A madcap successor to the previous volume, this edition describes another 10,000 chaotic effects to amuse, vex, and inconvenience even the most circumspect of spellcasters. Never again will mages unleash a spell with the same carefree abandon.

“Chaos is come again.”
Othello, 3.3

“Oh, that way madness lies; let me shun that.”
King Lear, 3.3

“But this rough magic I here abjure.”
The Tempest, 5.1

“I'll try the wand anyway.”
Aramander Pothe, shortly before his disappearance.

First things first!
This list describes 10,000 Chaos Bursts, which may be thought of as eruptions of disorder resulting from poorly controlled magic use. The reader is encouraged to substitute more a mellifluous term in place of “Chaos Burst” if so inclined, but that’s what I’m calling them here.

Hey, I spent a bundle on those fancy new books—does your list work with those rules?
Whenever possible, I kept the Bursts generic enough that they should be compatible with just about any role-playing system with only minor modification. With this in mind, let me state the following outright:

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What's changed in this edition?
I've made an effort to omit references to copyrighted materials, including proprietary spell names. Generic effects such as "fireball" or "teleport" still pop up in the list, but these effects are so commonplace in fantasy that no single source can truly claim ownership of them.

Over time it occurred to me that version 1.20 includes hundreds of target-affecting Bursts very likely inappropriate and useless to gaming. Too many Bursts affect the target's spellbook or his familiar, or they involve subtleties of the target's perceptions; I concluded that most Bursts probably won't be triggered against magic-using targets, so any Burst that plays upon such a target would miss the mark. Also, since PC's don't usually have access to an NPC's thoughts, it would often be pointless to make the target think that he's directly in line for the throne (especially if the target is an orc or troll soon to meet his demise). Better to make the target-affecting Bursts more immediate or visible for the greater enjoyment of the players.

Writing this edition, I deliberately included a handful of pop-culture references, in-jokes, and a few items of generic commentary. In the whole list there are probably fewer than a dozen, so they shouldn't be a big deal during play. They're all still playable despite their subject matter, but if they really derail your game, then roll that Burst again.

What hasn't changed?
My wit remains just as dazzling, of course, and it shines from every single entry in the list. Beyond that, other features remain basically the same as in the original edition.

Once again I have used the pronouns "he," "him," and "his" throughout the list, but this is intended to save space rather than as a commentary on sex as it pertains to chaos bursts. As before, one shouldn't infer a "boys only" attitude from this; female spellcasters can unleash chaos just as readily as their male counterparts.

Another aspect that is largely the same is the description of area-affecting Bursts; the list still uses the terms "nearby," "here," "in the area," and the like. If a range is not specified, the Gamemaster should assume an arbitrary distance large enough to be interesting but not so large as to be world-shattering. Unless otherwise stated, all area-affecting Bursts should be assumed to originate from or center upon the intended spell's intended target point. The terms "target point" and "spell's target point" are used interchangeably.

Why do Chaos Bursts 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 smashes 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 Chaos Burst.

What happened to the spell I tried to cast?
In the previous edition I suggested that the intended spell be allowed to function unless directly contradicted by the Burst. I now feel this approach to be flawed and propose an alternative: the chance that a spell succeeds despite a Burst is equal to 10% per caster level minus 5% per level of the spell. Thus a 5th level mage who triggers a Burst when casting fireball has a 35% (that is, (5 x 10) - (3 x 5)) chance to succeed. Otherwise, the spell fails and is lost from memory. Feel free to devise similar methods as you see fit.

Can conventional mages cause Chaos Bursts?
Sure! In addition to Wild Magic regions, normal mages can cause Bursts 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 Burst. 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 GM.

Do I get a Saving Throw?
This is up to the GM, 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 Bursts are, after all, reversible, so even the most cantankerous player could be soothed by an interesting quest to remove the Burst’s effect. Comparatively few Bursts 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 Burst can be considered negated.
**The description didn’t give a duration. How long does the effect last?**

In general, if no duration is specified, then a Burst should be considered permanent until dispelled. Alternatively, it may be appropriate for a Burst to persist for as long as the intended spell would have done, or one round per caster level—whichver is greater. A third possibility is to roll dice to determine the Burst’s duration in turns, hours, days, weeks, or whatever. Yet another option is to assume that the Burst will last until some apparently random condition is met, (a brief list of possible conditions is provided at the end of this document). However, if a Burst has an explicit duration, then it should be assumed that nothing short of divine intervention or a full Wish can cancel the effect before that time. Similarly, if a Burst has an instantaneous duration but a permanent effect, such as 1d10 of the target’s fingers vanishing, then the effect can’t be Dispelled per se; the target might be Healed, but there is no lingering magical effect to Dispel, so other remedies must be sought. As in the previous edition, any effort to dispel a Burst should be considered at least as difficult as an attempt to dispel magic cast by a mage twice the level of the caster who triggered the Burst.

Also, it must be noted that many Bursts produce a beneficial effect in exchange for a heavy price; if the price is negated, then the benefit should also be negated. For example, if the caster becomes immune to disease by cutting off his thumbs, then he should lose that immunity if his thumbs are restored

**Some of these are cool, but some are just downright silly. What gives?**

That’s how it goes. The list is 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 goo. Sure it’s nice that the target shrinks to 1/12 his height, but isn’t it somehow more satisfying to have the caster think that all other magic users are out to get him? There are, to be sure, a bunch of powerful results, but these are ultimately less entertaining than the good role-playing required by some of the others.

**What about Bursts that just don’t make sense?**

Effects with invisible or inappropriate results should be kept secret by the GM (at least from the characters) to preserve the mystery and danger of wild magic. 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 arranged?**

It’s still broken into three main categories: those affecting the caster, his possessions, or his allies; those affecting the target, his possessions, or his allies; and those affecting objects or creatures in the surrounding area or the area itself. Also included in that last category are Bursts that implicitly affect neither the caster nor target but which lie in wait for some triggering effect to occur later. In addition, I’ve added a few really high-powered results near the end of the list, and these are at least global in scale.

**There seems to be some duplication here!**

Upon reviewing version 1.20, I found that duplication was much more widespread than I’d originally realized, and I felt that this shortchanged the reader. Some will object that the current list still has a lot of thematic repetition; many Bursts involve the target disgorging some unlikely item or the caster befalling an awkward fate the next time he opens a door. Sure, these are broadly repetitive, but each result is sufficiently distinct, in my view, to count as a separate effect. In contrast, I know of at least one gaming system that touts its rulebook to contain over two thousand spells, but upon inspection one finds twenty variations of fireball, of lightning bolt, of polymorph, etc., until the list dwindles to around forty or fifty truly distinct spell effects. With this list, I think the variance is much greater.

**What else is the list good for?**

While intended for determining Chaos Bursts, the table serves equally well in generating the effects of a Wand of Wonder or any similarly chaotic magical disaster. If the rolled Burst refers to an “intended spell effect,” then the GM should determine how this applies, either choosing a spell at random from the character’s repertoire or simply re-rolling the effect.

**What about Gamemaster’s option other than that?**

GM’s option should be exercised only if a Burst 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 GM runs the risk of excluding that randomness from the game. Therefore, I recommend that the resultant effect be used without modification whenever possible. I elaborate on this point a little later.
Additional Notes on the Adjudication of Chaos Bursts

Nothing is gained by excessive literalism in interpreting a Burst result; if a Burst calls for the caster’s waterskin to be filled with squid eggs, but the caster carries a canteen, then by all means make the Burst affect his canteen instead. This isn’t a blanket justification for arbitrarily zany interpretation of results, but it should make the Bursts more generally applicable.

Careful handling by the GM still makes all the difference. Many Bursts have no immediately discernible effect; it would be a great loss to the players to reveal the nature of the effect before it is actually manifest in the course of play. For this reason, spells whose primary purpose is to identify a Burst prematurely should be forbidden, or at least tightly constrained. Sure, a full Wish spell might work, but anything less than that should have at best a very low probability of success. The same goes for “Dispel Chaos Burst” or the like; if the whole point of wild magic is to embrace the dangers and benefits of chaos, then where’s the fun in establishing a bunch of safety nets and escape clauses? Such fail-safes should be avoided. Or let your players try to use them, each time triggering another Burst until they catch on and abandon the pursuit.

However, if you’re feeling particularly charitable, and if a Burst has an ongoing effect likely to result in a character’s speedy demise, you might allow the player to roll against the character’s intelligence to get a sense of what’s going on. For example, if the character is to lose one hit point per round until he says his name, a successful Intelligence check might inspire him to introduce himself to someone nearby, preferably just moments before it’s too late! Don’t apply this method if the Burst’s effect is simply delayed; it should only be used when a character’s death is imminent.

Along those same lines, if the victim’s perceptions, alignment, or beliefs are altered, then while they persist the player should proceed as if these alterations are complete and natural for the character. That is, if a Burst causes its victim to believe that his hands are made of candy, then he won’t want to be convinced otherwise. This is similar to magical alignment changes in the official game; the victim completely adopts the new alignment as if it’s his true inclination, and he won’t seek to alter or undo the change.

This list sucks even worse than the last one! Who do I bitch to?

I received quite a bit of email feedback about the list v1.20, and I’m grateful to everyone who took the time to contact me. One of the most common criticisms dealt with the inclusion of technologies that, to some people, simply seemed out of place. In this list, I’ve reduced the incidence of anachronistic objects and Bursts in the hope of diminishing that error.

Comments and critiques are still welcome, of course. Send them to orrex@excite.com. I can’t guarantee that I’ll reply, but if there’s something you really need to get off your chest, feel free to drop me a line.

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The list of 10,000 Chaos Burst Effects
When a character triggers a Chaos Burst, the player should roll 1d10000, and the Gamemaster should consult the following list.
If a non-player-character triggers a Burst, the GM should make the roll instead. Unless the resultant effect is immediately apparent, the player-characters should not be made aware of the result.

- 0001 1d10 of caster's fingers turn to stone
- 0002 1d100 bees swarm harmlessly around the caster for several weeks
- 0003 1d100 sparkling motes dance about the caster's head until dawn
- 0004 1d100% of caster's body turns to iron for that many rounds
- 0005 1d12 ducklings identify the caster as their mother
- 0006 1d4 of caster's fingers move from his left hand to his right hand
- 0007 1d4 of caster's limbs are as durable as steel
- 0008 1d4 of caster's limbs are covered in fish scales
- 0009 1d4 of caster's limbs are invisible
- 0010 1d8 of caster's primary orifices seal shut
- 0011 3d10 harmless lumps as big as walnuts cover the caster's body
- 0012 3d10 quarts of olive oil pour from caster's ears
- 0013 4d6 non-functioning eyes appear on the caster's face and head
- 0014 A 100 yard radius around caster's home is stripped of vegetation
- 0015 A 2d6 foot radius around caster sinks as many feet into the earth
- 0016 A basement's been installed in caster's home while he's been away
- 0017 A close friend of the caster is an assassin hired to kill him
- 0018 A distant but powerful army declares war on the caster
- 0019 A drop of the caster's blood can purify 1d4 gallons of water
- 0020 A family of skunks has taken up residence in the caster's home
- 0021 A fast-growing oak sprouts beneath the caster's home
- 0022 A foot-long steel bar runs completely through the caster's thigh
- 0023 A geyser temporarily erupts from one of the caster's pockets
- 0024 A glowing orb hovers over caster's head while he's invisible
- 0025 A great wind blows the caster 1d100 yards in a random direction
- 0026 A group of necromancers take an interest in the caster's skeleton
- 0027 A group of scholars think the caster's a visitor from the future
- 0028 A hen's egg tumbles out of each of the caster's ears
- 0029 A huge balloon shaped like the caster drifts past overhead
- 0030 A kill-on-sight order has been issued for the caster kingdom-wide
- 0031 A large haystack falls from the sky onto caster
- 0032 A large oak sprouts from one of the caster's pockets
- 0033 A length of chain now runs completely through the caster's torso
- 0034 A life-sized statue of caster appears nearby, made of cheese
- 0035 A magical blast detonates at caster's location, but he's unharmed
- 0036 A mound of snow falls onto caster and buries him up to his chest
- 0037 A page falls out of caster's spellbook each time it's opened
- 0038 A skeleton mimics caster, exactly duplicating his movements
- 0039 A small fountain wells up in the caster's home
- 0040 A strong net falls from the sky and entangles the caster
- 0041 A swirl of rainbows accompanies any spell cast by caster
- 0042 A tornado picks caster up and deposits him atop the nearest house
- 0043 After a horrifying tragedy, caster squanders the world's goodwill
- 0044 After each spell, a lighted cigar appears in caster's mouth
- 0045 After each spell, a pebble falls from each of caster's ears
- 0046 After each spell, ants seem to course from the caster's eyes
- 0047 After each spell, caster accuses someone nearby of impropriety
- 0048 After each spell, caster appears astonishingly ugly for 1d4 turns
- 0049 After each spell, caster appears to be decomposing
- 0050 After each spell, caster appears to be made of pure ice
- 0051 After each spell, caster appears to be utterly insane
- 0052 After each spell, caster applauds himself
- 0053 After each spell, caster begs someone nearby not to kill him
- 0054 After each spell, caster berates someone standing nearby
- 0055 After each spell, caster briefly appears to be a rotting corpse
- 0056 After each spell, caster briefly appears to be on fire
- 0057 After each spell, caster briefly appears to bleed from his eyes
- 0058 After each spell, caster briefly looks like a photo negative
- 0059 After each spell, caster briefly seems to be of the opposite sex
- 0060 After each spell, caster briefly sees fire all around him
- 0061 After each spell, caster briefly thinks that he's choking
- 0062 After each spell, caster can sense secret doors for 1d4 rounds
- 0063 After each spell, caster can't be magically healed for one hour
- 0064 After each spell, caster can't traverse a doorway for 1d10 rounds
- 0065 After each spell, caster dances like a honeybee
- 0066 After each spell, caster experiences a burning sensation
- 0067 After each spell, caster feels ants crawling all over him
- 0068 After each spell, caster feels compelled to wash his hands
- 0069 After each spell, caster feels completely alone and isolated
- 0070 After each spell, caster feels distractingly hungry
- 0071 After each spell, caster feels overwhelmingly dizzy
- 0072 After each spell, caster feels transcendent euphoria
- 0073 After each spell, caster forgets everyone's name for one hour
- 0074 After each spell, caster forgets his name for one hour
- 0075 After each spell, caster glows with infrared radiance
- 0076 After each spell, caster grows like a rabid dog
- 0077 After each spell, caster has a brief vision of some distant land
- 0078 After each spell, caster has a strong craving for twigs and bark
- 0079 After each spell, caster is 5% likely to be stricken mute
- 0080 After each spell, caster is 25% likely to turn briefly invisible
- 0081 After each spell, caster is 30% likely to lose his balance
- 0082 After each spell, caster is 60% likely to flap his arms
- 0083 After each spell, caster is afraid of his own name
- 0084 After each spell, caster is as hairy as an ape for one hour
- 0085 After each spell, caster is base AC zero for 1d4 rounds
- 0086 After each spell, caster is bathed in an otherworldly green light
- 0087 After each spell, caster is blind in one eye for one hour
- 0088 After each spell, caster is grief-stricken for 1d10 rounds
- 0089 After each spell, caster is hopelessly drunk for 1d4 rounds
- 0090 After each spell, caster is immune to bludgeons for 1d4 rounds
- 0091 After each spell, caster is immune to missile fire for one round
- 0092 After each spell, caster is intensely magnetic for 1d8 rounds
- 0093 After each spell, caster is matte black for 1d4 rounds
- 0094 After each spell, caster is suddenly facing True North
- 0095 After each spell, caster is wracked by existential horror
- 0096 After each spell, caster looks like a cadaver for 1d4 rounds
- 0097 After each spell, caster makes short, barking cries
- 0098 After each spell, caster oozes sweet-smelling oil for 1d4 rounds
- 0099 After each spell, caster polymorphs very briefly
- 0100 After each spell, caster reeks of alcohol for 2d6 rounds
- 0101 After each spell, caster salivates copiously
- 0102 After each spell, caster seems withdrawn and despondent
- 0103 After each spell, caster shakes like a rag doll for 2d4 seconds
- 0104 After each spell, caster shivers uncontrollably for 1d4 rounds
- 0105 After each spell, caster shrinks by 10d10% for 1d4 rounds
- 0106 After each spell, caster shrinks by 50%
- 0107 After each spell, caster smells strongly of turpentine
- 0108 After each spell, caster suffers brief visions of carnage
- 0109 After each spell, caster suffers disorienting vertigo
- 0110 After each spell, caster thinks that he's drowning
- 0111 After each spell, caster thinks that his clothes are on fire
- 0112 After each spell, caster trumpets like an elephant
- 0113 After each spell, caster vanishes very briefly vanishes
- 0114 After each spell, caster's clothes age 1d100 years
0115 After each spell, caster's clothes billow with green smoke
0116 After each spell, caster's eyes briefly double in size
0117 After each spell, caster's face looks 50 years older
0118 After each spell, caster's feet are covered with ash
0119 After each spell, caster's hair grows two inches
0120 After each spell, caster's hands display classic stigmata
0121 After each spell, caster's hands steam wildly
0122 After each spell, caster's head turns 360° at the neck, unharmed
0123 After each spell, caster's head turns invisible for 1d4 rounds
0124 After each spell, caster's heart pounds audibly
0125 After each spell, caster's left arm turns to stone for one hour
0126 After each spell, caster's spellbook throbs with deep red light
0127 After each spell, caster's Strength is halved for one hour
0128 After each spell, gravity briefly doubles for the caster
0129 After each spell, he giggles for 1d4-1 rounds
0130 After each spell, light shines from caster's mouth for 1d6 rounds
0131 After each spell, small lumps of ice fall from caster's nostrils
0132 After each spell, smoke hangs in the air about the caster
0133 After each spell, stones near the caster glister with slime
0134 After each spell, sunlight is painful to caster for 1d4 rounds
0135 Alcohol has no effect upon the caster, but cheese is intoxicating
0136 All holy symbols within 100 yards bear the caster's image
0137 All of caster's clothing is colored safety orange
0138 All of caster's clothing is permanently moist
0139 All of caster's enemies with 100 yards vanish until dawn
0140 All of caster's fingers are as long as his middle finger
0141 All of caster's fingers are clear like glass
0142 All of caster's fingers double in thickness
0143 All of caster's fingers migrate to one hand
0144 All of caster's monetary wealth appears atop the nearest mountain
0145 All of caster's monetary wealth is revealed to be counterfeit
0146 All of caster's possessions age 1d1000 years
0147 All of caster's possessions are thrown 4d6 hours into the future
0148 All of caster's possessions have been seized by the government
0149 All trees within 100 yards form into a tight circle around caster
0150 All undead within 1d4 miles blame the caster for their undeath
0151 All undead within 1d4 miles race to the caster's current location
0152 All vegetation now within 10 miles is highly toxic to caster
0153 All vegetation now within 100 yards is invisible to caster
0154 All who meet caster are 50% likely to think he smells like manure
0155 All who meet caster are 60% likely to think he's a lycanthrope
0156 All who meet caster are 60% likely to think he's undead
0157 All within 10 yards of caster are sprayed with viscous ectoplasm
0158 All within 10 yards of caster attack him for 1d4 rounds
0159 Alternating pages of caster's spellbook are indestructible
0160 An accurate illusion of caster copies his movements one mile away
0161 An illusory statue of the caster stands at this spot for one year
0162 An image of caster's beating heart hovers in the nearest doorway
0163 An image of the caster's head hovers over his actual head
0164 An image of the caster's beating heart hovers over his head
0165 Any Abductions currently affecting the caster are Dispelled
0166 Any armor that the caster is wearing right now shrinks by 80%
0167 Any armor that the caster is wearing right now vanishes forever
0168 Any arrow striking the caster disintegrates in 1d4 rounds
0169 Any arrow striking the caster inflicts equal damage on its archer
0170 Any attack-based spell cast by caster is 10% likely to affect him
0171 Any attack-based spell cast by caster is delayed 1d4 rounds
0172 Any attempt to change shape locks the caster into that new shape
0173 Any attempt to change shape makes the caster forget his true form
0174 Any attempt to change shape will age the caster 1d10 rounds
0175 Any attempt to change shape will be only partially successful
0176 Any attempt to change shape will cause the caster to take root
0177 Any attempt to change shape will leave his feet unchanged
0178 Any attempt to change shape will make the caster bald forever
0179 Any attempt to change shape will render the caster genderless
0180 Any attempt to change shape will shrink the caster by 2d10%
0181 Any attempt to change shape will teleport the caster 1d1000 miles
0182 Any attempt to change shape will teleport the caster to this spot
0183 Any attempt to change shape will turn him into 2d12 ducklings
0184 Any attempt to change shape will turn the caster inside-out
0185 Any attempt to change shape will turn the caster into a geranium
0186 Any attempt to change shape will turn the caster into a monkey
0187 Any attempt to change shape will turn the caster into a pelican
0188 Any attempt to change shape will turn the caster into a penguin
0189 Any attempt to change shape will turn the caster into a snowman
0190 Any attempt to change shape will turn the caster into a toddler
0191 Any attempt to change shape will turn the caster into a troll
0192 Any attempt to change shape will turn the caster into a warlock
0193 Any attempt to read caster's mind reveals a homicidal maniac
0194 Any attempt to read caster's mind reveals an absolute void
0195 Any attempt to use rope inspires the caster to hang himself
0196 Any attempt to use rope leaves caster hopelessly entangled
0197 Any attempt to use rope leaves hideous welts on the caster's body
0198 Any blade that has drawn the caster's blood is invisible to him
0199 Any bread thatcaster bakes remains warm until it's eaten
0200 Any building that the caster enters appears to catch fire
0201 Any building that the caster enters ejects him forcefully
0202 Any clothing worn by caster is invisible to him while he wears it
0203 Any clothing worn by caster smells like carrion while he wears it
0204 Any coins in caster's possession are gold-plated
0205 Any coins in caster's possession become copper pieces
0206 Any coins now carried by caster are water-soluble for 1d4 weeks
0207 Any coins now carried by caster ignite and burn like tinder
0208 Any creature Summoned by caster emerges from his mouth
0209 Any creatures Summoned near caster are invisible to him
0210 Any creature Summoned near caster immediately befriends him
0211 Any damage against caster is rolled twice, using the higher roll
0212 Any damage against caster is rolled twice, using the lower roll
0213 Any electricity-based magic used by caster discharges on him
0214 Any electricity-based magic used by caster reeks of ozone
0215 Any fire extinguished by caster rekindles itself 1d4 turns later
0216 Any fire-based spell used by caster has only 25% of normal range
0217 Any fires set by caster are invisible for 2d6 hours
0218 Any fires set by caster attract undead like moths to a candle
0219 Any fires set by caster jingle like wind chimes while they burn
0220 Any fires set by caster make those near it appear to be undead
0221 Any fires set by caster produce no heat
0222 Any fires set by caster produce no smoke
0223 Any fires set by caster produce no sound
0224 Any fires set by caster rekindle themselves 1d4 turns later
0225 Any fires set by caster whisper vague threats against him
0226 Any food now carried by caster combusts
0227 Any food now carried by caster is 10X as nutritious
0228 Any food now carried by caster is fused into glass
0229 Any food now carried by caster is sealed in airtight tin cans
0230 Any food now carried by caster is toxic to Dwarves
0231 Any food now carried by caster smells like carrion
0232 Any food now carried by caster turns to ice
0233 Any food now carried by caster turns to iron
0234 Any food now carried by caster turns to spun sugar
0235 Any gems in caster's possession are replaced by lumps of gelatin
0236 Any hammer thrown by caster returns to his hand one round later
0237 Any horse ridden by caster suffers no fatigue while he rides it
0238 Any intelligent weapons now carried by caster hate him forever
0239 Any intelligent weapons seen by caster look vaguely familiar
0240 Any magic currently affecting the caster is Dispelled
0241 Any magic currently affecting the caster is suppressed until dawn
0242 Any magic items owned by caster appear in a heap nearby
0243 Any magic items owned by caster are non-functional for 1d10 days
0244 Any magical scrolls now carried by caster are fireproof
Before each spell, caster must invoke some monstrous entity.

