster’s Strength is increased by 1 for d4 turns
3322 Caster’s Strength is reduced by d6 for d6 days
3323 Caster’s teeth appear blood-red
3324 Caster’s teeth chatter constantly while he is asleep
3325 Caster’s teeth double in size when he tells a lie
3326 Caster’s teeth fall out; gets 1 GP for each left under pillow
3327 Caster’s teeth fuse for d4 hours; spellcasting impossible
3328 Caster’s teeth fuse together when he tells a lie
3329 Caster’s teeth glow in the dark
3330 Caster’s teeth heat to 110° when he tells a lie
3331 Caster’s teeth heat to 180°
3332 Caster’s teeth receive unintelligible radio transmissions
3333 Caster’s teeth rotate 180°
3334 Caster’s teeth turn to diamonds
3335 Caster’s teeth turn to ice and melt; regrow in 1d10 days
3336 Caster’s teeth vanish at sunset and reappear at sunrise
3337 Caster’s teeth vanish when he tells a lie
3338 Caster’s THAC0 becomes 1, but his attacks inflict only 1 HP
3339 Caster’s THAC0 becomes 25, but his attacks inflict full damage
3340 Caster’s THAC0 is 0 for d6 hours
3341 Caster’s THAC0 is 25 for d6 hours
3342 Caster’s THAC0 is permanently improved by 1
3343 Caster’s THAC0 is permanently worsened by 1
3344 Caster’s throws d4 shadows
3345 Caster’s thumbs become non-oppositional like his other fingers
3346 Caster’s tongue appears forked
3347 Caster’s tongue changes color
3348 Caster’s tongue elongates d12 inches
3349 Caster’s tongue explodes for 2d10 points of damage
3350 Caster’s tongue grows like a firefly
3351 Caster’s tongue leaps from his mouth and slithers away
3352 Caster’s tongue looks like a blade whenever he is angry
3353 Caster’s tongue loops into a knot; spellcasting impossible
3354 Caster’s tongue turns to a snake (-d4 to CHA)
3355 Caster’s tongue turns to glass
3356 Caster’s tongue turns to leather
3357 Caster’s tongue vanishes
3358 Caster’s torso (not head or legs) rotates 180° without harm
3359 Caster’s torso (not head or legs) rotates 360° without harm
3360 Caster’s torso (not head or legs) rotates 90° without harm
3361 Caster’s total existence in the present is eradicated
3362 Caster’s touch can drain hit points, but he loses a like amount
3363 Caster’s touch causes closed wounds to reopen
3364 Caster’s touch causes cloth to fade in color
3365 Caster’s touch causes damage as principal weapon, which is lost
3366 Caster’s touch causes domesticated animals to become wild
3367 Caster’s touch causes flowers to bloom out of season
3368 Caster’s touch causes flowers to break into song
3369 Caster’s touch causes glass to blacken
3370 Caster’s touch causes glass to crack
3371 Caster’s touch causes holy items to blaze with illusionary fire
3372 Caster’s touch causes ink to change color
3373 Caster’s touch causes magical items to discharge randomly
3374 Caster’s touch causes metals to tarnish
3375 Caster’s touch causes metals to vanish
3376 Caster’s touch causes nonliving items to change color
3377 Caster’s touch causes normal metals to tarnish
3378 Caster’s touch causes normal plants to wilt
3379 Caster’s touch causes trees to bear poisonous fruit
3380 Caster’s touch causes water to become carbonated for 1d10 turns
3381 Caster’s touch causes water to become poisonous for 1d10 turns
3382 Caster’s touch causes water to taste soapy for 1d10 turns
3383 Caster’s touch causes wax to melt into suggestive shapes
3384 Caster’s touch causes wounds to seal but restores no hit points
3385 Caster’s touch is like that of a rust monster
3386 Caster’s touch robs plants of their color
3387 Caster’s touch turns clothing inside-out
3388 Caster’s touch warps normal plants and wood
3389 Caster’s treasure turns to snow
3390 Caster’s treasure turns to steam
3391 Caster’s veins and arteries turn to iron
3392 Caster’s vision extends only 100 yards in any direction
3393 Caster’s visual perceptions are inverted; left-to-right
3394 Caster’s voice causes fruit to fall from nearby trees
3395 Caster’s voice causes nearby animals to howl
3396 Caster’s voice comes from somewhere else when he speaks
3397 Caster’s voice echoes for d4 rounds, casting times doubled
3398 Caster’s voice matches that of each person with whom he speaks
3399 Caster’s voice reverberates oddly when he speaks
3400 Caster’s voice seems whiny and annoying to strangers
3401 Caster’s voice sounds like gravel rattling in a tin box
3402 Caster’s voice sounds like it’s coming from down a long pipe
3403 Caster’s voice sounds vaguely like buzzing insects
3404 Caster’s weapon acquires the caster’s personality
3405 Caster’s weapon argues with him about who to attack next
3406 Caster’s weapon attacks him as a fighter of caster’s level
3407 Caster’s weapon can discharge spell’s effect (d4 uses)
3408 Caster’s weapon crumbles to dust upon next usage
3409 Caster’s weapon explodes, inflicting d6 damage to all within 10’
3410 Caster’s weapon turns to adamantine; gains +2
3411 Caster’s weapon turns to chocolate
3412 Caster’s weapon turns to mithral; gains +1
3413 Caster’s weapon turns to sponge; can cause no damage
3414 Caster’s weapon twists into a knot
3415 Caster’s weight doubles
3416 Caster’s weight fluctuates by ±50% every turn
3417 Caster’s weight increases by a factor of 3d10
3418 Caster’s weight lowers by 1d100 lbs; if less than 0, floats away
3419 Caster’s Wisdom is increased by 1 for d4 turns
3420 Caster’s Wisdom is reduced by d6 for d6 days
3421 Caster’s word order is shuffled; verbal spellcasting impossible
3422 Children shriek in horror when the caster is near
3423 Clasps and buttons fall off clothing in the caster’s presence
3424 Clothing feels like gritty sandpaper against caster’s skin
3425 Clothing of caster and random ally is magically exchanged
3426 Clothing of caster and random foe is magically exchanged
3427 Clothing of caster and target is magically exchanged
3428 Clothing turns invisible 1d6 hours after the caster puts it on
3429 Color Spray strikes the caster
3430 Colored beads tumble from the caster’s mouth when he lies
3431 Colored lights dance around the caster’s head when he speaks
3432 Cream cheese oozes from the caster’s nostrils
3433 Create Water drenches caster whenever he speaks his name
3434 Dairy products become poisonous after the caster handles them
3435 Darkness, 100’ radius, centers on caster for d10 rounds
3436 Death appears, captures caster’s soul, and disappears
3437 Death appears, hugs caster, and vanishes; caster unharmed
3438 Death appears, swings a mop at caster, and disappears
3439 Death appears, swings scythe, misses, curses, and disappears
3440 Death appears, taps caster on shoulder, chuckles, and vanishes
3441 Dust collects wherever the caster’s shadow falls
3442 Each day caster ages half of the way to his life expectancy
3443 Each night caster dreams that Death is stalking him
3444 Each night caster dreams that he has been asleep for 100 years
3445 Each night caster dreams that he is unable to sleep
3446 Each night caster dreams that he is unable to use magic
3447 Each night caster dreams that he is unable to wake up
3448 Each night, caster dreams of bugs crawling into his mouth
3449 Each night, caster dreams that he’s trying to fall asleep
3450 Each night, caster is rained on even if no one else is
3451 Each night, caster sleeps until someone wakes him
3452 Each of caster’s boots weights as much as he does
3453 Each of caster’s hands weighs 1d10+10 pounds
3454 Each of caster’s teeth is a different, bright color
3455 Each of caster’s pockets accesses another
3456 Each piece of caster’s equipment teleports to a random plane
3457 Earth Elemental appears and drags caster to the Plane of Earth
3458 Earthen wall d4 feet thick, d12 feet high encircles caster
3459 Electricity seems to spark in caster’s mouth when he smiles
3460 Ellarin’s Absolute Abjuration is discharged at caster’s location
3461 Every creature within 60’ of caster rotates 180º
3462 Every spell cast by caster is accompanied by a loud drum roll
3463 Everyone appears sickly and sallow to caster
3464 Everyone caster touches knows his name
3465 Everyone in the world knows caster’s deepest secret
3466 Everyone in the world knows that caster is a spell-user
3467 Everyone within 10 miles forgets caster’s name (until reminded)
3468 Everyone within 10 miles suddenly knows caster’s name
3469 Everyone within 100 yards feels he’s known the caster for years
3470 Everyone within 100 yards forgets who the caster is for 1 week
3471 Everyone within 100 yards knows when the caster casts a spell
3472 Everything appears 2X as large to caster
3473 Everything that happened in previous round is negated
3474 Everything that happened in previous round recurs in the next
3475 Fire Elemental resides in caster’s lungs; d10 HP damage/round
3476 Fog Cloud spews from caster’s mouth when he tries to speak
3477 Food tastes like bile to the caster
3478 For d10 days, caster need only eat ½ the normal amount of food
3479 For d4 hours, caster’s touch turns all precious metal to lead
3480 For d4 turns, caster’s touch turns all solid matter to gold
3481 For d6 days, caster can find secret doors 9 out of 10 times
3482 For d6 hours, all within 10’ of caster covet his spellbook
3483 For d6 hours, caster’s touch turns all gems to colored ice
3484 For d6 turns caster’s gains a bloodhound’s olfactory acuity
3485 For some reason, the caster doesn’t think steel can hurt him
3486 Foul-smelling foam oozes from caster’s ears while he sleeps
3487 From now on, caster must roll ToHit with Magic Missiles
3488 Fruits and vegetables rot more rapidly in the caster’s presence
3489 Gate to random outer plane; 50% extraplanar creature appears
3490 Gold becomes invisible to the caster
3491 Gold tarnishes at the caster’s touch
3492 Golems become invisible to caster
3493 Grass grows on the palms of caster’s hands
3494 Grass sprouts in caster’s next 50 footprints
3495 Gust of Wind blows from caster’s mouth when he tries to speak
3496 Half (left or right) of caster’s footprints disappear
3497 Half of caster’s body is Slowed
3498 Half of caster’s head vanishes, though he is unharmed
3499 Half—either front or back—of caster’s clothing is invisible
3500 Healing efforts have a 20% to inflict damage on caster
3501 Hysterical laughter echoes from above when caster says his name
3502 If anyone should ask
3503 If caster finds a bag of holding, he climbs into it
3504 If caster is slain, his k
3505 If caster is slain, his k
3506 If caster is slain, his k
3507 If caster is slain, his k
3508 If caster is slain, his k
3509 If caster is slain, his k
3510 If caster is slain, his k
3511 If caster is slain, his k
3512 If caster is slain, his k
3513 If caster is slain, his k
3514 If caster is slain, his k
3515 If struck
3516 If struck caster seems to shatter and reassemble quick
3517 If struck
3518 If struck
3519 If struck
3520 Images of birds surround caster when he casts a spell
3521 Images of caster stand in his footprints for 8 days
3522 Images of ghostly figures surround caster when he casts a spell
3523 Images of whirling blades surround caster when he casts a spell
3524 Immediate area around caster always seems slightly blurry
3525 Immediate area around caster always seems slightly brighter
3526 Immediate area around caster always seems slightly colder
3527 Immediate area around caster always seems slightly dark
3528 Immediate area around caster always seems slightly warmer
3655 Next fire set by caster has sentience; won’t want to be put out
3656 Next fire set by caster ignites all water within 100 yards
3657 Next fire set by caster ignites his clothing
3658 Next fire set by caster makes all who view it itch violently
3659 Next fire set by caster moans ominously while it burns
3660 Next fire set by caster plays entertaining music while it burns
3661 Next fire set by caster provides heat for him but no one else
3662 Next fire set by caster provides no heat for him, only others
3663 Next fire set by caster puts the scent of blood in the air
3664 Next fire set by caster puts the scent of brimstone in the air
3665 Next fire set by caster puts the scent of burnt skin in the air
3666 Next fire set by caster puts the scent of decay in the air
3667 Next fire set by caster puts the scent of fresh meat in the air
3668 Next fire set by caster puts the scent of jasmine in the air
3669 Next fire set by caster puts the scent of mold in the air
3670 Next fire set by caster puts the scent of skunk in the air
3671 Next fire set by caster radiates cold instead of heat
3672 Next fire set by caster radiates darkness instead of light
3673 Next fire set by caster rages out of control
3674 Next fire set by caster rises and runs away; burns nothing else
3675 Next fire set by caster scorches the earth in a 100 yard radius
3676 Next fire set by caster shrieks like a Shrieker while it burns
3677 Next fire set by caster sings like a robin while it burns
3678 Next fire set by caster sniffs his sense of smell
3679 Next fire set by caster sniffs oxygen in a 20 yard radius
3680 Next fire set by caster sounds like distant, whispering voices
3681 Next fire set by caster speaks insults to him while it burns
3682 Next fire set by caster summons hostile air elementals
3683 Next fire set by caster throws heat in only one direction
3684 Next fire set by caster turns to iron after three turns
3685 Next fire set by caster waffs its smoke to follow him
3686 Next fire set by caster warms only those facing away from it
3687 Next fire set by caster whispers horrible things to him
3688 Next fire set by caster will not ignite
3689 Next full pound of pepper touched by caster becomes gunpowder
3690 Next horse ridden by caster ages one year per minute
3691 Next horse ridden by caster bonds with him like a Warhorse
3692 Next horse ridden by caster doesn’t tire while he rides it
3693 Next horse ridden by caster hurls him like an ejector seat
3694 Next horse ridden by caster is a mechanical automaton
3695 Next horse ridden by caster is as wild as a free mustang
3696 Next horse ridden by caster is embarrassingly flatulent
3697 Next horse ridden by caster shrinks to ½ its size
3698 Next horse ridden by caster sings country music
3699 Next horse ridden by caster throws him for 1d10 hit points
3700 Next horse ridden by caster tries to walk on two legs
3701 Next horse ridden by caster turns into a centaur
3702 Next horse ridden by caster won’t stop walking until dawn
3703 Next illusion employed by caster becomes free-willed and real
3704 Next Lich born by caster is restored to true life
3705 Next magical blade touching/touched by caster becomes inert
3706 Next meal prepared by caster acts as a potion of extra healing
3707 Next meal prepared by caster acts as a random-effect potion
3708 Next meal prepared by caster acts as a random-strength poison
3709 Next meal prepared by caster animates and attacks him
3710 Next meal prepared by caster appears to radiate evil
3711 Next meal prepared by caster attempts to eat him
3712 Next meal prepared by caster causes mysterious hallucinations
3713 Next meal prepared by caster causes violent nausea
3714 Next meal prepared by caster consumes and digests itself
3715 Next meal prepared by caster depletes a like nutritional amount
3716 Next meal prepared by caster explodes as 3HD fireball when cut
3717 Next meal prepared by caster freezes solid
3718 Next meal prepared by caster groans like a banshee for 1 round
3719 Next meal prepared by caster has no taste whatsoever
3720 Next meal prepared by caster induces vegetarianism
3721 Next meal prepared by caster is covered in sores and boils
3722 Next meal prepared by caster is pristine and beautiful
3723 Next meal prepared by caster is scabrous and infected
3724 Next meal prepared by caster is toxic to anyone but him
3725 Next meal prepared by caster is toxic to him but no one else
3726 Next meal prepared by caster levitates 10+d20 feet in the air
3727 Next meal prepared by caster melts
3728 Next meal prepared by caster provides nutrition for two weeks
3729 Next meal prepared by caster resurrects and flee
3730 Next meal prepared by caster screams when cut or bitten
3731 Next meal prepared by caster sprouts cactus quills
3732 Next meal prepared by caster sprouts hair
3733 Next meal prepared by caster stays raw; cannot be cooked by him
3734 Next meal prepared by caster tastes bad but gives 3X nutrition
3735 Next meal prepared by caster tastes better than anything else
3736 Next meal prepared by caster tastes like blood
3737 Next meal prepared by caster tastes like blood
3738 Next meal prepared by caster tastes like brimstone
3739 Next meal prepared by caster tastes like chicken
3740 Next meal prepared by caster tastes like demihuman flesh
3741 Next meal prepared by caster tastes like honey
3742 Next meal prepared by caster tastes like iron
3743 Next meal prepared by caster tastes like liver
3744 Next meal prepared by caster tastes like liver
3745 Next meal prepared by caster tastes like the last meal he ate
3746 Next meal prepared by caster turns to already-digested matter
3747 Next meal prepared by caster turns to blood-red snow
3748 Next meal prepared by caster turns to bone
3749 Next meal prepared by caster turns to fat and gristle
3750 Next meal prepared by caster turns to gold
3751 Next meal prepared by caster turns to mercury
3752 Next meal prepared by caster turns to sand
3753 Next meal prepared by caster turns to steel
3754 Next meal prepared by caster turns to stone
3755 Next meal prepared by caster turns to wood
3756 Next nonmagical blade touched by caster becomes magical
3757 Next nonmagical blade touched by caster is blunted
3758 Next ooze or slime seen by caster turns to chocolate pudding
3759 Next PC caster touches adopts his physical form
3760 Next person met for the first time by the caster hates him
3761 Next pond caster enters asks him to leave immediately
3762 Next pond caster enters becomes a 16HD water elemental
3763 Next pond caster enters becomes a gate to Elemental Water
3764 Next pond caster enters becomes Sweet Water (for 10 turns)
3765 Next pond caster enters draws him to the bottom
3766 Next pond caster enters endows him with water breathing
3767 Next pond caster enters evaporates instantly
3768 Next pond caster enters freezes solid
3769 Next pond caster enters grants him water-only breathing
3770 Next pond caster enters transports him to Elemental Water
3771 Next pond caster enters turns him to water (Save vs Death)
3772 Next pond caster enters turns to glass for d10 rounds
3773 Next pond caster enters turns to mud in 20d10 rounds
3774 Next pond caster enters vanishes; returns in d20 days
3775 Next pond caster enters whirls in a spiral until he exits
3776 Next profanity spoken by caster becomes a vile, living entity
3777 Next spell used by caster returns to strike him in d10 rounds
3778 Next summoning by caster summons present target
3779 Next summoning spell employed by caster brings skunks instead
3780 Next Summoning transports caster to location of the summoned
3781 Next time caster nears a lake, he believes he can breathe under water.
3782 Next time caster stands atop a mountain, he believes he can fly.
3783 Next Undead caster sees deceased caster’s servant for d12 months.
3784 Next undead that touches the caster is instantly destroyed.
3785 Next weapon caster wields becomes razor keen (bludgeons, etc).
3786 Next weapon caster wields cannot be dropped at will.
3787 Next weapon caster wields gains a +1 enchantment.
3788 Next weapon caster wields grants him proficiency with it.
3789 Next weapon caster wields inflict equal damage on foe and him.
3790 Next weapon caster wields loses +1 enchantment (-1 possible).
3791 Next weapon caster wields makes an opponent (d20 rnds).
3792 Next weapon caster wields makes him attack himself (d10 rnds).
3793 Next weapon caster wields sends him into a 2 turn berserk fury.
3794 Next weapon caster wields strips his proficiency with it.
3795 Next weapon caster wields vanishes.
3796 Next wooden object caster touches gains life and starts to grow.
3797 No nonmagical fire can be ignited within 10 yards of caster.
3798 No one can sleep within 10 yards of caster.
3799 No one takes caster seriously for 1d4 days.
3800 Nothing in caster’s home is familiar to him anymore.
3801 Oak tree sprouts beneath caster; carries him 60’ into the air.
3802 Occupants of next mine caster enters think he causes quakes.
3803 Occupants of next mine caster enters think he’s a bad omen.
3804 Occupants of next mine caster enters think he’s a Drow.
3805 Occupants of next mine caster enters think he’s an Illithid.
3806 Occupants of next mine caster enters think he’s made of gold.
3807 Occupants of next mine caster enters think he’s the owner.
3808 Ominous thunder rumbles overhead when caster says his name.
3809 One half of caster’s body turns invisible for 1d10 rounds.
3810 One of caster’s arms turns to cheese.
3811 One of caster’s eyes perceives things to be upside-down.
3812 One of caster’s teeth doubles in size.
3813 One of caster’s arms is doubled in length, the other is halved.
3814 One of caster’s arms tries to strangle him.
3815 One of caster’s dimensions (height, breadth, depth) is doubled.
3816 One of caster’s dimensions (height, breadth, depth) is halved.
3817 One of caster’s feet enlarges to his full height.
3818 One of caster’s limbs (random) doubles in length.
3819 One of caster’s limbs turns invisible for 2d12 hours.
3820 One of caster’s possessions turns out to be a priceless antique.
3821 One of caster’s possessions turns out to be a stolen artifact.
3822 One plant within 60’ of caster becomes a Shambaling Mound.
3823 Oxygen becomes violently toxic to the caster.
3824 Pack animals shrug off their loads when the caster is nearby.
3825 Pack animals strike up conversations with the caster.
3826 People tend to react to caster like he just committed murder.
3827 Pigeons react to caster as if he were a statue.
3828 Pigeons react to caster as if he were coated by bread crumbs.
3829 Putrid meat is restored by the caster’s touch.
3830 Rain causes the caster to panic.
3831 Random ally’s consciousness is pushed into the caster’s body.
3832 Random creature in vicinity becomes amniospheric.
3833 Random creature within 60’ of caster and caster exchange bodies.
3834 Random facial feature of caster becomes invisible.
3835 Random limb of caster is Withered as cleric spell.
3836 Random limb of caster transforms into limb of another creature.
3837 Random limb of caster turns to steam for d6 turns.
3838 Random object within 30’ of caster mimics caster’s personality.
3839 Random object within 60’ of caster becomes sentient.
3840 Raw meat becomes putrid at the caster’s touch.
3841 Raw meat squeals at the caster’s touch.
3842 Shadow of caster appears to make mocking gestures at him.
3843 Shadow of caster radiates light in caster’s shape.
3844 Shadows seem to make obscene gestures at the caster.
3845 Shoes and boots will not stay on the caster’s feet.
3846 Slow spell centers on target.
3847 Smoke from campfires causes the caster to hallucinate.
3848 Smoke pours from caster’s nose while he speaks.
3849 Snakes seem to squirm within caster’s flesh when he’s angry.
3850 Soft surfaces feel hard and rigid to the caster.
3851 Some common smell acts as a diuretic to the caster.
3852 Some common smell acts as an aphrodisiac to the caster.
3853 Some common smell brings tears to caster’s eyes.
3854 Some common smell causes caster to fall asleep.
3855 Some common smell is nauseating to the caster.
3856 Some common smell is terrifying to the caster.
3857 Some common smell is tranquilizing to the caster.
3858 Some common smell makes the caster break into song.
3859 Some common smell makes the caster cast a spell at random.
3860 Some common smell makes the caster fly into a berserker rage.
3861 Some common smell makes the caster want to cast a spell.
3862 Some god/goddess of Love becomes infatuated with the caster.
3863 Some nearby cult thinks it must sacrifice the caster.
3864 Someone just insulted the caster, but he’s not sure who.
3865 Sounds of horrible moaning are heard when caster casts a spell.
3866 Sounds of hysteric shrieking are heard if caster casts a spell.
3867 Sounds of maniacal laughter are heard when caster casts a spell.
3868 Sounds of raging waterfalls are heard when caster casts a spell.
3869 Sounds of roaring flames are heard when caster casts a spell.
3870 Speaking the caster’s name renders animals unconscious.
3871 Spectacular lightning flares overhead when caster says his name.
3872 Spectacular lightning harrassles grounds itself via the caster.
3873 Spell cannot be recast by caster for 1d4 weeks.
3874 Spell consumes caster’s body as its material component.
3875 Spell delayed until caster speaks his name, then it strikes him.
3876 Spell duration lasts until caster dies.
3877 Spell duration lasts until caster is injured.
3878 Spell effect is doubled and centered on caster.
3879 Spell effect is reversed and strikes caster.
3880 Spell effect is reversed and strikes random ally of caster.
3881 Spell effect occurs as another spell known to caster.
3882 Spell effect seems to affect the caster equally but does not.
3883 Spell hits the caster and the person standing nearest to him.
3884 Spell strikes the next creature that attacks the caster.
3885 Statues animate and speak to caster while he touches them.
3886 Steam rolls from the caster’s skin when he is angry.
3887 Streams and rivers applaud when the caster crosses them.
3888 Streams and rivers seem to be blood-red as caster crosses them.
3889 Streams and rivers seem to flow uphill when caster crosses them.
3890 Temperature of caster’s principal weapon drops to -260° C.
3891 Temperature of caster’s principal weapon rises to 260° C.
3892 The flesh of caster’s hands is invisible for 1d8 days.
3893 The next town caster enters greets him like a long-lost son.
3894 The next town caster enters reviles him like liar and a thief.
3895 The omelet caster ate yesterday was made with dragon eggs.
3896 The person nearest to the caster will die if he dies.
3897 The top half of caster’s body is affected by Reverse Gravity.
3898 The top of caster’s head is flat as a table.
3899 The top of caster’s head is perfectly smooth and flat.
3900 Tomorrow caster can memorize an extra 1d6 levels of spells.
3901 Twelve stone columns sprout from ground within 10’ of caster.
3902 Two nearest demons vie for the caster’s soul.
3903 Undead react like caster is one of them, unless he attacks.
3904 Vines grow from ground and bind caster until removed.
3905 Wall of Fire appears in caster’s home.
3906 Wall of Stone appears in front of caster.
3907 Water cannot boil in the caster’s presence
3908 Water flows in caster’s veins instead of blood
3909 Water tastes like blood to the caster
3910 Water tastes like gasoline to caster
3911 Whatever animal caster last ate reanimates and seeks vengeance
3912 Whatever the temperature, caster feels like he’s in a sauna
3913 Whatever the temperature, caster feels like he’s in an igloo
3914 When caster becomes invisible, some part of him does not
3915 When caster casts a spell, he loses the spell’s Level in HP
3916 When caster dies he is instantly reincarnated
3917 When caster dies, 1d10 people claim to be his clones
3918 When caster dies, a chalk outline forms around his corpse
3919 When caster dies, a crops within one mile come to ripeness
3920 When caster dies, a nearby religious sect declares holy war
3921 When caster dies, all written record of him vanishes
3922 When caster dies, anyone not witnessing his death forgets him
3923 When caster dies, everyone nearby weeps mournfully
3924 When caster dies, he becomes horribly frightening to look at
3925 When caster dies, he becomes painfully beautiful to look at
3926 When caster dies, he is found to be a sophisticated android
3927 When caster dies, he shatters as though made of glass
3928 When caster dies, he takes root and becomes a tree
3929 When caster dies, his body is found to harbor countless bugs
3930 When caster dies, his Charisma score increases by 4
3931 When caster dies, his corpse appears to be 2d20 years younger
3932 When caster dies, his corpse becomes a scarecrow
3933 When caster dies, his corpse changes its sex
3934 When caster dies, his corpse decays in a matter of moments
3935 When caster dies, his corpse deflates like a balloon
3936 When caster dies, his corpse detonates as a 10 HD fireball
3937 When caster dies, his corpse digs a pit and lays itself to rest
3938 When caster dies, his corpse discharges his memorized spells
3939 When caster dies, his corpse dissolves into a foul mush
3940 When caster dies, his corpse doubles in size
3941 When caster dies, his corpse doubles its size
3942 When caster dies, his corpse freezes solid
3943 When caster dies, his corpse gaggles if touched
3944 When caster dies, his corpse gaggles until buried
3945 When caster dies, his corpse goes berserk for 1d10 rounds
3946 When caster dies, his corpse is consumed in a plume of fire
3947 When caster dies, his corpse is dressed in fine silks
3948 When caster dies, his corpse is found to be completely hollow
3949 When caster dies, his corpse is found to be filled with gold
3950 When caster dies, his corpse is wrapped in cellophane
3951 When caster dies, his corpse mumifies in a matter of moments
3952 When caster dies, his corpse races back to his place of birth
3953 When caster dies, his corpse recites a moving poem
3954 When caster dies, his corpse rises into the sky and is gone
3955 When caster dies, his corpse rises like a revenant and attacks
3956 When caster dies, his corpse smells of roses instead of decay
3957 When caster dies, his corpse turns inside out
3958 When caster dies, his corpse turns to chocolate
3959 When caster dies, his corpse turns to stone
3960 When caster dies, his corpse vanishes
3961 When caster dies, his death is believed to be a hoax
3962 When caster dies, his death is rumored to have been a suicide
3963 When caster dies, his hair and nails continue to grow
3964 When caster dies, his head vanishes
3965 When caster dies, his skin can be peeled like aluminum foil
3966 When caster dies, his slayer changes alignment
3967 When caster dies, his slayer claims the body as a trophy
3968 When caster dies, his slayer refuses to believe it
3969 When caster dies, his soul is trapped in his principal weapon

3970 When caster dies, his soul is trapped in his spellbook
3971 When caster dies, his soul transposes with his slayer’s
3972 When caster dies, horrible laughter fills the air
3973 When caster dies, mournful dirges issue from the air around his
3974 When caster dies, nearby foliage withers
3975 When caster dies, no bird can ever again sing within 1 mile
3976 When caster dies, no birds sing for 48 hours
3977 When caster dies, no one recognizes the corpse
3978 When caster dies, people come for miles to see the body
3979 When caster dies, small animals gather to pay their respects
3980 When caster dies, the ambient temperature drops 30°
3981 When caster dies, the moon appears blood-red for one month
3982 When caster dies, the nearest royal bloodline dies out, too
3983 When caster dies, the sky appears overcast for one week
3984 When caster dies, the sun appears to weep tears of flame
3985 When caster dies, vicious rumors circulate about him
3986 When caster dies, vultures carry his corpse to his home
3987 When caster draws his weapon 2HD creatures check morale
3988 When caster daws his weapon all near him start laughing
3989 When caster draws his weapon birds circle his head
3990 When caster draws his weapon electricity sizzles in the air
3991 When caster draws his weapon he has second thoughts
3992 When caster draws his weapon he shrinks to ½ his height
3993 When caster draws his weapon his allies get a morale boost
3994 When caster draws his weapon his hair stands on end
3995 When caster draws his weapon his hands are coated in butter
3996 When caster draws his weapon it droops like a limp noodle
3997 When caster draws his weapon someone nearby faints
3998 When caster is hit, he’s suddenly wearing a baseball cap
3999 Wild Surge occurs next time caster says his name
4000 Wizard Mark reading “Kick me” forms on caster’s back
4001 12’ iron statue of target sprouts from ground within 60’ of him
4002 daisy grows from target’s head, may be pruned without harm
4003 1d10 fingers fall from target’s hands; regrow over 1d10 days
4004 1d10 Hit Die Fireball centers on target
4005 1d10 of target’s fingers turn to steel
4006 1d10 sparrow eggs tumble from target’s mouth
4007 1d100 small, harmless holes appear in target’s body
4008 1d100 young children claim to be the target’s offspring
4009 1d1000 flies swarm from target’s mouth whenever he tells a lie
4010 1d4 people of same race/opposite sex fall in love with target
4011 1d6 birds flutter about target’s head every time he is hit
4012 1d6 rounds of boosing and hisses echo if target speaks his name
4013 1d6 rounds of dramatic music play when target speaks his name
4014 1d8-1 bones teleport from target’s body; loses d10 HP per bone
4015 1d8-1 bones teleport into target’s body; loses d12 HP per bone
4016 1d8 of target’s teeth turn to gold
4017 hole penetrates target’s torso; target remains unharmed
4018 8d4 of target’s teeth become sentient
4019 A cuckoo pops from target’s mouth 12 times like a clock
4020 A false but real-looking map is tattooed on target’s skin
4021 A fountain springs up beneath target’s feet
4022 A framed 8x10 photograph of the target drops at his feet
4023 A gapping hole forms under the target whenever he says his name
4024 A glaze of frost coats target’s wounds
4025 A hand reaches down from the sky and snatches away the target
4026 A large cheese sculpture of the target appears nearby
4027 A large granite hand rises from the earth to grasp the target
4028 A late-model Ford suddenly appears in target’s new driveway
4029 A light bulb appears over target’s head when he casts a spell
4030 A light rain falls on the target when he casts a spell
4031 A light rain falls on the target when he’s struck by a spell
4032 A pit 1d100 feet deep opens beneath target; DEX check or fall
A rainbow springs from target’s head and follows him everywhere
A rattling sound is heard whenever target shakes his head
A red dragon believes it owes the target a favor
A Red Dragon believes that target is pursuing her
A red dragon believes the target owes it a favor
A red dragon covets something the target now possesses
A red light flashes atop target’s head for one turn
A small elemental appears wherever the target spills blood
A small elemental appears wherever the target’s blood is spilt
A small mouse falls from target’s mouth when he speaks a lie
A swarm of normal bees appears and attacks target
A thick, foul-smelling discharge oozes from target’s ears
A wealthy investor wants to buy the target’s nervous system
Air cannot come within 10 feet of target’s principal weapon
Air Elemental resides in target’s lungs; inhalation unnecessary
All air between 1’ and 10’ of target turns to iron
All air between 1’ and 10’ of target turns to water
All air within 1’ of target turns to chlorine gas
All air within 40’ of target is evacuated
All architecture within 120’ of target is leveled
All attacks target made in the last turn hurt one of his allies
All attacks target makes in the next turn cause +4 damage
All attacks target makes in the next turn cause half damage
All attacks target makes in the next turn cause no damage
All attacks target makes in the next turn harm him instead
All attacks target makes in the next turn heal instead of harm
All but 1 (player choice) of target’s attributes rerolled daily
All but one of target’s fingers fall off
All but one of target’s attributes forever raised to 18
All but one of target’s attributes forever reduced to 3
All clothing touched by target crumbles to dust
All coins carried by target are turned to lead
All coins within 100 yards bear the target’s likeness
All cooked meat seen by target for 5 days randomly polymorphs
All cooked meat seen by target in next 5d20 days turns to liver
All creatures viewed by target look and sound identical
All creatures within 90’ of target have a singalong for 1 turn
All enchantments/charms upon target are dispelled
All enemies appear identical to target for d12 rounds
All enemies within 15 feet of target are turned to cast iron
All external facial features of target disappear
All fat in target’s body turns to water: nerves, brain, etc.
All flesh on target’s face turns invisible when he smiles
All foliage within 30’ of target grows 3’
All food and drink tastes utterly bland to the target
All free water within 120’ of target turns to molasses
All gems carried by target are turned to ice
All gems carried by target combust
All ground within 60’ of target is Greased, as spell
All ground within 60’ of target turns to glass, 10’ deep
All items carried by target affected as by the spell Item
All items carried by target affected as by There/Not There
All items carried by target aged 1000 years
All items carried by target appear in a single pocket
All items carried by target appear in someone else’s possession
All items carried by target are desired by outer planes being
All items carried by target are encased in bone
All items carried by target are enchanted with Explosive Runes
All items carried by target are immune to gravity 1d20 rounds
All items carried by target become copies of one he carries
All items carried by target become highly flammable; Save at -5
All items carried by target become illusionary (10+d10 rounds)
All items carried by target become resistant to fire; Saves +5
All items carried by target become weightless; may float away
All items carried by target double in size
All items carried by target double their apparent weight
All items carried by target drop 3d100
All items carried by target enchanted with Continual Light
All items carried by target exchange their apparent weights
All items carried by target fly 10 yards in random directions
All items carried by target halve their apparent weight
All items carried by target halve their size
All items carried by target lose all color, turn bland grey
All items carried by target polymorph into one random item
All items carried by target quadruple in apparent weight
All items carried by target sent to the Astral Plane
All items carried by target suddenly weigh as much as target
All items carried by target teleport to his home
All items carried by target tie into knots
All items carried by target triple their apparent weight
All items carried by target turn invisible
All items carried by target turn sentient and free-willed
All items carried by target turn to flesh
All items carried by target turn to gold
All items carried by target turn to granite
All items carried by target turn to ice
All items carried by target turn to mercury
All items carried by target turn to steam
All items carried by target turn to water
All items owned by target teleport to him from his home
All liquid except water is poisonous to target
All matter within 60’ of target becomes invisible for d4 rounds
All meat tastes blood-raw to the target
All metal on or within target turns to wood
All of target’s clothing now bears his monogram
All of target’s fingers are broken
All of target’s attributes drop to 3
All of target’s equipment turns to platinum
All of target’s gold pieces turn to teeth
All of target’s precious metal turns to soap
All plants and wildlife appear sickly to the target
All rings worn by target turn to string but retain properties
All rock within 10 feet of target turns to mud (and vice versa)
All rodents within 2 miles will follow target for d10 days
All sorts of vile noises issue from the target’s stomach
All spells cast on target take place 1d10 rounds after casting
All of target’s attribute scores are halved
All of target’s attribute scores drop to equal his worst score
All of target’s attribute scores rise to equal his best score
All target’s clothing not currently worn grows to 2X its size
All target’s clothing not currently worn shrinks to ½ its size
All target’s gems become enchanted with Continual Light
All ten of target’s fingers are now on his dominant hand
All the bones disappear from the target’s hands and feet
All trees within 100 yards of target are turned to cast iron
All trees within 60’ of target uproot and walk away
All water between 1’ and 100’ of target turns to air
All water between 1’ and 100’ of target turns to fire
All weapons within 60’ of target become ethereal for d8 rounds
All who see target believe he precedes a great plague
All who see target believe him to be a basilisk
All who see target believe him to be criminal
All who see target believe him to be a doppleganger
All who see target believe him to be a graverobber
All who see target believe him to be a harbinger of great ill
All who see target believe him to be a Lich
All who see target believe him to be a neo-oyugh
All who see target believe him to be an illusion
All who see target believe him to be some kind of undead
All who see target believe him to be the avatar of a minor god
All who see target believe him to be the root of all evil
All within 90’ of target check INT or forget who the target is
Any wood on or within target turns to metal
All writing in target’s spellbook appears backward
All writing in target’s spellbook turns blurry
Alternating strips of target rendered invisible for d8 rounds
An illusionary sign labeled “Buffoon” hangs above target’s head
An illusionary sign labeled “leper” hangs above target’s head
An illusory Lich rises from the ground and pursues target
An Iron Golem in the target’s image appears and attacks
Any ally hearing target must Save or fall asleep with boredom
Any animals owned by target are stricken bald forever
Any charged magical item carried by target is fully charged
Any charged magical item carried by target is wholly drained
Any chronic ailments now afflicting the target are cured
Any creatures summoned by target are bright orange
Any Curse afflicting target is Removed
Any fires lit in the target’s home cannot be put out by him
Any food prepared by target is poisonous to him
Any glass carried by target turns to transparent steel
Any magic now affecting target lasts until he ends it
Any magic, good or bad, now affecting the target is Dispelled
Any metal worn by target turns to opaque glass
Any money now carried by target doubles in quantity
Any potions carried by target become poisonous
Any potions carried by target carry the intended spell effect
Any resurrections thus far used on target are negated
Any rings worn by target shrink in diameter by ½
Any small item target needs is 30% likely to be in his pocket
Any spells target has memorized discharge upon random targets
Any water carried by target afflicts its imbiber with dysentery
Any water carried by target becomes a free-willed elemental
Any water carried by target becomes enchanted by Watery Double
Any water carried by target burns like gasoline but is water
Any water carried by target causes dehydration in its imbiber
Any water carried by target doubles in volume
Any water carried by target doubles size each of next 20 mds.
Any water carried by target drags him to Elemental Water
Any water carried by target drops 100” but doesn’t freeze
Any water carried by target endows drinker with water breathing
Any water carried by target fills with Dust of Sneezing/Choking
Any water carried by target fills with gold pieces
Any water carried by target fills with goldfish
Any water carried by target fills with mosquito larvae
Any water carried by target fills with rot grubs (d10)
Any water carried by target fills with sodium chips
Any water carried by target fills with sponges
Any water carried by target has diuretic effect on its imbiber
Any water carried by target ignites on contact with air
Any water carried by target rises 200” but does not boil
Any water carried by target tastes like gasoline and really is
Any water carried by target tastes like gasoline but is pure
Any water carried by target tastes pure but is gasoline
Any water carried by target turns invisible
Any water carried by target turns to acid (Ultimate Solvent)
Any water carried by target turns to blood
Any water carried by target turns to brine
Any water carried by target turns to crystal ooze
Any water carried by target turns to ice; may burst containers
Any water carried by target turns to maple syrup
Any water carried by target turns to mercury
Any water carried by target turns to roast beef gravy
Any water carried by target turns to solid steel
Any water carried by target turns to steam of equal volume
Any Wishes thus far used by target are nullified
Any wood worn by target falls off him, takes root, and sprouts
Anyone injuring the target in the next round Vanishes
Anyone slain by the target can never be raised as undead
Anyone slain by the target fossilizes instantly
Anyone sleeping near target can’t wake until he does
Anyone who sleeps within 10 feet of target has nightmares
At death, 1d100 of target’s family appear and attack the caster
At death, target becomes a flesh golem
At death, target becomes an undead slave to the caster
At death, target becomes the ruler of an unclaimed Outer Plane
At death, target has a 10% chance to resurrect at full health
At death, target is at once resurrected with opposite alignment
At death, target is canonized by some obscure religion
At death, target is resurrected and has gained a level
At death, target is resurrected but can no longer read
At death, target is resurrected but continues to decay
At death, target is resurrected but doesn’t believe he died
At death, target is resurrected but doesn’t know it
At death, target is resurrected but forgets who he is
At death, target is resurrected but has lost a level
At death, target is resurrected but is mute
At death, target is resurrected but is of the opposite sex
At death, target is resurrected but is permanently blind
At death, target is resurrected but must drink blood to live
At death, target is resurrected with one week to live
At death, target is revealed to have been an android
At death, target is rumored to have been of the opposite sex
At death, target transforms into a fire elemental
At death, target’s body instantly decays to a foul mush
At death, target’s body is claimed by a tanar’ri
At death, target’s body radiates Darkness, 1 mile radius
At death, target’s corpse animates and stalks the caster
At death, target’s corpse explodes for 1d6X100 HP of damage
At death, target’s corpse traps his soul within it
At death, target’s corpse turns to diamond
At death, target vanishes; witnesses forget who he was
Bigby’s Interposing Hand prevents target from attacking anyone
Blades seem dull while target uses them
Blades seem warped and rusty while the target uses them
Blood drips from the walls of target’s home
Both of target’s hands are now left hands
Bread crumbs appear in target’s footsteps
Candles are automatically snuffed in the target’s presence
Candles burn but are not consumed while target is nearby
Candles cannot be ignited in the target’s presence
Candles spontaneously ignite in the target’s presence
Children shriek in horror when the target is near
Clasps and buttons fall off clothing in the target’s presence
Clothing feels like gritty sandpaper against target’s skin
Clothing of random ally turns invisible for d6 rounds
Clothing of target and random ally is magically exchanged
Clothing of target and random foe is magically exchanged
Clothing turns invisible 1d6 hours after the target puts it on
Cream cheese oozes from the target’s nostrils
Create Water drenches target whenever he speaks his name
4285 Dairy products become poisonous after the target handles them
4286 Darkness centers on target
4287 Death appears, captures target’s soul, and disappears
4288 Death appears, high-fives target, and disappears
4289 Death appears, hugs target, and vanishes; target is unharmed
4290 Death appears, raises dead ally of target, and vanishes
4291 Death appears, slays creature closest to target, and vanishes
4292 Death appears, steals target’s principal weapon, and disappears
4293 Death appears, taps target on shoulder, chuckles, and vanishes
4294 Death appears, watches until target is injured, then disappears
4295 Dust collects wherever the target’s shadow falls
4296 Each creature within 100 yards generates d6 Mirror Images
4297 Each day target ages half of the way to his life expectancy
4298 Each night target dreams that Death is stalking him
4299 Each night target dreams that he has been asleep for 100 years
4300 Each night target dreams that he is unable to sleep
4301 Each night target dreams that he is unable to use magic
4302 Each night target dreams that he is unable to wake up
4303 Each night, target dreams of bugs crawling into his mouth
4304 Each night, target dreams that he’s trying to fall asleep
4305 Each night, target is rained on even if no one else is
4306 Each night, target sleeps until someone wakes him
4307 Each of target’s boots weighs as much as he does
4308 Each of target’s hands weighs 1d10×10 pounds
4309 Each of target’s teeth is a different, bright color
4310 Each of target’s pockets accesses another
4311 Each piece of target’s equipment teleports to a random plane
4312 Earth Elemental appears and drags target to the Plane of Earth
4313 Earthen wall d4 feet thick, d12 feet high encircles target
4314 Earthquake shakes target for 1d10 Hit Points of damage
4315 Electricity seems to spark in target’s mouth when he smiles
4316 Every creature within 60° of target rotates 180°
4317 Every potion within 100 yards turns to another type of potion
4318 Everyone appears sickly and sallow to target
4319 Everyone in the world knows target’s deepest secret
4320 Everyone in the world thinks that target is a spell-user
4321 Everyone target touches knows his name
4322 Everyone within 10 miles forgets target’s name (until reminded)
4323 Everyone within 10 miles suddenly knows target’s name
4324 Everyone within 100 yards feels he’s known the target for years
4325 Everyone within 100 yards forgets who the target is for 1 week
4326 Everyone within 100 yards knows when the target makes an attack
4327 Everything appears 2X as large to target
4328 Fire Elemental resides in target’s lungs; d10 HP damage/round
4329 Fog Cloud spews from target’s mouth when he tries to speak
4330 Food tastes like bile to the target
4331 For d10 days, target need only eat ½ the normal amount of food
4332 For d10 days, target’s weight is doubled; MR reduced to 50%
4333 For d10 days, target’s weight is quadrupled; MR reduced to 25%
4334 For d10 days, target’s weight is squared; MR reduced to 1
4335 For d4 hours, target’s touch turns all precious metal to lead
4336 For d4 turns, target’s touch turns all solid matter to gold
4337 For d6 days, target can find secret doors 9 out of 10 times
4338 For d6 hours, all within 10° of target covet his spellbook
4339 For d6 hours, target’s touch turns all gems to colored ice
4340 For d6 turns target’s gains a bloodhound’s olfactory acuity
4341 For some reason, the target doesn’t think steel can hurt him
4342 Foul-smelling foam oozes from target’s ears while he sleeps
4343 Fruits and vegetables rot more rapidly in the target’s presence
4344 Goblins and kobolds are invisible to the target
4345 Gold becomes invisible to the target
4346 Gold burns target’s skin like a blowtorch
4347 Gold tarnishes at the target’s touch
4348 Golems become invisible to target
4349 Grass grows on the palms of target’s hands
4350 Grass sprouts from target’s next 50 footsteps
4351 Gust of Wind blows from target’s mouth when he tries to speak
4352 Half of target’s body is Slowed
4353 Half of target’s body wishes to go in the opposite direction
4354 Half of target’s body randomly teleports; Save vs Death or die
4355 Half of target’s body turns invisible for 1d10 rounds
4356 Half of target’s body turns to sodium, the other ½ turns to ice
4357 Half(left or right) of target’s footsteps disappear
4358 Half—either front or back—of target’s clothing is invisible
4359 Healing efforts have a 20% to inflict damage on target
4360 Hysterical laughter echoes from above when target says his name
4361 If anyone should ask, target’s favorite food is carrion
4362 If struck, target resonates like a hollow bronze statue
4363 If struck, target seems to shatter and reassemble quickly
4364 If struck, target thumps like an empty barrel
4365 If struck, target wobbles as though made of rubber
4366 If struck, target yells “Timber!” and falls over
4367 If target finds a bag of holding, he climbs into it
4368 If target is slain, his killer adopts his alignment
4369 If target is slain, his killer ages one year each day
4370 If target is slain, his killer has visions of the afterlife
4371 If target is slain, his killer is Healed
4372 If target is slain, his killer is stricken mute
4373 If target is slain, his killer is stripped of weapons and armor
4374 If target is slain, his killer is struck down by lightning
4375 If target is slain, his killer must attempt to resurrect him
4376 If target is slain, his killer must bury him honorably
4377 If target is slain, his killer must Save vs. Death or else die
4378 If target is slain, his killer polymorphs randomly
4379 Images of target stand in his footprints for 8 days
4380 Immediate area around target always seems slightly blurry
4381 Immediate area around target always seems slightly brighter
4382 Immediate area around target always seems slightly colder
4383 Immediate area around target always seems slightly darker
4384 Immediate area around target always seems slightly warmer
4385 Immediate area around target smells slightly of brimstone
4386 In times of need, target can get nourishment from topsoil
4387 Inanimate object are easily misplaced in the target’s presence
4388 Inanimate objects fall from shelves in the target’s presence
4389 Inanimate objects rattle slightly when the target passes by
4390 Inanimate objects seem slightly warmer in the target’s presence
4391 Intelligent weapons become stupid while the target wields them
4392 Intelligent weapons hate the target on sight
4393 Intelligent weapons refuse to speak in the target’s presence
4394 Invisible bells ring in the air when the target’s hit by magic
4395 Jewelry burns the target like fire
4396 Last creature killed by target is reanimated and hunts target
4397 Last spell used by target returns to strike him next round
4398 Leaves and twigs whirl about target like a cyclone
4399 Left half of target’s body ages at 5X normal rate
4400 Left half of target’s body gains +2 Strength
4401 Left half of target’s body shrinks by 50%
4402 Light shines from the back of target’s head
4403 Lightning Bolt shoots toward target, normal Save applies
4404 Lightning strikes target (6d6 HP) next time he kills something
4405 Liquids effervescence in the target’s hands
4406 Liquids turn opaque in the target’s hands
4407 Living creatures appear blurry and indistinct to target
4408 Loud noises cause target to bleed from the ears
4409 Magic Mouth appears on target’s back, shouting obscenities
4410 Magical healing efforts cause target’s age to fluctuate
4411 Magical healing efforts cause target’s sex to change
4412 Magical healing efforts work but cause great pain to target
4413 Milk pours from target’s nose whenever he laughs
4414 Milk, cream, and butter spoil in the target’s presence
4415 Money looks counterfeit while in the target’s hands
4416 Moss and fungus grow in the target’s back
4417 Mournful chanting fills the air when the target speaks his name
4418 Nearest child claims the target as its parent
4419 Nearest church accuses target of robbing the poor box
4420 Nearest dragon claims target as its familiar
4421 Nearest Druid thinks target willingly started a forest fire
4422 Nearest fire animates as an Elemental obedient to the target
4423 Nearest frog turns into a human (attributes/alignment random)
4424 Nearest Lich is teleported to within 120’ of target
4425 Nearest person of opposite sex tries to kill the target
4426 Nearest scarecrow becomes animate and hunts target relentlessly
4427 Nearest tree imprisons target within its trunk
4428 Necromantic magic doesn’t work on target for one year
4429 Next 10 lbs. of food touched by target turn to stone
4430 Next 1d10 spells used by target have their effects reversed
4431 Next 1d100 pounds of ice touched by target turn to bone
4432 Next 25 gallons of water touched by target become acid
4433 Next 25 gallons of water touched by target become blood
4434 Next 25 gallons of water touched by target become Dwarven ale
4435 Next 25 gallons of water touched by target become Elven wine
4436 Next 25 gallons of water touched by target become fuel oil
4437 Next 25 gallons of water touched by target become Gnome mead
4438 Next 25 gallons of water touched by target become H2O elemental
4439 Next 25 gallons of water touched by target become Halfling beer
4440 Next 25 gallons of water touched by target become Liquid Evil
4441 Next 25 gallons of water touched by target become magma
4442 Next 25 gallons of water touched by target become mercury
4443 Next 25 gallons of water touched by target become molten lead
4444 Next 25 gallons of water touched by target become nitroglycerin
4445 Next 25 gallons of water touched by target become Orc bathwater
4446 Next 25 gallons of water touched by target become wet cement
4447 Next 25 gallons of water touched by target evaporate
4448 Next 2d4 spells used by target automatically fail
4449 Next ally touched by target Blinks for 1 turn
4450 Next ally touched by target burst into illusionary flame
4451 Next ally touched by target does not require sleep for 6d days
4452 Next ally touched by target drops to 1 Hit Point
4453 Next ally touched by target falls unconscious
4454 Next ally touched by target flies into a 2 turn berserker fury
4455 Next ally touched by target forgets who target is
4456 Next ally touched by target is Healed
4457 Next ally touched by target is surrounded by a swarm of hornets
4458 Next ally touched by target levitates for d20 rounds
4459 Next ally touched by target steals his memorized spells
4460 Next ally touched by target triggers all his memorized spells
4461 Next attempt at teleportation sends target to Astral Plane
4462 Next attempt at teleportation sends target to current location
4463 Next beneficial enchantment by target acts as equivalent curse
4464 Next boat or ship seen by target sinks
4465 Next breath exhaled by target becomes free willed Air Elemental
4466 Next creature slain by target resurrects as his ally
4467 Next creature slain by target resurrects with double hit points
4468 Next creature target touches absorbs damage done by target
4469 Next creature target touches absorbs damage done to target
4470 Next creature target touches adopts target’s physical form
4471 Next creature target touches cannot thereafter be harmed by him
4472 Next creature target touches cannot thereafter harm him
4473 Next creature touched by target dies instantly
4474 Next creature touched by target explodes; reforms in d20 rounds
4475 Next creature touched by target flies into a berserker rage
4476 Next creature touched by target randomly changes alignment
4477 Next creature touched by target Saves vs Death or turns to ice
4478 Next Curse placed on target acts as equivalent beneficial charm
4479 Next Curse placed upon target has no effect
4480 Next doorway passed through by target becomes a Gate
4481 Next fire set by target acts as a brazier of sleep smoke
4482 Next fire set by target acts as a gate to Elemental Fire
4483 Next fire set by target affects any near as Potion of Delusion
4484 Next fire set by target appears 10 times larger, but is not
4485 Next fire set by target appears 10 times smaller, but is not
4486 Next fire set by target becomes free-willed fire elemental
4487 Next fire set by target boils any water carried by him
4488 Next fire set by target burns 10 times hotter
4489 Next fire set by target burns a 10 yard crater into the ground
4490 Next fire set by target burns in a corkscrew shape
4491 Next fire set by target burns in a cube
4492 Next fire set by target burns in a sphere
4493 Next fire set by target burns in an inverted cone
4494 Next fire set by target burns in the shape of his initials
4495 Next fire set by target burns only in two dimensions
4496 Next fire set by target can be seen for 1 mile
4497 Next fire set by target cannot be extinguished normally
4498 Next fire set by target causes a fountain to well up beneath it
4499 Next fire set by target covers all who view it with black ash
4500 Next fire set by target detonates as a 3 die Fireball
4501 Next fire set by target duplicates his personality
4502 Next fire set by target flies into the sky
4503 Next fire set by target follows target wherever he goes
4504 Next fire set by target gives no light (normal or infra-visual)
4505 Next fire set by target has sentence; won’t want to be put out
4506 Next fire set by target ignites all water within 100 yards
4507 Next fire set by target ignites his clothing
4508 Next fire set by target makes all who view it itch violently
4509 Next fire set by target plays entertaining music while it burns
4510 Next fire set by target provides heat for him but no one else
4511 Next fire set by target provides no heat for him, only others
4512 Next fire set by target puts the scent of blood in the air
4513 Next fire set by target puts the scent of brimstone in the air
4514 Next fire set by target puts the scent of burnt skin in the air
4515 Next fire set by target puts the scent of decay in the air
4516 Next fire set by target puts the scent of fresh meat in the air
4517 Next fire set by target puts the scent of jasmine in the air
4518 Next fire set by target puts the scent of mold in the air
4519 Next fire set by target puts the scent of skunk in the air
4520 Next fire set by target radiates cold instead of heat
4521 Next fire set by target radiates darkness instead of light
4522 Next fire set by target rages out of control
4523 Next fire set by target rises and runs away; burns nothing else
4524 Next fire set by target scorches the earth in a 100 yard radius
4525 Next fire set by target shrikes like a Shrieker while it burns
4526 Next fire set by target sings like a robin while it burns
4527 Next fire set by target snuffs his sense of smell
4528 Next fire set by target snuffs oxygen in a 20 yard radius
4529 Next fire set by target sounds like distant, whispering voices
4530 Next fire set by target speaks insults to the him as it burns
4531 Next fire set by target summons hostile air elementals
4532 Next fire set by target throws heat in only one direction
4533 Next fire set by target turns to iron after three turns
4534 Next fire set by target wafts its smoke to follow him
4535 Next fire set by target wails like a banshee for one round
4536 Next fire set by target warms only those facing away from it
4537 Next fire set by target whispers horrible things to him
4538 Next fire set by target will not ignite
4539 Next full pound of pepper touched by target becomes gunpowder
4540 Next illusion seen by target becomes free-willed and real
4541 Next Lich seen by target is restored to life (might be angry)
4542 Next magical blade touched by target becomes nonmagical
4543 Next meal prepared by target acts as a potion of extra healing
4544 Next meal prepared by target acts as a random-effect potion
4545 Next meal prepared by target acts as a random-strength poison
4546 Next meal prepared by target animates and attacks him
4547 Next meal prepared by target appears to radiate evil
4548 Next meal prepared by target attempts to eat him
4549 Next meal prepared by target causes mysterious hallucinations
4550 Next meal prepared by target causes violent nausea
4551 Next meal prepared by target consumes and digests itself
4552 Next meal prepared by target depletes a like nutritional amount
4553 Next meal prepared by target explodes as 3HD fireball when cut
4554 Next meal prepared by target freezes solid
4555 Next meal prepared by target groans like a banshee for 1 round
4556 Next meal prepared by target has no taste whatsoever
4557 Next meal prepared by target induces vegetarianism
4558 Next meal prepared by target is covered in sores and boils
4559 Next meal prepared by target is pristine and beautiful
4560 Next meal prepared by target is scabrous and infected
4561 Next meal prepared by target is toxic to anyone but him
4562 Next meal prepared by target is toxic to him but no one else
4563 Next meal prepared by target levitates 10+d20 feet in the air
4564 Next meal prepared by target melts
4565 Next meal prepared by target provides nutrition for two weeks
4566 Next meal prepared by target resurrects and flees
4567 Next meal prepared by target screams when cut or bitten
4568 Next meal prepared by target sprouts cactus quills
4569 Next meal prepared by target sprouts hair
4570 Next meal prepared by target stays raw; cannot be cooked by him
4571 Next meal prepared by target tastes bad but gives 3X nutrition
4572 Next meal prepared by target tastes better than anything else
4573 Next meal prepared by target tastes like blood
4574 Next meal prepared by target tastes like blood
4575 Next meal prepared by target tastes like brimstone
4576 Next meal prepared by target tastes like chicken
4577 Next meal prepared by target tastes like demihuman flesh
4578 Next meal prepared by target tastes like honey
4579 Next meal prepared by target tastes like iron
4580 Next meal prepared by target tastes like liver
4581 Next meal prepared by target tastes like liver
4582 Next meal prepared by target tastes like the last meal he ate
4583 Next meal prepared by target turns to already-digested matter
4584 Next meal prepared by target turns to blood-red snow
4585 Next meal prepared by target turns to bone
4586 Next meal prepared by target turns to fat and gristle
4587 Next meal prepared by target turns to gold
4588 Next meal prepared by target turns to mercury
4589 Next meal prepared by target turns to sand
4590 Next meal prepared by target turns to steel
4591 Next meal prepared by target turns to stone
4592 Next meal prepared by target turns to wood
4593 Next mirror target passes acts as a Mirror of Opposition
4594 Next mirror target passes becomes a gate to another plane
4595 Next mirror target passes shatters; may appear to be an omen
4596 Next nonmagical blade touching by target is blunted
4597 Next nonmagical blade touching target becomes magical
4598 Next ooze or slime seen by target turns to chocolate pudding
4599 Next person met for the first time by the target hates him
4600 Next pond target enters becomes a 1HD water elemental
4601 Next pond target enters becomes a gate to Elemental Water
4602 Next pond target enters becomes Sweet Water (for 10 turns)
4603 Next pond target enters draws him to the bottom
4604 Next pond target enters endows him with water breathing
4605 Next pond target enters evaporates instantly
4606 Next pond target enters freezes solid
4607 Next pond target enters grants him water-only breathing
4608 Next pond target enters transports him to Elemental Water
4609 Next pond target enters turns him to water (Save vs Death)
4610 Next pond target enters turns to glass for d10 rounds
4611 Next pond target enters turns to mud in 20d10 rounds
4612 Next pond target enters vanishes; returns in d20 days
4613 Next pond target enters whirls in a spiral until he exits
4614 Next profanity spoken by target becomes a vile, living entity
4615 Next spell used by target returns to strike him in d10 rounds
4616 Next summoning spell employed near target summons 1d4 skunks
4617 Next time target nears a lake, he believes he can breathe water
4618 Next time target stands atop a mountain, he believes he can fly
4619 Next Undead seen by target is target’s servant for d12 months
4620 Next undead that touches the target is instantly destroyed
4621 Next weapon target wields becomes razor keen
4622 Next weapon target wields cannot be dropped at will
4623 Next weapon target wields gains a +1 enchantment
4624 Next weapon target wields grants him proficiency with it
4625 Next weapon target wields inflicts equal damage on foe and him
4626 Next weapon target wields loses +1 enchantment (-1 possible)
4627 Next weapon target wields makes him attack an ally (d20 rnds)
4628 Next weapon target wields makes him attack himself(d10 rnds)
4629 Next weapon target wields sends him into a 2 turn berserk fury
4630 Next weapon target wields strips his proficiency with it
4631 Next weapon target wields vanishes
4632 Next wooden object target touches gains life and starts to grow
4633 No effect, but target is sure something awful will happen
4634 No nonmagical fire can be ignited within 10 yards of target
4635 No one can sleep within 10 yards of target
4636 No one takes target seriously for 1d4 days
4637 Noodles tumble from target’s nostrils
4638 Nothing in target’s home is familiar to him anymore
4639 Oak tree sprouts beneath target; carries him 60’ into the air
4640 Ominous thunder rumbles overhead when target says his name
4641 One of target’s arms turns to cheese
4642 One of target’s eyes perceives things to be upside-down
4643 One of target’s teeth doubles in size
4644 One of target’s arms is doubled in length, the other is halved
4645 One of target’s arms tries to strangle him
4646 One of target’s dimensions (height, breadth, depth) is doubled
4647 One of target’s dimensions (height, breadth, depth) is halved
4648 One of target’s eyes becomes a Lens of Minute Seeing
4649 One of target’s feet enlarges to his full height
4650 One of target’s limbs (random) doubles in length
4651 One of target’s limbs turns invisible for 2d12 hours
4652 One of target’s possessions turns out to be a priceless antique
4653 One of target’s possessions turns out to be a stolen artifact
4654 One plant within 60’ of target becomes a Shambling Mound
4655 Oxygen becomes violently toxic to the target
4656 Pack animals shrug off their loads when the target is nearby
4657 Pack animals strike up conversations with the target
4658 People tend to react to target like he just committed murder
4659 Pigeons react to target as if he were a statue
4660 Pigeons react to target as if he were coated by breadcrumbs
4661 Plant become sickly at the target’s touch
4662 Putrid meat is restored by the target’s touch
4663 Rain causes the target to panic
4664 Random ally’s consciousness is pushed into the target’s body
4665 Random creature within 60’ of target and target exchange bodies
4666 Random enemy turns invisible for d4 rounds
4667 Random facial feature of target becomes invisible
4668 Random limb of target is Withered as cleric spell
4669 Random limb of target turns to steam for d6 turns
4670 Random object within 30’ of target mimics target’s personality
4671 Random object within 60’ of target becomes sentient
4672 Raw meat becomes putrid at the target’s touch
4673 Rust monster appears in front of target
4674 Shadow of target radiates light in target’s shape
4675 Shoes and boots will not stay on the target’s feet
4676 Small animals cavort and prance at the target’s feet
4677 Smoke pours from target’s nose while he speaks
4678 Snakes seem to squirm within target’s flesh when he’s angry
4679 Soft surfaces feel hard and rigid to the target
4680 Some common smell acts as a diuretic to the target
4681 Some common smell acts as an aphrodisiac to the target
4682 Some common smell brings tears to target’s eyes
4683 Some common smell causes target to fall asleep
4684 Some common smell is nauseating to the target
4685 Some common smell is terrifying to the target
4686 Some common smell is tranquilizing to the target
4687 Some common smell makes the target break into song
4688 Some common smell makes the target fly into a berserker rage
4689 Some common smell makes the target want to cast a spell
4690 Some common smell makes the target weep uncontrollably
4691 Some god/goddess of Love becomes infatuated with the target
4692 Some nearby cult thinks it must sacrifice the target
4693 Someone just insulted the target, but he’s not sure who
4694 Speaking the target’s name renders animals unconscious
4695 Spectacular lightning flares overhead when target says his name
4696 Spell causes target to suffer amnesia as well as its normal effect
4697 Spell consumes target’s body as its material component
4698 Spell delayed until target speaks his name, then it strikes him
4699 Spell duration lasts until target dies
4700 Spell effect is reversed and strikes random ally of target
4701 Spell effect is reversed and strikes target
4702 Spell effect occurs as another spell known to target
4703 Spell effect ricochets off target and strikes random object
4704 Spell strikes the next creature that attacks the target
4705 Spell undershoots the mark and hits creature behind caster
4706 Statues animate and speak to target while he touches them
4707 Steam rolls from the target’s skin when he is angry
4708 Stinking Cloud centers on target
4709 Streams and rivers seem to be blood-red as target crosses them
4710 Streams and rivers seem to flow uphill when target crosses them
4711 Target “gets” jokes an hour after he hears them
4712 Target absorbs all damage caused by next creature he touches
4713 Target absorbs all damage inflicted by target and vice versa
4714 Target absorbs all damage inflicted on caster in next turn
4715 Target absorbs all damage inflicted on next creature he touches
4716 Target absorbs damage as though he just fell d100 feet
4717 Target absorbs one level or hit die from next being he touches
4718 Target absorbs spell effect and can discharge it at will (once)
4719 Target accrues random ally of joining foe’s party
4720 Target acknowledges no one’s authority
4721 Target acquires a random language
4722 Target acquires his weapon’s personality (i.e., perhaps none)
4723 Target acquires Mummy Rot after next 10 HP of fire damage
4724 Target acquires the deed to a castle in a far-off land
4725 Target acquires the deed to a castle on another plane
4726 Target activates Watery Double in next pool of water he sees
4727 Target adds 1 to one attribute but loses 2 from another
4728 Target adheres to next creature he touches for d8 turns
4729 Target administers Shocking Grasp to next creature he touches
4730 Target adopts caster’s alignment
4731 Target adopts cute names for various parts of his body
4732 Target adopts physical form of next creature he touches
4733 Target adopts the alignment of each creature he touches
4734 Target affected as by a potion of super-heroism
4735 Target affected by a Command each time he hears his name
4736 Target affected by a Symbol of Fear each time he hears his name
4737 Target affected by Lifeproof; life is in random item he carries
4738 Target affected by Power Word, Silence when he speaks his name
4739 Target affected by Shocking Grasp each time he hears his name
4740 Target affected by Sleep, as spell, whenever he hears his name
4741 Target ages 1 year every time he’s hit by a spell-like effect
4742 Target ages 1 year for each round spent in direct sunlight
4743 Target ages 1000 years over the course of the next turn
4744 Target ages at 10X normal rate while at full hit points
4745 Target ages halfway to his maximum life expectancy
4746 Target ages one year for every Hit Point he loses
4747 Target always answers yes-or-no questions truthfully
4748 Target always appears to lie when checked by Detect Lie
4749 Target always appears to speak truth when checked by Detect Lie
4750 Target always assumes people will react positively to him
4751 Target always fails all Saving Throws till rolling a natural 1
4752 Target always feels like he is being watched
4753 Target always has Initiative except on a 1, when he’s last
4754 Target always loses Initiative except on a 10, when he’s first
4755 Target always makes all Saving Throws till rolling a natural 1
4756 Target always screws up when precise timing is needed
4757 Target always tells truth; lies and prevarications impossible
4758 Target and allies all randomly exchange places
4759 Target and allies are teleported d6 miles in random direction
4760 Target and allies are Turned as Undead for d6 rounds each
4761 Target and allies cannot harm caster or allies for d4 rounds
4762 Target and allies lose ½ their hit points
4763 Target and allies regain ½ their hit points lost
4764 Target and ally swap personae; ally thinks he is the target
4765 Target and alternate Prime Material counterpart exchange places
4766 Target and caster exchange eyes
4767 Target and familiar exchange places
4768 Target and familiar exchange species
4769 Target and his entire family are stricken sterile
4770 Target and his possessions are sheathed in aluminum foil
4771 Target and nearest eagle exchange places
4772 Target and nearest earth elemental exchange places
4773 Target and nearest entombed corpse exchange places
4774 Target and nearest Lich exchange places
4775 Target and nearest merman exchange places
4776 Target and nearest mummy exchange clothing
4777 Target and nearest person of Noble status exchange places
4778 Target and nearest sacrificial virgin exchange places
4779 Target and nearest statue exchange places
4780 Target and nearest trapped genie exchange places
4781 Target and nearest tree exchange reflections
4782 Target and nearest vampire exchange places at dawn tomorrow
4783 Target and random ally exchange heads but retain personalities
4784 Target announces his presence before entering a dark room
4785 Target answers every question twice
4786 Target answers questions by starting “Back in my day…”
4787 Target apologizes to everyone he injures
4788 Target appears as beautiful as a nymph while he sleeps
4789 Target appears as member of the same race as whoever views him
4790 Target appears deformed or hideously ugly in sunlight
4791 Target appears horribly repulsive when he’s struck by magic
4792 Target appears menacing and aggressive for 1d10 rounds
4793 Target appears obse in seen in profile
4794 Target appears painfully beautiful when he’s struck by magic
4795 Target appears paper-thin while asleep
4796 Target appears slightly blurry whenever he’s hit by magic
4797 Target appears to be a wooden statue while sleeping
4798 Target appears to be afflicted with some infectious disease
4799 Target appears to be black and white
4800 Target appears to be invisible when seen head-on
4801 Target appears to be levitating upside down
4802 Target appears to be made of glass while he sleeps
4803 Target appears to be made of rock and mud while sleeping
4804 Target appears to be naked while fully clothed and vice versa
4805 Target appears to be of opposite gender when naked
4806 Target appears to be standing beside himself
4807 Target appears to be standing three feet to his right
4808 Target appears to be the worst enemy of anyone viewing him
4809 Target appears to blaze like a bonfire when he’s hit by magic
4810 Target appears to burst into flame but is Invisible (improved)
4811 Target appears to decay rapidly in his sleep
4812 Target appears to explode whenever he speaks his name
4813 Target appears to lack all blood and soft tissue when naked
4814 Target appears twenty pounds heavier than he actually is
4815 Target appears twenty pounds lighter than he actually is
4816 Target appears unspeakably beautiful while he sleeps
4817 Target appears, with knife in hand, behind the nearest king
4818 Target assumes the aircraft “crash position”
4819 Target attacks himself with his own weapon for 1d10 rounds
4820 Target attracts all Undead within 1 mile of him
4821 Target attracts lightning and electricity (Save at ½)
4822 Target attracts maggots, lice, and rot grubs
4823 Target attracts moths like a flame
4824 Target attracts moths like a flame whenever he speaks
4825 Target attracts the attention of a random tanar’ri
4826 Target attracts the attention of the nearest Great Wyrm
4827 Target attracts vermin
4828 Target automatically absorbs equal damage from any he damages
4829 Target automatically disbelieves illusions for next d100 days
4830 Target automatically fails his next d10 Saving Throws
4831 Target automatically fails his next d6 Saving Throws
4832 Target automatically inflict equal damage on any harming him
4833 Target automatically knows the first name of everyone he meets
4834 Target automatically passes his next d6 Saving Throws
4835 Target automatically succeeds his next d10 Saving Throws
4836 Target automatically takes double damage from physical attacks
4837 Target barks like a dog but thinks he’s speaking normally
4838 Target barks like a dog in the presence of royalty
4839 Target bears scars as though once riddled by gunfire
4840 Target bears scars of unspeakable torture
4841 Target becomes a lightning rod for 1d20 days
4842 Target becomes a missile attractor, as shield
4843 Target becomes a Thought Broadcast for spell’s duration
4844 Target becomes a turkey under every Full Moon
4845 Target becomes able to communicate with Earth Elementals
4846 Target becomes actively suicidal; seeks his death at any cost
4847 Target becomes afflicted with Mummy Rot
4848 Target becomes aluminum; is lightweight but immobile
4849 Target becomes an ambulatory oak of same size, shape and AC
4850 Target becomes an Illusion, unable to cause harm
4851 Target becomes bonded with a tree like a dryad
4852 Target becomes caster’s personal slave for d4 days
4853 Target becomes dormant under both a full and a new moon
4854 Target becomes extraordinarily stinging with his money
4855 Target becomes fascinated by symbols of death
4856 Target becomes flat like parchment while he sleeps
4857 Target becomes flatulent in the presence of royalty
4858 Target becomes forgetful; must pass INT checks or castings fail
4859 Target becomes homesick for some place he’s never been
4860 Target becomes hot-tempered in the presence of fire
4861 Target becomes immune to a random attack form
4862 Target becomes immune to Level Draining
4863 Target becomes immune to natural diseases
4864 Target becomes immune to the effects of cold for d10 days
4865 Target becomes immune to the effects of cold for d10 days
4866 Target becomes inebriated
4867 Target becomes inhumanly beautiful when angry
4868 Target becomes intensely afraid of snow
4869 Target becomes intensely weight-conscious
4870 Target becomes invisible to avians
4871 Target becomes invisible to golems
4872 Target becomes invisible when reduced to 50% of his hit points
4873 Target becomes invisible; only his reflection can be seen
4874 Target becomes jealous of anyone taller than he is
4875 Target becomes lost at crossroads unless directed by someone
4876 Target becomes magic-obsessed; uses magic whenever possible
4877 Target becomes magnetized; attracts all iron with d20 feet
4878 Target becomes morbidly fascinated with his own death
4879 Target becomes mute for d12 turns
4880 Target becomes nostalgic for the distant future
4881 Target becomes permanently invisible; clothing he wears is not
4882 Target becomes ravenously hungry after being struck by magic
4883 Target becomes ravenously hungry and must eat or pass out
4884 Target becomes ravenously hungry when he’s wounded
4885 Target becomes striped like a candy cane
4886 Target becomes striped like a zebra
4887 Target becomes stupendously incontinent
4888 Target becomes suspicious of anyone offering food to him
4889 Target becomes translucent for d4 hours (remains solid)
4890 Target becomes transparent like glass
4891 Target becomes transparent like water, rippling as he moves
4892 Target becomes unable to see any living or undead creature
4893 Target becomes uncertain; must pass WIS checks or castings fail
4894 Target becomes Undead (if Undead, target’s life is restored)
4895 Target becomes very aware of time’s passage and is bored stiff
4896 Target becomes violently ill if he consumes alcohol
4897 Target begins remembering things that never actually happened
4898 Target begins tapping wildly whenever stealth is required
4899 Target begins to age at a rate of one year per minute
4900 Target begins to horde water for no apparent reason
4901 Target begins to look more and more like a leper
4902 Target begins to wonder aloud what human flesh tastes like
4903 Target believes all of his allies to be doppelgangers
4904 Target believes allies to be extensions of himself
4905 Target believes any injuries he has to be illusions
4906 Target believes any lie told by someone of the opposite sex
4907 Target believes as literal truth the next sentence he hears
4908 Target believes everyone else is insane
4909 Target believes foes in the area are extensions of himself
4910 Target believes he has been polymorphed
4911 Target believes he has forgotten something but actually has not
4912 Target believes he has just spoken with his deity
4913 Target believes he has remembered something but really has not
4914 Target believes he is from a random Lower Outer Plane
Target can speak in either of two voices at will
Target can speak through his nose when his mouth is shut
Target can speak with plants once per day
Target can speak with plants once per week
Target can speak with the dead once per week
Target can speak with waterfowl when he is wet
Target can Spider Climb if he wears a red and blue costume
Target can stretch his neck a length equal to his height
Target can summon a demon but has only 50% chance to control it
Target can swim like a fish and breathe underwater when naked
Target can teleport at will, but arrives at current location
Target can turn half of his body invisible at will
Target can turn his bones to jelly at will, without harm
Target can turn his fingers ethereal at will
Target can turn his skin invisible at will
Target can turn his skin matte-black at will
Target can turn ice to diamonds that last for 1d12 hours
Target can turn into a statue for 1d10 rounds at will
Target can turn invisible while he holds his breath
Target can turn invisible while underwater
Target can turn to snow at will
Target can undo normal knots just by touching them
Target can unscrew his fingers without harm
Target can use his index and middle finger like scissors
Target can Wish the death of one being but will also die
Target can’t bend his elbows, shoulders, wrists, or fingers
Target can’t bring his hands within 2d4 inches of each other
Target can’t discern even the most obvious lies from truth
Target can’t go to sleep without kissing someone goodnight
Target can’t put both feet on the ground simultaneously
Target can’t raise his arms above his shoulder without pain
Target can’t speak if more than two people are present
Target can’t speak in metaphor; becomes literal-minded
Target cannot attack creatures which do not see him
Target cannot attack except on rounds when he wins Initiative
Target cannot attack on rounds when he wins Initiative
Target cannot be affected by priestly magic for 1 week
Target cannot be attacked by any he does not see for 1d4 days
Target cannot be burned by normal flame if his feet are wet
Target cannot be frightened by any earthly creature
Target cannot be harmed by a fall from any height
Target cannot be harmed by any physical means for 1d10 rounds
Target cannot be harmed by any physical means for 4d rounds
Target cannot be harmed by any physical means for 6d rounds
Target cannot be harmed by any physical means for 8d rounds
Target cannot be hit by +1 or better weapons for 20 rounds
Target cannot be injured by steel
Target cannot be injured while he sleeps
Target cannot be magically held
Target cannot be seen in mirrors
Target cannot be tracked by nonmagical means
Target cannot breathe while exposed to direct sunlight
Target cannot bring his hands closer together than one foot
Target cannot cast a spell without first announcing his name
Target cannot close his mouth
Target cannot close his mouth until dawn
Target cannot comprehend numbers greater than twenty
Target cannot control Elementals summoned by him
Target cannot control his own Illusion spells
Target cannot cross a threshold without knocking
Target cannot cross flowing water under his own power
Target cannot die while the caster lives
Target cannot digest meat
Target cannot distinguish between left and right
Target cannot distinguish between very hot and very cold
Target cannot drown if he carries a torch
Target cannot eat cooked meat except by moonlight
Target cannot eat food unless he prepares it himself
Target cannot eat or drink between dawn and dusk
Target cannot enter a building unless invited
Target cannot enter a room without announcing himself
Target cannot exit a room through the door by which he entered
Target cannot fall asleep except when standing up
Target cannot fall asleep unless sung to
Target cannot fall asleep unless told to do so
Target cannot fall asleep while wearing clothing
Target cannot inflict any form of physical harm for d10 rounds
Target cannot inflict any form of physical harm for d4 rounds
Target cannot inflict any form of physical harm for d6 rounds
Target cannot inflict any form of physical harm for d8 rounds
Target cannot leave a building unless told to do so
Target cannot leave a room while others’ eyes are upon him
Target cannot leave his home without first casting a spell
Target cannot open both eyes simultaneously
Target cannot open doors for himself
Target cannot open doors without first saying “Open sesame”
Target cannot open his eyes
Target cannot open his mouth
Target cannot open his mouth until nightfall
Target cannot pierce his own flesh with knives or blades
Target cannot refuse a request for his aid
Target cannot remember his name, even if reminded
Target cannot see magical effects until he gains a level
Target cannot see through glass
Target cannot shut up until someone inflicts damage upon him
Target cannot sleep unless naked
Target cannot speak during one day of each week
Target cannot speak except in direct sunlight
Target cannot speak except under moonlight
Target cannot speak normally but must shout or whisper
Target cannot speak the truth for 1d6+1 days
Target cannot speak unless spoken to
Target cannot speak until he has ridden a horse
Target cannot speak until he is burned by fire
Target cannot speak until no one is within 60’ of him
Target cannot speak until rained upon
Target cannot speak until someone inflicts damage upon him
Target cannot speak until someone says his name
Target cannot speak until sunrise tomorrow
Target cannot speak when at less than full hit points
Target cannot speak when underground
Target cannot stand upright for 1d4 hours
Target cannot study spells if he still has any memorized
Target cannot teleport or be teleported
Target cannot tell a deliberate lie
Target cannot tolerate metal worn next to his skin
Target cannot turn invisible by any means
Target cannot use magical items for 8d4 hours
Target cannot wake until he is sneezed upon
Target can’t make attacks during the dark of the moon
Target can’t make attacks except under direct sunlight
Target can’t make attacks on the first day of the week
Target can’t make attacks unless barefoot
Target can’t make attacks unless he carries a small flame
Target can’t make attacks unless he crosses his fingers
Target can’t make attacks unless he first turns in a circle
Target does not age while asleep: aging is slowed by 1/3