Before each spell, caster must hold his breath for 1d10 seconds.

Before each spell, caster must confess that he's a charlatan.

Before each spell, caster must claim to be invincible.

Before each spell, caster must blaspheme some god of chaos.

Before each spell, caster must bite a gold coin.

Anything written by caster appears as gibberish to everyone else.

Anything caster drinks is 50% likely to fall from his mouth.

Anyone who knows caster's name gives him an offensive nickname.

Anyone voluntarily struck by caster's magic resents him for it.

Anyone trying to pick caster's pocket shrinks by 50%.

Anyone attempting to rob caster must tell him about it beforehand.

Any wood within 25 yards flies toward the caster for 1d10 rounds.

Any undead in the area flee from the caster for 2d10 rounds.

Any undead in the area attack the caster but ignore everyone else.

Any spells caster now has memorized will fail when he casts them.

Any spells cast by caster within the last hour are negated.

Caster appears to be at full health, no matter how badly injured.

Caster appears to be a bare skeleton from the waist down.

Caster appears increasingly decrepit as the day wears on.

Caster annoys everyone by insisting that he's ambidextrous.

Caster and one nearby ally teleport to the caster's home.

Caster and nearest intelligent weapon exchange personalities.

Caster always thinks that there's one more step in the staircase.

Caster always thinks it's fifty degrees colder than it really is.

Caster always sees his surroundings as misty and fog-shrouded.

Caster always pays 10% more than the asking price.

Caster ages normally but forever retains his current appearance.

Caster ages backwards 2d4 years over that many rounds.

Caster ages 1d10 years/round for 2 turns, then reverts to normal.

Caster adopts fastidious standards of hygiene.

Caster adopts bizarre rituals concerning the preparation of food.

Caster adopts a universally obscene gesture as his trademark.

Caster adopts lycanthropy, but only in his left leg.

Caster accuses his nearest ally of murdering him.

Blades seem extraordinarily dull while caster wields them.

Caster accidentally creates a virulent plague in his workshop.

Caster consumes 10% more than the asking price.

Caster consumes lycanthropy, but only in his left leg.

Caster consumes alcoholic drinks in some weapon that will never exist.

Caster addresses everyone he knows by his own name.

Caster adopts a habit of nightly self-flagellation.

Caster adopts a universally obscene gesture as his trademark.

Caster adopts bizarre rituals concerning the preparation of food.

Caster adopts fastidious standards of hygiene.

Caster adopts some unlikely animal as a kind of spirit totem.

Caster adopts some unlikely object as a kind of holy symbol.

Caster adopts the next religion he encounters for the first time.

Caster ages 1d10 years per hour until sunset tonight.

Caster ages 1d10 years/round for 2 turns, then reverts to normal.

Caster ages backwards 2d4 years over that many rounds.

Caster ages normally but forever retains his current appearance.

Caster ages one year per day spent on open water.

Caster ages one year per mile that he travels away from this spot.

Caster always appears healthy and wealthy.

Caster always appears sickly and destitute.

Caster always feels as if the temperature is what it is right now.

Caster always pays 10% more than the asking price.

Caster always sees his surroundings as misty and fog-shrouded.

Caster always thinks it's fifty degrees colder than it really is.

Caster always thinks that there's one more step in the staircase.

Caster and everyone else forgets and can't discern his age.

Caster and nearest intelligent weapon exchange personalities.

Caster and one nearby ally teleport to the caster's home.

Caster annoys everyone by insisting that he's ambidextrous.

Caster appears increasingly decrepit as the day wears on.

Caster appears to be a bare skeleton from the waist down.

Caster appears to be a bare skeleton from the waist up.

Caster appears to be at full health, no matter how badly injured.
Caster can carry any weight of books but only in his bare hands.

Caster can become invisible while standing neck-deep in water.

Caster can become invisible at will while he's knee-deep in snow.

Caster can be injured normally but can only be slain by magic.

Caster becomes violently ill if he eats near a fire.

Caster becomes tightly stuck to the next chair in which he sits.

Caster becomes powerfully addicted to Chaos Bursts.

Caster becomes lost if he enters a cave by himself.

Caster becomes invisible to anyone who successfully Charms him.

Caster becomes increasingly simian as the days wear on.

Caster bears the birthmark of the lineage of powerful kings.

Caster awakens to find that the last 1d8 hours were only a dream.

Caster attracts zealous sycophants wherever he goes.

Caster attracts undead in any town he enters.

Caster ate two or three pounds of apple seeds this morning.

Caster can be injured by metal weapons, but they can't kill him.

Caster can be injured by fire, but it can't kill him.

Caster can be injured but not killed by any male creature.

Caster can be injured but not killed by any female creature.

Caster can be injured but not killed by any bludgeoning weapon.

Caster believes that a nearby sheep is his polymorphed true love.

Caster can handle red-hot metal with his bare hands.

Caster can echolocate like a dolphin while naked and underwater.

Caster can extend his legs to 150% of their normal length at will.

Caster can extend his legs to 2X their normal length at will.

Caster can reattach his own limbs if they're severed.

Caster can pass his right arm through up to six inches of wood.

Caster can only digest food that is spoiled or rotting.

Caster can identify any kind of fungus on sight.

Caster can ignite twigs by sticking them in his mouth.

Caster can ignore any spell cast on him but is 80% likely to die.

Caster can induce ravenous hunger in others.

Caster can inflate his left hand like a balloon.

Caster can instantly count quantities of fewer than 1,000 items.

Caster can judge visible distances with amazing accuracy.

Caster can detach his head easily but dies if he does so.

Caster can double his weight for up to 1d4 rounds per day.

Caster can drink only from a golden bowl worth 100 gold pieces.

Caster can easily walk on ice while barefoot.

Caster can see through stone if he has a pebble in his mouth.

Caster can see in total darkness if he has a banana in his pocket.

Caster can scale walls like a monkey while unencumbered.

Caster can resemble a decaying zombie at will.

Caster can recall his own birth with perfect clarity.

Caster can reattach his own limbs if they're severed.

Caster can pass his right arm through up to six inches of wood.

Caster can only digest food that is spoiled or rotting.

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Caster can drink only from a golden bowl worth 100 gold pieces.

Caster can easily walk on ice while barefoot.

Caster can see through stone if he has a pebble in his mouth.