Target does not age while awake: aging is slowed by 2/3

Target does not heal while exposed to direct sunlight

Target does not need to breathe when exposed to direct sunlight

Target does not need to eat while he has his full hit points

Target does not need to open his eyes to see (lasts d4 days)

Target does not produce lachrymose for d4 rounds

Target does not reflect or emit any form of light for d6 days

Target’s body is his actual form

Target doesn’t know when he’s lying

Target doubles his size when he is asleep

Target drools constantly

Target electrically charged & shocks the next person touched

Target emits no scent whatsoever; cannot be tracked by hounds

Target Enlarged by a factor of d20

Target exchanges personae with each being he touches

Target exchanges personalities and abilities with nearest Lich

Target exchanges personalities with some distant (semi)human

Target exchanges places with himself one hour in the future

Target exchanges teeth with the next creature to bite him

Target experiences horrifying nightmares tonight

Target experiences pain at the sight of blood

Target experiences pain when complimented

Target experiences sublimely beautiful dreams tonight

Target experiences vertigo when he looks at the stars

Target experiences vertigo whenever he looks at the moon

Target explodes and dies (Save vs Death to prevent explosion)

Target explodes as a Fireball of Hit Dice equal to 2x his Level

Target explodes permanently when hit points fall to ½ total

Target explodes under every Full Moon; reforms at dawn

Target explodes; reforms d20 turns later unharmed

Target faints at the sight of his own blood

Target faints at the sight of his own reflection

Target falls asleep and cannot be roused

Target falls asleep when exposed to direct sunlight

Target falls asleep whenever he’s hit by magic

Target falls in love with d4 people of same race/opposite sex

Target falls in love with his own reflection

Target falls in love with random ally of caster of opposite sex

Target falls in love with someone entirely inappropriate

Target falls into a heap of unconnected cells

Target falls madly in love with his own reflection

Target falls over

Target fears clothing except when naked, when he fears nudity

Target fears communists are after his precious bodily fluids

Target fears he is a vampire and will be injured by sunlight

Target fears he is a werewolf temporarily in human form

Target fears he’ll turn to stone if he sees his reflection

Target fears his body does strange things when he’s asleep

Target fears lightning but is drawn to trees during storms

Target fears rainfall

Target fears sentient weapons, thinking they’re out to get him

Target fears small woodland creatures

Target fears that the moment of reckoning is close at hand

Target feels a mild ache between his eyes when facing north

Target feels a sense of real urgency in his bladder

Target feels an intense desire to stare at the sun

Target feels an intense urge to drop his weapons

Target feels an intense urge to hide

Target feels an intense urge to reveal any secret he knows

Target feels an intense urge to run to the nearest well

Target feels an intense urge to sing at the top of his lungs

Target feels an urge to mark trees in the manner of a wolf

Target feels crampy and bloated

Target feels deja vu whenever he hears his name

Target feels euphoric; +2 to ability checks for 2d4 turns

Target feels hopeless; -2 to ability checks for 2d4 turns

Target feels horrible embarrassment whenever he’s hit by magic

Target feels intense ecstasy whenever he’s wounded

Target feels intensely guilty whenever he eats meat

Target feels intensely hung-over

Target feels like gravity has shifted by 45°

Target feels like he has been spinning in a circle for hours

Target feels like he just bearhugged a cactus

Target feels like he’s been folded, spindled, and mutilated

Target feels like he’s been manipulated all this time

Target feels like he’s just come off a huge drinking binge

Target feels like he’s in freefall whenever he’s hit by magic

Target feels naked unless wearing a tiara

Target feels phantom itch in his “third” and “fourth” arms

Target feels uncomfortably cold for the next 2d12 hours

Target feels wholly alone in the universe

Target finds clothing uncomfortable in the presence of royalty

Target finds himself insufferably pretentious

Target finds his own head at the bottom of a nearby hole

Target finds some mundane food irresistible

Target finds the taste of cooked meat offensive

Target flares like burning magnesium for one round

Target flatly refuses to believe that he’s alive

Target flies in a random direction as fast as he can

Target flies into a rage after dinner

Target flies into hysterics whenever he is wounded

Target forgets a random language

Target forgets all spells he currently has memorized

Target forgets everything since yesterday morning

Target forgets his name in the presence of royalty

Target forgets how to use his principle weapon

Target forgets how to walk

Target forgets one language but learns two others

Target forgets the Common Tongue

Target forgets the location of everything he currently carries

Target forgets whatever he was about to do

Target forgives his current worst enemy

Target freezes at room temperature

Target freezes solid for d8 rounds; thaws unharmed

Target gains (at will) use of one spell of level 4d3-3

Target gains 1 HP/round until exploding as on Positive Material

Target gains 1 point of Wisdom but forfeits 5 hit points

Target gains 2 points of INT but his CON is halved

Target gains 3X daily use of a spell never seen before

Target gains a 10% Magic Resistance

Target gains a large Keep, but it is made of cardboard

Target gains amazing ability with an unusual musical instrument

Target gains an additional attack every round

Target gains an experience level but ages 10 years

Target gains Animal Control as potion

Target gains Clairaudience as potion

Target gains d10 followers who believe him to be a deity

Target gains danger sense; -2 to surprise rolls

Target gains Flight as potion

Target gains improved depth perception; all attacks +2

Target gains Madness as Elixir

Target gains no bonuses from magical weapons

Target gains one Wish, which must be used within 3 rounds

Target gains physical repulsiveness equal to that of a medusa

Target gains proficiency in the next weapon type he touches
Target gains proficiency in the use of the Mancatcher
Target gains quadrphonie hearing; +2 bonus on Surprise rolls
Target gains Red Dragon’s breath weapon but takes same damage
Target gains the ability to burrow at ½ normal Movement Rate
Target gains the ability to read any language
Target gains the ability to see at will into the Ethereal Plane
Target gains the ability to see through metals
Target gains the friendship of a legendary arch-mage
Target gains the friendship of a legendary warrior
Target gains the friendship of a prominent merchant
Target gains the friendship of a thieves’ guildmaster
Target gains the friendship of a well-respected mercenary
Target gains the friendship of the owner of a major brothel
Target gains the friendship of the ruler of a major country
Target gains the lasting enmity of a legendary arch-mage
Target gains the lasting enmity of a legendary warrior
Target gains the lasting enmity of a prominent merchant
Target gains the lasting enmity of a thieves’ guildmaster
Target gains the lasting enmity of a well-respected mercenary
Target gains the lasting enmity of the owner of a major brothel
Target gains the lasting enmity of the ruler of a major country
Target gains the power of clairaudience to a range of five feet
Target gains the power to grant one Wish to someone else
Target gains troglodyte’s breath weapon but also falls asleep
Target gains use (at will) of one spell of level 4d3-3
Target gains Water Breathing as potion
Target gains Water Walking, but only on one side
Target gets a strong urge to cast spells whenever he is angered
Target gets a Wish, (50% likely to grant the opposite)
Target guggling for d10 rounds, spellcasting impossible
Target giggles in the presence of royalty
Target giggles whenever he hears a lie, but doesn’t know why
Target giggles whenever he tries to tell a lie
Target glimpses infinity; unable to act for 1d6 days
Target glimpses Paradise and is forever changed
Target glimpses The Pit and is forever changed
Target glows as though on fire internally
Target glows for 1d10 rounds after being struck by magic
Target glows in the dark for next 4 years
Target glows like a campfire when he tries to hide in shadow
Target glows like a firefly but can stop while he concentrates
Target glows like a firefly in moonlight
Target goes mad for 1 week if he ever again witness this spell
Target grabs his ankles and can’t let go until tomorrow
Target greatly desires to cross the nearest stream or river
Target growls like a lion whenever he is upset
Target growls ¼ inch each day
Target grow a finger on each foot
Target grows a third eye in the center of his forehead
Target grows a third eye that can see the Ethereal Plane
Target grows a toe on each hand
Target grows another arm from the wrist of one arm
Target grows another eye in the center of his forehead
Target grows another finger on each hand
Target grows another leg from the ankle of one leg
Target grows another toe on each foot
Target grows fangs and develops a marked aversion to sunlight
Target grows hair on his palms and is stricken blind
Target grows nonfunctional vampire fangs
Target grows thick, luxurious fleece from his skin
Target hallucinates in the presence of royalty
Target hallucinates wildly for 1d12 hours
Target has 19 Strength on one side of his body
Target loses access to a school of magic till he rises a level
Target loses access to ALL knowledge held in his mind
Target loses access to one school of magic
Target loses all depth perception; missile attacks at -10
Target loses all proficiency in all weapons
Target loses d4 HP whenever he tries to cast a spell
Target loses hair and all facial features, but retains senses
Target loses one hit point each time he tells a lie
Target loses one hit point per hour
Target loses one point of Constitution each day
Target loses power of autonomic breathing
Target loses stereophonic hearing: -1 penalty on Surprise rolls
Target loses the ability to Read/Write a random language
Target loses the sense of smell
Target loses the sense of taste
Target loses the sense of touch
Target loses/gains spellcasting ability for d6 days
Target loves to tell preposterous stories of his youth
Target makes a spirited attempt to swallow his own head
Target makes enemies easily; -2 to all reaction rolls
Target may be turned, as 1 Hit Die Undead, for next 6 rounds
Target may call down one 3HD lightning bolt per day; no Saves
Target may cast any spells currently memorized by caster
Target may Command one being; it must obey as far as it is able
Target may Teleport without Error twice
Target melts over next d6 rounds unless Remove Curse is cast
Target metamorphoses into a Bodak over next d6 months
Target mimics the facial features of each person he touches
Target mistakenly Gated by a random Outer Plane being
Target mistakenly Gates a random Outer Planes being
Target mistakenly Gates himself to a random Outer Plane
Target moves as though balancing a serving tray on his head
Target moves as though he is underwater
Target moves as though standing knee-deep in water
Target moves d10 rounds into future; loses intervening rounds
Target moves jerkily, as though he’s in a silent film
Target must check CON every morning or fall asleep again
Target must eat 2x the normal amount of food to be nourished
Target must graze like a cow for food
Target must roll a STR check: if successful, he gains 1d4 STR
Target must roll for System Shock for each wound or pass out
Target must Save vs Death AND Spell or become a Lich
Target must Save vs Death or be disintegrated
Target must Save vs Death or implode and perish
Target must Save vs Death or turn inside out and die instantly
Target must Save vs Death or turn into a snowman
Target must Save vs Disintegration or be disintegrated
Target must Save vs Petrification or turn to diamond
Target must Save vs Poison, or all of target’s blood coagulates
Target never misplaces his possessions
Target never needs to bathe
Target never needs to bathe to remain clean
Target no longer feels hunger and must be reminded to eat
Target no longer feels pain and can’t tell if he’s injured
Target no longer has any concept of personal space
Target no longer has to move his mouth in order to speak
Target no longer needs to breathe (as Ioun Stone)
Target no longer throws a shadow
Target now has tusks like a walrus
Target omniscient for 1 round then forgets everything
Target only needs to eat once per week
Target oozes blood from beneath his fingernails
Target or random female ally becomes as beautiful as a nymph
Target or random male ally becomes as beautiful as a nymph
Target owns a widescreen color television
Target owns two long-range, solar-powered walkie-talkies
Target panics at the sight of his own blood
Target perceives creatures to be facing 180° from/toward him
Target perceives hidden demonic meaning in everyday events
Target perceives sculptures to portray only horrifying images
Target perceives those around him to be naked
Target permanently affected as by Nahal’s Nonsensical Nullifier
Target permanently gains +1 to DEX
Target polymorphs into a frog (retains attributes)
Target polymorphs into a frog-sized human (retains attributes)
Target polymorphs into a human-sized frog (retains attributes)
Target polymorphs into a physical duplicate of his worst enemy
Target polymorphs into an orangutan
Target polymorphs into two dozen roses
Target polymorphs randomly every d4 hours
Target polymorphs randomly every time it hears its name
Target polymorphs randomly, permanently; Wishes have no effect
Target Possesses caster for d10 rounds
Target professes intense jealousy of an imaginary sibling
Target punishes himself in the jaw; 50% to knock himself out
Target punishes the person standing nearest to him
Target quacks like a duck when he’s angry
Target questions himself before using magic; +4 to Casting Time
Target radiates antitife; drains 1 HP/round from all within 10’
Target raises a d10 yard radius hemisphere of stone from ground
Target randomly teleport to a mile (N,S,E,W,NE,SE,SW,NW)
Target reacts to criticism with hysterical sobbing
Target reacts violently to displays of pity or compassion
Target realizes he carries a small but powerful magic item
Target realizes he has a knife stuck in his thigh
Target realizes he hasn’t slept in three weeks
Target realizes he was assembled out of dismembered corpses
Target realizes he’s carrying a lich’s phylactery
Target realizes he’s never worn clothing in his life
Target realizes that the universe was born in a huge explosion
Target realizes that the universe was hatched from a giant egg
Target receives Shocking Grasp from next creature he touches
Target recoils from holy symbols as if he were undead
Target recovers an additional 2 hit points each day
Target reeks of ammonia whenever he’s hit by magic
Target refuses to accept that he’s ever triggered a Wild Surge
Target refuses to admit that anything occurred before his birth
Target refuses to drink healing potions
Target refuses to eat meat which he did not kill himself
Target refuses to talk for 1d10+10 rounds after seeing magic
Target regains all spells he cast within last 24 hours
Target regards any missed attack as a personal failure
Target regenerates 1 HP/round for the next 20+2D20 rounds
Target remembers the name of everyone he meets
Target renounces magic until he’s next affected by a spell
Target rises on a column of stone 100’ into the air
Target roars like a lion after particularly good meals
Target roars like a lion when angered
Target runs amok
Target runs in his sleep
Target Saves vs Death or becomes flesh-hued ooze (ie grey ooze)
Target Saves vs Death or skull shrinks by half, causing death
Target Saves vs Magic or becomes a duplicate of the caster
Target Saves vs Petrify or petrifies on seeing his reflection
Target Saves vs Petrify or turns to clay
Target Saves vs Petrify or turns to glass

Target Saves vs Petrify or turns to ice
Target Saves vs Petrify or turns to lifeless diamond
Target Saves vs Petrify or turns to mithral
Target Saves vs Petrify or turns to mud
Target Saves vs Petrify or turns to non-sentient platinum
Target Saves vs Petrify or turns to sentient gold
Target Saves vs Petrify or turns to steel
Target Saves vs Petrify or turns to wood
Target sealed in a bubble which air cannot penetrable
Target seeks his long lost twin sibling (who might not exist)
Target seems to speak in the voice of each who hears him
Target seems untrustworthy; suffers -3 on Reaction Rolls
Target seems vaguely familiar to everyone who meets him
Target seems very trustworthy; receives +3 on Reaction Rolls
Target sees all others to be affected by Nonsensical Nullifier
Target sees everything backward like a mirror image
Target sees into the Ethereal Plane but can’t see in the Prime
Target sees omens of the pending apocalypse in everyday events
Target sees perfectly in the dark but is blind in the light
Target sees strange figures out of the corner of his eye
Target sees the plane tapped by magic; WIS check or go nuts
Target sees through caster’s eyes and vice versa
Target shatters into countless little cubes; reforms in 1 turn
Target sheds his skin like a snake every 6d days
Target sheds tears every time he’s hit by magic
Target shines like a lighthouse beacon when he is asleep
Target shouts as though others can barely hear him
Target shouts profanity in the presence of royalty
Target shows all signs of having been struck by lightning
Target shows no reflection in mirrors
Target shrinks $\frac{1}{2}$ inch each day
Target shrinks by 10%
Target shrinks by 10% for every 10% of his hit points he loses
Target shrinks to 1/10 his height while invisible
Target sinks into ground up to his knees
Target sinks into the ground up to his ankles for d6 rounds
Target sinks into the ground up to his chest for d6 rounds
Target sinks into the ground up to his neck for d6 rounds
Target sinks into the ground up to his waist for d6 rounds
Target skips every other round for next 1+1d20 rounds
Target smells like a badly decayed corpse while he’s asleep
Target smells like a skunk for 1d10 rounds after bathing
Target smells like brimstone for the spell’s duration
Target smells like goat cheese but without the subtlety
Target smells of roses and lavender while he sleeps
Target smells strongly of blood in the presence of vampires
Target smells strongly of catnip
Target smells strongly of garlic in the presence of vampires
Target smiles at oddly inappropriate times
Target sneezes every time he tries to be stealthy
Target sneezes whenever he hears his name
Target soon has an opportunity to save a god’s life
Target speaks an unknown tongue for 1 turn after seeing magic
Target speaks gibberish but believes he is speaking Common
Target speaks in a whisper whenever he tells a lie
Target speaks in rhyme in the presence of royalty
Target speaks in rhyme; spellcasting impossible
Target speaks in three-part harmony for 8d turns
Target speaks like a scratched record
Target speaks shocking blasphemies in the presence of clergy
Target speaks through his ears and hears through his mouth
Target spends 1d10 rounds ridiculing his best friend
Target spends 24 hours in hell: gains a level when he returns
Target spins a cocoon & emerges fully healed after 1 week
Target spins like a top for d6 rounds; DEX check or fall over
Target spontaneously combusts; loses 1d4 HP/round until death
Target sprouts a new nose in the center of his forehead
Target sprouts a new nose right next to his original one
Target sprouts an ugly face on the back of his head
Target sprouts another arm from his sternum
Target sprouts butterfly wings (FL 6, MC C); remain for d6 days
Target sprouts dear antlers
Target sprouts elephant ears
Target sprouts feathers
Target sprouts giraffe horns
Target sprouts mushrooms on his head
Target sprouts one wing from his shoulder blade
Target sprouts porcupine quills
Target sprouts rabbit ears
Target squeaks like a mouse when he is frightened
Target staves vacantly into space for 1d4 rounds
Target sticks his fingers in his ears and can’t remove them
Target stinks of rotting fish
Target strikes his thumb whenever he uses a hammer
Target struck as by Magic Missile each time he hears his name
Target stutters through time, existing only every other round
Target sucks his thumb like an infant for 1d4 turns
Target suddenly doesn’t believe in magic
Target suddenly finds himself inside a 55-gallon steel drum
Target suddenly finds himself standing within an igloo
Target suddenly gains 50 pounds of baby fat
Target suffers Blindness
Target suffers financial ruin over the next few months
Target suffers full effect of the intended spell: no Save
Target suffers great embarrassment whenever he’s hit by magic
Target suffers illusionary wounds identical to those he causes
Target suffers insomnia; can’t sleep for next 5d4 days
Target suffers no damage from one attack each round
Target suffers real damage illusions cause him for 24 hours
Target suffers reverse of magical healing efforts for d4 days
Target suffers reversed effect of the intended spell: no Save
Target suffers withdrawal unless he eats mud each day
Target suspects his brain was transplanted into this body
Target suspects some great entity is hiding nearby
Target suspects that he’s not who everyone says he is
Target suspects that his allies don’t really trust him
Target swaps personae with the next sentient weapon he touches
Target sweats acid, destroying clothes but not harming him
Target sweats profusely in the presence of royalty
Target takes full possible damage from attacks by the caster
Target takes Illusory damage next 2d10 rounds; doesn’t know it
Target takes least possible damage from attacks by the caster
Target takes normal damage from illusions for next 2d10 rounds
Target teleports (in Assassin’s gear) to the nearest castle
Target teleports 1 mile; stone replica appears in his place
Target teleports 1d100 feet down, displacing any obstructions
Target teleports 1d6 miles straight up
Target teleports anywhere, anytime, randomly
Target teleports into caster’s home
Target teleports into his own home
Target teleports into nearest hollow but standing tree
Target teleports into nearest Monastery
Target teleports into the bathing pool of the nearest nymph
Target teleports into the lair of the nearest medusa
Target teleports into the nearest cave
Target teleports into the nearest prison
617 Target teleports into the nearest shark’s stomach
616 Target teleports onto the branches of the nearest tree
617 Target teleports randomly whenever he hears or speaks his name
618 Target teleports to his current location when he says his name
619 Target teleports to nearest dragon’s horde for 1d8 rounds
620 Target teleports to the 3d6th layer of the Abyss
621 Target teleports to the bottom of the sea
622 Target teleports to the lair of the tarrasque
623 Target teleports to the nearest convent
624 Target teleports to the place from which he last teleported
625 Target teleports to the place he slept the previous night
626 Target teleports to the place of his birth, returns in 4d days
627 Target teleports to within 10’ of nearest Lich
628 Target tends to giggle at inappropriate times
629 Target thinks a big bad wolf wants to blow his house down
630 Target thinks a nearby king is a clone of himself
631 Target thinks a nearby king is reincarnated from a dead dragon
632 Target thinks all around him are children
633 Target thinks all bathroom water is really strong acid
634 Target thinks all non-human humanoid have been polymorphed
635 Target thinks an earthquake is going on
636 Target thinks any Illusions he casts are real for next 24 hours
637 Target thinks cockroaches are burrowing through his flesh
638 Target thinks cowardice and stupidity are virtues
639 Target thinks demons bound him at every turn
640 Target thinks dragons are allies who’ve been polymorphed
641 Target thinks Ethereal monsters are all around him
642 Target thinks every question he is asked is a riddle
643 Target thinks every town he enters is the town of his birth
644 Target thinks every weapon he wields is intelligent
645 Target thinks everyone around him is dreaming
646 Target thinks everyone he meets looks vaguely familiar
647 Target thinks everyone in the world knows his secrets
648 Target thinks everyone is trustworthy until proven otherwise
649 Target thinks everyone thinks he’s an impostor
650 Target thinks everyone who speaks Common is speaking gibberish
651 Target thinks everyone who speaks to him has his voice
652 Target thinks everyone’s name is the same as his
653 Target thinks everything he does is part of a holy quest
654 Target thinks everything is invisible when he closes his eyes
655 Target thinks hair is evil and must be shorn from his body
656 Target thinks he ages a year (decade?) each day
657 Target thinks he can beat his addiction to air
658 Target thinks he can cause death with a touch
659 Target thinks he can change his skin color like a chameleon
660 Target thinks he can command undead
661 Target thinks he can communicate with inanimate objects at will
662 Target thinks he can control others by chanting “blinky”
663 Target thinks he can interpret dreams as omens
664 Target thinks he can sniff campfires with his bare hands
665 Target thinks he can unscrew his head at the neck
666 Target thinks he did something dreadful last night
667 Target thinks he dies each night and resurrects each dawn
668 Target thinks he exists only in the dreams of others
669 Target thinks he founded the nearest town
670 Target thinks he had a deeply mystical experience as a child
671 Target thinks he has an evil twin who’s plotting his death
672 Target thinks he has been Geased by a high-level cleric
673 Target thinks he has been poisoned
674 Target thinks he has been polymorphed
675 Target thinks he has been polymorphed into his current form
676 Target thinks he has been Summoned here by powerful magic
677 Target thinks he has far too much blood in his body
680 Target thinks he has journeyed here from the distant future
681 Target thinks he has just returned from 24 hours spent in hell
682 Target thinks he has just returned from a pilgrimage
683 Target thinks he has only twenty minutes to live
684 Target thinks he has recently committed a horrible crime
685 Target thinks he has recently offended some god of Death
686 Target thinks he has shrunk to half his height
687 Target thinks he has the gift of prophecy
688 Target thinks he invented magic
689 Target thinks he is a clone of someone else
690 Target thinks he is a deity
691 Target thinks he is a deity when in the presence of royalty
692 Target thinks he is a demon in mortal form
693 Target thinks he is a demon possessing himself
694 Target thinks he is a dragon who’s forgotten how to polymorph
695 Target thinks he is a false personality
696 Target thinks he is a flesh golem
697 Target thinks he is a reformed cold-blooded killer
698 Target thinks he is affected by the spell Haste
699 Target thinks he is affected by the spell Slow
700 Target thinks he is after Them (whoever They are)
701 Target thinks he is an avatar of a minor deity
702 Target thinks he is an elemental
703 Target thinks he is an emperor with in the presence of royalty
704 Target thinks he is an illusion
705 Target thinks he is as beautiful as a nymph
706 Target thinks he is as beautiful as a nymph
707 Target thinks he is at death’s door
708 Target thinks he is being tested by his deity
709 Target thinks he is bleeding at a tremendous rate
710 Target thinks he is blessed with eternal youth
711 Target thinks he is bound by a demonic pact
712 Target thinks he is controlled by someone
713 Target thinks he is covered with ants
714 Target thinks he is currently living in a past life
715 Target thinks he is deeply in love with one of his allies
716 Target thinks he is destined to be king
717 Target thinks he is drowning
718 Target thinks he is fated to be slain by his own son
719 Target thinks he is hunted by religious zealots
720 Target thinks he is immortal
721 Target thinks he is immune to fire
722 Target thinks he is insane
723 Target thinks he is laboring under some horrible curse
724 Target thinks he is literally the center of the universe
725 Target thinks he is married (or single, if he’s married)
726 Target thinks he is nacked while in the presence of royalty
727 Target thinks he is next in line for the nearest throne
728 Target thinks he is on a quest to find his real parents
729 Target thinks he is possessed by a demon
730 Target thinks he is the product of a mirror of opposition
731 Target thinks he is the reincarnation of a long-dead king
732 Target thinks he is the reincarnation of his own dead clone
733 Target thinks he is the rightful ruler of this kingdom
734 Target thinks he is the subject of an elaborate conspiracy
735 Target thinks he is under a Geas but doesn’t know why
736 Target thinks he is untrustworthy
737 Target thinks he is very charming to those of opposite sex
738 Target thinks he just committed a major faux pas
739 Target thinks he just forgot the meaning of life
740 Target thinks he knows an ancient and forgotten language
741 Target thinks he knows how to swallow swords
742 Target thinks he knows the first name of everyone he meets
6301 Target thinks he knows the Fly spell
6302 Target thinks he knows where to find the Fountain of Youth
6303 Target thinks he may Teleport at will but cannot
6304 Target thinks he must avenge the death of an imagined sibling
6305 Target thinks he owes a favor to some random demon
6306 Target thinks he owes the caster a great deal of money
6307 Target thinks he owns and rules the surrounding property
6308 Target thinks he owns and rules the surrounding property
6309 Target thinks he plays a pivotal role in the fate of the world
6310 Target thinks he recently murdered someone and is on the run
6311 Target thinks he recently passed a Mirror of Opposition
6312 Target thinks he regenerates like a troll
6313 Target thinks he sees a pile of gold from the corner of his eye
6314 Target thinks he sees a Red Dragon from the corner of his eye
6315 Target thinks he sees himself from the corner of his eye
6316 Target thinks he sees his worst foe from the corner of his eye
6317 Target thinks he smells terrible
6318 Target thinks he used to be immortal
6319 Target thinks he was abducted by mysterious gray beings
6320 Target thinks he was omnipotent in a past life
6321 Target thinks he was recently murdered
6322 Target thinks he was recently tortured but can't recall when
6323 Target thinks he was Siamese twins in a past life
6324 Target thinks he was slain by the caster in a past life
6325 Target thinks he was the caster in a past life
6326 Target thinks he went back in time to kill his grandfather
6327 Target thinks he will automatically resurrect when he is slain
6328 Target thinks he will die unless he burns his principal weapon
6329 Target thinks he will die with the next spell that hits him
6330 Target thinks he will die with the next Wild Surge he witnesses
6331 Target thinks he will explode if jostled too harshly
6332 Target thinks he will turn to a wolf under the next full moon
6333 Target thinks he'd live longer without arms
6334 Target thinks he'll become a god if he completes a great quest
6335 Target thinks he'll die unless he shaves off all his hair
6336 Target thinks he'll fall dead at sunset
6337 Target thinks he's a balloon and will pop if stabbed or cut
6338 Target thinks he's a bard
6339 Target thinks he's a skeleton trapped in a suit of flesh
6340 Target thinks he's an escaped slave
6341 Target thinks he's an intelligent horse
6342 Target thinks he's been alive for millennia
6343 Target thinks he's being attacked by an invisible octopus
6344 Target thinks he's descended from Earth Elementals
6345 Target thinks he's destined to bring about the apocalypse
6346 Target thinks he's foreseen his death in the near future
6347 Target thinks he's going to do something dreadful tonight
6348 Target thinks he's ingested a potent toxin
6349 Target thinks he's invisible if he has an egg in his mouth
6350 Target thinks he's journeyed here from the far future
6351 Target thinks he's literally the center of the universe
6352 Target thinks he's made of snow and in danger of melting
6353 Target thinks he's more charming with his finger in his nose
6354 Target thinks he's not living up to his potential
6355 Target thinks he's owed some kind of divine birthright
6356 Target thinks he's posing for a sculpture of him
6357 Target thinks he's pregnant
6358 Target thinks he's standing in the middle of a raging river
6359 Target thinks he's standing on a precipice
6360 Target thinks he's standing on a tall, narrow pedestal
6361 Target thinks he's superior and demands to be treated so
6362 Target thinks he's surrounded by vermin
6363 Target thinks he's the King of the World