Caster can see in total darkness if he has a banana in his pocket.
Caster can see underwater clearly while naked and wielding an axe
In total darkness for 1d4 days
Sense intelligent weapons within 10 yards
Sense people who've been affected by Chaos Bursts
Can speak but can't engage in actual conversations
Can speak in a whisper to anyone in his line of sight
Can speak in any of 2d4 voices at will
Can speak with ants but can only ask yes/no questions
Can speak with carrion birds, but he smells like a corpse
Can speak with carrion birds, but he's permanently bald
Can speak with domestic fowl, but he crows at sunrise
Can speak with domestic fowl, but they tend to lie to him
Can speak with honeybees while dancing like one of them
Can speak with oysters while holding a pearl in his mouth
Can speak with small fish, but only while underwater
Can spot the strongest member of any group of five or more
Can stretch his left arm 2X the length of his body
Can sustain on bark for up to 1d4 days at a time
Can Summon 1d10 rabbits, once per level per week
Can Summon a powerful entity to answer one question
Can Summon a powerful entity who will then try to kill him
Can Summon but not control a powerful, malevolent entity
Can Summon up to 1d10 pigeons per month
Can survive at the bottom of the sea for 1d4 minutes
Can survive in the depths of space, if he can get there
Can survive one fall of up to twenty miles
Can taste foods simply by touching them
Can teleport 10 feet straight up, once per day
Can teleport 10 times at will but loses a finger each time
Can teleport at will but is 10% likely to arrive dead
Can teleport at will but ages 1d100 years each time
Can teleport 10 feet straight up, once per day
Can't run while his eyes are open
Can't remove his hands from his pockets
Can't remove any magical armor that he's now wearing
Can't remember the last 2d12+12 hours
Can't quite be certain that he really exists
Can't open any door while anyone is watching
Can't open any door unless his hair is wet
Can't learn any new spells within 1d10 miles of here
Can't inflict injury upon himself with any metal weapon
Can't harm or be harmed by elementals for 4d10 months
Can't go more than 10' from this location for 24 hours
Can't enter any building in which Dwarves are present
Can't employ magical means of improving his Armor Class
Can't eat while at full hit points
Can't eat any food that he himself didn't prepare
Can't eat any food that doesn't contain a handful of soil
Can't eat any food that doesn't contain a handful of soil
Can't eat any cooked meat
Can't carry refined metal in a wooded environment
Can't create normal or magical fire for 1d4 days
Can't create permanent magical objects or effects
Can't cross moving water while brandishing a weapon
Can't cross moving water while carrying his spellbook
Can't cross moving water while wearing clothes
Can't cross moving water while wearing magical rings
Can't cross moving water without assistance
Can't determine when he's hungry or thirsty
Can't eat any cooked meat
Can't eat any food that doesn't contain a handful of soil
Can't eat any food that he himself didn't prepare
Can't eat any salted or cured meat
Can't eat while at full hit points
Can't employ magical means of improving his Armor Class
Can't enter any artificial structure for 2d4 weeks
Can't enter any building in which Dwarves are present
Can't go more than 10' from this location for 24 hours
Can't harm or be harmed by elementals for 4d10 months
Can't inflict injury upon himself with any metal weapon
Can't learn any new spells until he's been resurrected
Can't learn any new spells within 1d10 miles of here
Can't lift both feet from the ground at the same time
Can't move his arms for 1d4 turns
Can't move his left arm or right leg for 1d4 turns
Can't move more than 10 feet from the next tree he touches
Can't open any door constructed primarily of wood
Can't open any door that has a hinge made of metal
Can't open any door that opens toward him
Can't open any door unless his hair is wet
Can't open any door while anyone is watching
Can't quite be certain that he really exists
Can't remember the last 2d12+12 hours
Can't remove any magical armor that he's now wearing
Can't remove his hands from his pockets
Can't run while his eyes are open
Can't see any extra-planar creatures for one year
Caster comes into possession of an apparently magical lamp
Caster comes into possession of a three-legged pony
Caster comes into possession of a ring that can’t be removed
Caster comes into possession of a foul, decomposing skull
Caster comes into possession of a black velvet painting of Elves
Caster comes into possession of a bag full of mismatched teeth
Caster comes into possession of 1d10 acres of swampland
Caster combusts instantly if he’s stabbed by a silver dagger
Caster claims to have created the universe
Caster claims to have committed logically impossible acts
Caster claims to be the offspring of a god and a mortal
Caster claims to be immune to inorganic poisons
Caster claims to be able to command dragons to do his bidding
Caster changes his name to its reverse: “Tom” becomes “Mot”
Caster can’t wield any weapon longer than his arm
Caster can’t talk without assistance
Caster can’t walk (run, etc.) while wearing a magic ring
Caster can’t wear magical rings...
Caster can’t wield any weapon longer than his arm
Caster changes his name to its reverse: “Tom” becomes “Mot”
Caster claims that he’s the work of some god or other
Caster claims to be able to command dragons to do his bidding
Caster claims to be immune to inorganic poisons
Caster claims to be the offspring of a god and a mortal
Caster claims to have begged a child with a god
Caster claims to have committed logically impossible acts
Caster claims to have created the universe
Caster claims to have invented the Fireball spell
Caster combusts instantly if he’s stabbed by a silver dagger
Caster comes into possession of 1d100 acres of swampland
Caster comes into possession of a bag full of mismatched teeth
Caster comes into possession of a black velvet painting of Elves
Caster comes into possession of a foul, decomposing skull
Caster comes into possession of a golden vial of silver fluid
Caster comes into possession of a ring that can’t be removed
Caster comes into possession of a three-legged pony
Caster comes into possession of an apparently magical lamp
Caster comes into possession of his great-grandfather’s jawbone
0765 Caster disgorges a glass vial containing a mysterious potion
0766 Caster disgorges a golden birdcage
0767 Caster disgorges a king's long-lost signet ring
0768 Caster disgorges a large bunch of bananas
0769 Caster disgorges a large chair
0770 Caster disgorges a large pane of glass
0771 Caster disgorges a length of heavy chain
0772 Caster disgorges a life-sized ice sculpture of a horse
0773 Caster disgorges a long hunk of driftwood
0774 Caster disgorges a lump of brass the size of his torso
0775 Caster disgorges a medium-sized astrolabe
0776 Caster disgorges a mop and a wooden bucket full of suds
0777 Caster disgorges a mysterious and important-looking key
0778 Caster disgorges a pair of deer antlers
0779 Caster disgorges a pair of smith's fire tongs
0780 Caster disgorges a pouch full of rare and ancient coins
0781 Caster disgorges a pound of mercury
0782 Caster disgorges a pound of molten lead
0783 Caster disgorges a ring full of keys that don't fit any lock
0784 Caster disgorges a ship's anchor
0785 Caster disgorges a small brazier full of burning coals
0786 Caster disgorges a sort of bowl-shaped porcelain chair
0787 Caster disgorges a weapon that he misplaced 1d12 months ago
0788 Caster disgorges a whole pumpkin
0789 Caster disgorges a wrought-iron staircase banister
0790 Caster disgorges an airtight canister filled with nitrogen gas
0791 Caster disgorges an elephant's femur
0792 Caster disgorges an entire beehive
0793 Caster disgorges an exact copy of the head of someone nearby
0794 Caster disgorges an oil painting of this scene
0795 Caster disgorges an ostrich egg
0796 Caster disgorges enough snow to blanket an area ten feet square
0797 Caster disgorges half of a canoe
0798 Caster disgorges the carcass of a strange and colorful bird
0799 Caster disgorges the emblem of some diabolical religious cult
0800 Caster disgorges the entire, intact skin of a giraffe
0801 Caster disgorges the entire, intact skin of someone nearby
0802 Caster disgorges what appears to be his entire nervous system
0803 Caster disgorges what appears to be his own still-beating heart
0804 Caster displays all the signs of full demonic possession
0805 Caster distrusts anyone displaying a cut gem or jewel
0806 Caster distrusts anyone taller than he is
0807 Caster distrusts anyone who doesn't know the caster's name
0808 Caster distrusts anyone who doesn't resemble him
0809 Caster distrusts anyone who won't let him examine their teeth
0810 Caster distrusts anyone who's wearing armor
0811 Caster distrusts other members of his race
0812 Caster distrusts other spellcasters
0813 Caster doesn't need to drink fluids for the next 1d100 weeks
0814 Caster doesn't need to eat during the new moon
0815 Caster doesn't need to eat for the next 1d100 weeks
0816 Caster doesn't remember anyone now within 10 miles
0817 Caster donates all of his money to some unlikely charity
0818 Caster dreams each night of being worshipped by gods
0819 Caster dreams each night of being painfully turned inside out
0820 Caster dreams each night of being worshipped by gods
0821 Caster dreams of being stalked by an invisible hunter from space
0822 Caster dreams of unicorns and wonders if he's an automaton
0823 Caster drinks any potions he's now carrying
0824 Caster eats food for 1d12 hours after using a magic item
0825 Caster embraces someone nearby and is reluctant to let go
0826 Caster embraces the nearest tree and refuses to let go
0827 Caster ends his conversations with an annoying catch phrase
0828 Caster engages in a long, heated debate with the nearest tree
0829 Caster enjoys the taste of fire
0830 Caster enjoys the taste of lamp oil
0831 Caster erases one randomly-chosen spell from his spellbook
0832 Caster experiences pain if he handles jewels or precious gems
0833 Caster experiences pain when he spends money
0834 Caster experiences violent, full-body spasms for 2d4 rounds
0835 Caster faces True North and is stuck that way for one turn
0836 Caster falls down the next flight of steps he encounters
0837 Caster falls from the nearest tree
0838 Caster falls madly in love with someone he's never heard of
0839 Caster falls madly in love with someone who's never existed
0840 Caster fears densely wooded areas
0841 Caster fears non-magical, non-humanoid mammals
0842 Caster fears that he'll be damned forever whenever he uses magic
0843 Caster fears that he'll cease to exist if he causes another Burst
0844 Caster fears that his allies are vanishing one by one
0845 Caster fears that his limbs are vanishing one by one
0846 Caster fears that spiders have lain countless eggs in his brain
0847 Caster fears the reaper
0848 Caster feels a psychic bond to someone unknown but nearby
0849 Caster feels as if he’s always walking on a slope
0850 Caster feels as though he’s trudging through knee-deep snow
0851 Caster feels as though he’s trudging uphill
0852 Caster feels constant, overwhelming hunger while in his home
0853 Caster feels countless small snakes crawling all over his body
0854 Caster feels incredible hostility toward non-magic users
0855 Caster feels incredible hostility toward other magic users
0856 Caster feels inexplicable anxiety when he hears his name
0857 Caster feels inexplicable anxiety while at full hit points
0858 Caster feels inexplicable nostalgia when he meets new people
0859 Caster feels intense but unfocused hatred for 1d6 hours
0860 Caster feels intense discomfort when people smile at him
0861 Caster feels more comfortable among the undead than the living
0862 Caster feels overpowering fear in the presence of steam
0863 Caster feels overpowering hatred for the next magic item he sees
0864 Caster feels powerless unless everyone knows he’s a magic user
0865 Caster feels powerless unless he’s wearing boots on his hands
0866 Caster feels strangely calm while in the presence of dragons
0867 Caster feels thorny roots growing slowly through his flesh
0868 Caster fiercely covets the next magical ring he sees
0869 Caster finds 1d100 cans containing pink, processed meat in jelly
0870 Caster finds 1d4 extra spells in his spellbook
0871 Caster finds 1d4 small rodents living in his spellbook
0872 Caster finds 2d6 white pills, each of which heals 1d20 hit points
0873 Caster finds 2d8 real-looking but useless spells in his spellbook
0874 Caster finds a barrel full of rancid mayonnaise
0875 Caster finds a book describing the methods for self-dissection
0876 Caster finds a book that will shatter his sanity if he reads it
0877 Caster finds a compelling but incomprehensible magical tome
0878 Caster finds a copy of Aristotle's long-lost Poetics of Comedy
0879 Caster finds a copy of his own ghost-written autobiography
0880 Caster finds a crystal containing a tiny image of himself
0881 Caster finds a cube of frozen human blood, one foot on a side
0882 Caster finds a four-valve trumpet that can raise the dead
0883 Caster finds a handful of mysterious pills in his pocket
0884 Caster finds a handful of rainbow-colored powder in his pocket
0885 Caster finds a hideous carved idol of a cephalopod god-monster
0886 Caster finds a key that explodes when inserted into any lock
0887 Caster finds a large, cursed diamond in the next hole he digs
0888 Caster finds a large, gold box containing nothing but sand
0889 Caster finds a large, metal disc engraved with his image
0890 Caster finds a list of assassination targets; his name is next
0891 Caster finds a magic wand but for some reason is afraid to use it
0892 Caster finds a minor artifact in the next hole he digs
0893 Caster finds a mirror that grants false visions of the future
0894 Caster finds a mirror that reflects everyone but him
1025 Caster has dreadful dreams of a foul, ancient, and tentacled god
1026 Caster has faulty direction sense while carrying his spellbook
1027 Caster has misgivings about those mushrooms he ate yesterday
1028 Caster has no internal organs; he's a homogenous mush inside
1029 Caster has no scent whatsoever
1030 Caster has ram's horns growing from his hips
1031 Caster has rings on his fingers and bells on his toes
1032 Caster has scars as if his skeleton had been torn out of his body
1033 Caster has silly and pornographic tattoos over most of his body
1034 Caster has ten thumbs in his mouth
1035 Caster has ten thumbs instead of fingers
1036 Caster has ten thumbs somewhere on his body
1037 Caster has tiny mathematical formulae tattooed all over his body
1038 Caster has vivid but false memories of a past life
1039 Caster has vivid but false memories of the last 24 hours
1040 Caster has vivid dreams of his own death each night
1041 Caster hasn't eaten during the past 1d100 days
1042 Caster hatches numerous schemes for destroying the world
1043 Caster hears a heavenly choir singing his praises for 1d4 hours
1044 Caster hears crickets chirping loudly from now on
1045 Caster hears malevolent voices nearby whispering about his doom
1046 Caster hears normally except for voices, which seem subtly muted
1047 Caster hears the echo of his own voice whenever he speaks
1048 Caster hears the footfalls of a hungry predator nearby
1049 Caster hears waves crashing on a beach no matter where he is
1050 Caster henceforth casts this spell as if he's two levels higher
1051 Caster henceforth gains an additional hit point at each level
1052 Caster henceforth has a bonus 10% chance to learn new spells
1053 Caster henceforth needs only one-third the normal amount of food
1054 Caster hurls his spellbook as far as he can
1055 Caster informs people of what he judges his greatest weakness
1056 Caster insists that he's proficient in some obscure martial art
1057 Caster invokes doubtfully relevant entities in times of stress
1058 Caster is 1% likely to be killed by a meteor on any given day
1059 Caster is 5% likely to become a god if he drowns himself
1060 Caster is 5% likely to become a god if he kills himself by fire
1061 Caster is 10% likely never to have existed at all
1062 Caster is 10% likely to be immune to any single dose of poison
1063 Caster is 10% likely to be invisible to any female that he meets
1064 Caster is 10% likely to be invisible to any male that he meets
1065 Caster is 10% likely to be resurrected if his corpse is set alight
1066 Caster is 10% likely to be totally immune to any single attack
1067 Caster is 10% likely to believe even the most outrageous of lies
1068 Caster is 10% likely to have been sired by a powerful demon
1069 Caster is 10% likely to sympathize with any enemy he injures
1070 Caster is 15% likely to have read any book he sees
1071 Caster is 20% likely to faint outright at the sight of blood
1072 Caster is 20% likely to sneeze and disrupt any spell he casts
1073 Caster is 20% likely to turn to stone while swimming
1074 Caster is 2X as old as the oldest person within 100 yards
1075 Caster is 50% likely to drown in any water deeper than he is tall
1076 Caster is 60% likely to misplace any money he receives
1077 Caster is able to see his own eyes
1078 Caster is absolutely convinced that he's a zombie
1079 Caster is afflicted with severe frostbite in 1d4 limbs
1080 Caster is afflicted with vampirism, but only during the day
1081 Caster is always and easily recognizable as a spellcaster
1082 Caster is an untamed youth, that's the truth, with a cloak full of eagles
1083 Caster is attacked by a shark when he next enters a river
1084 Caster is attacked by countless stinging earthworms
1085 Caster is attacked by goats the next time he crosses a bridge
1086 Caster is attacked by vengeful imps that resemble small children
1087 Caster is attended by numerous grooming birds, like a crocodile
1088 Caster is blind unless he's carrying at least 4d10 gold coins
1089 Caster is blind while he's invisible
1090 Caster is blind while his spellbook is open
1091 Caster is blind while within any artificial structure
1092 Caster is blinded for 2d6 rounds by a swirl of tiny feathers
1093 Caster is bricked up in an underground cell with a cask of wine
1094 Caster is briefly obscured by a dense cloud of sawdust
1095 Caster is briefly paralyzed at the sight of his own blood
1096 Caster is briefly stunned by a shower of hard beans
1097 Caster is brutally punched in the stomach by an unseen hand
1098 Caster is carrying 1d4+1 waterskins filled with human blood
1099 Caster is carrying a bowl full of water that he must not spill
1100 Caster is certain that a horrible monster is living inside him
1101 Caster is certain that every meal he eats contains strong poison
1102 Caster is certain that he can breathe underwater
1103 Caster is certain that he has just killed his guardian angel
1104 Caster is certain that he used to have four arms
1105 Caster is certain that he'll become immortal if he beheaded
1106 Caster is certain that he'll die in the next 1d4 rounds
1107 Caster is certain that he's recently returned from the future
1108 Caster is certain that he's transforming into a horrible monster
1109 Caster is certain that his soul is buried under the nearest tree
1110 Caster is chained to a desk in some high-rise office building
1111 Caster is chained to an anvil
1112 Caster is clad in funerary wraps as if he's about to be interred
1113 Caster is completely invulnerable to all harm for 1d4 rounds
1114 Caster is convinced that he once ate an entire person
1115 Caster is convinced that he only exists as numbers on paper
1116 Caster is convinced that his allies plan to kill and eat him
1117 Caster is covered in a shell of frozen slime
1118 Caster is covered in barnacles
1119 Caster is covered in indelible, jet-black handprints
1120 Caster is covered in ketchup
1121 Caster is covered in peanut butter
1122 Caster is covered in sucker marks as though hugged by an octopus
1123 Caster is deaf and blind until sunrise tomorrow
1124 Caster is determined to destroy his staff or spellbook
1125 Caster is determined to rid himself of his nails, teeth, and hair
1126 Caster is distracted by something stuck between his teeth
1127 Caster is drawn forcefully toward the spell's target point
1128 Caster is dressed like a high-class burlesque performer
1129 Caster is eager to find out just how fireproof he really is
1130 Caster is eager to find out just how much blood he can lose
1131 Caster is encased from the waist down in a block of cheese
1132 Caster is encased up to his neck in a shell of concrete
1133 Caster is enclosed in a large paper bag
1134 Caster is entirely immune to magic for 1d8 rounds
1135 Caster is feared and respected by Hill Giants
1136 Caster is fiercely addicted to some astonishingly rare substance
1137 Caster is filled with Righteous Indignation
1138 Caster is forcibly barred from the next town he attempts to enter
1139 Caster is full o' the milk of human kindness
1140 Caster is half the age of the youngest person within 100 yards
1141 Caster is Healed each time he triggers a Chaos Burst
1142 Caster is held responsible for the massacre of innocent townsfolk
1143 Caster is held without counsel in a secure location for 1d4 days
1144 Caster is horribly afraid to use magic weapons in daylight
1145 Caster is horribly afraid to use metal weapons
1146 Caster is hurled from here into the nearest lake
1147 Caster is immune to all attempts at telepathy or mind-reading
1148 Caster is immune to all harm until he attacks or uses magic
1149 Caster is immune to all poisons, but normal ice is deadly to him
1150 Caster is immune to any bludgeon not forged on this world
1151 Caster is immune to any poison administered via blade or needle
1152 Caster is immune to any poison ingested with food or drink
1153 Caster is immune to beneficial clerical magic for 1d6 days
1154 Caster is immune to beneficial enchantments for 1d8 days
1155. Caster is immune to cold-based attacks while blindfolded
1156. Caster is immune to cold-based attacks while he’s on fire
1157. Caster is immune to electrical attacks while he’s barefoot
1158. Caster is immune to electrical magic at night while it's snowing
1159. Caster is immune to fear while holding a spider in his mouth
1160. Caster is immune to fire from the waist down
1161. Caster is immune to fire while holding a wren's egg in his mouth
1162. Caster is immune to gaze attacks while holding his open spellbook
1163. Caster is immune to gaze attacks while singing
1164. Caster is immune to liquid-based poisons for one year
1165. Caster is immune to magic for 1d8 days but can’t use magic either
1166. Caster is immune to magic until he imbibes any liquid
1167. Caster is immune to missile-based spells while naked
1168. Caster is immune to natural cold while naked and unencumbered
1169. Caster is immune to necromantic magic while standing on his head
1170. Caster is immune to necromantic magic while wearing silk mittens
1171. Caster is immune to non-magical charm-based effects
1172. Caster is immune to non-magical disease while holding a chicken
1173. Caster is immune to non-magical missiles for 1d8 hours
1174. Caster is immune to non-magical venom
1175. Caster is immune to non-magical, non-gaseous poisons
1176. Caster is immune to oil-based fire for 1d12 months
1177. Caster is immune to poison gas while his feet are wet
1178. Caster is immune to sarcasm
1179. Caster is immune to the effects of dehydration
1180. Caster is immune to the effects of illusory sound
1181. Caster is immune to the effects of smoke inhalation
1182. Caster is immune to the effects of the Wish spell
1183. Caster is immune to the next 1d100 hit points of fire damage
1184. Caster is inappropriately frank about his bodily functions
1185. Caster is inclined to attack any who offer him magical healing
1186. Caster is inclined to attack anyone representing the crown
1187. Caster is increasingly convinced that he just might be a deity
1188. Caster is intensely curious about the limits of his own mortality
1189. Caster is intensely curious about the taste of certain poisons
1190. Caster is invisible from his hips to his sternum
1191. Caster is invisible to 1d4 people nearby
1192. Caster is invisible to dragons for one year
1193. Caster is invisible to dragons while in direct sunlight
1194. Caster is invisible to female herbivores
1195. Caster is invisible to females for 2d6 turns
1196. Caster is invisible to Hill Giants
1197. Caster is invisible to himself for 1d4 weeks
1198. Caster is invisible to himself from the waist down
1199. Caster is invisible to horses
1200. Caster is invisible to infravision
1201. Caster is invisible to inherently invisible creatures
1202. Caster is invisible to males for 2d6 turns
1203. Caster is invisible to members of his immediate family
1204. Caster is invisible to non-magical reptiles
1205. Caster is invisible to non-magical reptiles for 1d4 hours
1206. Caster is invisible to the person who most recently wounded him
1207. Caster is invisible while underwater
1208. Caster is invited to join a colony of cannibals for dinner
1209. Caster is known to have had illicit dealings with the undead
1210. Caster is known to have precipitated in scandalous fertility rites
1211. Caster is naturally camouflaged for stealth in a snowy setting
1212. Caster is nearly paralyzed by fear while his spellbook is open
1213. Caster is on the verge of starvation, no matter how much he eats
1214. Caster is owed a favor by the local magistrate
1215. Caster is paralyzed from the neck up for 1d6 rounds
1216. Caster is partially immune to magical cold while holding an apple
1217. Caster is permanently disfigured by the next fire he sets
1218. Caster is permanently invisible to the next person to injure him
1219. Caster is pinned beneath a large tombstone bearing his name
1220. Caster is poisoned and has 6d6 days to find its only antidote
1221. Caster is punctured as if he’d spent the night in an iron maiden
1222. Caster is ravenously hungry after each battle
1223. Caster is reduced to first level for 4d6 hours
1224. Caster is reduced to one hit point when he next triggers a Burst
1225. Caster is related by blood to no one who has ever lived
1226. Caster is reluctant to bring his spellbook indoors
1227. Caster is reluctant to carry any weapons after sunset
1228. Caster is reluctant to cast any spell that he now has memorized
1229. Caster is reluctant to enter any building he’s previously entered
1230. Caster is reluctant to get blood on any of his weapons
1231. Caster is reluctant to wield any weapon that hasn’t drawn blood
1232. Caster is rumored to be an artificial, creature without a soul
1233. Caster is rumored to be plotting a political assassination
1234. Caster is rumored to be protected by a mighty dragon
1235. Caster is rumored to be the reincarnation of a despised tyrant
1236. Caster is rumored to drink orc's blood by the quart
1237. Caster is rumored to have been replaced by an infernal impostor
1238. Caster is rumored to have killed the last person to ask his name
1239. Caster is rumored to have murdered hundreds of innocent people
1240. Caster is rumored to have orc's blood flowing through his veins
1241. Caster is rumored to have paid orcs to perform unseemly services
1242. Caster is rumored to have participated in dreadul funerary rites
1243. Caster is rumored to have participated in genocide against Elves
1244. Caster is rumored to have participated in the murder of a deity
1245. Caster is rumored to have performed horrid rituals on Dwarves
1246. Caster is rumored to have placed a huge bounty on his own head
1247. Caster is rumored to have sold his family into slavery
1248. Caster is rumored to have the heart of a goblin
1249. Caster is rumored to have wronged a member of the royal family
1250. Caster is rumored to use clairvoyance for purposes of voyeurism
1251. Caster is scarred as if he’d been burned over 80% of his body
1252. Caster is scrupulously honest in all financial dealings
1253. Caster is sealed in a huge but otherwise normal chicken egg
1254. Caster is sealed in a pine coffin
1255. Caster is sealed in an oak barrel
1256. Caster is seated on a platform high atop a tall, narrow pole
1257. Caster is skilled in a new weapon but can’t use it in daylight
1258. Caster is Slowed when he becomes invisible
1259. Caster is smeared from head to toe with molasses
1260. Caster is soaked each time he casts a water-based spell
1261. Caster is somewhere around Barstow, on the edge of the desert
1262. Caster is soon jailed for public lewdness and profanity
1263. Caster is soon jailed for suspicion of murder
1264. Caster is soon jailed for unlawful use of magical knowledge
1265. Caster is sought by a band of militant vissidectionists
1266. Caster is sparingly flecked with salt like a pretzel
1267. Caster is standing in an open field, west of a white house
1268. Caster is stricken mute until he’s cut by a magic weapon
1269. Caster is stripped of monetary wealth except what he’s carrying
1270. Caster is suddenly alone at the center of a vast field of slag
1271. Caster is suddenly carrying a twenty-pound sack full of straw
1272. Caster is suddenly in the throes of advanced labor
1273. Caster is suddenly on the other side of the nearest locked door
1274. Caster is suddenly seated on a throne formed of apple cores
1275. Caster is suddenly sitting in an elegant bathtub
1276. Caster is suddenly standing at the base of the nearest waterfall
1277. Caster is suddenly standing atop a single stilt
1278. Caster is suddenly standing atop a very tall ladder
1279. Caster is suddenly standing atop the nearest boulder
1280. Caster is suddenly standing atop the nearest horse
1281. Caster is suddenly standing in a bucket of butter
1282. Caster is suddenly standing in a canoe on a rushing river
1283. Caster is suddenly standing in the middle of a snow-covered field
1284. Caster is suddenly standing in the nearest blacksmith's smithy