6364 Target thinks he's the only one still alive in the world
6365 Target thinks he's turning into a wolf
6366 Target thinks he's wearing a wig
6367 Target thinks he's wrongly imprisoned in his body
6368 Target thinks he'll be immortal again later
6369 Target thinks he's the only one in the world who can use magic
6370 Target thinks himself to be his own clone
6371 Target thinks himself to be invisible, despite what anyone says
6372 Target thinks himself to be two people (1 Lawful/1 Good, etc)
6373 Target thinks his allies are dead
6374 Target thinks his allies are dragons in humanoid form
6375 Target thinks his allies are hiding his principal weapon
6376 Target thinks his allies are mocking him
6377 Target thinks his allies are polymorphed orcs or goblins
6378 Target thinks his allies can resurrect him if he's slain
6379 Target thinks his allies cannot see him, whatever they say
6380 Target thinks his allies distrust his use of magic
6381 Target thinks his allies don't take him seriously
6382 Target thinks his allies fear him
6383 Target thinks his allies revere him as a god
6384 Target thinks his allies should revere him as a god
6385 Target thinks his allies suspect him of being undead
6386 Target thinks his allies suspect him of plotting against them
6387 Target thinks his allies think he plans to use them as undead
6388 Target thinks his allies think he's crazy
6389 Target thinks his allies think he's dead
6390 Target thinks his allies will kill him if he's hit by a spell
6391 Target thinks his allies will kill him unless he's hit by magic
6392 Target thinks his birth was prophesized by an obscure religion
6393 Target thinks his brain is at home in a jar on a shelf
6394 Target thinks his brain is leaking out his nose
6395 Target thinks his clothes are a part of his body
6396 Target thinks his clothing is alive and is out to get him
6397 Target thinks his deity has told him not to bother anymore
6398 Target thinks his destiny is to leap into a volcano
6399 Target thinks his enemies are all immortal
6400 Target thinks his enemies are also his allies
6401 Target thinks his enemies' attacks are good-natured joking
6402 Target thinks his friends are after his money
6403 Target thinks his hands are twice their actual size
6404 Target thinks his left hand is dreadfully evil
6405 Target thinks his life until now has just been a dream
6406 Target thinks his mouth can store things like a bag of holding
6407 Target thinks his name can cause undead to fear him
6408 Target thinks his name is a Power Word and is afraid to say it
6409 Target thinks his name is a Power Word and says it often
6410 Target thinks his name is Lord (Lady) So-and-So the Magnificent
6411 Target thinks his name is the True Name of a demon
6412 Target thinks his nose is running like a faucet
6413 Target thinks his reflection is plotting against him
6414 Target thinks his skin is a foreign organism
6415 Target thinks his skin is actually someone else's
6416 Target thinks his skin is some sort of ill-fitting suit
6417 Target thinks his skin is vulnerable to rust
6418 Target thinks his touch can cure illness
6419 Target thinks his touch can cure leather
6420 Target thinks his touch can heal injuries
6421 Target thinks his touch turns metal into gold
6422 Target thinks his weapon is an ancient and powerful artifact
6423 Target thinks his weapon is cursed
6424 Target thinks his weapon is plotting against him
6425 Target thinks his worst fears have been realized
6426 Target thinks immorality will grant him immortality
6427 Target thinks it is twenty degrees cooler than it really is
6428 Target thinks it is twenty degrees hotter than it really is
6429 Target thinks light is shining from the back of his head
6430 Target thinks maggots infest every wound he suffers
6431 Target thinks mud has significant monetary value
6432 Target thinks one of his allies is deeply in love with him
6433 Target thinks others can barely see him
6434 Target thinks pack animals are unreliable and will not use them
6435 Target thinks rats are wriggling within his clothing
6436 Target thinks some random demon owes him a favor
6437 Target thinks someone is shooting a machine gun at him
6438 Target thinks someone nearby is an avatar of his deity
6439 Target thinks someone nearby is his child
6440 Target thinks something amazing is hidden in a nearby cave
6441 Target thinks that air is poisonous
6442 Target thinks that all werewolves are just angry dogs
6443 Target thinks that all wolves and dogs are werewolves
6444 Target thinks that any food he now carries is poisonous
6445 Target thinks that dirt is an aphrodisiac
6446 Target thinks that fire heals injury
6447 Target thinks that he has enlarged by 50%
6448 Target thinks that he has shrunk by 50%
6449 Target thinks that he left a fire burning in his fireplace
6450 Target thinks that his body is sand and must not get wet
6451 Target thinks that his body will rust if it gets wet
6452 Target thinks that his clothes are alive & trying to choke him
6453 Target thinks that his clothes are wise & trying to advise him
6454 Target thinks that his skeleton is made of glass
6455 Target thinks that humor and comedy are blasphemous
6456 Target thinks that ice is more precious than diamond
6457 Target thinks that magic is actually impossible
6458 Target thinks that people think he’s a murderer
6459 Target thinks the someone nearby is his secret admirer
6460 Target thinks that something is breathing down his neck
6461 Target thinks that spellbooks are edible and very tasty
6462 Target thinks that the stars are getting closer all the time
6463 Target thinks that water is in short supply and must be hoarded
6464 Target thinks that water is poisonous
6465 Target thinks that water turns to diamond at 32° Fahrenheit
6466 Target thinks that, somewhere, his clone has become sentient
6467 Target thinks the caster owes him a great deal of money
6468 Target thinks the next corpse he sees is his own
6469 Target thinks They (whoever They are) are after him
6470 Target throws a monster’s shadow
6471 Target transmits a non-magical disease to whomever he touches
6472 Target travels 2d10 minutes into the future
6473 Target tries to remove his feet
6474 Target triggers Surges in next d6 spells cast at or by him
6475 Target trumpets like an elephant when angry
6476 Target tumbles through rift into alternate Prime Material Plane
6477 Target tumbles through rift into Elemental Air
6478 Target tumbles through rift into Elemental Earth
6479 Target tumbles through rift into Elemental Fire
6480 Target tumbles through rift into Elemental Water
6481 Target turns ethereal each time he draws his weapon
6482 Target turns ethereal when reduced to 5 hit points
6483 Target turns inside out; Saves vs Death to resist effect or dies
6484 Target turns into an ambulatory plant of similar shape
6485 Target turns into caster under every Full Moon
6486 Target turns into granite
6487 Target turns into iron
6488 Target turns into wood
6489 Target turns invisible and is rendered mute
6490 Target turns invisible when he closes his eyes
6491 Target turns to a statue while he sleeps and reverts on waking
6492 Target turns to glass for d4 rounds
6493 Target turns to iron d6 rounds; retains mobility and HP (AC -4
6494 Target turns to sand
6495 Target turns to smoke each time he comes within 10’ of flame
6496 Target turns to steam under every Full Moon
6497 Target turns to stone
6498 Target turns to stone and reverts every other round
6499 Target turns to stone every dusk; reverts every dawn
6500 Target turns to water the next time he’s submerged
6501 Target understands the universe a little better: +1 to Wisdom
6502 Target utters shocking blasphemy when he enters a church
6503 Target vaguely recalls a treasure hidden somewhere nearby
6504 Target vanishes at next sunrise until subsequent sunset
6505 Target vanishes at next sunset until subsequent sunrise
6506 Target vanishes until caster casts the same spell again
6507 Target vanishes until caster gains a level
6508 Target vanishes until caster speaks his own name
6509 Target vanishes until caster suffers damage
6510 Target vanishes until caster triggers another wild surge
6511 Target vanishes until caster uses a randomly chosen spell
6512 Target vanishes until next sunrise
6513 Target vanishes until next sunset
6514 Target vanishes until someone in the area is slain
6515 Target vanishes when he falls asleep; reappears on waking
6516 Target vanishes while asleep; reappears when he wakes
6517 Target vanishes, leaving a dead clone of the caster instead
6518 Target vanishes, leaving a Delayed Blast Fireball of 2X his HD
6519 Target vanishes, leaving a desiccated corpse in his place
6520 Target vanishes, leaving a patch of scorched earth in his place
6521 Target vanishes, leaving a rust monster in his place
6522 Target vanishes, leaving a small marble replica of him behind
6523 Target vanishes, leaving a worthless treasure map in his place
6524 Target vanishes, leaving caster’s nearest relative in his place
6525 Target vanishes, leaving earth elemental of equal HD behind
6526 Target vanishes, leaving his equipment behind
6527 Target vanishes, leaving the caster in his place
6528 Target vanishes, leaving the smell of brimstone behind
6529 Target vanishes; caster’s next Summoning summons target instead
6530 Target vanishes; reappears d4 hours later
6531 Target vanishes; reappears d4 turns later
6532 Target vomits a startling quantity of butterscotch pudding
6533 Target vomits meekly
6534 Target vows revenge against cuddly forest animals
6535 Target wakes at dawn and falls asleep at dusk
6536 Target wakes each day already standing
6537 Target wakes each day and crows like a rooster
6538 Target wakes each day at the bottom of a small crater
6539 Target wakes each day blood-soaked as from a vicious battle
6540 Target wakes each day clutching a small stuffed bear
6541 Target wakes each day covered by honey and ants
6542 Target wakes each day covered by peas and carrots
6543 Target wakes each day covered by severed human ears
6544 Target wakes each day covered by small lizards
6545 Target wakes each day covered by soft, newly-grown moss
6546 Target wakes each day covered with cobwebs
6547 Target wakes each day covered with snow
6548 Target wakes each day covered with spiders
6549 Target wakes each day entangled by overgrown grass
6550 Target wakes each day ethereal; takes 1d4-½ hours to reform
6551 Target wakes each day facing north
6552 Target wakes each day half-sunken into the ground
6553 Target wakes each day in a giant toad's mouth
6554 Target wakes each day in a tree
6555 Target wakes each day in an unfamiliar location
6556 Target wakes each day in an unfamiliar position
6557 Target wakes each day levitating 10 feet above the ground
6558 Target wakes each day more tired than the night before
6559 Target wakes each day naked, clothes hanging in a tall tree
6560 Target wakes each day naked, clothes neatly folded nearby
6561 Target wakes each day naked, clothes nowhere to be found
6562 Target wakes each day naked, clothes standing nearby
6563 Target wakes each day naked, clothes torn to shreds
6564 Target wakes each day seated in the lotus position
6565 Target wakes each day singing an opera
6566 Target wakes each day soaking wet as from a rainstorm
6567 Target wakes each day standing on his head
6568 Target wakes each day standing on somebody else's head
6569 Target wakes each day thinking he is still asleep
6570 Target wakes each day thinking he was just attacked
6571 Target wakes each day tied in ropes, vines, or the like
6572 Target wakes each day with a toe in his mouth
6573 Target wakes each day with a toe in his mouth
6574 Target wakes each day with clothes burned as if by acid
6575 Target wakes each day with clothes smoking as ion fire
6576 Target wakes each day with his clothes on backwards
6577 Target wakes each day with his clothing frozen solid
6578 Target wakes each day within a patch of scorched earth
6579 Target walks in his sleep every night
6580 Target wants to sell his soul to the nearest fishmonger
6581 Target was Cloned d4 times eight months ago
6582 Target wears corks in his ears so his brain won't leak out
6583 Target will go to great lengths to prove he's not a coward
6584 Target will quickly forget the next 24 hours
6585 Target will try to claw out his eyes unless restrained
6586 Target wishes the apocalypse would hurry up and get here
6587 Target would tell his deity a thing or two, given the chance
6588 Target: flesh to stone/rock to mud/water to dust/gust of wind
6589 Target's age is halved, but he looks twice as old
6590 Target's anger manifests as a little raincloud over his head
6591 Target's arm is bent 90° halfway between his wrist and elbow
6592 Target's arms and legs vanish for 1d10 rounds
6593 Target's arms are stricken totally numb for 2d10 turns
6594 Target's arms grow to the size of his legs
6595 Target's arms polymorph each morning
6596 Target's attributes are halved for 1d12 hours
6597 Target's big toes can become prehensile at will
6598 Target's blood is a strong contact poison to anyone else
6599 Target's blood reeks of sulfur when it is spilt
6600 Target's blood traces out arcane signs where it spills
6601 Target's blood turns to chocolate on contact with air
6602 Target's body is covered with octopus sucker-marks
6603 Target's body no longer produces saliva
6604 Target's body rotates 360°, though his head remains still
6605 Target's bones are brittle when he's in direct moonlight
6606 Target's bones cannot be broken by nonmagical means
6607 Target's boots are stuck to the ground with railroad spikes
6608 Target's boots fill with milk
6609 Target's boots fill with petroleum jelly
6610 Target's brain explodes, killing him
6611 Target's can issue one Command (as spell) per day
6612 Target's cannot hear his own voice
6613 Target's chest is scarred by a sword-cut "Z"
6614 Target's childhood pet appears in the vicinity
6615 Target's clothes are tailored for someone half his weight
6616 Target's clothes are tailored for someone of opposite sex
6617 Target's clothes are tailored for someone twice his weight
6618 Target's clothes are tailored for someone with six arms
6619 Target's clothes cannot be removed by him
6620 Target's clothes reek of stale cigarette smoke
6621 Target's clothes smell like he's worn them all summer
6622 Target's clothing appears laundered and pressed
6623 Target's clothing appears to combust while he's asleep
6624 Target's clothing becomes perfectly transparent when wet
6625 Target's clothing cannot be stained or made dirty
6626 Target's clothing cannot bend or fold
6627 Target's clothing clings to him as though wet
6628 Target's clothing is drenched in doe musk
6629 Target's clothing is extraordinarily flammable
6630 Target's clothing is filled with sharp metal barbs
6631 Target's clothing looks like he fell into a sewer
6632 Target's clothing looks like he's been shot with a shotgun
6633 Target's clothing resembles a patchwork quilt
6634 Target's clothing smells like a skunk died in it
6635 Target's clothing turns to cellophane
6636 Target's clothing turns to plastic
6637 Target's clothing turns to porcelain
6638 Target's cranium is transparent like smoked glass
6639 Target's cranium seems to be attached by screws
6640 Target's current clothes protect against bludgeons
6641 Target's dead clone is found in a nearby well
6642 Target's diary, written years from now, appears at his feet
6643 Target's dominant hand ages one year each day
6644 Target's dominant hand explodes as a 10 Die fireball
6645 Target's dominant hand has no bones
6646 Target's dominant hand inflates like a rubber glove
6647 Target's dominant hand tries to choke him while he sleeps
6648 Target's earlobes grow 1d12 inches
6649 Target's ears appear to be on fire
6650 Target's ears fall off and regrow 1d10 days later
6651 Target's ears glow in the dark
6652 Target's ears glow in the presence of undead
6653 Target's ears look like noses
6654 Target's ears migrate to the top of his head
6655 Target's ears resemble bat wings
6656 Target's enemies all think he's dead
6657 Target's eyelashes are actually tiny snakes
6658 Target's eyelids are invisible while he's wet
6659 Target's eyelids open and shut like camera shutters
6660 Target's eyelids turn invisible
6661 Target's eyes appear 50% larger than they really are
6662 Target's eyes appear to have tiny fish swimming in them
6663 Target's eyes shrink to ½ their size
6664 Target's face is tattooed to resemble the face of a clock
6665 Target's features appear melted like hot wax
6666 Target's feet are trapped in concrete blocks
6667 Target's feet feel like they're on fire if he tries to walk
6668 Target's feet turn to cheese
6669 Target's feet turn to sugar
6670 Target's fingernails and toenails don't grow anymore
6671 Target's fingernails are black, like holes in the universe
6672 Target's fingernails turn duck-egg-blue
6673 Target's fingers are replaced by toes (-2 manual dexterity)
6674 Target's fingers grow to twice their normal length
6675 Target's fingers suffer mild frostbite
6676 Target's flesh seems to rot from his body
6677 Target's footprints resemble directional arrows
6678 Target's forehead is marked like a canceled stamp
6805 Target’s teeth chatter when he faces north
6806 Target’s teeth fall out and regrow each night
6807 Target’s teeth flash like a disco ball when he speaks
6808 Target’s teeth have braces on them
6809 Target’s teeth jut from his jaw at odd and painful angles
6810 Target’s teeth look like dirty gravel
6811 Target’s teeth shine like mirrors
6812 Target’s teeth tumble from his mouth one-by-one
6813 Target’s teeth turn to sponge
6814 Target’s thighs shrink by 50%
6815 Target’s toenails grow 1d12 inches each night
6816 Target’s toes are now as long as his fingers
6817 Target’s tongue becomes furry
6818 Target’s tongue glows like a firefly
6819 Target’s tongue grows to a length of 1d12 feet
6820 Target’s tongue, nose, lip, eyebrow, and navel are pierced
6821 Target’s top teeth turn invisible
6822 Target’s touch can cause nonmagical cloth to disintegrate
6823 Target’s touch causes frostbite in reptiles and amphibians
6824 Target’s touch leaves temporary, painless bruises in others
6825 Target’s undergarments begin constricting about him
6826 Target’s undergarments begin smoldering
6827 Target’s undergarments freeze solid
6828 Target’s vision is clouded (~2 ToHit) for 2d4-1 days
6829 Target’s voice becomes high-pitched when he’s angry
6830 Target’s voice creates the sound of speaker feedback
6831 Target’s voice makes people nearby want to be elsewhere
6832 Target’s voice seems to issue from his ears
6833 Target’s voice seems to issue from some object he carries
6834 Target’s voice sounds like groans of mourning
6835 Target’s weight doubles when he’s wet
6836 Target’s weight is doubled while he stands on grass
6837 Target’s weight is halved, but his mass is doubled
6838 Target’s ability scores equal one ability, determined randomly
6839 Target’s actions may be disbelieved as illusions
6840 Target’s age cycle reverses and doubles: begins aging backwards
6841 Target’s age decreases two years for every Hit Point he loses
6842 Target’s age fluctuates =d20 years each day
6843 Target’s age is doubled
6844 Target’s age is reduced by 1d20 years
6845 Target’s age is reduced by one half
6846 Target’s aging rate doubles each round; dies within the hour
6847 Target’s alignment cannot be detected by magic
6848 Target’s alignment changes randomly each hour
6849 Target’s alignment reads as evil when detected by magic
6850 Target’s alignment seems different to each person checking it
6851 Target’s allies think that he plans to use them as slaves
6852 Target’s and nearest person of Noble status exchange clothing
6853 Target’s apparent CHA to one member of opposite sex is halved
6854 Target’s apparent CHA to one member of the opposite sex doubles
6855 Target’s apparent CHA to opposite sex is raised to 19
6856 Target’s apparent CHA to opposite sex is reduced to 1
6857 Target’s appearance changes to that of a zombie
6858 Target’s armor (or metal gear) heats to 5d1000º for 1d10 rounds
6859 Target’s armor and weapons become ethereal for 1d10 rounds
6860 Target’s armor turns to silk (AC 10)
6861 Target’s armor turns to snow
6862 Target’s armor turns to steam
6863 Target’s armor turns to wood
6864 Target’s armor/clothing leaps from target and is sentient
6865 Target’s arms and legs exchange places
6866 Target’s arms are broken
6867 Target’s arms become rubbery like tentacles
6868 Target’s arms become tentacles
6869 Target’s arms begin flapping like a dragonfly’s wings
6870 Target’s arms disappear; hands are attached to shoulders
6871 Target’s arms elongate like those of an ape
6872 Target’s arms elongate to 1/½ times their normal length
6873 Target’s arms shrink to ½ their normal length
6874 Target’s arms start bludgeoning him; 1d4 HP each per round
6875 Target’s arms tie themselves in a knot
6876 Target’s arms try to strangle him
6877 Target’s arms turn into wings like a dragonfly’s
6878 Target’s arms turn into wings like a sparrow’s
6879 Target’s arms turn to dorsal fins
6880 Target’s arms turn to snakes and attack him
6881 Target’s arms turn to tree branches
6882 Target’s arms vanish
6883 Target’s astral form leaves his body whenever he’s hit by magic
6884 Target’s astral form pushed from body for 1d8 days
6885 Target’s attacks damage him but do not damage intended victim
6886 Target’s attribute scores are shuffled
6887 Target’s attribute scores shuffle randomly each day
6888 Target’s attribute scores shuffle randomly each hour
6889 Target’s auditory perceptions are inverted, left-to-right
6890 Target’s bare footprints blight the ground
6891 Target’s belongings are teleported into the nearest cave
6892 Target’s best attribute score is exchanged for his worst
6893 Target’s blood and internal organs turn invisible
6894 Target’s blood boils; CON check at -d4 and Save vs Death or die
6895 Target’s blood causes strange plants to grow where it is spilt
6896 Target’s blood freezes; CON check and Save vs Death or die
6897 Target’s blood glows like embers when it is spilt
6898 Target’s blood has the power to close the wounds of others
6899 Target’s blood hisses like steam when it strikes the ground
6900 Target’s blood howls like a cat when it is spilt
6901 Target’s blood is acidic, corroding weapons which cut him
6902 Target’s blood is flammable
6903 Target’s blood scorchs the ground where it is spilt
6904 Target’s blood scribes runes into the ground where it is spilt
6905 Target’s blood seems thick and gummy when it is spilt
6906 Target’s blood smells like skunk musk
6907 Target’s blood teleported out of his body
6908 Target’s blood turns to acid but functions normally
6909 Target’s blood turns to chocolate as it leaves his body
6910 Target’s blood turns to gold where it is spilt
6911 Target’s blood turns to lava
6912 Target’s blood turns to mercury
6913 Target’s blood turns to milk
6914 Target’s blood turns to sand
6915 Target’s blood turns to soap
6916 Target’s blood turns to Universal Solvent
6917 Target’s body appears to face opposite direction
6918 Target’s body becomes a Gate to a Lower Outer Plane
6919 Target’s body becomes a humanoid mirror; immune to gaze attacks
6920 Target’s body becomes hollow and skin turns to ¾” steel
6921 Target’s body except circulatory system turns transparent
6922 Target’s body except his circulatory system turns invisible
6923 Target’s body except his digestive system turns invisible
6924 Target’s body except his muscular system turns invisible
6925 Target’s body except his nervous system turns invisible
6926 Target’s body except his respiratory system turns invisible
6927 Target’s body explodes into a swarm of nonmagical killer bees
6928 Target’s body is fireproof; takes damage but will not combust
6929 Target’s body is stricken numb whenever he’s hit by magic
6930 Target’s body is transmuted to an equal volume of gold
6931 Target’s body seems to have no muscle; skin sags from his bones
6932 Target’s body shrinks by 75%, but his head remains normal sized
6933 Target’s body temperature falls d20° for d10 rounds
6934 Target’s body temperature rises d10° for d20 rounds
6935 Target’s body turns matte-black, but his shadow is full-color
6936 Target’s body turns to a coherent, ambulatory water-form
6937 Target’s bones are adamantine; max. 1 HP damage from bludgeons
6938 Target’s bones are glass; min. 8 HP damage from bludgeonings
6939 Target’s bones become as flexible as rubber
6940 Target’s bones become glass; shatter when stuck for 2 HP damage
6941 Target’s bones become mitrual; gains -1 to bludgeoning damage
6942 Target’s bones glow in the dark (through his skin)
6943 Target’s bones turn to ice; collapses in d10 rounds
6944 Target’s boosts advise him on personal matters
6945 Target’s boosts allow him to walk on water with every other step
6946 Target’s boosts allow the wearer to climb trees like a monkey
6947 Target’s boosts allow the wearer to go without sleep
6948 Target’s boosts allow the wearer to kick like a mule
6949 Target’s boosts appear to be made of leathered human skin
6950 Target’s boosts are affected as by the spell Frisky Chest
6951 Target’s boosts are affected as by the spell Grease
6952 Target’s boosts are coveted by invertebrates
6953 Target’s boosts are restored to better-than-new condition
6954 Target’s boosts become sentient
6955 Target’s boosts blaze like trumpets as they are removed
6956 Target’s boosts bray like mules when used to kick
6957 Target’s boosts cannot be removed by him
6958 Target’s boosts cannot be removed in daylight
6959 Target’s boosts cannot be removed under moonlight
6960 Target’s boosts chase cats whenever they are near
6961 Target’s boosts clang like cymbals when he walks on grass
6962 Target’s boosts each weigh as much as the wearer
6963 Target’s boosts fill with coal
6964 Target’s boosts fill with fleas and ticks
6965 Target’s boosts fill with nails and tacks
6966 Target’s boosts have false bottoms which may conceal small items
6967 Target’s boosts have the power to regenerate severed feet
6968 Target’s boosts induce shaking palsy in any who wear them
6969 Target’s boosts make the wearer appear to have leprosy
6970 Target’s boosts make the wearer seem to weigh 2X what he does
6971 Target’s boosts make the wearer tingle with pins and needles
6972 Target’s boosts may be sold for 10X their actual value
6973 Target’s boosts must be fed daily or they refuse to walk
6974 Target’s boosts mutter obscenities with every step
6975 Target’s boosts protect the wearer from fear
6976 Target’s boosts race off toward their place of manufacture
6977 Target’s boosts resent being walked all over
6978 Target’s boosts ring like church bells when he’s hit by magic
6979 Target’s boosts seem red-hot to anyone else touching them
6980 Target’s boosts shine like beacons after twilight
6981 Target’s boosts snuff any fire he steps upon
6982 Target’s boosts take root
6983 Target’s boosts tickle any feet within them
6984 Target’s boosts triple their size
6985 Target’s boosts turn to paper
6986 Target’s boosts turn to tennis shoes
6987 Target’s boosts vanish and reappear, one inside the other
6988 Target’s brain swells; Save vs Death or die (if passed, INT +1)
6989 Target’s breath coats objects with frost
6990 Target’s Charisma increases by (18-present CHA)/2
6991 Target’s Charisma increases by 1d6 for 1d10 days
6992 Target’s Charisma increases by 3 when naked
6993 Target’s Charisma increases by 6 when he’s struck by magic
6994 Target’s Charisma is increased by 1 for 1d4 turns
6995 Target’s Charisma is reduced by 1d6 for 1d6 days
6996 Target’s Charisma is reduced by 3
6997 Target’s Charisma is rerolled every morning
6998 Target’s Charisma rises to 19 while in the presence of royalty
6999 Target’s Charisma tumbles to 2d4 in the presence of royalty
7000 Target’s chest cavity becomes invisible except for his heart
7001 Target’s circulatory system appears on the surface of his skin
7002 Target’s circulatory system appears to be 5 feet ahead of him
7003 Target’s circulatory system is emptied of all contents
7004 Target’s circulatory system leeps from his body; he is unharmed
7005 Target’s circulatory system seems to be outside of his body
7006 Target’s circulatory system straightens to its full length
7007 Target’s clavicles become Ethereal
7008 Target’s cloak becomes a Cloaker
7009 Target’s clothing and/or armor are absorbed into his body
7010 Target’s clothing animates as a 3HD monster and attacks him
7011 Target’s clothing animates when exposed to sunlight
7012 Target’s clothing becomes animated and sentient
7013 Target’s clothing becomes Evil, and radiates as such
7014 Target’s clothing becomes filthy the instant he puts it on
7015 Target’s clothing becomes infested with lice
7016 Target’s clothing bonds with his skin
7017 Target’s clothing disintegrates when it is removed
7018 Target’s clothing fuses into one solid mass as hard as iron
7019 Target’s clothing has the same effect as a displacer cloak
7020 Target’s clothing heats to 5d100 degrees
7021 Target’s clothing is affected by the spell Timelessness
7022 Target’s clothing is Held immobile for 1d100 rounds
7023 Target’s clothing is suddenly soaked in blood
7024 Target’s clothing levitates at a rate of 100 yards per round
7025 Target’s clothing looks like it’s been shredded
7026 Target’s clothing melts from his body like ice
7027 Target’s clothing provides 15% Magic Resistance
7028 Target’s clothing shrinks like a Shrieker
7029 Target’s clothing shrinks to one-half its size
7030 Target’s clothing smells like a zombie has been wearing it
7031 Target’s clothing smells like carrion to all of INT 5 or less
7032 Target’s clothing stinks like sewage
7033 Target’s clothing suddenly weighs 500 pounds
7034 Target’s clothing triples in size
7035 Target’s clothing turns around and runs away with him
7036 Target’s clothing turns inside out
7037 Target’s clothing turns invisible to members of opposite sex
7038 Target’s clothing turns invisible under moonlight
7039 Target’s clothing turns invisible when he’s hit by magic
7040 Target’s clothing turns pitch black at twilight
7041 Target’s clothing turns to acid
7042 Target’s clothing turns to an exquisitely tailored tuxedo
7043 Target’s clothing turns to blood
7044 Target’s clothing turns to bone
7045 Target’s clothing turns to cobweb
7046 Target’s clothing turns to fiberglass
7047 Target’s clothing turns to flowers
7048 Target’s clothing turns to green slime
7049 Target’s clothing turns to honey
7050 Target’s clothing turns to ice
7051 Target’s clothing turns to lead
7052 Target’s clothing turns to one-piece full field plate armor
7053 Target’s clothing turns to other, inappropriate clothing
7054 Target’s clothing turns to paper
7055 Target’s clothing turns to pitch
7056 Target’s clothing turns to skin
7057 Target’s clothing turns to snow
7058 Target’s clothing turns to Sovereign Glue
7059 Target’s clothing turns to steam
7060 Target’s clothing turns to steel wool
7061 Target’s clothing turns to stone
7062 Target’s clothing turns to thick oak bark
7063 Target’s clothing turns to tight-fitting chain mail
7064 Target’s clothing turns to water
7065 Target’s clothing turns to wood
7066 Target’s clothing turns to woven grass
7067 Target’s clothing turns to woven human hair
7068 Target’s clothing turns to woven magnesium filaments
7069 Target’s clothing turns upside-down
7070 Target’s clothing twists and constricts his movement
7071 Target’s coinage assemblies into an intricate 3-D collage
7072 Target’s coinage becomes worthless
7073 Target’s coinage teleports into a random ally’s possession
7074 Target’s coinage turns invisible
7075 Target’s consciousness is pushed into the body of a random ally
7076 Target’s Constitution is increased by 1 for d4 turns
7077 Target’s Constitution is reduced by d6 for d6 days
7078 Target’s current worst enemy forgives him
7079 Target’s Dexterity increases by 2 when naked
7080 Target’s Dexterity is increased by 1 for d4 turns
7081 Target’s Dexterity is reduced by d6 for d6 days
7082 Target’s digestive system fills with air
7083 Target’s digestive system fills with powdered lead
7084 Target’s digestive system fills with sand
7085 Target’s digestive tract is emptied of all contents
7086 Target’s digestive tract straightens to its full length
7087 Target’s dominant hand ages at twice the normal rate
7088 Target’s dominant hand becomes a foot
7089 Target’s dominant hand becomes a wolf’s paw under the full moon
7090 Target’s dominant hand becomes an exact copy of his other hand
7091 Target’s dominant hand becomes covered in cellophane
7092 Target’s dominant hand becomes covered in reptilian scales
7093 Target’s dominant hand becomes Ethereal
7094 Target’s dominant hand becomes gnarled like an ancient oak
7095 Target’s dominant hand becomes immune to normal acid
7096 Target’s dominant hand becomes immune to normal cold
7097 Target’s dominant hand becomes immune to normal fire
7098 Target’s dominant hand becomes magnetized
7099 Target’s dominant hand becomes overly sensitive to heat
7100 Target’s dominant hand becomes paralyzed under the full moon
7101 Target’s dominant hand becomes webbed
7102 Target’s dominant hand bleeds from beneath its fingernails
7103 Target’s dominant hand blisters when it touches metal
7104 Target’s dominant hand burns rapidly when exposed to sunlight
7105 Target’s dominant hand can be detached at will
7106 Target’s dominant hand can grip with a Strength of 20
7107 Target’s dominant hand can handle red-hot metal without injury
7108 Target’s dominant hand can never become dirty
7109 Target’s dominant hand can no longer wear magical rings
7110 Target’s dominant hand can pick locks with a 50% chance
7111 Target’s dominant hand can sense magic in any item it handles
7112 Target’s dominant hand can store and release one spell at will
7113 Target’s dominant hand can strike as hard as iron
7114 Target’s dominant hand can swing from his wrist like a flail
7115 Target’s dominant hand can write in a language unknown to him
7116 Target’s dominant hand cannot touch or be touched by metal
7117 Target’s dominant hand detaches and falls to the ground
7118 Target’s dominant hand develops a highly sensitive touch
7119 Target’s dominant hand doubles in size
7120 Target’s dominant hand explodes, causing 2d10 points of damage
7121 Target’s dominant hand falsely senses magic in items it handles
7122 Target’s dominant hand gains an extra joint on each finger
7123 Target’s dominant hand gestures obscenely
7124 Target’s dominant hand grows a finger in its palm
7125 Target’s dominant hand grows a mouth in its palm
7126 Target’s dominant hand grows an eyeball in its palm
7127 Target’s dominant hand grows claws in place of fingernails
7128 Target’s dominant hand halves its size
7129 Target’s dominant hand inflates to a one-foot diameter
7130 Target’s dominant hand is affected by Continual Light
7131 Target’s dominant hand is affected by Spider Climb
7132 Target’s dominant hand is as durable as a steel gauntlet
7133 Target’s dominant hand is burned with an imprint of an amulet
7134 Target’s dominant hand is covered in suggestive tattoos
7135 Target’s dominant hand is detachable
7136 Target’s dominant hand is impervious to small missile weapons
7137 Target’s dominant hand is insulated against electricity
7138 Target’s dominant hand is nowhere to be found
7139 Target’s dominant hand is resistant to cuts and lacerations
7140 Target’s dominant hand is scarred as though immersed in acid
7141 Target’s dominant hand knits in pain whenever he’s hit by magic
7142 Target’s dominant hand locks in its current position
7143 Target’s dominant hand loses all feeling
7144 Target’s dominant hand loses all feeling after sunset
7145 Target’s dominant hand provides normal vision in total darkness
7146 Target’s dominant hand radiates magic
7147 Target’s dominant hand remains dry even when immersed in water
7148 Target’s dominant hand resembles a hawk’s talon
7149 Target’s dominant hand resembles a horse’s hoof
7150 Target’s dominant hand smolders when he’s hit by magic
7151 Target’s dominant hand sweats uncontrollably
7152 Target’s dominant hand tries to strangle him
7153 Target’s dominant hand turns invisible to all but him
7154 Target’s dominant hand turns invisible to him
7155 Target’s dominant hand turns the color of whatever it handles
7156 Target’s dominant hand turns to glass
7157 Target’s dominant hand turns to rubber
7158 Target’s dominant hand weighs as much as he does
7159 Target’s dominant hand will not tolerate the wearing of gloves
7160 Target’s ears and eyes exchange places
7161 Target’s ears appear to be on fire but are not
7162 Target’s ears exchange places
7163 Target’s ears exude smoke whenever he thinks
7164 Target’s ears flap like banners whenever he speaks a lie
7165 Target’s ears move to his forehead and to the back of his head
7166 Target’s ears ring whenever someone speaks about him
7167 Target’s ears seal shut; is 95% deaf
7168 Target’s ears turn upside down
7169 Target’s elbows invert; bend in opposite direction
7170 Target’s entire body appears to thrrob in time with his heart
7171 Target’s entire body is Withered as cleric spell
7172 Target’s entire internal structure become invisible
7173 Target’s entire internal structure seems to be 2 feet away
7174 Target’s eyeballs turn invisible for d6 days
7175 Target’s eyelashes tangle for d6 rounds; -2 ToHit
7176 Target’s eyelashes turn to grass
7177 Target’s eyelids heal shut; he is blinded (-4 ToHit, -4 AC)
7178 Target’s eyes always seem in shadow; can’t be blinded by light
7179 Target’s eyes appear to be two empty sockets
7180 Target’s eyes appear to be two tiny heads
7181 Target’s eyes appear to emanate light
7182 Target’s eyes appear to hover about 6 inches in front of him
7183 Target's eyes become compound like those of a bee
7184 Target's eyes become invisible for d10 rounds
7185 Target's eyes become Lenses of Minute Seeing
7186 Target's eyes become pearls but retain normal vision
7187 Target's eyes become two different colors
7188 Target's eyes bug out comically when he is startled
7189 Target's eyes bulge from his skull like those of a fish
7190 Target's eyes change color every time he blinks
7191 Target's eyes extend on 12" stalks (-1d10 to Charisma)
7192 Target's eyes fall out and roll away (regrow in d20 rounds)
7193 Target's eyes fill with sand when he sleeps
7194 Target's eyes glow red when he is angry
7195 Target's eyes glow red when he's hit by magic
7196 Target's eyes merge like that of a cyclops
7197 Target's eyes move to the same side of his face; -1 ToHit
7198 Target's eyes open sideways instead of up and down
7199 Target's eyes orbit his head like Ioun Stones; vision is normal
7200 Target's project green light for d4 days
7201 Target's eyes seem to be aflame when he's hit by magic
7202 Target's eyes spin clockwise for d4 rounds (-1 ToHit)
7203 Target's eyes spin counter-clockwise for d4 rounds (-1 ToHit)
7204 Target's eyes turn to gold; target is rendered Blind
7205 Target's eyes turn to ivory spheres; vision functions normally
7206 Target's eyes turn to obsidian spheres, retaining normal sight
7207 Target's eyes turn to opal spheres; vision functions normally
7208 Target's eyes turn to round rubies, retaining normal sight
7209 Target's eyes turn to spherical mirrors, retaining normal sight
7210 Target's eyes water uncontrollably
7211 Target's eyes weep blood when he suffers injury
7212 Target's eyes work as Eyes of the Eagle; +2 to missile attacks
7213 Target's eyes, ears, and nose shuffle places
7214 Target's eyes, ears, and teeth turn invisible for d6 days
7215 Target's eyeteeth become able to see
7216 Target's eyeteeth grow into boar's tusks
7217 Target's familiar adopts another mage as its master
7218 Target's familiar and random ally of target exchange bodies
7219 Target's familiar attacks one of target's allies at random
7220 Target's familiar becomes invisible to him
7221 Target's familiar doubles in size
7222 Target's familiar gains access to a language unknown to target
7223 Target's familiar gains use of the intended spell (1 per day)
7224 Target's familiar gets smart and claims target as its familiar
7225 Target's familiar increases in size by a factor of 10
7226 Target's familiar is polymorphed into a demihuman (at random)
7227 Target's familiar is released from its bond to him
7228 Target's familiar is turned to immobile gold statuette
7229 Target's familiar is turned to mobile gold statuette (alive)
7230 Target's familiar turns invisible
7231 Target's feet become cloven hooves
7232 Target's feet become hands
7233 Target's feet become prehensile
7234 Target's feet covered in adhesive; Movement Rate cut by 3/4
7235 Target's feet covered in boils and loses 1 HP per round walking
7236 Target's feet covered in ice; DEX check each round of walking
7237 Target's feet enlarge to his full height; Movement Rate is 1
7238 Target's feet explode if he stands in water
7239 Target's feet explode; all within 10' lose d10 hit points
7240 Target's feet feel like they are being tickled
7241 Target's feet grow springs; bounces d4 feet high with each step
7242 Target's feet levitate; target is suspended in air, feet first
7243 Target's feet rotate 180°
7244 Target's feet rotate 90°
7245 Target's feet shrink to ½ normal size; MR cut to ½ normal
7246 Target's feet sprout wings; function like Boots of Flying
7247 Target's feet take root; Movement Rate drops to zero
7248 Target's feet try to out-pace each other
7249 Target's feet try to walk in opposite directions
7250 Target's feet turn ethereal
7251 Target's feet turn to lead; Movement Rate drops to ½ normal
7252 Target's fingertips become carpenter's nails
7253 Target's fingers and toes switch places
7254 Target’s fingers turn 90°; somatic components impossible
7255 Target's fingers turn to carrots for d12 turns, no spellcasting
7256 Target's fingers turn to steam for d10 rounds; no spellcasting
7257 Target's flesh and clothing become invisible when he is asleep
7258 Target's flesh and clothing turn invisible
7259 Target's flesh appears to be on fire
7260 Target’s flesh appears to be rotted from his body
7261 Target’s flesh appears to erupt into boils and lesions
7262 Target’s flesh appears to turn into bone
7263 Target’s flesh appears to turn into glass
7264 Target’s flesh appears to turn into honey
7265 Target’s flesh appears to turn into ice cream
7266 Target’s flesh appears to turn into mucus
7267 Target’s flesh appears to turn into tree bark
7268 Target’s flesh turns invisible whenever he’s hit by magic
7269 Target’s footprints appear 10 feet left of where he steps
7270 Target’s footprints appear to have been made by his hands
7271 Target’s footprints appear to have been made weeks earlier
7272 Target’s footprints appear twice as big as his feet
7273 Target’s footprints become two feet deep as he steps from them
7274 Target’s footprints exude swamp gas
7275 Target’s footprints face 90° from his direction of travel
7276 Target’s footprints fill with ice
7277 Target’s footprints for d12 weeks face wrong direction
7278 Target’s footprints fossilize, making tracking confusing
7279 Target’s footprints give off steam
7280 Target’s footprints glow faintly in darkness
7281 Target’s footprints glow in the dark
7282 Target’s footprints hum and glow, making tracking simple
7283 Target’s footprints rise two feet high when he steps from them
7284 Target’s footprints seem to indicate that he has three feet
7285 Target’s footprints switch left-for-right
7286 Target’s footprints teleport any standing in them to his home
7287 Target’s full Hit Points are restored
7288 Target’s gender changes every time he’s hit by magic
7289 Target’s gender changes when he loses 50% of his hit points
7290 Target’s gender fluctuates each turn for the next d100 turns
7291 Target’s gloves turn to boots
7292 Target’s gloves turn to cast iron
7293 Target’s gloves turn to mittens
7294 Target’s gloves turn to Reglar’s Gloves of Freedom
7295 Target’s gold is transmuted to an equal volume of flesh
7296 Target’s hair and clothes are blown by wind only he can feel
7297 Target’s hair and skin exchange color
7298 Target’s hair appears white in moonlight
7299 Target’s hair crackles with electricity when he’s hit by magic
7300 Target’s hair doubles its length
7301 Target’s hair falls out
7302 Target’s hair falls out each morning; regrows each night
7303 Target’s hair falls out each night; regrows each morning
7304 Target’s hair freezes solid for d4 turns
7305 Target’s hair grows 1 inch per hour for the next three days
7306 Target’s hair grows 1d4 inches every time he casts a spell
7307 Target’s hair grows to two feet long and begins strangling him
7308 Target’s hair ignites
Target’s hair seems to be aflame when he is angered
Target’s hair stands on end when he’s hit by magic
Target’s hair turns to air
Target’s hair turns to blue, non-caloric magical fire
Target’s hair turns to glass when cut
Target’s hair turns to grass
Target’s hair turns to harmless snakes
Target’s hair turns to ice
Target’s hair turns to metal when cut
Target’s hand and foot disappear; limbs fuse at the stumps
Target’s hand locks onto his principal weapon; no spellcasting
Target’s handedness (left or right) is reversed
Target’s handedness (left or right) switches daily
Target’s hands and feet grow webbing; casting times are doubled
Target’s hands and feet switch places
Target’s hands close into fists, no Somatic spells may be cast
Target’s hands disappear; arms fuse at the wrists
Target’s hat, hood, or helmet becomes affixed to his head
Target’s head adopts a mirror-like sheen
Target’s head and one limb exchange places
Target’s head appears like a throbbing human heart
Target’s head appears to be a huge hand with a face in the palm
Target’s head appears to be a single huge eye
Target’s head appears to be inside out
Target’s head appears to be that of an earthworm or snail
Target’s head appears to have a 1” diameter hole through it
Target’s head appears to throb in time with his heart
Target’s head attaches to his arm where his hand should be
Target’s head orbits him like an Ioun Stone; target is unharmed
Target’s head pops like a balloon if a 20 is rolled ToHit him
Target’s head rotates 180° laterally without harming him
Target’s head rotates 180° longitudinally without harming him
Target’s head rotates 360° laterally without harming him
Target’s head rotates 360° longitudinally without harming him
Target’s head seems to double in size when he’s angered
Target’s head seems to double in size when he’s hit by magic
Target’s head shrinks by 75%; likely to be looked at strangely
Target’s head snaps off and rolls away; returns in d12 rounds
Target’s head turns into a large grapefruit; target is dead
Target’s head turns invisible
Target’s head turns to a cube (-d8 to CHA)
Target’s head vanishes d6 rounds; body is lifeless in this time
Target’s heart bursts from his chest, killing him
Target’s heart stops beating but his blood still flows normally
Target’s heartbeat is audible to all within 10 yards
Target’s height fluctuates by 1d10 inches each day
Target’s height is halved during each of the next 1d4 rounds
Target’s Hit Points are halved
Target’s home attracts lightning
Target’s home becomes invisible when he enters it
Target’s home contains a recently-stolen royal treasury
Target’s home contains the full skeleton of an elephant
Target’s home doubles its height
Target’s home doubles its internal dimensions
Target’s home erupts like a volcano
Target’s home fills with cement
Target’s home fills with chocolate
Target’s home fills with eggs
Target’s home fills with marshmallows
Target’s home fills with popcorn
Target’s home fills with rabbits who do not wish to leave
Target’s home grows by 80+d20%
Target’s home has a painting of the Creation on its ceiling
Target’s home has a secret back entrance
Target’s home has been rented out while he’s been away
Target’s home is affected by Distance Distortion
Target’s home is also someone else’s
Target’s home is buried by snow
Target’s home is decorated with classic Victorian furniture
Target’s home is destroyed by a meteor strike
Target’s home is invisible except while he is within it
Target’s home is permanently enchanted with Guards and Wards
Target’s home is purchased for 10X its actual value
Target’s home is stolen
Target’s home is swept up by a tornado
Target’s home is transported to the Elemental Plane of Earth
Target’s home rests atop an active volcano
Target’s home rises into the air
Target’s home shrinks by 80+d20%
Target’s home sinks into the ground
Target’s home suddenly appears in the vicinity
Target’s home suddenly contains a lifesize portrait of him
Target’s home suddenly has no doors or doorways
Target’s home suddenly has two sub-basements
Target’s home turns to a house of straw
Target’s home turns to gingerbread
Target’s home turns to gold
Target’s home vanishes without a trace
Target’s illusions automatically disbelieved
Target’s image remains etched into any mirror he gazes into
Target’s INT drops by 1d6 after sunset and is restored at dawn
Target’s INT rises to 19, but his WIS falls by a like amount
Target’s INT, WIS, & CHR switch with DEX, STR, & CON
Target’s Intelligence doubles for d4 rounds
Target’s Intelligence is halved for d4 turns
Target’s Intelligence is increased by 1 for d4 turns
Target’s Intelligence is reduced by d6 for d6 days
Target’s intestine springs from his abdomen and strangles him
Target’s jawbone teleports 1 mile away
Target’s jawbone teleports three feet to the right
Target’s knees and elbows fuse and cannot be bent for d8 turns
Target’s knees invert; bend in opposite direction
Target’s left and right hands switch arms
Target’s left thumb and index finger switch places
Target’s legs become etheereal for d4 rounds
Target’s legs can double their length once per day
Target’s legs fuse into one
Target’s legs merge into a fish tail like a merman’s
Target’s legs shorten to ½ their normal length
Target’s legs tie in a knot
Target’s legs turn to tree trunks and take root
Target’s legs vanish d6 rounds; body falls to ground, no damage
Target’s Level increases by 2 for d10 turns
Target’s limbs change proportion to match those of a fish
Target’s limbs change proportion to match those of a giraffe
Target’s limbs change proportion to match those of a gorilla
Target’s limbs change proportion to match those of a starfish
Target’s limbs change proportion to match those of an elephant
Target’s limbs change proportion to match those of an octopus
Target’s long bones (femur, radius, etc) shrink by ½
Target’s lower jaw vanishes d10 rounds; speech impossible
Target’s mind becomes trapped in nearest precious gem
Target’s most hated enemy appears before target
Target’s mount becomes a unicorn; departs to nearest woods
Target’s mount becomes an ostrich, keeping original attributes
Target’s mount must Save vs Petrification or turn to stone
7435 Target’s mount turns to snow
7436 Target’s mouth becomes a portal to be Abyss
7437 Target’s mouth becomes a portal to the Elemental Plane of Water
7438 Target’s mouth can store things like a Bag of Holding
7439 Target’s mouth fills with feathers
7440 Target’s mouth fills with spiders
7441 Target’s mouth is Wizard Locked as by a 20th Level mage
7442 Target’s mouth opens sideways instead of up and down
7443 Target’s mouth projects a 60’x20’ cone of green light when open
7444 Target’s mouth radiates Light, as spell
7445 Target’s mouth turns invisible, except his teeth
7446 Target’s muscles bulge; Save vs Death to gain 1 Strength or die
7447 Target’s muscular system is ripped from his body
7448 Target’s name affects him as Power Word, Stun
7449 Target’s natural AC drops to 5
7450 Target’s natural AC drops to 5, but has a fatal Achilles’ heel
7451 Target’s natural AC is rerolled (1d10) each morning
7452 Target’s natural AC rises to 15
7453 Target’s nervous system replaced by wires and electronics
7454 Target’s nervous system vanishes, but target is unharmed
7455 Target’s next 100 footprints fossilize in 4 days
7456 Target’s next 1d10 attacks succeed, but cause 1 point of damage
7457 Target’s next 1d6 attacks heal hit points rather than take them
7458 Target’s next 3d10 attacks heal damage instead of causing it
7459 Target’s next attack affects him & not its target
7460 Target’s next attack automatically inflicts 4x damage
7461 Target’s next attack mimics the spell that caused this Surge
7462 Target’s next reflection becomes sentient and free-willed
7463 Target’s next sneeze acts like a dragon’s breath weapon
7464 Target’s nose acquires the effect of a Horn of Blasting
7465 Target’s nose and mouth seal shut; cannot breathe
7466 Target’s nose and one eye exchange places
7467 Target’s nose and one eye exchange places
7468 Target’s nose detaches and becomes sentient
7469 Target’s nose enlarges every time he hears his name
7470 Target’s nose enlarges whenever he tells a lie
7471 Target’s nose falls off; regrows in 6d days
7472 Target’s nose turns red and spherical
7473 Target’s nose turns spherical and bright red
7474 Target’s nose turns upside down
7475 Target’s nostrils merge into one (~d4 to Charisma)
7476 Target’s perception of “left” and “right” becomes inverted
7477 Target’s pockets are linked with someone else’s (who knows?)
7478 Target’s pockets are linked; all reach to one space
7479 Target’s pockets are suddenly full of snaill shells
7480 Target’s pockets become Holey
7481 Target’s pockets continually fill with sand
7482 Target’s pockets double their capacity
7483 Target’s pockets double their interior dimensions
7484 Target’s pockets dump their contents
7485 Target’s pockets each contain a small figurine of him
7486 Target’s pockets exchange contents with each other
7487 Target’s pockets exchange contents with random ally’s
7488 Target’s pockets fill with ants
7489 Target’s pockets fill with blood
7490 Target’s pockets fill with butter
7491 Target’s pockets fill with diamond dust
7492 Target’s pockets fill with eggs
7493 Target’s pockets fill with fingernail clippings
7494 Target’s pockets fill with gold dust
7495 Target’s pockets fill with green slime
7496 Target’s pockets fill with ice cream
7497 Target’s pockets fill with iron filings
7498 Target’s pockets fill with leaves
7499 Target’s pockets fill with lint and fluff
7500 Target’s pockets fill with mercury
7501 Target’s pockets fill with mice
7502 Target’s pockets fill with pins and needles
7503 Target’s pockets fill with rot grubs
7504 Target’s pockets fill with salmon
7505 Target’s pockets fill with sand
7506 Target’s pockets fill with sodium
7507 Target’s pockets fill with sodium and water
7508 Target’s pockets fill with tar and feathers
7509 Target’s pockets fill with thorns and thistles
7510 Target’s pockets fill with water
7511 Target’s pockets preserve the temperature of anything in them
7512 Target’s pockets seal shut
7513 Target’s pockets sprout sharp teeth
7514 Target’s pockets turn invisible
7515 Target’s pockets won’t release him after he reaches into them
7516 Target’s pores exude fuel oil for next 8d days
7517 Target’s pores exude water, 1 gallon per turn
7518 Target’s possessions burst into flame
7519 Target’s possessions have no weight
7520 Target’s possessions Save vs Acid or melt
7521 Target’s presence causes animals to become aggressive
7522 Target’s presence causes candles to burn blue
7523 Target’s presence causes children to cry
7524 Target’s presence causes fires to attract wild animals
7525 Target’s presence causes fires to burn an unusual color
7526 Target’s presence causes fires to stink like carrion
7527 Target’s presence causes flame to burn cold
7528 Target’s presence causes holy symbols to glow blood red
7529 Target’s presence causes ice to form on nearby water
7530 Target’s presence causes light to dim
7531 Target’s presence causes metal to sweat oily water
7532 Target’s presence causes musical instruments to go out of tune
7533 Target’s presence causes normal doors and shutters to jam
7534 Target’s presence causes normal doors and shutters to slam
7535 Target’s presence causes objects to become lost
7536 Target’s presence causes rooms to clutter and grow disorganized
7537 Target’s presence causes severe discomfort to undead
7538 Target’s presence causes voices to issue from metal around him
7539 Target’s presence enragess elemental
7540 Target’s presence gives goose-bumps to those around him
7541 Target’s presence incites ravenous hunger in animals
7542 Target’s presence is soothing to wild animals
7543 Target’s present HPs flip; 07 HPs become 70 HPs
7544 Target’s principal weapon adopts his personality for d6 years
7545 Target’s principal weapon attacks him like a Sword of Dancing
7546 Target’s principal weapon attracts demons
7547 Target’s principal weapon bonds to target’s hand for d6 days
7548 Target’s principal weapon crumbles to sawdust
7549 Target’s principal weapon grows wings and flies away
7550 Target’s principal weapon is greatly sought after by undead
7551 Target’s principal weapon is invisible to all but him; +1 TolIt
7552 Target’s principal weapon is rendered hollow; shatters easily
7553 Target’s principal weapon is revealed to be Intelligent
7554 Target’s principal weapon is sought for use in a holy war
7555 Target’s principal weapon lodges in his esophagus
7556 Target’s principal weapon negates darkness in a 10 foot radius
7557 Target’s principal weapon negates light in a 10 foot radius
7558 Target’s principal weapon seems to detect evil everywhere
7559 Target’s principal weapon shrinks to ½ its size
7560 Target’s principal weapon smells of rotting meat
Target’s principal weapon teleports to his principal dwelling
Target’s principal weapon triples in mass; -6 ToHit, +6 damage
Target’s principal weapon turns into a shovel
Target’s principal weapon turns into aluminum
Target’s principal weapon turns to adamantine
Target’s principal weapon turns to butter
Target’s principal weapon turns to chocolate
Target’s principal weapon turns to clay
Target’s principal weapon turns to diamond
Target’s principal weapon turns to flesh
Target’s principal weapon turns to glass
Target’s principal weapon turns to ice
Target’s principal weapon turns to leather
Target’s principal weapon turns to magnesium and ignites
Target’s principal weapon turns to rubber
Target’s principal weapon turns to silk
Target’s principal weapon turns to snow
Target’s principal weapon turns to soap
Target’s principal weapon turns to steam
Target’s principal weapon turns to wax
Target’s principal weapon turns to wood
Target’s principal weapon turns to wool
Target’s principal weapon vanishes next time it strikes someone
Target’s principal weapon winds itself around target’s arms
Target’s principal weapon winds itself around target’s head
Target’s principal weapon winds itself around target’s legs
Target’s pupils become purple; may unsettle the superstitious
Target’s pupils become slit like those of a cat
Target’s race changes randomly, hourly
Target’s reflection animates as in a Mirror of Opposition
Target’s reflection appears subtly wrong
Target’s reflection shows the target’s back instead of front
Target’s right arm is immobilized by a plaster cast
Target’s right knee is no longer able to bend
Target’s right thumb and index finger switch places
Target’s rings all link into a chain
Target’s rings develop a series of sharp projections inside
Target’s rings drop to ~30° Fahrenheit
Target’s rings ring like church bells when he speaks his name
Target’s rings suddenly appear in his stomach
Target’s rings suddenly appear on his toes
Target’s rings suddenly appear piercing his earlobes
Target’s rings suddenly appear piercing his nose
Target’s rings suddenly double in diameter
Target’s rings turn his fingers to the metal they are made of
Target’s saliva becomes highly viscous
Target’s saliva freezes
Target’s saliva froths like a rabid dog’s
Target’s saliva sprays from his mouth like a geyser
Target’s saliva turns phosphorescent
Target’s saliva turns to a 4HD fire elemental
Target’s saliva turns to a 4HD water elemental
Target’s saliva turns to acid; target is unharmed
Target’s saliva turns to blood
Target’s saliva turns to fuel oil
Target’s saliva turns to ink
Target’s saliva turns to mercury
Target’s saliva turns to roast beef gravy
Target’s saliva turns to salt
Target’s saliva turns to sand
Target’s saliva turns to Sovereign Glue
Target’s saliva turns to Universal Solvent
Target’s Saves “flip” relative to 10; 11 becomes 9, etc.
7687 Target’s skin appears scorched like he was burned as it was burned
7688 Target’s skin appears to be tight-fitting chain mail
7689 Target’s skin cannot be cut by non-magical metal
7690 Target’s skin color fluctuates randomly for 2d0 days
7691 Target’s skin feels like bark but looks normal
7692 Target’s skin feels like feathers but looks normal
7693 Target’s skin feels like fur but looks normal
7694 Target’s skin feels like sandpaper but looks normal
7695 Target’s skin feels like scales but looks normal
7696 Target’s skin feels like warm wax
7697 Target’s skin forms an insect-like exoskeleton (-2d6 to CHA)
7698 Target’s skin grows to cover any rings he’s wearing
7699 Target’s skin has a number of suction-cup welts on it
7700 Target’s skin has an odd tint to it
7701 Target’s skin is blasted from his body, though he is unharmed
7702 Target’s skin is burned by nonmagical rain
7703 Target’s skin is imprinted with a cryptic-looking map
7704 Target’s skin is resistant to cuts and lacerations
7705 Target’s skin is uncomfortable cold to the touch
7706 Target’s skin looks dusty but feels normal
7707 Target’s skin looks like porcelain but feels normal
7708 Target’s skin looks like stone but feels normal
7709 Target’s skin looks like wet paint but feels normal
7710 Target’s skin pulsates as though infected with maggots
7711 Target’s skin seems to glister with slime
7712 Target’s skin seems to off of him when he’s hit by magic
7713 Target’s skin sprouts quills like a cactus
7714 Target’s skin sprouts quills like a goose
7715 Target’s skin sprouts quills like a porcupine
7716 Target’s skin turns inside-out
7717 Target’s skin turns to black pudding
7718 Target’s skin turns to bone; lasts 4d4 rounds
7719 Target’s skin turns to cloth
7720 Target’s skin turns to flexible gold-like material
7721 Target’s skin turns to grey ooze
7722 Target’s skin turns to mithral for 4d10 rounds; AC-3, MR 0
7723 Target’s skin turns to snow
7724 Target’s skin turns to steel while he sleeps
7725 Target’s skull becomes Ethereal
7726 Target’s skull is dimly visible through his flesh
7727 Target’s skull shrinks by 50%; save vs Death or die
7728 Target’s skull turns to iron; AC bonus +2; shields vs. psionics
7729 Target’s smile appears rotten and decayed
7730 Target’s smile appears superhumanly perfect
7731 Target’s smile causes fear in children
7732 Target’s smile is disconcerting to those of opposite sex
7733 Target’s smile is personally offensive to those of opposite sex
7734 Target’s smile is strangely attractive to those of opposite sex
7735 Target’s speech is delayed by 4 segments; +4 to casting times
7736 Target’s spellbook appears to be a blaze whenever he opens it
7737 Target’s spellbook becomes a stone tablet engraved with spells
7738 Target’s spellbook becomes sentient, with INT 11+d8
7739 Target’s spellbook starts flapping and tries to fly away
7740 Target’s spellbook turns invisible for 4d4 days
7741 Target’s spellbook turns to a mundane item when not in use
7742 Target’s spellbook turns to steam
7743 Target’s spellbook turns to steel
7744 Target’s spells always rebound on him and harm no one else
7745 Target’s splintered branches with maggots and mosquitoes
7746 Target’s spine doubles its length
7747 Target’s spine fuses into a single bone
7748 Target’s spine turns to rubber
7749 Target’s spine vanishes
7750 Target’s staff is replaced by a Winchester 30-06, unloaded
7751 Target’s staff turns to an umbrella
7752 Target’s stomach and nearest set of bagpipes exchange places
7753 Target’s stomach becomes Bag of Holding; dehydrates in 4d4 days
7754 Target’s stomach fills with water, 1 gallon per turn
7755 Target’s stomach teleports three feet behind him; death follows
7756 Target’s Strength drops by one every turn till it reaches 3
7757 Target’s Strength is increased by 1 for 4d4 turns
7758 Target’s Strength is reduced by d6 for d6 days
7759 Target’s teeth appear blood-red
7760 Target’s teeth become false; may be removed at will
7761 Target’s teeth become sentient
7762 Target’s teeth chatter constantly while he is asleep
7763 Target’s teeth double in size when he tells a lie
7764 Target’s teeth explode, causing him 3d10 points of damage
7765 Target’s teeth fall out; gets 1 GP for each left under pillow.
7766 Target’s teeth fuse together for 4d4 hours; speech is impossible
7767 Target’s teeth fuse together when he tells a lie
7768 Target’s teeth glow in the dark
7769 Target’s teeth heat to 110° when he tells a lie
7770 Target’s teeth heat to 180°
7771 Target’s teeth leap from his mouth and chase away from him
7772 Target’s teeth receive unintelligible radio transmissions
7773 Target’s teeth rotate 180°
7774 Target’s teeth shoot from him like bullets, injuring all nearby
7775 Target’s teeth turn needle-sharp; may bite for 1d6+1 HP damage
7776 Target’s teeth turn to diamonds
7777 Target’s teeth turn to glass
7778 Target’s teeth turn to ice and melt; regrow in 1d10 days
7779 Target’s teeth vanish at sunset and reappear at sunrise
7780 Target’s teeth vanish when he tells a lie
7781 Target’s THAC0 becomes 1, but his attacks inflict only 1 HP
7782 Target’s THAC0 is 0 for d6 hours
7783 Target’s THAC0 is 25 for d6 hours
7784 Target’s THAC0 is 25, but successful attacks cause full damage
7785 Target’s THAC0 is permanently improved by 1
7786 Target’s THAC0 is permanently worsened by 1
7787 Target’s throws d4 shadows
7788 Target’s tongue appears forked
7789 Target’s tongue becomes forked like that of a cobra
7790 Target’s tongue becomes razor-sharp
7791 Target’s tongue becomes sentient
7792 Target’s tongue becomes stuck to the roof of his mouth
7793 Target’s tongue changes color
7794 Target’s tongue develops a sandpaper-like texture
7795 Target’s tongue elongates d12 inches
7796 Target’s tongue explodes for 2d10 points of damage
7797 Target’s tongue gains the power of independent speech
7798 Target’s tongue glows like a firefly
7799 Target’s tongue leaps from his mouth and slithers away
7800 Target’s tongue looks like a blade whenever he is angry
7801 Target’s tongue loops around his neck to strangle him
7802 Target’s tongue loops into a knot; spellcasting impossible
7803 Target’s tongue quadruples in thickness; suffocation danger
7804 Target’s tongue sprouts spikes
7805 Target’s tongue teleports into his nose
7806 Target’s tongue turns to a snake (-4d4 to CHA)
7807 Target’s tongue turns to glass
7808 Target’s tongue turns to leather
7809 Target’s tongue turns to silk
7810 Target’s tongue vanishes
7811 Target’s torches, lanterns, etc. turn to magnesium and ignite
7812 Target’s torso (not head or legs) rotates 180° without harm
7939 When target dies, his corpse doubles its size
7940 When target dies, his corpse freezes solid
7941 When target dies, his corpse giggles if touched
7942 When target dies, his corpse giggles until buried
7943 When target dies, his corpse goes berserk for 1d10 rounds
7944 When target dies, his corpse is consumed in a plume of fire
7945 When target dies, his corpse is dressed in fine silks
7946 When target dies, his corpse is found to be completely hollow
7947 When target dies, his corpse is found to be filled with gold
7948 When target dies, his corpse is wrapped in cellophane
7949 When target dies, his corpse mummifies in a matter of moments
7950 When target dies, his corpse races back to his place of birth
7951 When target dies, his corpse recites a moving poem
7952 When target dies, his corpse rises into the sky and is gone
7953 When target dies, his corpse rises like a revenant and attacks
7954 When target dies, his corpse smells of roses instead of decay
7955 When target dies, his corpse turns inside out
7956 When target dies, his corpse turns to chocolate
7957 When target dies, his corpse turns to stone
7958 When target dies, his corpse vanishes
7959 When target dies, his death is believed to be a hoax
7960 When target dies, his death is rumored to have been a suicide
7961 When target dies, his hair and nails continue to grow
7962 When target dies, his head vanishes
7963 When target dies, his skeleton turns to gold
7964 When target dies, his skin can be peeled like aluminum foil
7965 When target dies, his slayer changes alignment
7966 When target dies, his slayer claims the body as a trophy
7967 When target dies, his slayer refuses to believe it
7968 When target dies, his soul is trapped in a nearby tree
7969 When target dies, his soul is trapped in his principal weapon
7970 When target dies, his soul transposes with his slayer’s
7971 When target dies, horrible laughter fills the air
7972 When target dies, mournful dirges issue from the air around him
7973 When target dies, nearby foliage withers
7974 When target dies, no bird can ever again sing within 1 mile
7975 When target dies, no birds sing for 48 hours
7976 When target dies, no one recognizes the corpse
7977 When target dies, people come for miles to see the body
7978 When target dies, small animals gather to pay their respects
7979 When target dies, the ambient temperature drops 30°
7980 When target dies, the moon appears blood-red for one month
7981 When target dies, the nearest royal bloodline dies out, too
7982 When target dies, the sky appears overcast for one week
7983 When target dies, the sun appears to weep tears of flame
7984 When target dies, vicious rumors circulate about him
7985 When target dies, vultures carry his corpse to his home
7986 When target draws his weapon 2HD creatures check morale
7987 When target draws his weapon all near him start laughing
7988 When target draws his weapon birds circle his head
7989 When target draws his weapon electricity sizzles in the air
7990 When target draws his weapon he has second thoughts
7991 When target draws his weapon he shrinks to ½ his height
7992 When target draws his weapon his allies get a morale boost
7993 When target draws his weapon his hair stands on end
7994 When target draws his weapon his hands are coated in butter
7995 When target draws his weapon it animates and attacks him
7996 When target draws his weapon it droops like a limp noodle
7997 When target draws his weapon someone nearby faints
7998 When target is hit, he’s suddenly wearing a baseball cap
7999 Wild Surge occurs next time target says his name
8000 Wizard Mark reading “Kick me” forms on target’s back
8001 I being nearby is split into two morally-opposing halves
8002 I item within 60 yards forever charged with intended spell
8003 I item within 60 yards permanently charged with random spell
8004 I mile radius becomes an open Gate to some plane of hell
8005 I mile radius enjoys uninterrupted daylight for 1 week
8006 I mile radius forms a sinkhole
8007 I mile radius is affected by Grease for 1d6 turns
8008 I mile radius is blanketed with thick smog
8009 I mile radius is darkened by an eclipse for 1d20 rounds
8010 I mile radius looks like a color negative for spell duration
8011 I mile radius receives no precipitation in the next year
8012 I mile radius suffers uninterrupted night for 1 week
8013 I mile radius turns black-and-white for the spell duration
8014 I random creature in area becomes an Elemental
8015 I random creature in the area vanishes forever
8016 I random creature nearby doesn’t age but doesn’t realize it
8017 I random creature nearby drops to absolute zero
8018 I random creature nearby is crushed as if on the sea floor
8019 I random creature nearby is rendered Timeless while it sleeps
8020 I random creature nearby is stretched as though on a rack
8021 I random creature nearby turns to gold
8022 I random creature within 60 yards is banished to some hell
8023 I random creature within 60 yards is welcomed into some heaven
8024 I random elemental in area becomes a Prime Material native
8025 I random female nearby acts as though possessed by a demon
8026 I random female nearby ages at 10X normal rate
8027 I random female becomes terrifyingly ugly when angry
8028 I random female nearby bursts into flame
8029 I random female nearby can brachiate like a gibbon
8030 I random female nearby can breathe water when naked
8031 I random female nearby can kill rodents with a glance
8032 I random female nearby can pick locks with her toes
8033 I random female nearby can sniff small fires with a touch
8034 I random female nearby can turn invisible while naked
8035 I random female nearby cannot attack unless she is attacked
8036 I random female nearby cannot be harmed by metal while naked
8037 I random female nearby cannot be harmed by scalding water
8038 I random female nearby cannot be slain by any male
8039 I random female nearby cannot close her eyes
8040 I random female nearby cannot slay any male
8041 I random female nearby cannot sleep except standing upright
8042 I random female nearby cannot walk unless carrying a pebble
8043 I random female nearby does not age
8044 I random female nearby doubles in age each morning
8045 I random female nearby drowns as her lungs fill with mud
8046 I random female nearby exhales smoke whenever she tells a lie
8047 I random female nearby explodes as a 10HD fireball
8048 I random female nearby fears all who look anything like her
8049 I random female nearby fears her allies distrust her
8050 I random female nearby gains 1d4 CHA
8051 I random female nearby gains 2 points of STR
8052 I random female nearby gains a minor psionic ability
8053 I random female nearby gains proficiency in the chakram
8054 I random female nearby goes berserk
8055 I random female nearby has a huge craving for dirt
8056 I random female nearby has hair made of gold
8057 I random female nearby has invisible eyelids
8058 I random female nearby has nonpoisonous snakes for hair
8059 I random female nearby has prehensile feet
8060 I random female nearby has titanium steel for bones
8061 I random female nearby is a carrier of the black death
8062 I random female nearby is coated in disgusting, viscous slime
8063 I random female nearby is consumed from within by maggots
8064 I random female nearby is convinced she doesn’t exist
5-32 I random female nearby is covered in cuts and scrapes
5-33 I random female nearby is covered in lamp oil
5-34 I random female nearby is covered in paper mache
5-35 I random female nearby is covered in volcanic ash
5-36 I random female nearby is cured of all diseases
5-37 I random female nearby is Enfeebled
5-38 I random female nearby is fabulously rich but doesn't know it
5-39 I random female nearby is immune to nonmagical diseases
5-40 I random female nearby is paralyzed for 1 turn
5-41 I random female nearby is swept clean of memories
5-42 I random female nearby is unharmed by natural weather
5-43 I random female nearby looks like a demon when angry
5-44 I random female nearby loses 1 pound per round
5-45 I random female nearby loses 1d4 CHA
5-46 I random female nearby melts like snow
5-47 I random female nearby must Save vs Death or turn to gold
5-48 I random female nearby never wants to wear boots again
5-49 I random female nearby realizes she's a Clone
5-50 I random female nearby realizes she's a nymph's daughter
5-51 I random female nearby refuses to believe she's not dreaming
5-52 I random female nearby refuses to believe she's not undead
5-53 I random female nearby seems to be afflicted with black death
5-54 I random female nearby sheds her skin like a snake
5-55 I random female nearby smells strongly of roses
5-56 I random female nearby sprouts feathers
5-57 I random female nearby suddenly has no skeleton
5-58 I random female nearby sweats profusely and smells like lemons
5-59 I random female nearby teleports 100 feet straight up
5-60 I random female nearby thinks all her memories are false
5-61 I random female nearby thinks she can breathe water
5-62 I random female nearby thinks she can speak a new language
5-63 I random female nearby thinks she has no freewill
5-64 I random female nearby thinks she's a paladin on a quest
5-65 I random female nearby thinks she's as beautiful as a nymph
5-66 I random female nearby thinks she's only 6 years old
5-67 I random female nearby thinks she's immune to fire
5-68 I random female nearby turns bright green when she tells a lie
5-69 I random female nearby turns to snow for 1 hour, then reforms
5-70 I random female nearby will die unless she removes her boots
5-71 I random female within 60 yards loses 1 hit point per round
5-72 I random humanoid nearby acquires Strength of 25
5-73 I random humanoid nearby believes he is his deity's avatar
5-74 I random humanoid nearby can understand all spoken languages
5-75 I random humanoid nearby can understand all written languages
5-76 I random humanoid nearby doubles in height but not mass
5-77 I random humanoid nearby gains 1d100% Magic Resistance
5-78 I random magic item within 100’ gains another enchantment
5-79 I random male nearby always thinks he has 10 minutes to live
5-80 I random male nearby becomes incredibly beautiful when angry
5-81 I random male nearby becomes striped like a candy cane
5-82 I random male nearby becomes striped like a zebra
5-83 I random male nearby begins aging backward at 365X normal rate
5-84 I random male nearby begins turning inside-out very slowly
5-85 I random male nearby bursts into illusory flame when angry
5-86 I random male nearby can cast 1 one random spell 1d10 times
5-87 I random male nearby can jump 10 feet straight up at will
5-88 I random male nearby can read the next language he sees
5-89 I random male nearby can remain awake for 1d4 weeks at a time
5-90 I random male nearby cannot be affected by magical acid
5-91 I random male nearby cannot close his mouth
5-92 I random male nearby cannot speak until sunset
5-93 I random male nearby cannot teleport
5-94 I random male nearby declares a holy crusade against kobolds
5-95 I random male nearby declares himself king
5-96 I random male nearby declares himself the king’s champion
5-97 I random male nearby declares himself the king’s enemy
5-98 I random male nearby dehydrates rapidly
5-99 I random male nearby falls to dust; reforms if water is added
5-100 I random male nearby fears clothing
5-101 I random male nearby fears he will die if he tells a lie
5-102 I random male nearby feels horrific agony when he touches gold
5-103 I random male nearby feels like he hasn’t eaten in 10 years
5-104 I random male nearby finds his esophagus full of earthworms
5-105 I random male nearby forgets how to speak
5-106 I random male nearby gains +one STR
5-107 I random male nearby gains 1 point to his primary attribute
5-108 I random male nearby giggles hideously when wounded
5-109 I random male nearby greatly desires to meet the king
5-110 I random male nearby greatly desires to slay the king
5-111 I random male nearby has a mouthful of sand
5-112 I random male nearby has difficulty with the idea of “future”
5-113 I random male nearby has his feet encased in blocks of quartz
5-114 I random male nearby hates the next person he meets
5-115 I random male nearby howls at the full moon like a coyote
5-116 I random male nearby is affected by Fool’s Speech
5-117 I random male nearby is compelled to tithe 90% of his income
5-118 I random male nearby is covered in densely-packed leaves
5-119 I random male nearby is enraged at the sight of blood
5-120 I random male nearby is mesmerized by spellcasting
5-121 I random male nearby is orbited by inert ioun stones
5-122 I random male nearby is rendered Timeless for 1 day
5-123 I random male nearby is standing in a pool of acid
5-124 I random male nearby is surrounded by a cloud of feathers
5-125 I random male nearby looks emaciated while asleep
5-126 I random male nearby looks like a decayed corpse while asleep
5-127 I random male nearby loses half of his strength
5-128 I random male nearby must reroll all his attributes
5-129 I random male nearby must Save vs Death or turn to charcoal
5-130 I random male nearby obeys the next instruction he receives
5-131 I random male nearby refuse to ask directions while lost
5-132 I random male nearby refuses to answer any questions
5-133 I random male nearby runs in a straight line for 1 full day
5-134 I random male nearby saves vs Death or dissolve intogoo
5-135 I random male nearby sees something absolutely horrifying
5-136 I random male nearby sees something absolutely hysterical
5-137 I random male nearby shines brightly when hiding in shadows
5-138 I random male nearby smells like carrion to everyone else
5-139 I random male nearby speaks in 3 part harmony when angry
5-140 I random male nearby suddenly has no elbows
5-141 I random male nearby suddenly stands at the edge of a chasm
5-142 I random male nearby tells everyone where the treasure is
5-143 I random male nearby thinks he can predict the future
5-144 I random male nearby thinks he is a vampire
5-145 I random male nearby thinks he is his own child
5-146 I random male nearby thinks he’s aging 1 year per round
5-147 I random male nearby thinks he’s as attractive as a nymph
5-148 I random male nearby thinks he’s shrunken to 1/12 his height
5-149 I random male nearby thinks he’s an escaped slave
5-150 I random male nearby thinks he’s breathing chlorine gas
5-151 I random male nearby thinks he’s fated to die by a wild surge
5-152 I random male nearby thinks he’s nacked
5-153 I random male nearby thinks he’s twice his actual age
5-154 I random male nearby thinks vampires are stalking him
5-155 I random male nearby vanishes for 1 year
5-156 I random male nearby weeps like a baby when wounded
5-157 I random male nearby will die unless he drops all weapons
1 random mammal in vicinity acquires INT 19 and speech
1 random mammal in vicinity becomes a random reptile
1 random mammal in vicinity becomes amphibious
1 random mammal in vicinity becomes Minimal
1 random mammal in vicinity gains human INT and speech
1 random potion nearby turns its drinker inside out
1 random potion within 10 yards turns to nitroglycerin
1 ton of matter from vicinity is transported into Limbo
1 ton of matter is transported from Limbo into vicinity
yard radius is affected by permanent Cloudkill
yard radius is affected by permanent Stinking Cloud
1d1000 birds flock to the vicinity
1d10 nearby humanoids are affected by Timelessness for 1 week
1d10 ostriches appear in the area
1d10 people teleport to vicinity; vanish after 1d8 rounds
1d10 Stirges appear in vicinity
1d10 drops of distilled Universal Solvent rain from the sky
1d10 drops of Sovereign Glue rain from the sky
1d10 large, mysterious, granite heads rise from the ground
1d11 Skeletons appear and attack everyone in sight
1d12 Skeletons appear in the area but don’t do anything
1d13 eggs fall from the sky; all lose 1d6 HP
1d1410000 bees swarm through the area
1d20 hungry trolls appear in the area
1d6 creatures in the area are Cloned
1d6umber hulks appear in the area
random beings in the area merge into 1 creature
3d20 statues rise up and stare accusingly at everyone
foot high Wall of Iron encircles the area (40 foot radius)
yard radius affected by permanent Vacancy, as spell
yard radius affected by There/Not There
yard radius affected by Timestop, except 1 random creature
yard radius appears frozen in time to those outside it
yard radius appears gloomy and depressing
yard radius appears two-dimensional from outside it
yard radius appears vastly different to those outside it
yard radius appears vastly distant to those outside it
yard radius area becomes invisible to those outside it
yard radius becomes a Dead Magic region
yard radius becomes a summoning circle for a tanar’ri
yard radius becomes an island in the nearest large lake
yard radius becomes swampy and water-loged like a marsh
yard radius begins to form a sinkhole
yard radius cannot support plant life
yard radius expands to a 200 yard radius
yard radius experiences 1 hour of daylight each night
yard radius fills with dense water vapor
yard radius fills with lizards, snakes, and turtles
yard radius fills with ominous and frightening whispers
yard radius fills with vermin
yard radius forms a basin and gradually becomes a lake
yard radius has a Fear aura like a Great Wyrm
yard radius hemisphere of ground rotates 180°
yard radius intensifies the emotions of those within it
yard radius is affected by Continual Light
yard radius is affected by Distance Distortion for 1 hour
yard radius is affected by Estate Transference
yard radius is affected by Guards and Wards for 1 year
yard radius is always 10 degrees colder its surroundings
yard radius is circled by a river of magma
yard radius is circled by a wall of iron
yard radius is covered by 1 foot of volcanic ash
yard radius is covered by 2 feet of sand
yard radius is covered by 3 feet of water
yard radius is covered by 4 feet of snow
yard radius is covered by a 3 inch thick sheet of ice
yard radius is covered by astroturf
yard radius is covered by dead crickets
yard radius is covered by live crickets
yard radius is covered by paint
yard radius is covered by roast beef gravy
yard radius is covered by worms, which die after 1 turn
yard radius is covered in plush carpet
yard radius is encircled by a ring of melting snowmen
yard radius is encircled by a tall barbed-wire fence
yard radius is encircled by a tall electric fence
yard radius is encircled by closely-spaced oak trees
yard radius is paved-over by asphalt
yard radius is reduced in size to 50 yard radius
yard radius is ringed by monolithic Standing Stones
yard radius is scared clean of plants, rocks, and wildlife
yard radius is six months out-of-sync with normal seasons
yard radius is stripped of topsoil
yard radius is wrecked by an Earthquake
yard radius laid waste by explosion; all must Save vs Death
yard radius makes all those within it feel uncomfortable
yard radius ripples like the surface of a pond for 1 turn
yard radius rises 10 feet into the air
yard radius rises 3d20 feet in the air on a mound of earth
yard radius rises like a mesa from the ground
yard radius rotates slowly every day
yard radius seems distorted, like looking into a fishbowl
yard radius shows all signs of hideous, bloody carnage
yard radius slowly loses oxygen
yard radius stinks like a sewer
yard radius suppresses the emotions of those within it
yard radius swaps weather conditions with some distant area
yard radius turns to quicksand, 1d10+10 feet deep
yard radius will erupt like a volcano in 1d10 days
yard sphere is transposed with a distant 60 yard sphere
8x10 photographs appear of everyone within 60 yards
A 1957 DeSoto appears at the target point, engine running
A 1957 DeSoto appears at the target point, out of gas
A box of .50 caliber hollow point rounds appears nearby
A cruise missile appears nearby, lacking its payload
A cryptic message appears scrawled on the nearest mountainside
A Deck of Many Things falls from the sky
A Deck of Normal Pinochle Cards falls from the sky
A disturbing whistling fills the air; Morale Checks at -1
A fire burns the nearest forest to the ground in 24 hours
A five-piece dining room set appears at the target point
A four-cycle internal combustion engine appears in the area
A fully-furnished but unpopulated town springs up in the area
A geyser springs up from the ground beneath the target point
A gigantic herd of buffalo stampedes through the area
A herd of gigantic buffalo stampedes through the area
A horde of kobolds erupts from nearest cave to establish trade
A horde of kobolds erupts from nearest cave to wreak havoc
A huge hand rises from nearby lake to point angrily at the sky
A large circle of megalithic stone blocks rises from the ground
A large, flat-topped pyramid sprouts from the ground
A meteor strikes the nearest monastery
A nearby pond is thought to be holy; draws countless pilgrims
A new deity is rumored to be gaining power in a local pantheon
A new religion arises to condemn the purveyors of wild surges
8317 A new religion arises to condemn the randomness of wild surges
8318 A new religion arises to worship the purveyors of wild surges
8319 A new religion arises to worship the randomness of wild surges
8320 A pit 5 feet across, 1 mile deep opens under the target point
8321 A pit 5 feet deep, 1 mile across opens under the target point
8322 A shrub or bush nearest the target point bursts into flame
8323 A Sphere of Annihilation appears at the target point
8324 A swarm of locusts descends upon the surrounding countryside
8325 A tornado spins into existence at the intended target point
8326 A tree falls nearby and doesn’t make a sound
8327 A tribe of locathah takes up residence in the nearest lake
8328 A tsunami crashes into the nearest coastline
8329 A Type V demon appears, intent on killing everyone nearby
8330 A witch hunt forms in nearby town, seeking death to all wizards
8331 Acid Storm rains down on a 60 yard radius for 3d6 turns
8332 Acid smoke billows from the nearest well, filling the area
8333 After 1d3 turns, spell becomes 1d4x8HD Elemental
8334 After 1d6 turns, a 50-Die Fireball detonates at the site
8335 Air Elemental appears, inflates all water skins, and disappears
8336 Air temperature around the world drops 10 degrees for 1 week
8337 Air within 60 yard radius affects voices like helium
8338 Air within 60 yard radius distorts light like water
8339 All within 60 yards lose 1d4 points of CON for 1d4 days
8340 All above-ground rock begins to erode, 1 inch per minute
8341 All above-ground rock within 60 yards disappears
8342 All adverse effects of time accelerate within 60 yard radius
8343 All adverse effects of time are halted within 60 yard radius
8344 All air elementals within 1 mile become clearly visible
8345 All air elementals within 1 mile become earth elementals
8346 All air elementals within 1 mile become vacuum elementals
8347 All air within 10 yards of target point is forever evacuated
8348 All air within 60 yards of the target point becomes opaque
8349 All air within 60 yards of the target point is evacuated
8350 All air within 60 yards of the target point turns to sand
8351 All ants in the nearest colony form a collective intelligence
8352 All ants within 1 mile are covered with chocolate
8353 All ants within 1 mile become gi-ant for 1d100 rounds
8354 All armor within 60 yards becomes porous like a sponge
8355 All arrows within 60 yards bend into circles
8356 All arrows within 60 yards burst into flame on impact
8357 All arrows within 60 yards take root in whomever they hit
8358 All axes within 60 yards turn to glass
8359 All Bags of Holding within 60 yards become Bags of Devouring
8360 All Bags of Holding within 60 yards become chainmail-lined
8361 All Bags of Holding within 60 yards become normal bags
8362 All Bags of Holding within 60 yards become red hot inside
8363 All Bags of Holding within 60 yards double their capacity
8364 All Bags of Holding within 60 yards dump their contents
8365 All Bags of Holding within 60 yards fill with lint and fluff
8366 All Bags of Holding within 60 yards fill with razor blades
8367 All Bags of Holding within 60 yards fill with water
8368 All Bags of Holding within 60 yards interconnect
8369 All Bags of Holding within 60 yards quadruple their weight
8370 All Bags of Holding within 60 yards shrink by 50%
8371 All Bags of Holding within 60 yards vanish
8372 All birds within 1 mile are bleached bone-white
8373 All birds within 1 mile are suddenly encased in eggs
8374 All birds within 1 mile attack anyone near them
8375 All birds within 1 mile become amphibious
8376 All birds within 1 mile become fish
8377 All birds within 1 mile become pitch-black
8378 All birds within 1 mile become savagely carnivorous
8379 All birds within 1 mile become Stigres
8380 All birds within 1 mile combust
8381 All birds within 1 mile disgorge valuable gizzard stones
8382 All birds within 1 mile erupt from the spell’s target point
8383 All birds within 1 mile fly north next winter instead of south
8384 All birds within 1 mile fly south for winter right now
8385 All birds within 1 mile gain power of speech
8386 All birds within 1 mile glow in the dark
8387 All birds within 1 mile grow leaves instead of feathers
8388 All birds within 1 mile grow steel plates instead of feathers
8389 All birds within 1 mile periodically say “nevermore”
8390 All birds within 1 mile quadruple in size
8391 All birds within 1 mile quadruple in weight
8392 All birds within 1 mile radiate auras of intense Evil
8393 All birds within 1 mile rise as undead after they die
8394 All birds within 1 mile roost in the nearest dragon’s den
8395 All birds within 1 mile scream like torture victims for 1 day
8396 All birds within 1 mile sing “The Ride of the Valkyries”
8397 All birds within 1 mile sing melancholy dirges for 1 week
8398 All birds within 1 mile sing 1 octave higher from now on
8399 All birds within 1 mile sound like kazoos when they sing
8400 All birds within 1 mile sound like pianos when they sing
8401 All birds within 1 mile terrify any nearby with their singing
8402 All birds within 1 mile turn invisible
8403 All birds within 60 yards explode as 1-Die fireballs
8404 All bladed/thrusting weapons within 60 yards are blunted
8405 All blood spilled within 60 yards glows deep red
8406 All blood spilled within 60 yards hisses and steams
8407 All bludgeons within 60 yards become sponge for 1d10 turns
8408 All bodies in nearest graveyard can never rise as Undead
8409 All bodies in nearest graveyard rise as Undead
8410 All bodies in nearest graveyard rise to the surface
8411 All boots within 60 yards resemble ridiculous clown feet
8412 All bridges within 1 mile collapse or are washed away
8413 All bridges within 500 yards turn to eggshell
8414 All buildings in the nearest town stack into a giant high-rise
8415 All buildings within 60 yards sink into the ground
8416 All burning logs within 60 yards turn to sticks of dynamite
8417 All canteens within 60 yards fill with blood
8418 All chain links within 60 yards turn to sausage links
8419 All chain mail within 60 yards loses 1/2 its links
8420 All chain mail within 60 yards turns to aluminum
8421 All chain mail within 60 yards turns to plate
8422 All chain mail within 60 yards turns to porcelain
8423 All charged magic items in the area discharge on their bearers
8424 All charged magic items in the area discharge once, randomly
8425 All charms upon creatures within 60 yards are nullified
8426 All chipmunks in 1 mile area begin to crave fresh meat
8427 All chocolate within 1 mile fills with ants
8428 All cloth within 1d10 miles turns invisible for 1d100 rounds
8429 All clothing within 60 yards turns invisible
8430 All clouds over 1 mile radius turn to spider web
8431 All clouds within 10 miles turn to cotton candy
8432 All controlled undead within 1 mile are controlled no longer
8433 All controlled undead within 1 mile collapse, inert
8434 All cows within 1 mile appear in the nearest town square
8435 All cows within 1 mile are suddenly clad in leather armor
8436 All cows within 1 mile become carnivorous
8437 All cows within 1 mile become poisonous
8438 All cows within 1 mile demand equal government representation
8439 All cows within 1 mile gain human intelligence
8440 All cows within 1 mile give ice cream instead of milk
8441 All cows within 1 mile give potions of healing instead of milk
8442 All cows within 1 mile give powdered milk for next week
5110 All cows within 1 mile levitate 1d3 feet off the ground
5111 All cows within 1 mile preach the merits of vegetarianism
5112 All cows within 1 mile stampede
5113 All cows within 1 mile turn into caribou
5114 All cows within 1 mile turn into llamas
5115 All creatures currently awake in vicinity fall asleep
5116 All creatures smaller than size M within 60 yards are Held
5117 All crops planted within 10 miles ripen twice as quickly
5118 All crops within 10 miles become poisonous
5119 All crops within 10 miles die; may be replanted next season
5120 All curses within 60 yard radius are negated
5121 All cut diamonds within 1 mile turn to semi-precious quartz
5122 All dead within 60 yards become hostile earth elements
5123 All dead within 60 yards begin chanting
5124 All demihumans within 1 mile are tattooed with a cryptic rune
5125 All dogs within 1 mile are covered with bark
5126 All dogs within 1 mile change into cats under the full moon
5127 All dogs within 1 mile change into humans under the full moon
5128 All dwarves within 1 mile grow 6 inches for 1 week
5129 All earth and rock within 60 yards turns to water
5130 All elements in area are healed of all damage
5131 All elements in area are Held until touched by a Prime native
5132 All elements in area are returned to their home planes
5133 All elements in area attack each other, blind to all else
5134 All elements in area become elements of opposite matter
5135 All elements in area flee in terror
5136 All elements in area turn on those controlling them
5137 All elements in area turn to mundane elemental matter
5138 All elements in area turn to Negative Quasi-Plane matter
5139 All elements in area turn to Positive Quasi-Plane matter
5140 All enchantments within 60 yards become inert for 1d10 turns
5141 All females within 60 yards appear to bleed from the eyes
5142 All females within 60 yards are cannot speak until touched