14
Caster is worshipped as a god by some degenerate, isolated tribe

Caster is wearing what appears to be his heart on his sleeve

Caster is wearing the leathered skin of a recently dead king

Caster is wearing snowshoes and can’t remove them until it snows

Caster is wearing roller skates

Caster is wearing ice skates

Caster is wearing boxing gloves and can’t remove them until dawn

Caster is wearing blood-soaked surgical gloves

Caster is wearing an ornate mask made of the most delicate glass

Caster is wearing a deep-sea diving costume with copper helmet

Caster is violently ejected from the next building he enters

Caster is very susceptible to peer pressure in matters of alcohol

Caster is utterly unable to assess his own injuries

Caster is universally treated like a hated criminal for 1d8 days

Caster is unharmed by extremes of sound

Caster is unaffected by the spell Remove Curse

Caster is unaffected by natural wind

Caster is unable to enter into infernal pacts

Caster is unable to cross any bridge that spans flowing water

Caster is thrown 4d6 hours into the air

Caster is thrown 1d4x1000 years into the future for 1d4 rounds

Caster is thoroughly smeared in bacon grease

Caster is the victim of a well-coordinated propaganda assault

Caster is suddenly standing on a two-foot cube of solid aluminum

Caster is suddenly standing knee-deep in manure

Caster is suddenly standing in the nearest holy water font

Caster is suddenly standing in the nearest brothel

Caster now breathes nitrogen instead of oxygen

Caster no longer produces saliva

Caster no longer needs to eat but can’t heal injuries naturally

Caster must state his name to anyone who asks it

Caster must Save vs Will, or he becomes permanently illiterate

Caster must Save vs Will or attempt to disembowel himself

Caster must Save vs Fortitude or food turns to iron in his mouth

Caster must Save or turn into an anthropomorphic weasel

Caster must Save or his arms start decomposing as if he’s dead

Caster must include a vile expletive in every sentence he speaks

Caster must eat at least one pound of salt each week

Caster must drink salt water instead of fresh water

Caster must carry his spellbook in hand, not in a bag or pouch

Caster mispronounces everyone’s name, offensively if possible

Caster mentions a wish to join a secret society called The Tres

Caster makes outrageous bets about the most unlikely events

Caster loses only 1 hit point from the next 3d8 attacks upon him

Caster loses one pound per level of spell he casts

Caster loses one point of Charisma for each hit point he loses

Caster loses one hit point per level of spells cast in sunlight

Caster loses one point of Charisma for each hit point he loses

Caster loses one point of Charisma per day for 3d6 weeks

Caster loses one pound per level of spell he casts

Caster loses only 1 hit point from the next 3d6 attacks upon him

Caster makes outrageous bets about the most unlikely events

Caster mentions a wish to join a secret society called The Tres

Caster mispronounces everyone’s name, offensively if possible

Caster must carry at least one pound of raw meat at all times

Caster must carry his spellbook in hand, not in a bag or pouch

Caster must drink his weight in water by sunset

Caster must drink salt water instead of fresh water

Caster must eat at least one pound of salt each week

Caster must include a vile expletive in every sentence he speaks

Caster must insult any figure of authority at least 1d4 times

Caster must Save or his arms start decomposing as if he’s dead

Caster must Save or turn into an anthropomorphic weasel

Caster must Save vs Fortitude or food turns to iron in his mouth

Caster must Save vs Fortitude or his lungs turn to gold

Caster must Save vs Fortitude, or his weight doubles

Caster must Save vs Will or attempt to disembowel himself

Caster must Save vs Will or begin aging twenty years per round

Caster must Save vs Will, or he becomes permanently illiterate

Caster must state his name to anyone who asks it

Caster no longer able to share with others

Caster no longer believes that magic really exists

Caster no longer needs to eat but can’t heal injuries naturally

Caster no longer perspires

Caster no longer produces saliva

Caster now breathes nitrogen instead of oxygen
Caster requires only 1d8 hours of sleep per week
Caster repeats the next round 1d100 times
Caster refuses to speak with one particular ally
Caster refuses to speak to anyone who addresses him by name
Caster refuses to speak to anyone while his spellbook is open
Caster refuses to rage, rage against the dying of the light
Caster refuses to handle any blade that hasn't drawn blood
Caster refuses to eat in the presence of Dwarves
Caster refuses to carry any gems or jewels
Caster refers to his spellbook as his "Booky-Wooky"
Caster refers to his allies by cute nicknames
Caster recites that bit from Macbeth whenever he holds a dagger
Caster recently took an inviolable vow but can't remember it
Caster recently found a powerful artifact but doesn't realize it
Caster receives no Save against the next spell cast against him
Caster receives a divine vision of some dreadfully mundane event
Caster realizes that he's skilled in the use of the bola
Caster realizes that he's lived this day repeatedly for years
Caster reacts violently to the scent of baking bread
Caster reacts violently to religious symbols displayed in battle
Caster reacts violently to conspicuous rhymes in speech
Caster reacts violently to anyone who asks his name
Caster reacts violently to anyone bearing a coat-of-arms
Caster raves like a lunatic whenever he witnesses a spellcasting
Caster randomly teleports 1d100 yards when he becomes invisible
Caster quickly rusts if someone else's blood touches him
Caster pursues a disastrous fiscal policy despite public outcry
Caster publicly curses a member of the royal family
Caster prophesies that he'll die by drowning in melted butter
Caster reveals that he enjoys the taste of roasted Dwarf
Caster reveals that he's a doppelganger
Caster routinely forgets magical command words
Caster routinely forgets that he can't breathe underwater
Caster routinely forgets that poisons are harmful when ingested
Caster routinely forgets the reason he stood up, sat down, etc.
Caster routinely forgets to douse campfires, cooking fires, etc.
Caster routinely forgets to draw a weapon before attacking
Caster routinely forgets to eat, even when he's famished
Caster routinely forgets to lie down before sleeping
Caster routinely forgets to put his clothes on after bathing
Caster routinely forgets to remove his clothes before bathing
Caster routinely forgets where he is and where he's going
Caster routinely forgets where he left his spellbook
Caster routinely forgets whether or not he's wearing armor
Caster routinely forgets which spells he has memorized
Caster routinely loses his train of thought mid-sentence
Caster runs to and attempts to uproot the nearest tree
Caster runs to the nearest abattoir
Caster seeks sanctuary in the nearest brothel
Caster sees as if everything is cloaked in perpetual twilight
Caster sees as if his eyes were hovering one foot to the left
Caster sees as if his eyes were in the back of his head
Caster sees as if his eyes were where his ears are
Caster sees colorful ribbons swirling in the air around him
Caster sees cryptic messages in the patterns of plant growth
Caster sees everything as if he's deep underwater
Caster sees everything as through a glass, darkly
Caster sees geyers of flaming pitch erupting all around him
Caster sees ghostly courtisans all around him
Caster sees huge bats and manta rays whirling all around him
Caster sees in daylight as if it's night, and vice versa
Caster sees menacing, shadowy figures everywhere he goes
Caster sees the spell's target point as a place of great holiness
Caster selected today's attire with insufficient forethought
Caster seriously considers abandoning magic for all time
Caster seriously considers entering the clergy
Caster shatters like glass if he falls more than 2X his height
Caster shivers uncontrollably in the presence of fire
Caster shows all signs of plague but is actually quite healthy
Caster shows everyone his wounds and asks if they look infected
Caster shrinks like a fire alarm in the presence of fire
Caster shrinks by 50% upon losing 50% of his hit points
Caster shuns the company of other magic users
Caster shuns the use of magic items as being "amateurish"
Caster shuns the use of weapons that contain ferrous metal
Caster sinks like a stone in water but cannot drown
Caster smells faintly of cabbage
Caster smells like a stone in water but cannot drown
Caster smells faintly of cabbage
Caster suffers acute paranoia whenever he hears his name

Caster suffers 10X normal damage from falls of more than 20 feet

Caster suddenly has ten toes on one foot and none on the other

Caster suddenly has 2d4+2 toes jutting from his face

Caster stumbles into the next campfire that he passes

Caster suffers maximum damage from the next 1d4 attacks upon him

Caster suffers the tortures of the damned for 1d4 hours

Caster suspects that all foliage nearby is hostile to him

Caster suspects that everyone nearby is trying to rob him

Caster suspects that his allies have all joined a dangerous cult

Caster suspects that his use of magic is entirely delusional

Caster suspects that someone nearby has taken over his mind

Caster suspects that someone nearby is a mechanical automaton

Caster takes a big bite out of his spellbook

Caster takes a big bite out of the nearest statue

Caster takes a big bite out of the nearest tree

Caster takes a vow of absolute pacifism for 2d4-1 days

Caster teleports one mile the next time he crosses a river

Caster teleports to exactly where he was standing an hour ago

Caster teleports to the planet's moon for 1d4 hours

Caster teleports to the site of another caster's Chaos Burst

Caster teleports to the site of the most recent state execution

Caster teleports to the spot where he last ate

Caster tells everyone that he has an eidetic memory

Caster tells everyone that his bones are made of diamond

Caster tells malicious lies about his employer or benefactor

Caster tells malicious lies in the presence of clergy

Caster tends to be marked as the strongest member of his party

Caster tends to become briefly invisible at inconvenient times

Caster tends to dribble heavily when drinking from a mug or cup

Caster thinks that "high-ho, high-ho" is a proper Dwarf greeting

Caster thinks that a distant mountain is made of gold

Caster thinks that a huge fire is blazing all around him

Caster thinks that a magic candle is burning in his stomach

Caster thinks that a nearby ally is sapping his magical energies

Caster thinks that a past life is intruding upon his current one

Caster thinks that a snake runs the length of his digestive tract

Caster thinks that a violent hailstorm is going on

Caster thinks that all fire is an illusion

Caster thinks that all of his suspicions are justified

Caster thinks that all other magic users are out to get him

Caster thinks that all royalty is hopelessly corrupt

Caster thinks that an ally will kill him before sunset tomorrow

Caster thinks that any wound he receives is much, much worse

Caster thinks that elements pose no threat to him

Caster thinks that every herbivore in the world hates him

Caster thinks that every scratch will infect him with lycanthropy

Caster thinks that everyone he knows is an impostor

Caster thinks that everyone is jealous of his magical prowess

Caster thinks that everyone thinks that he is an impostor

Caster thinks that everything he owns has been replaced by a copy

Caster thinks that everything he owns is powerfully enchanted

Caster thinks that evil beings will kill to possess his spellbook

Caster thinks that food prepared by others is poisonous to him

Caster thinks that gold will burn him if placed against his skin

Caster thinks that he came into existence just 1d4 days ago

Caster thinks that he can become invisible to undead at will

Caster thinks that he can command dragons to do his bidding

Caster thinks that he can communicate with ants

Caster thinks that he can communicate with cats

Caster thinks that he can fly by leaping off of tall buildings

Caster thinks that he can handle red-hot metal without harm

Caster thinks that he can neutralize poisons by swallowing them

Caster thinks that he can restore the undead to true life

Caster thinks that he can speak directly to his deity

Caster thinks that he can speak with birds

Caster thinks that he can survive many hammer blows to the skull

Caster thinks that he died during his youth

Caster thinks that he has a weakness to green rock

Caster thinks that he has diplomatic immunity

Caster thinks that he has the power to speak prophecy
| Caster thinks that he is attended by invisible undead retainers | 1675 |
| Caster thinks that he just died and is now a zombie | 1676 |
| Caster thinks that he knows the location of a vast horde of gold | 1677 |
| Caster thinks that he looks totally different after each sunrise | 1678 |
| Caster thinks that he must eat a pound of soil by midnight | 1679 |
| Caster thinks that he must hold an awkward item to cast magic | 1680 |
| Caster thinks that he must learn a new spell before sunset | 1681 |
| Caster thinks that he must protect the target at all costs | 1682 |
| Caster thinks that he must quickly remove and burn his clothes | 1683 |
| Caster thinks that he must undertake some bizarre quest | 1684 |
| Caster thinks that he owes thousands of gold pieces to the king | 1685 |
| Caster thinks that he owns everything now in his line of sight | 1686 |
| Caster thinks that he smells strongly of manure | 1687 |
| Caster thinks that he'll be a god if he removes all of his skin | 1688 |
| Caster thinks that he'll be canonized immediately after his death | 1689 |
| Caster thinks that he'll be eaten by zombies if he falls asleep | 1690 |
| Caster thinks that he'll be executed for treason at dawn tomorrow | 1691 |
| Caster thinks that he'll be executed for treason if he uses magic | 1692 |
| Caster thinks that he'll be immolated if he uses magical fire | 1693 |
| Caster thinks that he'll be killed in his sleep one night soon | 1694 |
| Caster thinks that he'll catch a disease if he uses magic items | 1695 |
| Caster thinks that he'll combust if he gets wet | 1696 |
| Caster thinks that he'll combust if he tells a lie | 1697 |
| Caster thinks that he'll combust unless he wears a garment of ivory | 1698 |
| Caster thinks that he'll contract every disease he encounters | 1699 |
| Caster thinks that he'll die if a particular person nearby dies | 1700 |
| Caster thinks that he'll die unless he eats a magical scroll | 1701 |
| Caster thinks that he'll drown in the next water he crosses | 1702 |
| Caster thinks that he'll excrete diamonds if he ingests coal | 1703 |
| Caster thinks that he'll melt if he gets too close to a fire | 1704 |
| Caster thinks that he's a master thief | 1705 |
| Caster thinks that he's a priest of a foul, tentacled monstrosity | 1706 |
| Caster thinks that he's actually 10X older than he appears to be | 1707 |
| Caster thinks that he's aging at a rate of one year per hour | 1708 |
| Caster thinks that he's been declared The Protector Of The Forest | 1709 |
| Caster thinks that he's been spared for some infernal purpose | 1710 |
| Caster thinks that he's being attacked by piranha | 1711 |
| Caster thinks that he's being attacked by the nearest boulder | 1712 |
| Caster thinks that he's being consumed by invisible worms | 1713 |
| Caster thinks that he's being held against his will | 1714 |
| Caster thinks that he's being savaged by rabid dogs | 1715 |
| Caster thinks that he's being squeezed by a large python | 1716 |
| Caster thinks that he's dead and hopes his allies don't find out | 1717 |
| Caster thinks that he's destined to be hanged at midnight tonight | 1718 |
| Caster thinks that he's destined to die in a comical fashion | 1719 |
| Caster thinks that he's destined to die of natural causes | 1720 |
| Caster thinks that he's fireproof while he's naked | 1721 |
| Caster thinks that he's guilty of sedition and treason | 1722 |
| Caster thinks that he's highly combustible | 1723 |
| Caster thinks that he's immune to lycanthropy | 1724 |
| Caster thinks that he's immune to necromantic magic | 1725 |
| Caster thinks that he's immune to non-magical diseases | 1726 |
| Caster thinks that he's indentured to some nearby landowner | 1727 |
| Caster thinks that he's invincible while he's talking | 1728 |
| Caster thinks that he's invulnerable to magical weapons | 1729 |
| Caster thinks that he's invulnerable to missile weapons | 1730 |
| Caster thinks that he's invulnerable while he's invisible | 1731 |
| Caster thinks that he's invulnerable while wearing a hat | 1732 |
| Caster thinks that he's just escaped from rogue vivisectionists | 1733 |
| Caster thinks that he's next in line for the throne of hell | 1734 |
| Caster thinks that he's on fire and begs people to extinguish him | 1735 |
| Caster thinks that he's raised himself from the dead | 1736 |
| Caster thinks that he's seeing through someone else's eye | 1737 |
| Caster thinks that he's slowly transforming into a dragon | 1738 |
| Caster thinks that he's sold his soul to several different demons | 1739 |
| Caster thinks that he's sold his soul to that guy at the market | 1740 |
| Caster thinks that he's soon to be bronze-plated | 1741 |
| Caster thinks that he's standing at the edge of a cliff | 1742 |
| Caster thinks that he's standing in a chest-high heap of manure | 1743 |
| Caster thinks that he's standing in waist-deep water | 1744 |
| Caster thinks that he's standing on a tall, narrow staircase | 1745 |
| Caster thinks that he's stolen this body from its rightful owner | 1746 |
| Caster thinks that he's the child of some unlikely person nearby | 1747 |
| Caster thinks that he's the wizard king and can do anything | 1748 |
| Caster thinks that he's the man in the moon | 1749 |
| Caster thinks that he's the victim of an elaborate practical joke | 1750 |
| Caster thinks that he's the victim of circumstance | 1751 |
| Caster thinks that he's water soluble | 1752 |
| Caster thinks that his actions are fulfilling ancient prophecy | 1753 |
| Caster thinks that his allies will all be dead before morning | 1754 |
| Caster thinks that his allies' wounds are much more serious | 1755 |
| Caster thinks that his ancestors are speaking through his allies | 1756 |
| Caster thinks that his ancestors came from a distant world | 1757 |
| Caster thinks that his brain will pop if he learns one more spell | 1758 |
| Caster thinks that his clothing is drenched in strong acid | 1759 |
| Caster thinks that his current alignment isn't his true alignment | 1760 |
| Caster thinks that his death will bring about the apocalypse | 1761 |
| Caster thinks that his death will open the gates of heaven | 1762 |
| Caster thinks that his death will open the gates of hell | 1763 |
| Caster thinks that his deity has commanded him to kill his allies | 1764 |
| Caster thinks that his deity owes him a big favor | 1765 |
| Caster thinks that his destiny awaits him in the nearest cave | 1766 |
| Caster thinks that his face is far too hideous to look at | 1767 |
| Caster thinks that his face is just a mask he wears on his skull | 1768 |
| Caster thinks that his hands will disintegrate if he touches gold | 1769 |
| Caster thinks that his head is a parasitic organism | 1770 |
| Caster thinks that his head is an extraneous, vestigial appendage | 1771 |
| Caster thinks that his head was sewn onto this body only recently | 1772 |
| Caster thinks that his head will fall off if he removes his hat | 1773 |
| Caster thinks that his head will shatter if he wears a hat | 1774 |
| Caster thinks that his magic items are about to explode | 1775 |
| Caster thinks that his magic items are plotting against him | 1776 |
| Caster thinks that his soul is controlling his body from afar away | 1777 |
| Caster thinks that his soul was forced into this current body | 1778 |
| Caster thinks that his spellbook belongs to someone else | 1779 |
| Caster thinks that his spellbook is a living entity | 1780 |
| Caster thinks that his spellbook is incredibly flammable | 1781 |
| Caster thinks that his spellbook is trying to consume his soul | 1782 |
| Caster thinks that his spellbook is trying to kill him | 1783 |
| Caster thinks that his teeth will explode if he chews meat | 1784 |
| Caster thinks that horses are conspiring against him | 1785 |
| Caster thinks that imp and demons harass him while he sleeps | 1786 |
| Caster thinks that it's cute when he speaks in baby-talk | 1787 |
| Caster thinks that life is a simulation and he's soaking in a vat of acid | 1788 |
| Caster thinks that many of his memories were falsely implanted | 1789 |
| Caster thinks that mighty deities are vying for his soul | 1790 |
| Caster thinks that must hold one hand to his head at all times | 1791 |
| Caster thinks that no non-magical animal can harm him | 1792 |
| Caster thinks that no one really trusts him | 1793 |
| Caster thinks that no one really understands what he's saying | 1794 |
| Caster thinks that one his allies will kill him while he sleeps | 1795 |
| Caster thinks that people are just using him for his money | 1796 |
| Caster thinks that people think he's some kind of deity | 1797 |
| Caster thinks that rhyming words have mystical significance | 1798 |
| Caster thinks that some item he's carrying will soon explode | 1799 |
| Caster thinks that some item he's carrying is about to explode | 1800 |
| Caster thinks that someone else can see through his eyes | 1801 |
| Caster thinks that someone else can see through his eyes | 1802 |
| Caster thinks that something valuable's been stolen from him | 1803 |
| Caster thinks that the child of some unlikely person nearby | 1804 |
Caster's attempts at scrying yield sanity-damaging visions
Caster's attacks are 20% likely to inflict no damage on undead
Caster's arms vanish for the duration of the intended spell
Caster's arms are tied together in a tight knot
Caster's arms are covered in hideous welts and bruises
Caster's arms are covered by scars from ritual burns
Caster's armor class is worsened by 1d6 until sunset tomorrow
Caster's armor class is improved by 1d4 until dawn
Caster's allies worship him as a god for 1d4 days
Caster's allies suspect that he secretly eats mice and rats
Caster's allies suspect that he isn't quite housebroken
Caster's allies have never quite trusted him
Caster's age is doubled until sunrise tomorrow
Caster, his gear, and clothes are translucent for 2d4-1 days
Caster won't remember the next 4d6 hours
Caster wins a magical lamp shaped like a woman's leg
Caster vanishes; in 1d8 rounds he appears at the target point
Caster vanishes; has a 1% cumulative chance per round to return
Caster utters shocking profanities at inappropriate times
Caster unleashes a torrent of shocking profanity for 2d4 rounds
Caster turns invisible to himself but not to anyone else
Caster turns to stone but is fully restored at dawn tomorrow
Caster unleashes a torrent of shocking profanity for 2d4 rounds
Caster uses fire-based magic in preference to other magic
Caster utters shocking blasphemies in the presence of clergy
Caster utters shocking profanities at inappropriate times
Caster vanishes; has a 1% cumulative chance per round to return
Caster vanishes; in 1d8 rounds he appears at the target point
Caster volunteers for the most dangerous task he can find
Caster vows not to rest until he's found the real killers
Caster vows to commit deicide before the end of the year
Caster vows to make a little birdhouse in his soul
Caster vows to slay the next person to use magic on him
Caster vows to slay the next person who addresses him by name
Caster wagers all of his money on an improbable contest
Caster walks with a profound limp except while naked
Caster wants to join the next flock of birds he sees
Caster was born in the universe that existed before this one
Caster wears eyeglasses and has an odd birthmark on his forehead
Caster weeps tears of blood whenever someone says his name
Caster weeps powerfully adhesive tears for 1d6 rounds
Caster weeps tears of blood whenever someone says his name
Caster will appear to be his current age for the rest of his life
Caster will combust unless he immerses himself within an hour
Caster will die if struck by a wooden club in the next 1d4 rounds
Caster wins a magical lamp shaped like a woman's leg
Caster wishes to divest himself of all worldly goods
Caster won’t age for 100 years if he cuts off his thumbs
Caster won’t remember the next 4d6 hours
Caster, his gear, and clothes are translucent for 2d4-1 days
Caster’s age is doubled until sunrise tomorrow
Caster’s allies completely ignore him for 1d6 hours
Caster’s allies have never quite trusted him
Caster’s allies suspect that he isn’t quite housebroken
Caster’s allies suspect that he secretly eats mice and rats
Caster’s allies treat him like a child for 2d12 hours
Caster’s allies worship him as a god for 1d4 days
Caster’s armor class is improved by 1d4 until dawn
Caster’s armor class is worsened by 1d6 until sunset tomorrow
Caster’s arms and legs are bound in shackles of gold
Caster’s arms and legs look like chicken’s legs
Caster’s arms are covered by scars from ritual burns
Caster’s arms are covered in hideous welts and bruises
Caster’s arms are tied together in a tight knot
Caster’s attacks are 20% likely to inflict no damage on undead
Caster’s attempts at scrying yield sanity-damaging visions
Caster’s attempts at scrying yield visions of a sunken city
Caster’s attempts at scrying yield visions of astonishing boredom
Caster’s attempts at scrying yield visions of his own home
Caster’s attempts at scrying yield visions of horrific carnage
Caster’s attempts at scrying yield visions of impossible events
Caster’s attempts at scrying yield visions of incredible beauty
Caster’s attempts at scrying yield visions of nonexistent places
Caster’s attempts at scrying yield visions of raucous debauchery
Caster’s attempts at scrying yield visions of sugarplums
Caster’s attempts at scrying yield visions of the distant past
Caster’s attempts at scrying yield visions of this location
Caster’s attempts at scrying yield visions of utter desolation
Caster’s attempts at scrying yield wildly inaccurate visions
Caster’s attempts to change shape always fail spectacularly
Caster’s back is scarred with the imprint of a dragon’s foot
Caster’s base armor class is 8
Caster’s base armor class is 12
Caster’s big toes become opposable like thumbs
Caster’s blood causes metal to become invisible
Caster’s blood combusters violently within his body
Caster’s blood is a sickly green and smells like manure
Caster’s blood is poisonous to vampires and were-beasts
Caster’s blood is sought as a panacea by Dwarves and Gnomes
Caster’s blood is strongly adhesive after it leaves his body
Caster’s blood is toxic to him, if ingested
Caster’s blood is weightless
Caster’s blood is worth more than gold, in the proper market
Caster’s blood leaves indelible stains on rock and stone
Caster’s blood radiates intense magic
Caster’s body appears to have been shredded and reassembled
Caster’s body can act independently if separated from his head
Caster’s body is 40% fireproof
Caster’s body is an artificial construct
Caster’s body is covered in festering scabs
Caster’s body is covered in ugly, livid bruises
Caster’s body is reset to a 48-hour cycle rather than 24
Caster’s body is rumored to contain countless diamonds
Caster’s body is scarred as if he’s undergone an autopsy
Caster’s body is scarred with innumerable cryptic runes
Caster’s body swivels 180° at the waist and stays that way
Caster’s bones are as fragile as glass for 1d4 rounds
Caster’s bones can’t be broken but are highly combustible
Caster’s bones can’t be broken unless he’s barefoot
Caster’s bones will be powerfully explosive after his death
Caster’s boots adhere strongly to stone while he’s wearing them
Caster’s boots are worth 10d100 gold pieces
Caster’s boots can never move more than ten feet from this spot
Caster’s boots have been kidnapped and held for a high ransom
Caster’s boots weigh 100 pounds when wet
Caster’s casting times are shortened by 50% for 2d4-1 days
Caster’s center of gravity changes daily
Caster’s center of gravity is 1d4 feet to his left
Caster’s center of gravity is at the level of his eyes
Caster’s center of gravity is at the level of his feet
Caster’s closest blood relative ascends to godhood
Caster’s closest blood relative has been abducted by a vile cult
Caster’s closest blood relative is slated for execution tomorrow
Caster’s closest blood relative vows to slay him
Caster’s clothes are 25% likely to be invisible to each viewer
Caster’s clothes are burned to cinders, but he is unharmed
Caster’s clothes are drenched with goat’s milk
Caster’s clothes are drenched with goat’s milk
Caster’s clothes are covered with hideous welts and bruises
Caster’s clothes are tied together in a tight knot
Caster’s clothes are bound in shackles of gold
Caster’s clothes are translucent for 2d4-1 days
Caster’s clothes can act independently if separated from his head
Caster’s clothes are made of gold
Caster’s clothes are made of gold
1935 Caster's clothes are impervious to Alteration magic
1936 Caster's clothes are impervious to fire when it's not being worn
1937 Caster's clothes are invisible by firelight
1938 Caster's clothes are invisible in the presence of royalty
1939 Caster's clothes are soaked with lambs' blood
1940 Caster's clothes are soaked with lamp oil
1941 Caster's clothes are soaked with molasses
1942 Caster's clothes are stripped of any and all enchantments
1943 Caster's clothes are water soluble
1944 Caster's clothes clatter like metal when he moves
1945 Caster's clothes don't leave much to the imagination
1946 Caster's clothes heat by 1° per minute for the next 1d10 hours
1947 Caster's clothes maintain a constant temperature of 70°
1948 Caster's clothes radiate intense magic
1949 Caster's clothes turn to copper.
1950 Caster's clothes turn to densely-woven spider's web
1951 Caster's clothes turn to living human flesh
1952 Caster's clothing inflates to the size of a house
1953 Caster's cranium enlarges by 25%
1954 Caster's cranium reforms into a tall, blunt cone
1955 Caster's death is ordered due to a Burst he triggered previously
1956 Caster's death is prophesied to precede centuries of prosperity
1957 Caster's death will inspire weeks of riots and revolution
1958 Caster's debt increases at a rate of 30% per month
1959 Caster's digestive system becomes independently sentient
1960 Caster's dominant hand becomes as clumsy as his other hand
1961 Caster's ears are burned from his head
1962 Caster's ears are on the same side of his head
1963 Caster's ears are unaffected by polymorph magic
1964 Caster's ears bleed harmlessly but copiously for 10d10 rounds
1965 Caster's ears can't be cut by any metal blade
1966 Caster's ears fall off and regrow every few days
1967 Caster's ears grow to the size of dinner plates
1968 Caster's ears resemble butterfly's wings
1969 Caster's elbows can't bend more than 90°
1970 Caster's entire head looks like a huge nose
1971 Caster's every attempt at music yields the same annoying tune
1972 Caster's eyelids look like lips
1973 Caster's eyes appear crystalline like diamonds
1974 Caster's eyes are artificial and were installed by demons
1975 Caster's eyes are invulnerable to heat and fire
1976 Caster's eyes are replaced by new ones every 1d4 days
1977 Caster's eyes can be safely removed for up to 1d4 hours
1978 Caster's eyes can't be harmed by any physical force or object
1979 Caster's eyes do not move, but he can see normally.
1980 Caster's eyes glow red when he tries to make a good impression
1981 Caster's eyes merge into a single eye at the bridge of his nose
1982 Caster's eyes migrate to his cheekbones
1983 Caster's eyes migrate two inches higher on his forehead
1984 Caster's eyes sink 1d4 inches into his skull
1985 Caster's eyes swell shut for 2d12 hours
1986 Caster's eyeteeth grow into tusks like those of a walrus
1987 Caster's face and head are covered by a tight shell of felid wax
1988 Caster's face and head resemble a snowman's
1989 Caster's face appears melted like wax
1990 Caster's face appears to age backwards at 2X the normal rate
1991 Caster's face appears to be made of chrome
1992 Caster's face appears to be made of hammered aluminum
1993 Caster's face appears to be upside-down
1994 Caster's face appears to float 1d4 inches in front of his skull
1995 Caster's face appears to have been sculpted from cold wax
1996 Caster's face doesn't move when he speaks; -2 to reaction rolls
1997 Caster's face elongates into a short snout with prominent teeth
1998 Caster's face falls off, leaving a bare skull until sunrise
1999 Caster's face is a mask
2000 Caster's face is an illusion and can be dispelled as such
2001 Caster's face is concave
2002 Caster's face is covered with cactus needles
2003 Caster's face is fireproof
2004 Caster's face is glazed in a thick layer of ice
2005 Caster's face is pliant like rubber
2006 Caster's face is printed with intricate, dark blue tattoos
2007 Caster's face is scarred as though slashed by an eagle's talons
2008 Caster's face swells enough to be unrecognizable
2009 Caster's face tingles in the presence of magical animals
2010 Caster's face turns to wood
2011 Caster's feet are burned as if he's waded through ankle-deep acid
2012 Caster's feet are encased in brick
2013 Caster's feet can't be burned by magical fire
2014 Caster's feet inflate to 2X normal size while he wades in water
2015 Caster's feet shrink by 80% while he's wearing shoes or boots
2016 Caster's feet smolder gently for 1d6 hours without harming him
2017 Caster's feet vanish, but he can walk comfortably on his ankles
2018 Caster's fingernails are poisonous to him
2019 Caster's fingernails display otherworldly scenes
2020 Caster's fingernails each grow 1d20 inches
2021 Caster's fingernails exude a pungent green fluid
2022 Caster's fingernails grow 1d4 inches per day
2023 Caster's fingers appear to be made of delicate crystal
2024 Caster's fingers are as flexible as tentacles
2025 Caster's fingers are as rigid as steel while they're wet
2026 Caster's fingers are threaded like bolts
2027 Caster's fingers can't be severed from his hands
2028 Caster's fingers glow faintly in the presence of humans
2029 Caster's fingers randomly shuffle their positions
2030 Caster's fingers seem ice cold to anyone other than the caster