5143 All females within 60 yards are covered in mustard
5144 All females within 60 yards are deaf for 1d10 rounds
5145 All females within 60 yards are Hasted
5146 All females within 60 yards are now wearing baseball caps
5147 All females within 60 yards are suddenly 5 inches taller
5148 All females within 60 yards are suddenly 5 years younger
5149 All females within 60 yards are suddenly carrying their boots
5150 All females within 60 yards are suddenly stricken bald
5151 All females within 60 yards are transformed into elves
5152 All females within 60 yards are transparent in firelight
5153 All females within 60 yards become illusory for 1d6 turns
5154 All females within 60 yards cackle at the sight of blood
5155 All females within 60 yards can lie with impunity while naked
5156 All females within 60 yards change their name to Arianna
5157 All females within 60 yards change their name to Chuck
5158 All females within 60 yards double in height but not mass
5159 All females within 60 yards face the opposite direction
5160 All females within 60 yards face the spell’s target point
5161 All females within 60 yards feel the urge to sing
5162 All females within 60 yards gain +1 STR for 1d10 days
5163 All females within 60 yards get hungry when they see blood
5164 All females within 60 yards have Deeppockets
5165 All females within 60 yards have Direction Sense
5166 All females within 60 yards have eyes like cats
5167 All females within 60 yards have eyes like cats
5168 All females within 60 yards have faulty Direction Sense
5169 All females within 60 yards have glowing red eyes when angry
5170 All females within 60 yards have horrible dreams of snowmen
5171 All females within 60 yards hear haunting, disturbing music
5172 All females within 60 yards must Save or be Held until touched
5173 All females within 60 yards must Save or go mad until sunset
5174 All females within 60 yards see ghostly shapes in firelight
5175 All females within 60 yards shriek in terror for 1d4 rounds
5176 All females within 60 yards shun the use of ranged weapons
5177 All females within 60 yards sneeze for 1d10 rounds
5178 All females within 60 yards spin like tops for 1d4 rounds
5179 All females within 60 yards suddenly have sky-blue skin
5180 All females within 60 yards think everyone’s forgotten them
5181 All females within 60 yards think they have the same name
5182 All females within 60 yards think they’re 20 years older
5183 All females within 60 yards think they’re cats until sunset
5184 All females within 60 yards think they’re covered in blood
5185 All females within 60 yards think they’re covered in bugs
5186 All females within 60 yards think they’re drowning
5187 All females within 60 yards think they’re invisible
5188 All females within 60 yards think they’re naked
5189 All females within 60 yards think they’re on fire
5190 All females within 60 yards think they’re pregnant
5191 All females within 60 yards think they’re sisters
5192 All females within 60 yards think they’ve been Charmed
5193 All females within 60 yards think they’ve been polymorphed
5194 All females within 60 yards turn invisible for 2d10 rounds
5195 All females within 60 yards turn male under the full moon
5196 All females within 60 yards vanish for 1d4 rounds
5197 All fire within 60 yards causes sunburn in all who see it
5198 All fire within 60 yards is invisible
5199 All fire within 60 yards produces Sleep Smoke as a Brazier
5200 All fire within 60 yards produces thick, acrid smoke
5201 All fires within 10 miles turn to ice of equal temperature
5202 All fires within 60 yards become minor fire elements
5203 All fires within 60 yards burn as bright as the sun
5204 All fires within 60 yards burn at 10X normal brightness
5205 All fires within 60 yards erupt as fireballs of appropriate HD
5206 All fires within 60 yards turn to steam
5207 All flowers within 60 yards appear sickly and vile
5208 All flowers within 60 yards attack those nearby
5209 All flowers within 60 yards berate any who approach them
5210 All flowers within 60 yards die within 10 rounds
5211 All flowers within 60 yards double in size
5212 All flowers within 60 yards exude acidic vapor
5213 All flowers within 60 yards giggle when people approach
5214 All flowers within 60 yards give off noxious gases
5215 All flowers within 60 yards smell like cabbage
5216 All flowers within 60 yards turn to glass
5217 All foliage within 60 yards appears gnarled and twisted
5218 All foliage within 60 yards becomes phosphorescent
5219 All foliage within 60 yards bleeds when cut
5220 All foliage within 60 yards combusts
5221 All foliage within 60 yards is covered by cryptic scralls
5222 All foliage within 60 yards radiates intense evil
5223 All foliage within 60 yards screams when cut
5224 All foliage within 60 yards turns dingy gray
5225 All food within 1 mile has no nutritional value
5226 All food within 1 mile tastes like sawdust
5227 All food within 10 miles vanishes
5228 All food within 60 yards becomes hideously toxic
5229 All food within 60 yards becomes highly toxic
5230 All food within 60 yards combusts
5231 All food within 60 yards reeks with putrescence
5232 All food within 60 yards tastes like ashes
5233 All food within 60 yards turns to stone
5234 All food within 60 yards turns to water
5235 All food within 60 yards vanishes
5236 All food within 60 yards vanishes
All free-standing water within 1 mile freezes solid
All free-willed undead within 1 mile become mindless for 1 day
All free-willed undead within 1 mile return to life
All geese within 1 mile covered in Grease, as spell
All geese within 1 mile fall under a Geas, as spell
All geese within 1 mile turn to gas and dissipate
All geese within 1 mile turn to ghosts and haunt their lake
All glass within 10 yards turns to gold
All glass within 60 yards is affected by Glasssteel
All glass within 60 yards turns to eggshell
All glass within 60 yards turns to ice
All gold within 60 yards combines into 1 large mass
All gold within 60 yards doubles in volume
All gold within 60 yards heats by 1000°
All gold within 60 yards is teleported into nearest temple
All gold within 60 yards turns to glass
All gold within 60 yards turns to lead
All gold within 60 yards turns to platinum
All gold within 60 yards vanishes
All gold within nearest temple is teleported into the area
All grass within 1 mile turns to healthy, fragrant human hair
All grass within 60 yards exudes dust of sneezing and choking
All grass within 60 yards exudes hallucinogenic gas
All grass within 60 yards exudes regurgitant gas
All grass within 60 yards exudes sleeping gas
All grass within 60 yards grows to entangle anyone upon it
All grass within 60 yards ignites
All grass within 60 yards tickles anyone walking on it
All grass within 60 yards turns to glass
All grass within 60 yards turns to spaghetti
All grass within 60 yards turns to steel
All ground within 10 yards turns to cheese, 1 foot deep
All Held creatures within 60 yards are freed
All helmets within 60 yards begin shrinking by 1% per round
All helmets within 60 yards double in size
All henchmen within 60 yards must check Morale or flee
All henchmen within 60 yards suddenly resent their leaders
All horses within 1 mile are striped like zebras
All horses within 60 yards turn to motorcycles for 1d10 turns
All Huge spiders within 1 mile explode
All in the area lose 1 point of each ability score for 2d4 days
All ink within 60 yards becomes wet as though just written
All ink, dry or otherwise, within 60 yards turns to blood
All insects within 60 yards double in size
All insects within 60 yards swarm aggressively
All iron within 20 yards turns to aluminum
All iron within 20 yards turns to magnesium
All iron within 60 yards becomes impervious to magnetism
All lamps and torches within 60 yards burn at 2X brightness
All lamps and torches within 60 yards ignite
All lamps and torches within 60 yards shed darkness, not light
All leather within 60 yards is sheathed in aluminum foil
All lids within 60 yards fall off their containers
All lids within 60 yards seal tightly on their containers
All linen cloth within 60 yards reverts to raw flax
All living feet within 60 yards grow 1d4 plants
All living plants within 60 yards grow 1d4 feet
All magic (enchancements, etc.) within 1 mile is Dispelled
All magic cast in area for next turn fails automatically
All magic items for yards are invisible for spell duration
All magic items for yards nonfunctional for spell duration
All magic light sources within 60 yards are snuffed
All magic light sources within 60 yards flare 2X as brightly
All magical armor within 60 yards gains 1 plus of protection
All magical armor within 60 yards loses 1 plus of protection
All magical fires within 1d10 miles are extinguished
All magical rings now active within 60 yards deactivate
All magical rings within 60 yards activate, if possible
All magical rings within 60 yards become inert for 3d10 rounds
All magical rings within 60 yards link into a chain
All magically invisible creatures within 1 mile become visible
All males within 60 yards age 20 years until sunset tomorrow
All males within 60 yards appear to be 1/2 their actual age
All males within 60 yards appear to be 2x older than they are
All males within 60 yards are affected by Cure Light Wounds
All males within 60 yards are affected by Fools’ Speech
All males within 60 yards are affected by Slow
All males within 60 yards are covered in blood
All males within 60 yards are covered in green slime
All males within 60 yards are covered in ketchup
All males within 60 yards are covered in sovereign glue
All males within 60 yards are Held for 1d4 rounds
All males within 60 yards are stricken bald
All males within 60 yards are stricken mute for 1d10 rounds
All males within 60 yards are stricken with ravenous hunger
All males within 60 yards become Ethereal for 1 turn
All males within 60 yards Blink randomly for 1d10 rounds
All males within 60 yards cannot harm each other for 1d4 days
All males within 60 yards develop a craving for grass
All males within 60 yards develop a random, minor phobia
All males within 60 yards drop their weapons & can’t find them
All males within 60 yards exchange places other randomly
All males within 60 yards fall asleep
All males within 60 yards forget everyone’s name till reminded
All males within 60 yards forget their names until reminded
All males within 60 yards levitate 1d4 feet in the air
All males within 60 yards look identical till sunset tomorrow
All males within 60 yards lose 1d8 hit points
All males within 60 yards lose all weapon skill for 2d10 turns
All males within 60 yards lose interest in combat for 1 day
All males within 60 yards run to a central point & link hands
All males within 60 yards scream like children for 1d4 rounds
All males within 60 yards shrink to 1/2 normal size for 1 day
All males within 60 yards sink in the ground up to their knees
All males within 60 yards smell like sulfur until they bathe
All males within 60 yards spin like tops for 1d4 rounds
All males within 60 yards suddenly grow beards
All males within 60 yards they see their worst enemy nearby
All males within 60 yards think their touch turns lead to gold
All males within 60 yards think they are all dreaming together
All males within 60 yards think they are distinctly related
All males within 60 yards think they carry some awful plague
All males within 60 yards think they taste blood
All males within 60 yards think they’re 1/2 their actual age
All males within 60 yards think they’re 2x their actual age
All males within 60 yards think they’re at full hit points
All males within 60 yards think they’re bleeding profusely
All males within 60 yards think they’re fabulously wealthy
All males within 60 yards think they’re knee-deep in water
All males within 60 yards think they’re on death’s door
All males within 60 yards think they’re on fire
All males within 60 yards think they’re powerful wizards
All males within 60 yards think they’re pregnant
All males within 60 yards think they’ve forgotten 1 week
All males within 60 yards turn into rabbits for 1d10 turns
All males within 60 yards vanish for 1 turn
8695 All mammals within 60 yards are stripped of all hair
8696 All matter within 10’ of target point vanishes
8697 All melee weapons within 60 yards become ethereal
8698 All members of nearest ant colony gain human size and intellect
8699 All metal armor within 60 yards animates & becomes free-willed
8700 All metal armor within 60 yards engages in combat
8701 All metal armor within 60 yards enlarges by 50%
8702 All metal armor within 60 yards flees the area
8703 All metal armor within 60 yards heats to 180°
8704 All metal armor within 60 yards must Save or turn to burlap
8705 All metal armor within 60 yards piles in a heap at target point
8706 All metal armor within 60 yards shrinks 10%; crushing damage
8707 All metal armor within 60 yards turns 180°
8708 All metal armor within 60 yards turns inside out
8709 All metal armor within 60 yards turns invisible
8710 All metal armor within 60 yards turns to gold
8711 All metal armor within 60 yards turns to ice; reverts in 1 hour
8712 All metal armor within 60 yards turns to mercury
8713 All metal armor within 60 yards turns to rubber
8714 All metal armor within 60 yards turns to stone
8715 All metal armor within 60 yards turns to uranium
8716 All metal armor within 60 yards turns upside down
8717 All metal within 60 yards appears pitted and rusty but is not
8718 All metal within 60 yards becomes as pliable as rubber
8719 All metal within 60 yards becomes electrically non-conductive
8720 All metal within 60 yards becomes rust-proof
8721 All metal within 60 yards becomes toxic to its owner
8722 All metal within 60 yards begins to rust at an alarming rate
8723 All metal within 60 yards drops to -200° Fahrenheit
8724 All metal within 60 yards is affected by Heat Metal
8725 All metal within 60 yards is polished to mirror brightness
8726 All metal within 60 yards is sheathed in thin leather
8727 All metal within 60 yards is silenced
8728 All missile weapons within 60 yards shrink by 75%
8729 All missile weapons within 60 yards snap their strings
8730 All missile weapons within 60 yards spontaneously discharge
8731 All missile weapons within 60 yards strike their owners
8732 All missile weapons within 60 yards turn to rubber
8733 All mounts & pack animals within 60 yards are panic stricken
8734 All mounts & pack animals within 60 yards glow in the dark
8735 All mounts & pack animals within 60 yards hate their jobs
8736 All mounts & pack animals within 60 yards reek of manure
8737 All mounts & pack animals within 60 yards revolt
8738 All mounts & pack animals within 60 yards start singing
8739 All mounts & pack animals within 60 yards turn carnivorous
8740 All mounts & pack animals within 60 yards turn invisible
8741 All mounts & pack animals within 60 yards vanish at sunset
8742 All mounts within 60 yards are stricken dead
8743 All mounts within 60 yards flee the area at top speed
8744 All mounts within 60 yards polymorph into humanoid equivalents
8745 All mounts within 60 yards polymorph into other quadrupeds
8746 All mounts, pets, & familiars in the area attack their masters
8747 All nearby are familiar with spell & can identify it on sight
8748 All nearby with metal armor lose 4d6 HP to electrical damage
8749 All nearby without metal armor lose 4d6 HP to electrical damage
8750 All necromantic magic within 60 yards suddenly fails
8751 All nitrogen slowly bleeds away from a 60 yard radius
8752 All nonliving matter within 1 mile is coated in a glaze of ice
8753 All nonliving matter within 60 yards is Disintegrated
8754 All nonliving wood within 1 mile begins to grow again
8755 All nonliving wood within 1 mile turns to high quality steel
8756 All nonliving wood within 60 yards turns to bone
8757 All nonliving wood within 60 yards vanishes
8758 All nonliving, unowned matter within 100 feet turns to gold
8759 All nonmagic light sources within 60 yards are snuffed
8760 All nonmagical armor within 60 yards gains +1 protection
8761 All nonmagical clothing within 60 yards combusts
8762 All nonmagical clothing within 60 yards crumbles to dust
8763 All nonmagical clothing within 60 yards is animated
8764 All nonmagical clothing within 60 yards shrinks by 80%
8765 All nonmagical clothing within 60 yards turns to glass
8766 All nonmagical fires within 1d10 miles are extinguished
8767 All nonmagical weapons now sheathed can never be removed
8768 All NPC’s in the area lose Morale and wish to flee
8769 All objects within 60 yards not carried or worn disintegrate
8770 All oil and greek fire within 60 yards ignites
8771 All open wounds within 60 yards become gangrene unless treated
8772 All open wounds within 60 yards leave distinct scars
8773 All open wounds within 60 yards reek of sulfur
8774 All open wounds within 60 years swarm with maggots
8775 All paper within 60 yards ages 1000 years
8776 All paper within 60 yards becomes fireproof
8777 All paper within 60 yards smolders for 1d10 rounds
8778 All plants within 60 yards become perfectly reflective
8779 All plants within 60 yards blanch in direct sunlight
8780 All plants within 60 yards grow better under moonlight
8781 All potions for 60 yards affect the being beside the imbiber
8782 All potions within 60 yards become potions of Delusion
8783 All potions within 60 yards become unpleasantly malodorous
8784 All potions within 60 yards become unpleasantly viscous
8785 All potions within 60 yards cause a second, beneficial effect
8786 All potions within 60 yards cause a second, comical effect
8787 All potions within 60 yards cause a second, delusional effect
8788 All potions within 60 yards cause a second, detrimental effect
8789 All potions within 60 yards cause a second, random effect
8790 All potions within 60 yards cause their drinkers to rust
8791 All potions within 60 years combust at 85° Fahrenheit
8792 All potions within 60 years double in duration of effect
8793 All potions within 60 years double in potency
8794 All potions within 60 years double in volume 1d4 times
8795 All potions within 60 years duplicate a single potion’s effect
8796 All potions within 60 years function but also induce blindness
8797 All potions within 60 yards have a 10% chance to be permanent
8798 All potions within 60 yards mix at the spell’s target point
8799 All potions within 60 yards mix in a barrel in the target area
8800 All potions within 60 years mix in a random creature’s stomach
8801 All potions within 60 yards stink like death but work normally
8802 All potions within 60 years take effect on those carrying them
8803 All potions within 60 yards taste like honey but work normally
8804 All potions within 60 years transform into small, edible pills
8805 All potions within 60 yards turn to acid
8806 All potions within 60 years turn to chocolate syrup
8807 All potions within 60 years turn to Class 3 poison
8808 All potions within 60 years turn to gasoline
8809 All potions within 60 years turn to Oil of Timelessness
8810 All potions within 60 years turn to Potions of Gender-changing
8811 All potions within 60 years turn to Potions of Healing
8812 All potions within 60 years turn to roast beef gravy
8813 All potions within 60 years turn to skunk musk
8814 All potions within 60 years turn to Sovereign Glue
8815 All potions within 60 years turn to Sweetwater
8816 All potions within 60 years vanish
8817 All potions within 60 years work but also induce invisibility
8818 All potions within 60 years work but also induce lycanthropy
8819 All rabbits within 60 yards are reincarnated, as spell
8820 All rabbits within 60 yards attack those nearest to them
8947 All trees within 60 yards gather in a tight circle
8948 All trees within 60 yards giggle when no 1 is looking
8949 All trees within 60 yards grow face-shaped protrusions
8950 All trees within 60 yards have nooses hanging in their limbs
8951 All trees within 60 yards look to be covered in snow all year
8952 All trees within 60 yards make angry faces at people
8953 All trees within 60 yards march in a circle before taking root
8954 All trees within 60 yards point mysteriously in 1 direction
8955 All trees within 60 yards project Silence in their shade
8956 All trees within 60 yards quadruple in height
8957 All trees within 60 yards reassemble as a big log cabin
8958 All trees within 60 yards rotate slowly each day
8959 All trees within 60 yards run like lemmings to the sea
8960 All trees within 60 yards rush to the nearest druid’s dwelling
8961 All trees within 60 yards rush to the spell’s target point
8962 All trees within 60 yards sing when they drop their leaves
8963 All trees within 60 yards stack themselves like lumber
8964 All trees within 60 yards turn to cheese
8965 All trees within 60 yards turn to sponge
8966 All trees within 60 yards turn to stone
8967 All trees within 60 yards walk 1 mile south
8968 All trees within 60 yards weep when they drop their leaves
8969 All trees within 60 yards whisper to each other
8970 All undead of fewer than 8 HD are Turned from the target point
8971 All undead skeletons within 60 yards can regenerate
8972 All undead skeletons within 60 yards turn to steel
8973 All undead skeletons within 60 yards turn to wood
8974 All undead within 1 mile are drawn to the spell’s target point
8975 All undead within 1 mile become free-willed
8976 All undead within 1 mile become highly flammable
8977 All undead within 1 mile fear all other undead
8978 All undead within 1 mile forget that they are undead
8979 All undead within 1 mile function at 2X strength until sunset
8980 All undead within 1 mile glow in the dark
8981 All undead within 1 mile shrink by 50%
8982 All undead within 60 yards are struck by lightning
8983 All undead within 90’ cut off from Negative Plane for 5 rounds
8984 All vegetation within 1 mile shrinks by 90%
8985 All vegetation within 1 mile turns blood-red
8986 All vegetation within 1 mile turns carnivorous
8987 All vegetation within 1 mile turns invisible
8988 All vegetation within 100 foot radius is stripped of moisture
8989 All vegetation within 60 yards crumbles to ash
8990 All vegetation within 60 yards grows to full size and maturity
8991 All voices within 60 yards echo 1d10 rounds after they’re said
8992 All water within 1 mile is rendered absolutely pure
8993 All water within 1 mile is rendered absolutely toxic
8994 All water within 1 mile turns orange but remains drinkable
8995 All water within 60 yards becomes brackish and foul
8996 All water within 60 yards boils
8997 All water within 60 yards causes flesh to rust like metal
8998 All water within 60 yards causes metal to decay like flesh
8999 All water within 60 yards is poisonous for 1d10 days
9000 All water within 60 yards starts to boil
9001 All water within 60 yards tastes like blood
9002 All water within 60 yards turns to an equal mass of snow
9003 All water within 60 yards turns to stone
9004 All water within 60 yards vanishes
9005 All weapons within 60 yards become ethereal for 1d10 rounds
9006 All weapons within 60 yards shrink by 50% for 1d10 rounds
9007 All weapons within 60 yards triple in weight for 1d10 rounds
9008 All within 10 miles distrust gold as a medium of exchange
9009 All within 60 yards acquire the same new language
9010 All within 60 yards affected by a random alteration spell
9011 All within 60 yards affected by a random necromantic spell
9012 All within 60 yards affected by Abi-Dalzin’s Horrid Wilting
9013 All within 60 yards appear black & white for 1 hour
9014 All within 60 yards appear to lack skin
9015 All within 60 yards appears uniformly gray for spell duration
9016 All within 60 yards are affected by Continual Light
9017 All within 60 yards are affected by Feather Fall
9018 All within 60 yards are affected by Friends
9019 All within 60 yards are affected by massmorph for 18 hours
9020 All within 60 yards are beset with seizures
9021 All within 60 yards are carrying 10 pounds of mashed potatoes
9022 All within 60 yards are covered in tomato paste
9023 All within 60 yards are drenched
9024 All within 60 yards are Feebleminded
9025 All within 60 yards are Healed, as by the spell
9026 All within 60 yards are Held for 1d10 rounds each
9027 All within 60 yards are Held until tomorrow
9028 All within 60 yards are immune to the intended spell for 1 day
9029 All within 60 yards are invulnerable for 1d10 rounds
9030 All within 60 yards are polymorphed into Kobolds for 1d6 days
9031 All within 60 yards are protected from wild surges for 1 day
9032 All within 60 yards are rendered Timeless for 1 week
9033 All within 60 yards are sheathed in cellophane
9034 All within 60 yards are sheathed in Faerie Fire
9035 All within 60 yards are stricken blind
9036 All within 60 yards are stricken by a Symbol of Pain
9037 All within 60 yards are stricken by Fear
9038 All within 60 yards are stricken deaf
9039 All within 60 yards are stricken deaf, dumb, and blind
9040 All within 60 yards are stricken sterile
9041 All within 60 yards are stricken sterile for 1d10 years
9042 All within 60 yards are stricken unconscious
9043 All within 60 yards are struck by 1d4 magic missiles
9044 All within 60 yards are suddenly barefoot
9045 All within 60 yards are suddenly standing beside their clones
9046 All within 60 yards are suddenly standing in an orderly line
9047 All within 60 yards are teleported into nearest cave
9048 All within 60 yards are teleported onto the nearest mountain
9049 All within 60 yards are teleported to nearest castle
9050 All within 60 yards are unable to sleep for 3d6 days
9051 All within 60 yards are unable to speak in direct sunlight
9052 All within 60 yards assume gaseous form for 1d10 rounds
9053 All within 60 yards become badly sunburned
9054 All within 60 yards become carriers of a terrible disease
9055 All within 60 yards become immune to nonmagical disease
9056 All within 60 yards become ravenously hungry
9057 All within 60 yards become supernaturally fertile
9058 All within 60 yards become thoroughly drunk
9059 All within 60 yards begin to dehydrate, 1 HP every other round
9060 All within 60 yards believe they are alone
9061 All within 60 yards believe they are magically gifted
9062 All within 60 yards believe they have 1 hit point left
9063 All within 60 yards believe they share common ancestry
9064 All within 60 yards change alignment for 1 hour
9065 All within 60 yards collapse under Feign Death spell
9066 All within 60 yards contract a terrible disease
9067 All within 60 yards double in weight for 1d6 hours
9068 All within 60 yards fall asleep until dawn tomorrow
9069 All within 60 yards fall to their knees
9070 All within 60 yards fear daylight like vampires
9071 All within 60 yards fear music
9072 All within 60 yards feel anxious when reptiles are nearby
9073 All within 60 yards feel itchy and uncomfortable
9074 All within 60 yards feel only 75% of gravity's effect
9075 All within 60 yards feel pain when they hear music
9076 All within 60 yards feel violent hatred toward 1 being nearby
9077 All within 60 yards forget how to make fire
9078 All within 60 yards gain 1 point to STR
9079 All within 60 yards gain infravision (or double range)
9080 All within 60 yards have nightmares about penguins
9081 All within 60 yards have the feeling this happened before
9082 All within 60 yards have the feeling this will happen again
9083 All within 60 yards know each other's true name
9084 All within 60 yards lose 1 point of INT for 1d12+12 hours
9085 All within 60 yards lose 1d6 CON points for 1d4 days
9086 All within 60 yards lose 2 HP/round until leaving the area
9087 All within 60 yards lose all skin and hair pigmentation
9088 All within 60 yards lose all weapon proficiency for 1 day
9089 All within 60 yards lose infravision if they have it
9090 All within 60 yards lose the sense of taste and smell
9091 All within 60 yards may be resurrected once without CON loss
9092 All within 60 yards must Save or be Slowed
9093 All within 60 yards must Save or be Stunned for 1d10 rounds
9094 All within 60 yards must Save or change gender for 1d20 days
9095 All within 60 yards must Save or forget the last 10 rounds
9096 All within 60 yards must Save or go mad for 1d10 rounds
9097 All within 60 yards must Save or teleport to random locations
9098 All within 60 yards rise 10 feet in the air
9099 All within 60 yards Save or teleport to Negative Material
9100 All within 60 yards Save or teleport to Positive Material
9101 All within 60 yards Save vs. Fire at +2
9102 All within 60 yards Save vs. Fire at -2
9103 All within 60 yards shine as with Continual Light
9104 All within 60 yards shrive each time they see blood
9105 All within 60 yards shrive until they see blood
9106 All within 60 yards shrive to half their height
9107 All within 60 yards smell like skunks
9108 All within 60 yards sound like they're on helium
9109 All within 60 yards stop aging, though they may still be slain
9110 All within 60 yards suddenly form into a large circle
9111 All within 60 yards suffer 1d20 HP from magical discharge
9112 All within 60 yards suffer Leomund's Lamentable Belaborment
9113 All within 60 yards swear fealty to the nearest nymph
9114 All within 60 yards sweat coffee
9115 All within 60 yards teleported into nearest temple
9116 All within 60 yards think someone nearby is a doppelganger
9117 All within 60 yards think the Apocalypse is nigh
9118 All within 60 yards think the nearest town's been destroyed
9119 All within 60 yards think they are affected by Blink
9120 All within 60 yards unite in some greater purpose
9121 All within 60 yards wake tomorrow where they are now standing
9122 All within 60 yards wake tomorrow where they now stand
9123 All within 60 yards who are bleeding are stricken mute
9124 All within 60 yards who are bleeding become panic-stricken
9125 All within 60 yards who are bleeding fall asleep
9126 All within 60 yards who are bleeding gain 1d6 hit points
9127 All within 60 yards who are bleeding lose 1d6 hit points
9128 All within 60 yards who are bleeding shrive by 50%
9129 All within 60 yards who are bleeding suffer horrible pain
9130 All within 60 yards who are bleeding think they're dying
9131 All within 60 yards who are bleeding think they're vampires
9132 All within 60 yards who are not bleeding fall asleep
9133 All within armor within 60 yards wishes to swim in it now
9134 All within spell's area of effect affected by Fools' Speech
9135 All wood structures within 1 mile swarm with termites
9136 All wood within 60 yards is affected by crystalbrittle
9137 All wood within 60 yards turns to plastic
9138 All wood within 60 yards vanishes until sometime tomorrow
9139 All wooden weapons within 60 yards turn to balsa wood
9140 All wool within 60 yards ignites
9141 All worked stone within 60 yards turns to sand
9142 All writing within 60 yards becomes illegible for 1d4 days
9143 All written text within spell's area of effect turns backward
9144 All zombies within 60 yards suddenly have no legs
9145 Ambient temperature decreases by 1d10° for 1d10 rounds
9146 Ambient temperature decreases by 2d10° for 1d4 rounds
9147 Ambient temperature decreases by 5d10° for 1d20 rounds
9148 Ambient temperature increases by 1d10° for 1d10 rounds
9149 Ambient temperature increases by 2d10° for 1d4 rounds
9150 Ambient temperature increases by 50° at nightfall
9151 Ambient temperature increases by 5d10° for 1d20 rounds
9152 An anonymous corpse appears nearby, riddled with bullets
9153 An explosion flattens the nearest castle
9154 An illusory Red Dragon appears and attacks everyone nearby
9155 An incredibly thick fog obscures the entire area until sunset
9156 An oil well springs up from the ground beneath the target point
9157 An unusual & terribly harsh tax is imposed on the nearest town
9158 Animals flock to the target point as though it were a salt lick
9159 Animals forever shun an area 100 feet from the target point
9160 Any animal skins within 60 yards bond to those wearing them
9161 Any animal skulls within 60 yards reanimate
9162 Any artifacts within 1 mile decide they've had it and vanish
9163 Any creatures resurrected in area in the last 5 years are slain
9164 Any creatures slain in area within last 5 turns are resurrected
9165 Any magical items within 10 yards are inert for 1d6 turns
9166 Any snow within 60 yards turns to diamond dust
9167 Any summoned beings within 60 yards do not vanish when freed
9168 Anyone in armor within 60 yards becomes sharply paranoid
9169 Anyone in armor within 60 yards can only eat while wearing it
9170 Anyone in armor within 60 yards cannot eat while wearing it
9171 Anyone in armor within 60 yards cannot remove it unaided
9172 Anyone in armor within 60 yards cannot see the color green
9173 Anyone in armor within 60 yards craves raw meat
9174 Anyone in armor within 60 yards doesn't wish to remove it
9175 Anyone in armor within 60 yards faces the opposite way
9176 Anyone in armor within 60 yards fears magic for 1 week
9177 Anyone in armor within 60 yards fears spiders and snakes
9178 Anyone in armor within 60 yards gains 1d6 hit points
9179 Anyone in armor within 60 yards hears terrifying music
9180 Anyone in armor within 60 yards is affected by Friends
9181 Anyone in armor within 60 yards is covered in cobwebs
9182 Anyone in armor within 60 yards is Enfeebled
9183 Anyone in armor within 60 yards is Held
9184 Anyone in armor within 60 yards is immune to cantrips
9185 Anyone in armor within 60 yards is suspicious of wizards
9186 Anyone in armor within 60 yards itches uncontrollably
9187 Anyone in armor within 60 yards lays flat on his back
9188 Anyone in armor within 60 yards learns a demon's true name
9189 Anyone in armor within 60 yards loses 1d10 hit points
9190 Anyone in armor within 60 yards must check morale or flee
9191 Anyone in armor within 60 yards must Save or combust
9192 Anyone in armor within 60 yards must Save or fall asleep
9193 Anyone in armor within 60 yards must Save or go berserk
9194 Anyone in armor within 60 yards must Save or go blind
9195 Anyone in armor within 60 yards removes it in a panic
9196 Anyone in armor within 60 yards seems naked for 1d8 turns
9197 Anyone in armor within 60 yards seems to be of opposite sex
9198 Anyone in armor within 60 yards suddenly stands next to it
9199 Anyone in armor within 60 yards switches handedness
9200 Anyone in armor within 60 yards thinks he's enchanted
9201 Anyone in armor within 60 yards thinks he's invisible
9202 Anyone in armor within 60 yards thinks he's rusting
9203 Anyone in armor within 60 yards thinks it's alive
9204 Anyone in armor within 60 yards thinks it's demonic
9205 Anyone in armor within 60 yards thinks it's out to get him
9206 Anyone in armor within 60 yards thinks it's part of him
9208 Anyone in armor within 60 yards thinks it's upside down
9209 Anyone in armor within 60 yards thinks that they aren't
9210 Anyone now barefoot within 60 yards can never wear boots again
9211 Anyone slain in the last turn within 60 yards is resurrected
9212 Anyone slain within 60 yards disintegrates upon death
9213 Anyone within 60 yards resurrected during the last year dies
9214 Anyone within 60 yards Save vs Spell or be stunned 1d3 turns
9215 Bark of all trees within 1 mile becomes hard as steel
9216 Bells, chimes, and gongs echo through the area
9217 Call Lightning hits target point 1 per turn for next 20 turns
9218 Call Lightning strikes the tallest creature in the area
9219 Chain Lightning streaks through area; hits 1d10 random targets
9220 Chain Lightning strikes nearby; hits 1 random target 1d10 times
9221 Civil unrest erupts in nearby town; spreads through the kingdom
9222 Cleric abilities do not work within 60 yards of target point
9223 Cleric abilities function at 2X potency in a 60 yard radius
9224 Clerical error: no priest spells function in a 60 yard radius
9225 Clouds of finely ground flour fill the air
9226 Confetti and jubilant music pour from the sky
9227 Construction begins on a huge statue of a woman with a torch
9228 Creeping Doom of (1d4+4)x1000 insects sweeps through the area
9229 Creeping Doom sweeps through the area in 1d4 hours
9230 Dancing Lights whirl around anyone with injuries within 60 yards
9231 Darkness seems to flow like liquid from the nearest well
9232 Death appears, captures soul of a random being, and disappears
9233 Death appears, gives a random object to someone, and vanishes
9234 Death appears, grabs a random object from someone, and vanishes
9235 Death appears, watches scene with interest, then vanishes
9236 Death appears; all who see her must Save or fall unconscious
9237 Death decides to erect a summer cottage in the vicinity
9238 Dense fog fills the air, smelling of brimstone
9239 Ducks fall from sky for 1d6 rounds
9240 Each creature within 60 yards is enclosed in a forcecage
9241 Eerie winds howl through the area; Morale checks at -3
9242 Entire region is forever impermeable to Divinations
9243 Everyone in area believes everyone else in area is undead
9244 Everyone who saw the casting thinks they're affected by it
9245 Everything in area appears black & white for spell’s duration
9246 Everything in area appears invisible for spell’s duration
9247 Everything in area appears uniformly black for spell’s duration
9248 Everything in area appears uniformly white for spell’s duration
9249 Everything that happened last round recurs in the next
9250 Everything within 1 mile is coated with a fine yellow powder
9251 Everything within 60 yards is fireproof until noon tomorrow
9252 Evidence of the Apocalypse is seen throughout the land
9253 Explosion at target point; 30d6HP damage to all within 30 yards
9254 Fire Elemental appears, ignites all torches, etc. and vanishes
9255 For next 1d10 rounds beans, peanuts, and legumes rain from sky
9256 For next 1d10 rounds eggs rain from the sky
9257 For next 1d10 rounds frogs & toads fall from the sky & hop away
9258 For next 1d10 rounds frogs & toads hop into area & into the sky
9259 For next 1d10 rounds gnomards and jellybeans fall from sky
9260 For next 1d10 rounds maple syrup rains from the sky
9261 For next 1d10 rounds marbles rain from the sky
9262 For next 1d10 rounds mints and chocolate chips rain from sky
9263 For next 1d10 rounds raisins, dates, and walnuts rain from sky
9264 For next 2d20 days, the sun rises in the west & sets in the east
9265 Frogs fall from the sky for 1d6 rounds; all -2 ToHit
9266 Gale force winds blow for 1d20 rounds; missile fire impossible
9267 Gate opens to random Lower Outer Plane
9268 Gate to the Abyss opens at the target point of the spell
9269 Gentle rain falls for 1d10 rounds
9270 Gravity in a 60 yard radius is reduced by 50%
9271 Hail falls from the sky for 1d6 rounds; all -1 ToHit
9272 Half the populace thinks the continent is sinking into the sea
9273 Heavy flooding occurs throughout a ten mile radius
9274 Heavy rain falls for 1d10 rounds; all -2 ToHit, no missile fire
9275 Illusions cast in the area are free-willed for their duration
9276 In the next 2 turns, 3d10 feet of snow cover a 60 yard radius
9277 Internal dimensions of nearest dwelling are doubled
9278 Internal gravity of nearest dwelling increases 1d4X
9279 Internal gravity of nearest dwelling is flipped 90°
9280 Internal gravity of nearest dwelling is lost
9282 Internal gravity of nearest dwelling is reversed (flipped 180°)
9283 Invisible bells chime loudly for 1d6 hours
9284 Light drizzle falls for 1d10 weeks
9285 Local gravity doubles during each of the next 1d4 rounds
9286 Loud music plays in the air when anyone tries to cast a spell
9287 Millions of moths cloud the area, blinding all within 60 yards
9288 Minor Death appears; attacks 1 being till missing, then leaves
9289 Missiles fired within 60 yards circle & hit whoever fired them
9290 Missiles fired within 60 yards ricochet and hit random targets
9291 Mist from a nearby river has a 10% chance to lead to Ravenloft
9292 Monster Summoning 2d4-one (rolled each time) occurs 5d4 times
9293 Monster Summoning 2d4-one occurs
9294 Monster Summoning I occurs 1d10 times
9295 Monster Summoning II occurs 4d3-3 times
9296 Monster Summoning III occurs 1d8 times
9297 Monster Summoning IV occurs 2d4-one times
9298 Monster Summoning V occurs 1d6 times
9299 Monster Summoning VI occurs 1d4 times
9300 Monster Summoning VII occurs 2d3-one times
9301 Motes of light swirl through the area, giving everyone -1 ToHit
9302 Motes of light swirl about any open wounds in the area
9303 Music fills the air so loudly that spells cannot be cast
9304 Nearby town has festival to honor all in the area of effect
9305 Nearby town seeks death of all within 60 yards of target point
9306 Nearest 1d1000 rabbits link into a hive-mind and form a colony
9307 Nearest 500 lb. stone becomes a statue of creature near it
9308 Nearest 500 lb. stone becomes perfectly spherical
9309 Nearest 500 lb. stone engulfs creature nearest to it
9310 Nearest 500 lb. stone hurl itself into the sky and vanishes
9311 Nearest 500 lb. stone turns to 5000 lb. stone
9312 Nearest 500 lb. stone turns to a Caleb Duhr
9313 Nearest 500 lb. stone turns to an 8 HD earth elemental
9314 Nearest 500 lb. stone turns to diamond
9315 Nearest 500 lb. stone turns to steam
9316 Nearest banshee is teleported into vicinity for 1d10 rounds
9317 Nearest boat appears in the area
9318 Nearest bridge collapses
9319 Nearest building crumbles to dust
9320 Nearest building inverts
9321 Nearest butterfly polymorphs into a Gold Dragon
9322 Nearest castle becomes a sandcastle; owner likely to be upset
9323 Nearest castle becomes sentient
9324 Nearest castle fills with cattle
9871 Nearest paladin thinks he is an avatar of his god
9872 Nearest paladin thinks he is destined for kingship
9873 Nearest paladin thinks he is just impersonating himself
9874 Nearest paladin thinks he is some sort of Divine messenger
9875 Nearest paladin thinks he just suffered an alignment change
9876 Nearest paladin thinks he polymorphed into his current form
9877 Nearest paladin thinks he smells of manure while near royalty
9878 Nearest paladin thinks he’s undead
9879 Nearest paladin thinks he’s a demon’s offspring
9880 Nearest paladin thinks he’s been stripped of his paladinhood
9881 Nearest paladin thinks he’s committed a terrible sin
9882 Nearest paladin thinks he’s just received Divine Inspiration
9883 Nearest paladin thinks he’s the target of a great conspiracy
9884 Nearest paladin thinks his own skeleton is Undead
9885 Nearest paladin thinks his sword is a Holy Avenger
9886 Nearest paladin undertakes a quest to eradicate all undead
9887 Nearest paladin’s eyes shine brightly when he is angry
9888 Nearest paladin’s arms become illusionary
9889 Nearest paladin’s arms turn ethereal below the elbow
9890 Nearest paladin’s arms turn invisible below the elbow
9891 Nearest paladin’s blood levitates for 1 turn when spilled
9892 Nearest paladin’s blood spells out his name when spilled
9893 Nearest paladin’s blood turns to chocolate when spilled
9894 Nearest paladin’s bones turn to high-grade titanium steel
9895 Nearest paladin’s eyes bug out whenever he is surprised
9896 Nearest paladin’s feet vanish when he takes off his shoes
9897 Nearest paladin’s hands adhere to each other if they touch
9898 Nearest paladin’s pockets fill with fortune cookies
9899 Nearest pond acts as a bowl of watery death
9900 Nearest pond acts as a Mirror of Life Trapping
9901 Nearest pond acts as a Mirror of Opposition
9902 Nearest pond acts as a Mirror of Scrying
9903 Nearest pond acts as a Mirror of Simple Order
9904 Nearest pond acts as a random potion to those drinking it
9905 Nearest pond becomes a Gate to a cloud high overhead
9906 Nearest pond becomes a Gate to a nearby bonfire
9907 Nearest pond becomes a Gate to a pond of similar size
9908 Nearest pond becomes a water elemental; attacks all near
9909 Nearest pond becomes highly acidic but doesn’t harm its fauna
9910 Nearest pond becomes permanently electrically charged
9911 Nearest pond burns like gasoline for 1d10 rounds
9912 Nearest pond can be trodden across like solid earth
9913 Nearest pond contains 1d4 water weirds
9914 Nearest pond doubles the amount of water it contains
9915 Nearest pond drains 1d10 HP from any drinking from it
9916 Nearest pond drains and becomes volcanically active
9917 Nearest pond erupts into a geyser
9918 Nearest pond exerts pressure like the bottom of the ocean
9919 Nearest pond explodes into fog, blanketing 1 mile radius
9920 Nearest pond flows in a steady counter-clockwise current
9921 Nearest pond forms a whirlpool, accessing Elemental Water
9922 Nearest pond freezes solid
9923 Nearest pond heats 1d10 HP for any drinking from it
9924 Nearest pond increases in depth by a factor of 1d100
9925 Nearest pond is enchanted with Watery Double
9926 Nearest pond is filled by an ice berg
9927 Nearest pond levitates 1d10 feet
9928 Nearest pond poisons those drinking from it
9929 Nearest pond poisons those drinking from it
9930 Nearest pond poisons those drinking from it
9931 Nearest pond teleports any drinking from it to the ocean
9932 Nearest pond teleporting any drinking from it
9933 Nearest pond teleports 1 mile east
9934 Nearest pond teleports any drinking from it to the ocean
9935 Nearest pond teleports any drinking from it to the ocean
9936 Nearest pond teleports any drinking from it to the ocean
9937 Nearest pond teleports any drinking from it to the ocean
9938 Nearest pond teleports any drinking from it to the ocean
9939 Nearest pond turns into an above-ground pool
9940 Nearest pond turns those drinking from it into water
9941 Nearest pond’s floor rises to ground level
9942 Nearest potion becomes carbonated and tastes like root beer
9943 Nearest potion causes its drinker to change gender
9944 Nearest potion causes its drinker to crave the taste of blood
9945 Nearest potion explodes like a vial of nitroglycerin
9946 Nearest potion grants its drinker permanent invisibility
9947 Nearest potion kills the person next to the 1 who drinks it
9948 Nearest pregnant woman also bears a demonic twin of her child
9949 Nearest priest believes he’s his deity incarnate
9950 Nearest priest vomits forth 1d100 cockroaches
9951 Nearest rabbit gains the Intelligence and powers of a lich
9952 Nearest rabbit goes on a bloodthirsty rampage
9953 Nearest ravine or crevice clamps shut forcefully
9954 Nearest ravine or crevice is spanned by a normal bridge
9955 Nearest Red Dragon is summoned; appears in 5d10 rounds
9956 Nearest river alters its course to sweep through the area
9957 Nearest river becomes a huge but sluggish water elemental
9958 Nearest river becomes charged with electricity
9959 Nearest river becomes filled with fresh-water sharks
9960 Nearest river becomes filled with locathah
9961 Nearest river becomes filled with piranha
9962 Nearest river becomes highly flammable
9963 Nearest river becomes sentient
9964 Nearest river becomes stagnant
9965 Nearest river boils
9966 Nearest river connects somewhere with the river Styx
9967 Nearest river dissolves all within it like acid
9968 Nearest river divides its course; 1/2 flows 1 way, 1/2 the other
9969 Nearest river doubles its depth
9970 Nearest river doubles its width
9971 Nearest river drops to the temperature of liquid nitrogen
9972 Nearest river drowns all within it
9973 Nearest river fills with molasses
9974 Nearest river fills with peas
9975 Nearest river fills with water elements
9976 Nearest river flows at 10 times normal rate
9977 Nearest river flows backward along its entire length for 1 day
9978 Nearest river freezes solid
9979 Nearest river halves its width
9980 Nearest river heats by 80°, killing any aquatic life within it
9981 Nearest river hurls all fish within it onto its banks
9982 Nearest river ignites
9983 Nearest river is covered by a layer of stone
9984 Nearest river is cut off from its tributaries
9985 Nearest river levitates ten feet
9986 Nearest river parts mysteriously at some significant location
9987 Nearest river parts mysteriously down the middle
9988 Nearest river stops flowing for 1d6 days
9989 Nearest river swallows any craft upon it
9990 Nearest river turns to glass
9991 Nearest river vanishes
9992 Nearest sea-worthy ship gains the power of flight
9993 Nearest sea-worthy ship sinks like a stone
9994 Nearest siege engine turns into a Sherman tank
9995 Nearest spellbook becomes sentient and resents its owner
9996 Nearest statue becomes a Golem of appropriate composition
9997 Nearest suit of chain mail is insulated like electrical wire
9998 Nearest suit of chain mail turns to 24 Karat gold
9999 Nearest suit of plate armor becomes a deep-sea diving suit
1000 Nearest suit of plate armor encloses its wearer like a tin can
1001 Nearest suit of plate armor turns to adamantine
1002 Nearest suit of plate armor turns to silk
Near sunken continent rises to the surface for 3d12 months