2031 Caster's fist fuses into a clumsy stub
2032 Caster's fist jams itself into his mouth
2033 Caster's footprints glow with sickly green light for 5d6 rounds
2034 Caster's footprints seem to shimmer and waver in sunlight
2035 Caster's footprints shine brightly while he's invisible
2036 Caster's hair and clothes become horribly entangled
2037 Caster's hair and clothes constantly stir as if blown by wind
2038 Caster's hair becomes tangle in any hat or helmet he wears
2039 Caster's hair becomes thick and coarse like that of a boar
2040 Caster's hair can never become invisible
2041 Caster's hair falls out each evening and regrows by morning
2042 Caster's hair freezes solid
2043 Caster's hair is clear like glass
2044 Caster's hair is discovered to be a bad toupee
2045 Caster's hair is fireproof
2046 Caster's hair is perpetually soaked with sea water
2047 Caster's hair is striped like a tiger's coat
2048 Caster's hair reeks of sulfur when he's near a campfire
2049 Caster's hair stands straight up for the next 1d4 weeks
2050 Caster's hair adheres to the next bludgeoning weapon he grips
2051 Caster's hair adheres to the next tree he touches
2052 Caster's hands and arms are covered with cactus needles
2053 Caster's hands and feet are invisible for 1d4 weeks
2054 Caster's hands appear to be crude wooden replicas
2055 Caster's hands appear to be made of solid gold
2056 Caster's hands appear to have been badly gnawed by rodents
2057 Caster's hands are blasted to a crisp but heal in 1d4+1 weeks
2058 Caster's hands are completely insulated against electricity
2059 Caster's hands are impervious to all harm for one week
2060 Caster's hands are invisible by firelight
2061 Caster's hands are impervious to Alteration magic
2062 Caster's hands are translucent like smoky quartz
2063 Caster's hands can't come within 12 inches of each other
2064 Caster's hands can't come within 12 inches of his face
Caster’s home has served as barracks while he’s been away
Caster’s home has served as an armory while he’s been away
Caster’s home has served as an abattoir while he’s been away
Caster’s home has served as a stable while he’s been away
Caster’s home has served as a public latrine while he’s been away
Caster’s home has served as a prison while he’s been away
Caster’s home has served as a pig sty while he’s been away
Caster’s home has served as a monastery while he’s been away
Caster’s home has served as a crematorium while he’s been away
Caster’s home has a secret room that he’s never noticed before
Caster’s home fills with some kind of thick blue liquid
Caster’s home is suddenly at the bottom of a deep, dark valley
Caster’s home is seized through an act of Imminent Domain
Caster’s home is packed completely full of snow
Caster’s home is packed completely full of salt
Caster’s home is packed completely full of pigs’ ears
Caster’s home is made of gingerbread
Caster’s home is infested with bubonic rats
Caster’s home is destroyed by a huge magical explosion
Caster’s home drops from the sky to land heavily nearby
Caster’s home appears to have been abandoned for centuries
Caster’s home appears to be shockingly evil to everyone but him
Caster’s heart is mechanical and not subject to necromancy
Caster’s head shines like a beacon visible only to orcs
Caster’s head once belonged to a great military leader
Caster’s head is split down the middle but he is unharmed
Caster’s head is rendered permanently invisible
Caster’s head is permanently surrounded by dense fog
Caster’s head is discovered to be a mechanical construct
Caster’s head is demanded as tribute by some insane despot
Caster’s head deforms like a rubber ball when bludgeoned
Caster’s hands detach the next time he puts them in his pockets
Caster’s hands explode but grow back by morning
Caster’s hands feel just like two balloons
Caster’s hands reform into lobster-like pincers
Caster’s hands shine like a beacon visible only to goblins
Caster’s hands shrink by 50%
Caster’s hands shrink or grow to fit any gloves he wears
Caster’s hands sprout coarse scales
Caster’s hands sprout luxuriant feathers
Caster’s head appears to hang loosely above his shoulders
Caster’s head appears translucent when backlit by firelight
Caster’s head deforms like a rubber ball when bludgeoned
Caster’s head explodes as a 20HD fireball if cut from his body
Caster’s head is demanded as tribute by some insane despot
Caster’s head is discovered to be a mechanical construct
Caster’s head is impervious to non-magical missile fire
Caster’s head is now shaped like a bell
Caster’s head is perfectly cylindrical until sunset tomorrow
Caster’s head is permanently surrounded by dense fog
Caster’s head is rendered permanently invisible
Caster’s head is sealed in a block of ice with breathing holes
Caster’s head is split down the middle but he is unharmed
Caster’s head once belonged to a great military leader
Caster’s head shines like a beacon visible only to orcs
Caster’s head turns into a pumpkin for 1d6 hours
Caster’s heart is mechanical and not subject to necromancy
Caster’s heart is widely rumored to be the Philosopher’s Stone
Caster’s home and everything in it are invisible to him
Caster’s home appears to be shockingly evil to everyone but him
Caster’s home appears to have been abandoned for centuries
Caster’s home can’t be entered through the front door
Caster’s home drops from the sky to land heavily nearby
Caster’s home fills with some kind of thick blue liquid
Caster’s home has a secret entrance accessible only to trolls
Caster’s home has a secret room that he’s never noticed before
Caster’s home has served as a brothel while he’s been away
Caster’s home has served as a crematorium while he’s been away
Caster’s next spell turns its target bright blue for its duration
Caster’s next spell persists until he’s injured
Caster’s next spell functions but knocks him unconscious
Caster’s next spell functions but has an invisible effect
Caster’s next spell fills the air with the sound of buzzing bees
Caster’s next spell causes its target to become invisible
Caster’s next spell affects only half of its intended targets
Caster’s next attack heals its target of all damage and disease
Caster’s next attack causes equal damage to him and his target
Caster’s next 1d8 attacks inflict only illusionary damage
Caster’s neck is invisible
Caster’s nearest ally is invisible to him for 1d4 days
Caster’s nearest ally attacks him for 1d6 rounds
Caster’s most powerful foe always knows caster’s precise location
Caster’s missile-based spells seem to issue from the ground
Caster’s home levitates 1d10 yards in the air for that many days
Caster’s home resembles a large toadstool
Caster’s home sinks into the ground 1d10 inches per day
Caster’s home stands on a kobold burial mound
Caster’s home throbs and pulses like a gigantic heart
Caster’s home will cease to exist in 1d4 days
Caster’s image appears on every shield within 100 yards
Caster’s index finger is shaped like a key
Caster’s Intelligence is equal to his level for 2d12 hours
Caster’s Intelligence is reduced by 1d4 for a like number of days
Caster’s internal monologue becomes audible to others
Caster is unable to digest uncooked foods
Caster’s kidneys vanish
Caster’s knees can bend forward and backward with equal ease
Caster’s left arm appears to carry a powerful enchantment
Caster’s left arm appears to have been made from twine and glue
Caster’s left arm doubles in length 1d4 times
Caster’s left arm doubles in length; right arm Shrinks by 50%
Caster’s left arm stretches to 2X the length of his body
Caster’s left hand and 10d10% of his arm turn to brass
Caster’s left hand can’t be cut by any non-magical blade
Caster’s left hand is affected as by the spell Haste
Caster’s left hand is hideously warped and mangled
Caster’s left hand strongly resents his right hand
Caster’s left leg detaches and starts kicking him really hard
Caster’s left leg is covered by bark
Caster’s legs are both encased in a single thick, steel pipe
Caster’s legs are now exactly as long as his arms
Caster’s legs can’t support his weight for 1d10 rounds
Caster’s legs double in length, and his arms shorten by 50%
Caster’s legs weigh as much as iron while he’s wading
Caster’s limbs are rendered permanently invisible
Caster’s limbs each belong to a different species
Caster’s lungs are visible through his flesh and clothing
Caster’s lungs begin to function at 2X normal efficiency
Caster’s lungs begin to function at half normal efficiency
Caster’s lungs sound like bagpipes when he exerts himself
Caster’s lungs stop working for 1d10 rounds
Caster’s magic does not affect females for 1d4 days
Caster’s magic does not affect males for 1d4 days
Caster’s magic doesn’t work if he’s ankle-deep in water
Caster’s magic is detected by Detect Magic only 20% of the time
Caster’s magic is somewhat resistant to the spell Dispel Magic
Caster’s magic leaves a filmy residue on precious metals
Caster’s mass increases by a factor of 10 while he’s on a boat
Caster’s mass increases by a factor of 10 while he’s on a boat
Caster’s spell-based spells seem to issue from his eyes
Caster’s spell-based spells are invisible to him for 1d4 days
Caster’s spell-based spells seem to issue from his mouth
Caster’s spell-based spells seem to issue from the ground
Caster’s most powerful foe always knows caster’s precise location
Caster’s motion is impeded by a strong wind that affects only him
Caster’s nearest ally attacks him for 1d6 rounds
Caster’s nearest ally is invisible to him for 1d4 days
Caster’s neck doubles in length
Caster’s neck is invisible
Caster’s next 1d6 attacks inflict only illusionary damage
Caster’s next attack causes equal damage to him and his target
Caster’s next attack heals its target of all damage and disease
Caster’s next spell affects only half of its intended targets
Caster’s next spell causes its target to become invisible
Caster’s next spell fills the air with the sound of buzzing bees
Caster’s next spell functions as a Disintegrate spell instead
Caster’s next spell functions but has an invisible effect
Caster’s next spell functions but knocks him unconscious
Caster’s next spell persists until he’s injured
Caster’s next spell turns its target bright blue for its duration
2195 Caster’s next Summoning calls up something he can not put down
2196 Caster’s next Summoning turns him into the Summed creature
2197 Caster’s next Summoning yields 1d10 decapitated human heads
2198 Caster’s next Summoning yields 1d1000 fluffy white rabbits
2199 Caster’s next Summoning yields 1d4 chrome-plated ostriches
2200 Caster’s next Summoning yields 1d8 tiny blue imps with white hats
2201 Caster’s next Summoning yields 4d10 bushels of rotten apples
2202 Caster’s next Summoning yields a 16HD Earth Elemental
2203 Caster’s next Summoning yields a bucket of brine-soaked plums
2204 Caster’s next Summoning yields a coil of rope one mile in length
2205 Caster’s next Summoning yields a creature that attacks him
2206 Caster’s next Summoning yields a creature that dies instantly
2207 Caster’s next Summoning yields a horrifyingly loathsome monster
2208 Caster’s next Summoning yields a mockery of the intended effect
2209 Caster’s next Summoning yields a puddle of highly unstable goo
2210 Caster’s next Summoning yields an ice sculpture
2211 Caster’s next Summoning yields an illusion of the intended effect
2212 Caster’s next Summoning yields something wildly inappropriate
2213 Caster’s next Summoning yields the last thing that he expects
2214 Caster’s next Summoning yields two of whatever he’s Summoning
2215 Caster’s nose looks like a noose
2216 Caster’s nose looks like an ear
2217 Caster’s nostrils are stuffed full of pimentos
2218 Caster’s palms turn to stone
2219 Caster’s pockets are filled with confectioner’s sugar
2220 Caster’s pockets are filled with glue
2221 Caster’s pockets are filled with greasy candle stubs
2222 Caster’s pockets are filled with live minnows
2223 Caster’s pockets are filled with offal
2224 Caster’s pockets are filled with stringy pasta
2225 Caster’s pockets are filled with weeks-old goat cheese
2226 Caster’s pockets are fireproof
2227 Caster’s pockets are inaccessible for 1d6 days
2228 Caster’s pockets are lined with chain mail
2229 Caster’s pockets are lined with sharp, jagged teeth
2230 Caster’s pockets vanish along with anything inside them
2231 Caster’s presence causes all food to taste like liver
2232 Caster’s presence causes birds in nearby trees to fall silent
2233 Caster’s presence causes bowstrings to be abnormally elastic
2234 Caster’s presence causes clockwork devices to malfunction
2235 Caster’s presence causes food to be drained of all flavor
2236 Caster’s presence causes holy symbols to seem unusually hot
2237 Caster’s presence causes magical weapons to glow a dim red
2238 Caster’s presence causes musical instruments to go out of tune
2239 Caster’s presence causes people to sing wildly off-key
2240 Caster’s presence causes people to sing wildly off-key
2241 Caster’s presence causes the clanking of metal to be muffled
2242 Caster’s presence causes timekeeping devices to combust
2243 Caster’s presence causes timekeeping devices to malfunction
2244 Caster’s presence causes undead skeletons to sneeze
2245 Caster’s presence causes worked stone to sweat
2246 Caster’s presence induces lightheartedness in Dwarves
2247 Caster’s presence makes it hard to discern the value of things
2248 Caster’s principal weapon bends until the ends are touching
2249 Caster’s principal weapon can indicate True North once per turn
2250 Caster’s principal weapon can’t be damaged by non-magical heat
2251 Caster’s principal weapon can’t exist on this plane for 4d8 days
2252 Caster’s principal weapon can’t kill anyone now within 10 miles
2253 Caster’s principal weapon can’t kill anyone of Elfin stock
2254 Caster’s principal weapon disintegrates if it draws his blood
2255 Caster’s principal weapon glows as though it’s red hot
2256 Caster’s principal weapon is as shiny as mirror for 1d12 months
2257 Caster’s principal weapon is extremely sticky to the touch
2258 Caster’s principal weapon is matte black between sunset and dawn
2259 Caster’s principal weapon is older than the whole universe
2260 Caster’s principal weapon is reclaimed by its former owner
2261 Caster’s principal weapon is translucent like smoked glass
2262 Caster’s principal weapon shrinks by 5d10+45%
2263 Caster’s principal weapon sprouts luxuriant tresses
2264 Caster’s reflection appears upside down
2265 Caster’s reflection chants dire prophecies about him
2266 Caster’s reflection commits suicide when he next sees it
2267 Caster’s reflection harbors a deep and obvious resentment of him
2268 Caster’s reflection is not mirror-reversed
2269 Caster’s reflection shows him as battered corpse
2270 Caster’s reflection shows him as he was 10 years ago
2271 Caster’s reflection shows him beaten nearly to death
2272 Caster’s right arm is encased in a cylinder of solid crystal
2273 Caster’s right arm is just like his left arm, facing backwards
2274 Caster’s right arm resembles a horse’s foreleg
2275 Caster’s right hand is a perfect sphere at the end of his wrist
2276 Caster’s right hand struggles to grip his right elbow
2277 Caster’s right leg increases in thickness by a factor of 1d4
2278 Caster’s right thigh is as long as his entire left leg
2279 Caster’s skin appears cracked like an old oil painting
2280 Caster’s skin appears pitted like Swiss cheese
2281 Caster’s skin appears to have been boiled
2282 Caster’s skin appears to have been riveted to his body in sheets
2283 Caster’s skin appears to have been woven of flesh-colored thread
2284 Caster’s skin can’t be punctured by any mammal’s teeth
2285 Caster’s skin is blood red for 2d4-1 days
2286 Caster’s skin is completely free of moles, scars, and blemishes
2287 Caster’s skin is covered by human bite-marks
2288 Caster’s skin is fireproof but tarnishes quickly in sunlight
2289 Caster’s skin is infused with countless tiny glass nuggets
2290 Caster’s skin is permanently stained by his blood
2291 Caster’s skin is plaid from now on
2292 Caster’s skin is suddenly the color of his hair
2293 Caster’s skin ripples like a rain-spattered pond from now on
2294 Caster’s skin varies in opacity from hour to hour
2295 Caster’s skull becomes intensely magnetic
2296 Caster’s speech doesn’t match the movement of his lips
2297 Caster’s speech is clearly audible to all within 50 yards
2298 Caster’s speech is utterly unintelligible for 1d4 hours
2299 Caster’s speech is utterly unintelligible to him
2300 Caster’s spellbook absorbs moisture like a sponge
2301 Caster’s spellbook acquires a saucy and antagonistic personality
2302 Caster’s spellbook and any ink within it are waterproof
2303 Caster’s spellbook appears to be in a language unknown to him
2304 Caster’s spellbook appears to be on fire while it’s open
2305 Caster’s spellbook belongs to someone else who wants it back
2306 Caster’s spellbook can be folded to the size of a deck of cards
2307 Caster’s spellbook can be judged by its cover
2308 Caster’s spellbook can be unfolded to function as a small boat
2309 Caster’s spellbook can be unfolded to function as a small tent
2310 Caster’s spellbook can be unfolded to serve as a table for six
2311 Caster’s spellbook can be used as an anvil but weighs as much
2312 Caster’s spellbook can dispense 1d4 gallons of pure water per day
2313 Caster’s spellbook can hold 100 pounds like a Bag of Holding
2314 Caster’s spellbook can hold 4x the usual number of spells
2315 Caster’s spellbook can only be read by females
2316 Caster’s spellbook can only be read by males
2317 Caster’s spellbook can only be read in near-total darkness
2318 Caster’s spellbook can withstand 100 hit points of fire damage
2319 Caster’s spellbook can’t be harmed or altered by any mortal means
2320 Caster’s spellbook contains 1d8 spells he’s never seen before
2321 Caster’s spellbook contains a mysterious key
2322 Caster’s spellbook contains nothing but gibberish for 1d4 days
2323 Caster’s spellbook contains pages and pages of court transcripts
2324 Caster’s spellbook contains pages and pages of idle gossip
2325 Caster's spellbook contains pages and pages of inaccurate maps
2326 Caster's spellbook contains pages and pages of New Age garbage
2327 Caster's spellbook contains pages and pages of ribald limericks
2328 Caster's spellbook contains pages and pages of risqué woodcuts
2329 Caster's spellbook contains pages and pages of shocking profanity
2330 Caster's spellbook contains pages and pages of tasty recipes
2331 Caster's spellbook contains pages and pages of trite haikus
2332 Caster's spellbook contains pages and pages of uplifting slogans
2333 Caster's spellbook contains pages and pages of utter gibberish
2334 Caster's spellbook giggles in the presence of other books
2335 Caster's spellbook giggles loudly when its pages are turned
2336 Caster's spellbook gives faulty warnings about his impending doom
2337 Caster's spellbook glows in the dark
2338 Caster's spellbook grows ominously when anyone else touches it
2339 Caster's spellbook has 60% Magic Resistance
2340 Caster's spellbook has a handle and can be used as a shield +1
2341 Caster's spellbook has a hideous face embossed on its cover
2342 Caster's spellbook has a secret, flask-shaped compartment
2343 Caster's spellbook has a surprise ending
2344 Caster's spellbook has no clear beginning or end
2345 Caster's spellbook has straps and can be worn as a backpack
2346 Caster's spellbook induceth madness in those of lawful alignment
2347 Caster's spellbook induceth nausea in anyone else who touches it
2348 Caster's spellbook induceth ravenous hunger in anyone who read it
2349 Caster's spellbook is 30% likely to be invisible on any given day
2350 Caster's spellbook is as fragile as glass until sunset
2351 Caster's spellbook is bound in a sheathe of human skin
2352 Caster's spellbook is bound tightly shut in barbed wire
2353 Caster's spellbook is breaded and deep-fried
2354 Caster's spellbook is chrome-plated
2355 Caster's spellbook is covered in a thin shell of clay
2356 Caster's spellbook is coveted by a fire elemental
2357 Caster's spellbook is coveted by the undead
2358 Caster's spellbook is discovered to be a forgery
2359 Caster's spellbook is distributed as a mass-market paperback
2360 Caster's spellbook is drenched in goat's milk
2361 Caster's spellbook is ethereal to everyone except him
2362 Caster's spellbook is fiercely coveted by all who pass near it
2363 Caster's spellbook is filled with ways to dispose of corpses
2364 Caster's spellbook is found to be just one part of a trilogy
2365 Caster's spellbook is glazed like a doughnut
2366 Caster's spellbook is gritty like sandpaper
2367 Caster's spellbook is impervious to acid
2368 Caster's spellbook is impervious to cold
2369 Caster's spellbook is indestructible but appears to be decaying
2370 Caster's spellbook is invisible for one hour each day
2371 Caster's spellbook is invisible to everyone except magic users
2372 Caster's spellbook is invisible to him unless his hair is wet
2373 Caster's spellbook is invisible when wet
2374 Caster's spellbook is laminated
2375 Caster's spellbook is long overdue at the library
2376 Caster's spellbook is perfectly spherical for 1d12 hours
2377 Caster's spellbook is permanently water-soaked but undamaged
2378 Caster's spellbook is rewritten in a language known only to him
2379 Caster's spellbook is rewritten in a language unknown to him
2380 Caster's spellbook is riddled with holes like Swiss cheese
2381 Caster's spellbook is rumored to contain several lost spells
2382 Caster's spellbook is rumored to have been penned by heretics
2383 Caster's spellbook is sealed in a heavy wooden crate
2384 Caster's spellbook is sealed with a combination lock
2385 Caster's spellbook is sheathed in flame but doesn't burn
2386 Caster's spellbook is sought by power-crazed conjurers
2387 Caster's spellbook is stolen by someone on his way to the latrine
2388 Caster's spellbook is tightly wrapped in cellophane
2389 Caster's spellbook is transparent while closed
2390 Caster's spellbook is unintelligible for 1d100 hours
2391 Caster's spellbook is waterproof
2392 Caster's spellbook is weightless while it's open
2393 Caster's spellbook is wrapped in festive paper and ribbons
2394 Caster's spellbook is written entirely in purple crayon
2395 Caster's spellbook leaves a trail of ash wherever it's carried
2396 Caster's spellbook randomly shuffles its pages
2397 Caster's spellbook reeks as though drenched in perfume
2398 Caster's spellbook reeks indelibly of mold and mildew
2399 Caster's spellbook reeks of manure while it's open
2400 Caster's spellbook reeks of rotting, mildewed cloth
2401 Caster's spellbook seems badly scorched but is undamaged
2402 Caster's spellbook shines as bright as the sun for 4d6 hours
2403 Caster's spellbook shrinks to the size of a coin for 1d4 days
2404 Caster's spellbook sprays skunk-musk each time it's opened
2405 Caster's spellbook tastes like chicken between sunset and dawn
2406 Caster's spellbook teleports 10d20 yards straight up
2407 Caster's spellbook teleports 1d4 feet straight down
2408 Caster's spellbook tends to slam shut on his hand (1d2-1 damage)
2409 Caster's spellbook turns into a cat when he says a command word
2410 Caster's spellbook vanishes; he finds it in a nearby well
2411 Caster's spellbook vanishes; in 1d4 days he disgorges it
2412 Caster's spellbook warms a five foot radius to a comfy 70°
2413 Caster's spellbook was here just a minute ago
2414 Caster's spellbook was instrumental in the downfall of an empire
2415 Caster's spellbook was stolen from a secret monastery
2416 Caster's spellbook was stolen from a traveler from the future
2417 Caster's spellbook weighs 1d100+100 pounds
2418 Caster's spellbook weighs as much as he does
2419 Caster's spellbook will combust if he opens it before dawn
2420 Caster's spells function as though cast by someone half his level
2421 Caster's spells no longer work on some particular person nearby
2422 Caster's Strength increases by 1d6 for a like number of days
2423 Caster's Strength is halved
2424 Caster's Strength is halved until he's struck by fire-based magic
2425 Caster's Strength is rerolled hourly for the next 24 hours
2426 Caster's teeth appear shiny and black like obsidian
2427 Caster's teeth appear to drip blood for one week
2428 Caster's teeth become serrated and triangular like a shark's
2429 Caster's teeth can be broken by any physical force or object
2430 Caster's teeth can never become invisible
2431 Caster's teeth grow continuously, like a rodent's
2432 Caster's teeth shatter on contact with unrefined iron
2433 Caster's tongue is bifurcated along half of its length
2434 Caster's tongue is invisible during daylight hours
2435 Caster's tongue is removable
2436 Caster's voice becomes increasingly loud
2437 Caster's voice cracks like a teenage boy's voice
2438 Caster's voice inspires rage in dogs and wolves
2439 Caster's voice is hoarse and strained for 1d4 weeks
2440 Caster's voice issues from his right hand instead of his mouth
2441 Caster's voice makes people feel hostile and aggressive
2442 Caster's voice resonates in any gems nearby
2443 Caster's voice seems poorly matched to his age and sex
2444 Caster's voice seems to issue from 1d4 people around him
2445 Caster's voice seems to issue from his pockets
2446 Caster's voice seems to issue from some item he's now carrying
2447 Caster's voice sounds as if it's coming from a distant megaphone
2448 Caster's voice sounds as if it's coming through a metal tube
2449 Caster's voice sounds like he's 1d100 years older
2450 Caster's voice sounds like that of each person to whom he speaks
2451 Caster's voice sounds like the braying of donkeys
2452 Caster's voice sounds like the buzzing of metal bees
2453 Caster's voice sounds like the honking of geese
2454 Caster's voice sounds like the sputtering of a clogged drain
Each day, caster must Save vs Will or his home explodes