Near sunken ship rises to the surface, dry and good as new

Sycamore tree becomes volcanically active

Nearest temple cannot be entered by any of Evil alignment

Nearest temple collapses, crushing all within it

Nearest temple conceals a Gate to an Outer Plane

Nearest temple crumbles to the ground & is seen as an omen

Nearest temple echoes with sounds of torture and suffering

Nearest temple flies into the sky and is gone forever

Nearest temple has unknowingly granted Sanctuary to a demon

Nearest temple is feared as a Place of Evil

Nearest temple is hailed as a Place of Good

Nearest temple is leveled in an act of Divine Will

Nearest temple is profaned by unholy rites

Nearest temple is reputed to have vast healing power

Nearest temple is rumored to harbor evil entities

Nearest temple rings of carrion

Nearest temple smells of incense and myrrh

Nearest temple summons an avatar of its deity

Nearest temple teems with vermin

Nearest temple teleports 1d100 miles away

Nearest town erupts into frenzied celebration & heads this way

Nearest town forms a pool of lava at its center

Nearest town is entirely populated by undead

Nearest tree begins strangling the person nearest to it

Nearest tree turns into a vast beach umbrella

Nearest troll loses its regeneration ability for 1d10 days

Nearest valley fills with a glacier over the next 1d12 months

Nearest valley rises into a mountain; flora and fauna unharmed

Nearest vampire develops an intense craving for garlic

Nearest vampire gains an immunity to direct sunlight

Nearest vampire thinks it’s impervious to sunlight

Nearest village sinks into the ground

Nearest village teleports to nearest island of comparable size

Nearest well acts as a Fountain of Youth for next 2d12 hours

Nearest well becomes a Well of Many Worlds

Nearest well becomes an oil well

Nearest well becomes infested with small sharks

Nearest well becomes unwell; poisons any who drink from it

Nearest well becomes volcanically active

Nearest well connects with the Elemental Plane of Water

Nearest well grants 1 Wish to anyone dropping a coin in it

Nearest well hurls lightning bolts at any taking water from it

Nearest well projects a huge Cone of Cold

Nearest well’s water dissolves living flesh on contact

Necromantic spells do not work within 60 yards of target point

New religious movement seeks “ethnic cleansing” of the region

Next 1d6 spells cast in the area trigger Wild Surges

Next fire started in area burns a 10 foot pit into the ground

Next fire started in area causes lava to well up beneath it

Next fire started in area explodes like Melf’s Minute Meteors

Next fire started in area opens a Gate to Elemental Fire

Next fire started in area summons a friendly fire elemental

Next fire started in area summons a hostile 16HD fire elemental

Next fire started in area triggers a firestorm in 1 mile radius

Next fire started in area triggers a hailstorm lasting 1 hour

Next fire started in area triggers a rainstorm lasting 40 days

Next fire started in area triggers a sandstorm lasting 1/2 hour

Next fire started in area triggers a snowstorm lasting 4 days

Next fire started in area triggers a windstorm lasting 5 days

Next 1 to cast a spell in area teleports 1d100 miles randomly

Night turns to day, or vice versa, for 1d4 hours

No aging occurs within 60 yard radius of target point of spell

No artificially-sown crops can ever again grow within 10 miles

No fire can burn within 100’ of target point for 1 whole year

No fire-based magic can be cast within 60 yards

No fresh air circulates into a 60 yard radius of target point

No healing, magical or otherwise, works within 60 yard radius

No illusions can manifest within 60 yards

No magic functions within 1 mile for 1d10 turns

No necromancy spells function in the area until sunset tomorrow

No nocturnal creatures can come within 60 yards

No 1 may approach within 100’ of target point for 1 year

No one who saw the casting can attack anyone else who saw it

No one who saw the casting can eat while in direct sunlight

No one who saw the casting can ignite fires for 1d10 days

No one who saw the casting can remember who cast it

No one who saw the casting can see anyone else who saw it

No one who saw the casting can speak for 2d12 hours

No one who saw the casting can speak until spoken to

No one within 60 yards can cast magic during the next 48 hours

No one within 60 yards can speak until they drop their weapons

No one within 60 yards has any desire to hurt anyone near them

No paladin can come within 60 yards of the target point

No rain ever again falls within 1 mile radius

No speech is heard in 60 yard radius; other sound unchanged

No spoken words can be heard within 60 yards

No summoning magic functions within 60 yards

No sword can draw blood within 60 yards for the next turn

No teleportation, magical or otherwise, is possible in the area

No voice louder than a whisper can be heard within 60 yards

No voice softer than a shout can be heard within 60 yards

No words may be spoken in 60 yard radius

None within 60 yards may ever be resurrected

Nonmagical fire can’t be ignited or sustained within 60 yards

Nothing for 1 turn, then 1d20 zombies appear & attack everyone

Nothing for 1 turn, then all within 60 yard radius Sleep

Nothing for 1 turn, then all within 60 yards turn Invisible

Nothing for 1 turn, then everyone within 60 yards is Held

Nothing for 1 turn, then suddenly it’s twelve hours later

Nothing for 1 turn, then suddenly three feet of snow appear

Nothing for 1 turn, then the earth is scorched for 60 yards

Nothing for 1 turn, then the Surge (roll again) occurs

Occupants of the nearest brothel appear in the nearest abbey

Ominous thunder rumbles in the distance; roll again

Organic matter within 60 yard radius corrodes as with rust

Pebbles fall from sky for one turn; all -3 ToHit, 1HP dmg/rnd

Peculiar crimes begin to be committed within a 10 mile radius

Powerful Outer Planes entity appears in vicinity

Psionics are impossible within 60 yard radius

Rain falls from ground to sky for 1d10 rounds; all -1 ToHit

Rain falls in 10 mile area for a year; destroys local ecosystem

Rain falls on 1/2 the people within a 60 yard radius

Rain never again falls in a 60 yard radius

Random artifact appears in vicinity

Random container nearby becomes a Container of Holding

Random creature in vicinity becomes amphibious

Random creature nearby dies immediately upon resurrection

Random creature nearby is cloned on next death

Random creature nearby is cloned on next resurrection

Random creature nearby is consumed like a material component

Random creature nearby is turned to gold

Random creature nearby is turned to snow

Random creature nearby resurrects immediately upon death

Random creature nearby vanishes

Random living creature in vicinity becomes Undead
9829 Random nearby animal acquires human-level intelligence
9830 Random nearby animal becomes armor-plated
9831 Random nearby animal becomes herbivorous/carnivorous
9832 Random nearby animal craves demihuman flesh
9833 Random nearby animal enlarges 500%
9834 Random nearby animal explodes as a 5d10 fireball
9835 Random Undead in vicinity restored to life
9836 Region becomes a zone of Wild Magic
9837 Region becomes magic-dead for 1d6 days
9838 Region becomes magic-dead forever
9839 Region becomes zone of life-leeching; saps 1HP/round present
9840 Region is afflicted by utterly chaotic weather patterns
9841 Salty rain falls from the sky for 1 hour
9842 Sandstorm arises regardless of environment; lasts 1d10 rounds
9843 Sea level around the world rises by 2 feet
9844 Sea level rises 10 feet worldwide
9845 Silence, 1 mile radius; effect is permanent until Dispelled
9846 Silence, 1 mile radius; lasts 1d6 rounds
9847 Sky turns green from horizon to horizon until tomorrow
9848 Small pebbles whirl through the area for 1d10+10 rounds
9849 Snow falls in a 60 yard radius for 1d10 hours
9850 Somatic spell components unnecessary within 60 yard radius
9851 Some local religion claims someone nearby as its Prophet
9852 Some local religion doubles in popularity
9853 Some local religion loses 1d100% of its followers worldwide
9854 Some local religion names someone nearby as its Anti-Prophet
9855 Some random and fabulously advanced machine appears nearby
9856 Some random Lesser Power appears in the area
9857 Someone nearby becomes pregnant with his/her own clone
9858 Someone nearby can assume elemental form once per day
9859 Someone nearby is found to be a beholder
9860 Someone nearby is found to be a nymph
9861 Someone nearby is implicated in the death of the nearest king
9862 Someone nearby is shot by a sniper with a high-powered rifle
9863 Someone nearby is stricken with lycanthropy
9864 Someone nearby radiates a dragon’s Fear aura
9865 Someone nearby reverts to an infant but retains all knowledge
9866 Someone nearby thinks he has lycanthropy
9867 Someone nearby thinks someone else nearby has lycanthropy
9868 Someone nearby thinks someone else nearby is a demon
9869 Someone nearby thinks someone else nearby is about to die
9870 Someone nearby thinks someone else nearby is going to explode
9871 Someone nearby thinks someone else nearby is his deity
9872 Someone nearby thinks someone else nearby is his ruler
9873 Someone nearby thinks someone else nearby is his servant
9874 Someone nearby thinks someone else nearby is pure evil
9875 Someone nearby thinks someone else nearby just saved his life
9876 Someone nearby thinks someone else nearby wants to kill him
9877 Someone within 60 yards gains knowledge of advanced physics
9878 Sounds made within 60 yards can’t be heard beyond that area
9879 Sounds of machine-gun fire echo from over the nearest hill
9880 Spell affects 50 yard radius except its intended area of effect
9881 Spell affects everyone within 60 yards of target except target
9882 Spell appears to fail but functions as another spell of equal level
9883 Spell appears to function but actually functions in reverse
9884 Spell appears to function but is only an illusion
9885 Spell appears to function but its effect fizzles in 1d4 rounds
9886 Spell becomes sentient and disappears
9887 Spell bounces off target and hits a random target nearby
9888 Spell causes a Surge if cast within 1 mile of target point
9889 Spell creates a 50 yard radius crater, as from an explosion
9890 Spell duration, unless instantaneous, becomes permanent
9891 Spell duration, unless permanent, becomes instantaneous
9892 Spell effect is delayed 5d10 rounds, then hits random target
9893 Spell effect is reversed and delayed 1d8 rounds
9894 Spell effect is reversed and doubled in strength
9895 Spell effect is reversed and its effect is invisible
9896 Spell effect is reversed and strikes all within 20 yards
9897 Spell effect is reversed and strikes Fear in all who see it
9898 Spell effect is reversed but appears to function normally
9899 Spell effect occurs intermittently for its duration
9900 Spell effectiveness (range, duration, damage) doubles
9901 Spell effectiveness bypasses any Magic Resistance
9902 Spell effectiveness increases 100x
9903 Spell fails if it’s ever cast within 1 mile of target point
9904 Spell functions as random spell of a random level
9905 Spell functions as random spell of same level
9906 Spell functions but creates bizarre images in its wake
9907 Spell functions but its effect is invisible
9908 Spell functions but no 1 remembers it afterward
9909 Spell functions but smells like sulfur
9910 Spell hits a random target once for each creature within 50’
9911 Spell occurs at this time every day for the next year
9912 Spell overshoots; hits creature behind intended target
9913 Spell recurs each of next 1d4 rounds, hitting random targets
9914 Spell rips a hole in space, forming a Gate to the Astral Plane
9915 Spell strikes 1d6 creatures in area for equal effect; no saves
9916 Spell strikes a distant random (and possibly vengeful) target
9917 Spell works, but its formula is wiped from all earthly records
9918 Spell’s area increases to 1 mile, but damage is halved
9919 Spell’s area of effect is increased by 1000X
9920 Spell’s damage increases by 1000X within the area of effect
9921 Spiderwebs cover all within a 60 yard radius
9922 Stars are visible in the daytime sky for the next 1d12 days
9923 Sunlight appears red within a 60 yard radius
9924 Sunlight seems twice as bright within 60 yard radius
9925 Surface of the nearest pond becomes as hard as iron
9926 Target point of the spell shines with bright, natural sunlight
9927 Tattooed map of choice cuts covers all livestock within 1 mile
9928 Tattooed map of choice cuts covers any demihumans within 1 mile
9929 Temperature drops 1d100 degrees within 60 yard radius
9930 Temperature in 60 yard radius permanently raised by 20°
9931 Temperature in 60 yard radius permanently reduced by 20°
9932 Temperature nearby drops 1° for each of the next 1d100 rounds
9933 The climate within 60 yards becomes frigid like the arctic
9934 The climate within 60 yards becomes inhospitable to life
9935 The climate within 60 yards becomes static, year-round
9936 The climate within 60 yards becomes tropical like a jungle
9937 The climate within 60 yards fluctuates wildly day-to-day
9938 The clothes of 1 random male animate and try to strangle him
9939 The digging of a nearby well unleashes a long-buried artifact
9940 The earth swallows 1 random creature nearby without a trace
9941 The forearms of 1 random male nearby double in length
9942 The ground seethes and hisses like a volcano
9943 The ground within 60 yards becomes desiccated like a desert
9944 The ground within 60 yards becomes frozen like tundra
9945 The ground within 60 yards becomes hard like ceramic
9946 The ground within 60 yards becomes sandy like the ocean floor
9947 The ground within 60 yards becomes spongy
9948 The ground within 60 yards becomes swampy
9949 The ground within 60 yards is scorched as by a huge fireball
9950 The ground within 60 yards rises and falls with the tides
9951 The ground within 60 yards turns to granite
9952 The immediate vicinity can never be represented on a map
9953 The immediate vicinity is forgotten as soon as it is exited
9954 The ink in all books within 60 yards can only be seen at night
The moon appears to be a huge eye until the next new moon
The mouth of the nearest well becomes a portable hole
The sky over a 1 mile radius is forever bright and sunny
The sky over a 1 mile radius is forever cloudy and overcast
The sky over a 1 mile radius shows both sun & stars in daytime
The spellcaster nearest the target area drops 1 casting level
The spellcaster nearest the target area fires all his spells
The spellcaster nearest the target area raises 1 casting level
The sun appears to be a big yellow smiley-face until nightfall
The sun appears to be a cube for the next 1d20 days
The sun appears to be a huge black hole until nightfall
The sun appears to be blood red until nightfall
The sun never sets in a 60 yard radius
The sun turns invisible but still provides light
The target point becomes a Gate into the nearest bonfire
The target point becomes a Gate into the nearest brothel
The tarrasque appears in the vicinity
The tarrasque is rumored to be heading for the vicinity
The thigh bones of 1 random female nearby shorten by 50%
Thick fog envelops the region permanently
Thick frogs plague the area permanently
Thunder and lightning boom and flash within a 1 mile radius
Time has no effect in 60 yard radius for 1 year

Time stops for 1 true day within 60 yards of target point
Time’s effect in 60 yard radius occurs at 2X normal rate
Tornado or hurricane buffets the region, causing untold damage
Travel to or from the Plane becomes easy in a 60 yard radius
Travel to or from the Plane is impossible in a 60 yard radius
Trees grow aggressively within a 60 yard radius
Tremendous riots crumble the nearest town into ruin
Undead shun a 60 yard radius from the spell’s target point
Visibility is reduced to 5 feet within a 60 yard radius
Wall of Fire encircles 10 yard radius or spell’s area of effect
Water Elemental appears & tries to befriend someone nearby
Water Elemental appears and acts like a Watery Double
Water Elemental appears and extinguishes all nonmagical fires
Water Elemental appears, drains all canteens, and disappears
Water Elemental appears, drenches everyone, and disappears
Water Elemental appears, drowns someone, and disappears
Water Elemental appears, fills all canteens, and disappears
Water Elemental appears, grabs someone, and vanishes with him
White picket fences spring up around a 60 yard radius
Wild Surge occurs whenever a spell is miscast in the area
Wild Surges are henceforth twice as likely to occur in the area
Winter starts now and lasts until it should naturally end
The nearest star explodes in a massive supernova