Each day, caster must Save or lose half of his hit points

Each day, caster sees great meaning in the first words he hears

Each day, caster recalls a new but entirely fictional past life

Each day, caster must recite a new limerick, or he'll go insane

Each day, caster must pluck at least one rose or be stricken mute

Each day, caster must eat at least one lighted candle

Each day, caster must cast at least one spell upon himself

Each day, caster loses 1d4 gold pieces

Each day, caster is immune to 1d6 hit points of damage

Each day, caster is 40% likely to crave garlic intensely

Each day, caster is  5% likely to teleport to this target point

Each day, caster is  1% likely to be destroyed by a meteor strike

Each day, caster insists on being called by a different name

Each day, caster increasingly obsesses about his waning lifespan

Each day, finder finds a severed body part in his pocket

Each day, finder finds 1d10 human eyeballs in his pocket

Each day, finder can Summon 1d10 minnows up to 1d4 times

Each day, finder can roar like a dragon one time

Each day, finder can detach his head for up to one hour

Each day, finder bores his allies with tales of his own heroism

Each day for 2d6 days, finder must reroll his attributes

Each day at sunset, finder suffers intense pain for 1d4 rounds

Each day at noon, finder's weapon heats to 2d100°

Domestic cats react to finder with astonishing ferocity

Damage inflicted upon finder leaves unusually severe scars

Damage inflicted upon finder is 10% likely to be just an illusion

Damage inflicted upon finder is 10% likely to harm someone else

Damage inflicted upon finder leaves unusually severe scars

Domestic cats react to finder with astonishing ferocity

Each finder's toes is 5% likely to explode right now

Each finder's teeth screams each time he opens his mouth

Each finder's big toes is now as long as the rest of his foot

Each night as finder sleeps, every blade he owns is sharpened

Each night as finder sleeps, finder is 20% larger

Efforts to become invisible make the finder much more visible

Elementals Summoned in finder's presence are Slowed

Elementals Summoned in finder's presence are invisible to him

Elementals Summoned in finder's presence are 20% larger
2649 If caster casts a spell in the next turn, his clothing vanishes
2650 If caster comes within one mile of a dragon, his hair falls out
2651 If caster comes within one mile of an ocean, he begins to drown
2652 If caster damages a statue, he suffers an equivalent injury
2653 If caster dies and is resurrected, he’s 85% likely to change sex
2654 If caster draws a weapon before sunset, he goes berserk
2655 If caster draws a weapon before sunset, that weapon vanishes
2656 If caster falls more than twenty yards, he teleports to this spot
2657 If caster has a beard, it vanishes; if he doesn’t, he grows one
2658 If caster has a missile weapon, he’s attacked by small animals
2659 If caster has drawn blood recently, he vanishes until sunrise
2660 If caster has eaten in the past hour, he falls unconscious
2661 If caster has eaten in the past hour, he loses 2d10 hit points
2662 If caster has eaten in the past hour, he never has to eat again
2663 If caster has eaten in the past hour, he vanishes until lunchtime
2664 If caster has eaten meat in the past hour, it was human flesh
2665 If caster has eaten meat in the past hour, it wasn’t really meat
2666 If caster has ever been resurrected, he loses 1d100 hit points
2667 If caster has ever been resurrected, he now gains one level
2668 If caster has ever been resurrected, he now loses one level
2669 If caster has ever been resurrected, he teleports to that spot
2670 If caster has slain anyone in cold blood, he’s wracked by remorse
2671 If caster has slain anyone in cold blood, that person haunts him
2672 If caster ingests poison, he becomes powerfully addicted to it
2673 If caster ingests poison, he briefly gains 1d4 points of Wisdom
2674 If caster ingests poison, he can’t be harmed by fire for 1d4 days
2675 If caster ingests poison, he combats in 1d6 turns
2676 If caster ingests poison, he develops an intense, unusual phobia
2677 If caster ingests poison, he develops hundreds of ugly blisters
2678 If caster ingests poison, he forgets his name and how to speak
2679 If caster ingests poison, he hallucinates wildly for 2d20 hours
2680 If caster ingests poison, he is instantly aware of it
2681 If caster ingests poison, he smells like carrion for 1d4 weeks
2682 If caster ingests poison, he tries to cut it out of his body
2683 If caster ingests poison, he’s 20% likely to change sex
2684 If caster ingests poison, his age is reduced by 1d20 years
2685 If caster ingests poison, his blood is corrosive to metal
2686 If caster ingests poison, his body shrinks by 1d100%
2687 If caster ingests poison, his fingers vanish
2688 If caster ingests poison, his teeth fall out
2689 If caster ingests poison, its onset is delayed by 1d4 days
2690 If caster ingests poison, non-magical antidotes are toxic to him
2691 If caster ingests poison, someone nearby also suffers its effect
2692 If caster is carrying a dagger, it grows as large as a greatsword
2693 If caster is carrying a pouch, he attempts to climb into it
2694 If caster is carrying a pouch, he likes to wear it as a hat
2695 If caster is carrying a pouch, he uses it as a hand-puppet
2696 If caster is carrying a weapon, it attempts to strike him
2697 If caster is carrying a weapon, it turns into an umbrella
2698 If caster is carrying any blades, he throws them in a nearby lake
2699 If caster is carrying any blades, they’re now incredibly sharp
2700 If caster is carrying any bread, it animates and attacks him
2701 If caster is carrying any coins, each weighs as much as he does
2702 If caster is carrying any coins, he develops an allergy to gold
2703 If caster is carrying any keys, they’re all suddenly identical
2704 If caster is carrying any kind of key, it explodes violently
2705 If caster is carrying any metal, he can’t cast magic until dawn
2706 If caster is carrying any metal, he thinks that he’s rusting
2707 If caster is carrying any wood, he tries to eat it like a termite
2708 If caster is carrying any wood, he’s attacked by termites
2709 If caster is carrying food, he becomes violently ill for an hour
2710 If caster is carrying food, he eats all of it as fast as he can
2711 If caster is carrying food, he’s attacked by hungry hungry hippos
2712 If caster is carrying food, it’s 4X as nutritious as normal food
2713 If caster is carrying his spellbook, he teleports 2d4 miles
2714 If caster is carrying his spellbook, he teleports to his home

If caster is carrying his spellbook, he teleports to his home
If caster is carrying his spellbook, he's illiterate for one week
If caster is carrying his spellbook, he's reluctant to open it
If caster is carrying his spellbook, it teleports to his home
If caster is carrying his spellbook, it vanishes until dawn
If caster is hit by a bludgeon, his head resembles a watermelon
If caster is hit by a bludgeon, his head rings like a bronze gong
If caster is now at full hit points, he vanishes for 1d12 hours
If caster is now bleeding, he ages 10d10 years
If caster is now bleeding, he attacks his nearest ally
If caster is now bleeding, he can never use invisibility magic
If caster is now bleeding, he can't be healed before midnight
If caster is now bleeding, he can't use magic for 1d4 days
If caster is now bleeding, he can't use magic for 2d12 hours
If caster is now bleeding, he changes sex for 1d6 days
If caster is now bleeding, he declares war on an imagined enemy
If caster is now bleeding, he flees at top speed in a panic
If caster is now bleeding, he gains 10,000 Experience Points
If caster is now bleeding, he gains one level
If caster is now bleeding, he loses another 4d10 hit points
If caster is now bleeding, he races to the nearest coastline
If caster is now bleeding, he teleports to his home
If caster is now bleeding, he thinks that he's somebody else
If caster is now bleeding, he's attacked by a shark
If caster is now bleeding, he's forever immune to healing magic
If caster is now bleeding, he's immune to fire magic until sunset
If caster is now bleeding, he's permanently invisible to goblins
If caster is now bleeding, he's reduced to just one hit point
If caster is now bleeding, he's restored to full Health
If caster is now bleeding, he's stricken mute until he's healed
If caster is now bleeding, his blood glows in the dark
If caster is now bleeding, his blood is flammable for 2d12 hours
If caster is now bleeding, his hair grows 8d12 inches
If caster is now bleeding, his weapon is +4 ToHit for 2d12 hours
If caster is now bleeding, his weapons vanish until dawn
If caster is now bleeding, is base AC is zero for 1d10 hours
If caster is now carrying a waterskin, it can hold 10d10 gallons
If caster is now carrying a waterskin, it turns into bagpipes
If caster is now slaying a metal weapon, he can't be resurrected
If caster is now slain by a metal weapon, he'll rises as a zombie
If caster is slain, he awakens the next day fully healed (once)
If caster is slain, his killer is 20% likely to take his own life
If caster is slain, his killer is universally hailed as a hero
If caster is slain, his killer receives 100,000 gold pieces
If caster is standing near open flame, he tries to extinguish it
If caster is standing near open flame, he tries to ignite himself
If caster is struck by an axe, he disgorges a pound of sawdust
If caster is struck by an axe, he yells "timber" and falls over
If caster is usually shy, he becomes very assertive, & vice versa
If caster is wearing a magic ring, he can't speak above a whisper
If caster is wearing a magic ring, he can't use it for 1d4 days
If caster is wearing a magic ring, he can't wear any other rings
If caster is wearing a magic ring, he claims to be an impostor
If caster is wearing a magic ring, he claims to be enslaved to it
If caster is wearing a magic ring, he claims to be indescribable
If caster is wearing a magic ring, he claims to despise it
If caster is wearing a magic ring, he claims to have created it
If caster is wearing a magic ring, he claims to have stolen it
If caster is wearing a magic ring, he decides that he's a god
If caster is wearing a magic ring, he digorges a large bell
If caster is wearing a magic ring, he disgorges one just like it
If caster is wearing a magic ring, he feels 1d100 colder
If caster is wearing a magic ring, he finds an enormous diamond
If caster is wearing a magic ring, he finds another just like it
If caster is wearing a magic ring, he forgets how to use it
If caster is wearing a magic ring, he founds a bizarre cult
If caster is wearing a magic ring, he goes insane for 1d4 days
If caster is wearing a magic ring, he grows suspicious of Elves
If caster is wearing a magic ring, he hasn't eaten in weeks
If caster is wearing a magic ring, he hates to use it indoors
If caster is wearing a magic ring, he hates to use it outdoors
If caster is wearing a magic ring, he joins a bizarre cult
If caster is wearing a magic ring, he misplaces it
If caster is wearing a magic ring, he refuses to speak to Dwarves
If caster is wearing a magic ring, he regains 2d6 hit points
If caster is wearing a magic ring, he rings like a bell
If caster is wearing a magic ring, he shrinks by 50% until dawn
If caster is wearing a magic ring, he suffers cannibalistic urges
If caster is wearing a magic ring, he suspects that it's a fake
If caster is wearing a magic ring, he thinks his allies covet it
If caster is wearing a magic ring, he thinks it's consuming him
If caster is wearing a magic ring, he thinks it's controlling him
If caster is wearing a magic ring, he thinks that it's on fire
If caster is wearing a magic ring, he throws it 4d6 feet from him
If caster is wearing a magic ring, he tries to destroy it
If caster is wearing a magic ring, he tries to sever that finger
If caster is wearing a magic ring, he uses it whenever possible
If caster is wearing a magic ring, he wants to swallow it
If caster is wearing a magic ring, he weeps tears of honey
If caster is wearing a magic ring, he'd die if he removes it
If caster is wearing a magic ring, he's accused of sedition
If caster is wearing a magic ring, he's allergic to it
If caster is wearing a magic ring, he's attacked by crows
If caster is wearing a magic ring, he's attacked by scarabs
If caster is wearing a magic ring, he's blind until he removes it
If caster is wearing a magic ring, he's declared guilty of heresy
If caster is wearing a magic ring, he's eager to behead himself
If caster is wearing a magic ring, he's imprisoned far away
If caster is wearing a magic ring, he's known to have stolen it
If caster is wearing a magic ring, he's placed under arrest
If caster is wearing a magic ring, he's related to the king
If caster is wearing a magic ring, he's reluctant to use it
If caster is wearing a magic ring, he's struck by lightning
If caster is wearing a magic ring, he's swarmed by vermin
If caster is wearing a magic ring, he's reluctant to use it
If caster is wearing a magic ring, he's terrified of its power
If caster is wearing a magic ring, he claims to have stolen it
If caster is wearing a magic ring, his Charisma is 3 until dawn
If caster is wearing a magic ring, his Charisma is 18 until dawn
If caster is wearing a magic ring, his clothes turn invisible
If caster is wearing a magic ring, his clothes turn to lead
If caster is wearing a magic ring, his ears and nose fall off
If caster is wearing a magic ring, his eyes turn invisible
If caster is wearing a magic ring, his fingernails grow 1d6 feet
If caster is wearing a magic ring, his hands look like a corpse's
If caster is wearing a magic ring, his hands switch wrists
If caster is wearing a magic ring, his head turns invisible
If caster is wearing a magic ring, his teeth turn to gold
If caster is wearing a magic ring, holy water burns his skin
If caster is wearing a magic ring, it acquires an odd new ability
If caster is wearing a magic ring, it becomes clear like glass
If caster is wearing a magic ring, it becomes part of his body
If caster is wearing a magic ring, it can't cross moving water
If caster is wearing a magic ring, it can't pass through doorways
If caster is wearing a magic ring, it derides his magical prowess
If caster is wearing a magic ring, it disintegrates upon removal
If caster is wearing a magic ring, it explodes upon removal
If caster is wearing a magic ring, it has 2X as many charges
If caster is wearing a magic ring, it heats to 1,000°
If caster is wearing a magic ring, it shines like the sun
If caster is wearing a magic ring, it shrinks by 50%
If caster is wearing a magic ring, it sprouts dozens of needles
If caster is wearing a magic ring, it turns permanently invisible
If caster is wearing a magic ring, it turns to lead
If caster is wearing a magic ring, it weighs more than he does
If caster is wearing a magic ring, it works only 75% of the time
If caster is wearing a magic ring, it's as brittle as glass
If caster is wearing a magic ring, it's on someone else's finger
If caster is wearing a magic ring, it's suddenly in his stomach
If caster is wearing a magic ring, its effect is reversed
If caster is wearing a magic ring, its main function is altered
If caster is wearing a magic ring, no one takes him seriously
If caster is wearing a magic ring, smoke pours from his nostrils
If caster is wearing a magic ring, that hand's thumb vanishes
If caster is wearing a magic ring, that hand turns to stone
If caster is wearing a magic ring, that hand turns to wood
If caster is wearing a magic ring, that hand turns to gold
If caster is wearing a magic ring, that hand turns to iron
If caster is wearing a magic ring, that hand turns to stone
If caster is wearing a magic ring, that hand's thumb vanishes
If caster is wearing a magic ring, that hand's bones beget
If caster is wearing a magic ring, water is poisonous to him
If caster is wearing any armor, he attacks someone nearby
If caster is wearing any armor, he removes it as fast as possible
If caster is wearing any armor, he teleports to his home
If caster is wearing any armor, he teleports to his home
If caster is wearing any armor, he moos like a cow until sunset
If caster is wearing any armor, he reeks of manure until sunset
If caster is wearing any armor, he teleports to his home
If caster is wearing any armor, he teleports to his home
If hit by a bludgeon on a natural 20, caster's teeth turn to gold
If hit by a bludgeon on a natural 20, caster's Strength is halved
If hit by a bludgeon on a natural 20, caster teleports 2d6 miles
If hit by a bludgeon on a natural 20, caster wins 500 gold pieces
If hit by a bludgeon on a natural 20, caster's head explodes
If hit by a bludgeon on a natural 20, caster's Strength is halved
If hit by a bludgeon on a natural 20, caster's tears turn to gold
If slain before sunset, caster dissolves into a putrid slush
If hit by a bludgeon on a natural 20, caster grows another head
If hit by a bludgeon on a natural 20, caster causes a Chaos Burst
If hit by a bludgeon on a natural 20, caster changes sex
If hit by a bludgeon on a natural 20, caster doubles in height
If hit by a bludgeon on a natural 20, caster grows 1d4 extra arms
If hit by a bludgeon on a natural 20, caster grows another head
If hit by a bludgeon on a natural 20, caster has a divine vision
If hit by a bludgeon on a natural 20, caster hears ghostly voices
If hit by a bludgeon on a natural 20, caster is badly sunburned
If hit by a bludgeon on a natural 20, caster is blind until dawn
If hit by a bludgeon on a natural 20, caster is briefly paralyzed
If hit by a bludgeon on a natural 20, caster is completely healed
If hit by a bludgeon on a natural 20, caster is named a heretic
If hit by a bludgeon on a natural 20, caster is paralyzed by fear
If hit by a bludgeon on a natural 20, caster is thrown 1d100 feet
If hit by a bludgeon on a natural 20, caster loses 1d8 teeth
If hit by a bludgeon on a natural 20, caster loses all fear
If hit by a bludgeon on a natural 20, caster loses all inhibition
If hit by a bludgeon on a natural 20, caster loses his spellbook
If hit by a bludgeon on a natural 20, caster loses one level
If hit by a bludgeon on a natural 20, caster no longer needs food
If hit by a bludgeon on a natural 20, caster returns to this spot
If hit by a bludgeon on a natural 20, caster shatters like glass
If hit by a bludgeon on a natural 20, caster suffering no damage
If hit by a bludgeon on a natural 20, caster teleports 2d6 miles
If hit by a bludgeon on a natural 20, caster wins 500 gold pieces
If hit by a bludgeon on a natural 20, caster's head explodes
If hit by a bludgeon on a natural 20, caster's Strength is halved
If hit by a bludgeon on a natural 20, caster's head explodes
If hit by a bludgeon on a natural 20, caster's teeth turn to gold
If slain before sunset, caster dissolves into a putrid slush
Illusions cast by caster make him 2X as heavy for their duration
In matters of barter, caster offers his spellbook first. In the next few days, caster uneath a statue of himself. Iridescent plumage sprouts from caster’s shoulder blades. Lightning flashes about the caster’s head during battle. Lightning is 3% likely to strike the caster on any given day. Luxuriant, leafy foliage sprouts from the caster’s head. Magic items are 10% likely to fail when caster uses them. Magic items use charges at 50% normal rate if caster uses them. Magical animals seem to mock the caster while he’s not looking. Magical armor bonuses are 50% likely to fail for the caster. Magical armor bonuses no longer work at all for the caster. Magical blades that hit the caster apply no magical damage bonus. Magical creatures and fantastical animals are invisible to caster. Magical creatures ignore and are impervious to the caster. Merchants charge the caster 2X as much for their wares. Merchants readily identify the caster as a notorious thief. Merchants readily identify the caster as a trustworthy customer. Meteoric iron is powerfully toxic to the caster. Mocking, spectral voices taunt the caster incessantly. Money paid by caster appears to be obviously counterfeit. Money paid by caster rapidly depreciates in value. Mysterious runes are visible on the caster’s skin in moonlight. Nearest angry mob identifies caster as its leader. Nearest angry mob identifies caster as the cause of its outrage. Nearest ant colony begins worshipping the caster as its god. Nearest colony of bees identifies the caster as an enemy. Nearest colony of bees identifies the caster as its queen. Nearest dragon has a vendetta against the caster. Nearest dragon urgently desires an audience with the caster. Nearest horse has been plotting against the caster for years. Nearest horse is ravenously hungry for the caster’s flesh. Nearest statue animates and begins stalking the caster. Nearest tree falls on caster but doesn’t make a sound. Nearest tree falls on caster, pinning him but not harming him. Nearest wizard decides that the caster owes him a favor. Nearest wizard thinks that the caster is plotting against him. Next 1d4 attacks on caster automatically inflict maximum damage. Next 1d4 attacks on caster automatically inflict minimum damage. Next 1d4 attacks on caster automatically leave hideous scars. Next 1d4 attacks on caster equally affect the attackers. Next attack on caster causes him to hallucinate for 1d4 hours. Next attack on caster has a +10 ToHit bonus. Next attack on caster kills him, but he resurrects at dawn. Next attack on caster literally knocks the smile off of his face. Next blade to cut the caster vanishes until that wound is healed. Next bridge to cut the caster will never rust or go dull. Next creature slain by caster places a Geas on him as it dies. Next creature slain by caster is resurrected in 1d10 turns. Next door opened by caster automatically leaves hideous scars. Next door opened by caster automatically inflicts minimum damage. Next door opened by caster ignites the room on the opposite side. Next door opened by caster is thereafter as clear as glass. Next door opened by caster knocks him unconscious. Next door opened by caster leads directly out of the universe. Next door opened by caster leads to a courtyard with no doors. Next door opened by caster leads to a distant crypt. Next door opened by caster leads to a distant mountaintop. Next door opened by caster leads to a distant ship on the ocean. Next door opened by caster leads to a dragon’s nest. Next door opened by caster leads to a dragon’s treasure horde. Next door opened by caster leads to a fabulous ballroom. Next door opened by caster leads to a featureless desert. Next door opened by caster leads to a filthy and field stable. Next door opened by caster leads to a hiddenoubillette. Next door opened by caster leads to a huge monster’s stomach. Next door opened by caster leads to a long-forgotten vault. Next door opened by caster leads to a magical armory. Next door opened by caster leads to a meat locker. Next door opened by caster leads to a modern bathroom. Next door opened by caster leads to a mysterious control room. Next door opened by caster leads to a room full of hourglasses. Next door opened by caster leads to a sacrificial altar. Next door opened by caster leads to a terrible misunderstanding. Next door opened by caster leads to a treasury of fabulous wealth. Next door opened by caster leads to a vast cornfield. Next door opened by caster leads to a vast magical library. Next door opened by caster leads to a vast, snow-swept plain. Next door opened by caster leads to a vault deep in a coal mine. Next door opened by caster leads to a warehouse full of candy. Next door opened by caster leads to all manner of confusion. Next door opened by caster leads to an enormous wine cellar. Next door opened by caster leads to an overflowing sewer. Next door opened by caster leads to another plane of existence. Next door opened by caster leads to deep within a blazing forest. Next door opened by caster leads to giverabbars. Next door opened by caster leads to his home. Next door opened by caster leads to interstellar space. Next door opened by caster leads to the basement of a brothel. Next door opened by caster leads to the bottom of the sea. Next door opened by caster leads to the center of a labyrinth. Next door opened by caster leads to the center of the universe. Next door opened by caster leads to the king’s linen closet. Next door opened by caster leads to the last door he opened. Next door opened by caster leads to the middle of a battlefield. Next door opened by caster leads to the mind of a famous actor. Next door opened by caster leads to the queen’s bedchamber. Next door opened by caster leads to the roof of that building. Next door opened by caster leads to the room that he just left. Next door opened by caster leads to the royal treasury. Next door opened by caster leads to the top of a distant volcano. Next door opened by caster leads to this location. Next door opened by caster leads to tomorrow but not back. Next door opened by caster leads to war between 1d4 nations. Next door opened by caster locks shut behind him. Next door opened by caster opens upon a sanity-damaging vista. Next door opened by caster plunges that room into total darkness. Next door opened by caster releases a cloud of choking smoke. Next door opened by caster restores him to full hit points. Next door opened by caster reveals a caterpillar smoking a hookah. Next door opened by caster revives a scene of horrid debauchery. Next door opened by caster reveals an unutterably foul monster. Next door opened by caster reveals Death on the opposite side. Next door opened by caster triggers a Chaos Burst.
Next meal prepared by caster is the best meal in all of history
Next meal prepared by caster is unpalatable in sunlight
Next meal prepared by caster shines as brightly as the sun
Next meal prepared by caster tastes strongly of manure
Next meal prepared by caster tastes strongly of soap
Next meal prepared by caster passes in one ear and out the other
Next meal prepared by caster turns to gold and falls to the ground
Next meal prepared by caster falls in 1d4 rounds
Next permanent spell cast by caster functions only intermittently
Next person struck by caster’s magic becomes hopelessly drunk
Next person struck by caster’s magic goes insane for 2d4-1 days
Next person struck by caster’s magic is stricken blind and deaf
Next person to see caster’s reflection attacks him immediately
Next person to touch the caster acquires illusory leprosy
Next person to touch the caster can’t speak to him until sunset
Next person to touch the caster is dressed just like him
Next person to touch the caster is invisible to him for 1d4 days
Next person to touch the caster is stricken permanently bald
Next person to touch the caster then attacks him for one round
Next person to whom caster speaks acquires a phony language
Next person to whom caster speaks adopts the caster’s voice
Next person to whom caster speaks attacks him for 1d6 rounds
Next person to whom caster speaks can Command him 1d4 times
Next person to whom caster speaks demands 10d10 gold pieces
Next person to whom caster speaks develops a stutter until sunset
Next person to whom caster speaks disappears until sunset
Next person to whom caster speaks forgets who the caster is
Next person to whom caster speaks hasn’t slept for 2d10 days
Next person to whom caster speaks hates him for 1d4 hours
Next person to whom caster speaks ignores him for 2d4 hours
Next person to whom caster speaks is destined to kill him someday
Next person to whom caster speaks is dressed just like him
Next person to whom caster speaks is invisible to him until dawn
Next person to whom caster speaks is overcome by awful boredom
Next person to whom caster speaks is overcome by hunger
Next person to whom caster speaks is soaked with icy brine
Next person to whom caster speaks is stricken deaf for 2d4 rounds
Next person to whom caster speaks is stricken mute until sunset
Next person to whom caster speaks teleports to 10d10 feet
Next person to whom caster speaks is unable to eat for 1d4 days
Next person to whom caster speaks looks just like him until dawn
Next person to whom caster speaks mocks him outrageously
Next person to whom caster speaks must give him 8d8 gold pieces
Next person to whom caster speaks races away at top speed
Next person to whom caster speaks gains 1d4 hit points
Next person to whom caster speaks causes him to sprout tentacles
Next person to whom caster speaks causes him to sprout feathers
Next person to whom caster speaks must give him 8d8 gold pieces
Next person to whom caster speaks causes his clothing to disintegrate
Next person to whom caster speaks causes his voice to echo ominously
Next person to whom caster speaks causes his alignment to change
Next person to whom caster speaks causes his body to sprout tentacles
Next person to whom caster speaks causes his body to be transformed
Next person to whom caster speaks causes his body to be dismembered
Next person to whom caster speaks causes his body to be transformed
Next person to whom caster speaks causes his body to be dismembered
Next potion imbibed by caster has no effect whatsoever
Next potion imbibed by caster has only half its normal potency
Next potion imbibed by caster has the same effect as the last one
Next potion imbibed by caster hurts him 5d10 yards
Next potion imbibed by caster induces a fit of spas tic coughing
Next potion imbibed by caster induces crazed religious fervor
Next potion imbibed by caster induces intense vertigo
Next potion imbibed by caster induces lycanthropy for 1d4 months
Next potion imbibed by caster induces pacifism
Next potion imbibed by caster induces phenomenal hallucinations
Next potion imbibed by caster induces temporary homicidal rage
Next potion imbibed by caster induces uncharacteristic generosity
Next potion imbibed by caster inflicts an embarrassing ailment
Next potion imbibed by caster is 5% likely to kill him outright
Next potion imbibed by caster is 10% likely to last 1d10 years
Next potion imbibed by caster is actually a living thing
Next potion imbibed by caster is incredibly addictive
Next potion imbibed by caster is pure human blood
Next potion imbibed by caster lasts only until he speaks
Next potion imbibed by caster makes foliage sprout from his head
Next potion imbibed by caster makes gold invisible to him
Next potion imbibed by caster makes him -4 to Save vs Fortitude
Next potion imbibed by caster makes him a terrific dancer
Next potion imbibed by caster makes him age one year per round
Next potion imbibed by caster makes him ambidextrous
Next potion imbibed by caster makes him blink like a neon sign
Next potion imbibed by caster makes him become invisible when he speaks
Next potion imbibed by caster makes him forget his name
Next potion imbibed by caster makes him forget the past 24 hours
Next potion imbibed by caster makes him hate magic for 1d4 days
Next potion imbibed by caster makes him hate to answer questions
Next potion imbibed by caster makes him horrifyingly ugly
Next potion imbibed by caster makes him illiterate for 1d10 days
Next potion imbibed by caster makes him invisible for 1d6 turns
Next potion imbibed by caster makes him invisible to undead
Next potion imbibed by caster makes him levitate 1d10 yards
Next potion imbibed by caster makes him look 5d10 years older
Next potion imbibed by caster makes him look like an infant
Next potion imbibed by caster makes him lose 1d100 pounds
Next potion imbibed by caster makes him look overwhelmingly beautiful
Next potion imbibed by caster makes him profoundly drunk
Next potion imbibed by caster makes him see fire all around him
Next potion imbibed by caster makes him seem far more charming
Next potion imbibed by caster makes him walk faster than ever before
Next potion imbibed by caster makes him run at 1100 times normal speed
Next potion imbibed by caster makes him sweat blood
Next potion imbibed by caster makes him think he doesn’t exist
Next potion imbibed by caster makes him think that he’s dead
Next potion imbibed by caster makes him think that he’s drowning
Next potion imbibed by caster makes him think that he’s invisible
Next potion imbibed by caster makes him think that it’s poison
Next potion imbibed by caster makes his arms and legs invisible
Next potion imbibed by caster makes his face invisible
Next potion imbibed by caster makes his flesh invisible
Next potion imbibed by caster makes his hands and feet invisible
Next potion imbibed by caster makes immune to charm-like magic
Next potion imbibed by caster makes ink invisible to him
Next potion imbibed by caster makes undead invisible to him
Next potion imbibed by caster paralyzes his hands until sunset
Next potion imbibed by caster reduces him to one hit point
Next potion imbibed by caster restores him to full hit points
Next potion imbibed by caster reveals any secret doors nearby
Next potion imbibed by caster rotates his feet 180°
Next potion imbibed by caster sets his hair ablaze
Next potion imbibed by caster shrinks his hands by 50%
Once per week, caster can shed and regrow 1d10 fingernails
Once per week, caster can render one cooked meal uncooked
Once per week, caster can open one locked door by sneezing at it
Once per week, caster can negate magical bonuses for 1d4 rounds
Once per week, caster can magically create a tasty meal for four
Once per week, caster can locate the nearest magical blade
Once per week, caster can locate the nearest magical animal
Once per week, caster can locate any artifacts within one mile
Once per week, caster can levitate for 1d4 rounds
Once per week, caster can kill all small insects within 10 feet
Once per week, caster can ignore one fire-based spell cast at him
Once per week, caster can create 1d20 gallons of salt water
Once per day, caster can turn his teeth invisible for 10 minutes
Once per day, caster can turn his hands invisible for 1d10 rounds
Once per day, caster can turn his hands ethereal for 1d6 rounds
Once per day, caster can totally ignore one attack against him
Once per day, caster can render glass opaque for 1d4 hours
Once per day, caster can read a new language for 1d4 rounds
Once per day, caster can make someone briefly forget his name
Once per day, caster can locate the nearest unrefined iron ore
Once per day, caster can locate the nearest potable alcohol
Once per day, caster can dry a soaking wet, shirt-sized garment
Once per day, caster can cause one flash of lightning overhead
Once per day, caster can cause his spellbook to ignite
Once per day, caster can locate the nearest locked door
Once per day, caster can summon 1d20 cockroaches
Once per week, caster can strip one tree of all leaves
Once per week, caster can summon 1d20 cockroaches
Once per week, caster can summon 1d4 pigeons or sparrows
Once per week, caster can teleport his spellbook up to 1d4 miles
Once per week, caster can teleport up to 10 feet per level
Once per week, caster can teleport his spellbook up to 1d4 miles
Once per week, caster can summon 1d4 pigeons or sparrows
Once per week, caster can teleport his spellbook up to 1d4 miles
Once per week, caster can hit one knee locked whenever nimble footwork is required
Once per week, caster can transform one of his hands into an eagle's talon
Once per week, caster can transform one of his hands into an eagle's talon
Once per week, caster can turn his feet into a perfect sphere
Once per week, caster can cause one side of his body to be paralysed for 1d4 rounds
Once per week, caster can cause one side of his body to be paralysed for 1d4 rounds
Once per week,caster must Save or drop his weapon
Once per week, caster can cause one person to lie to him
Once per week, caster can cause one person to lie to him
Once per week, caster can cause ten pounds of ice to melt rapidly
Once per day, caster can create one loosely-packed snowball
Once per day, caster can cause his shoes or boots to vanish
Once per day, caster can discern True North with 100% accuracy
Once per day, caster can create a snowball
Once per day, caster can eliminate rust from one sword or helmet
Once per day, caster can locate the most valuable jewel nearby
Once per day, caster can locate the nearest holy symbol
Once per day, caster can turn his teeth invisible for 1d6 rounds
Once per day, caster can cause one side of his body to be paralysed for 1d4 rounds
Once per day, caster can cause one side of his body to be paralysed for 1d4 rounds
Once per day, caster can cause one side of his body to be paralysed for 1d4 rounds
Once per day, caster can cause one side of his body to be paralysed for 1d4 rounds
3495 Powerful jets of air blow from the caster’s ears
3496 Predators react to the caster as if he were a small rabbit
3497 Railroad tracks run straight from here to the caster’s home
3498 Rapturous shrieks fill the air when caster removes a hat
3499 Raw meat is invisible to the caster
3500 Right now, caster can teleport up to 1d10 miles one time
3501 Rocks and boulders express a vague fondness for the caster
3502 Rope breaks 2X as readily while the caster is using it
3503 Rope is 2X as strong while the caster is using it
3504 Scavengers and carrion birds react to caster as if he were dead
3505 Short, bony spikes sprout from caster’s knuckles
3506 Small objects carried by caster seem 10X as heavy to him
3507 Smoke billows from the caster’s head as from a coal chimney
3508 Some deity has a personal vendetta against the caster
3509 Some deity takes a personal interest in the caster’s life
3510 Some subterranean race annexes caster’s home
3511 Some subterranean race declares a holy war against the caster
3512 Some subterranean race declares that the caster is one of them
3513 Some subterranean race declares the caster its patron saint
3514 Some unseen entity wipes the smile off of the caster’s face
3515 Someone nearby vanishes; in 2d6 rounds the caster disregores him
3516 Someone very dear to the caster doesn’t really exist
3517 Someone very dear to the caster is discovered to be undead
3518 Something about the caster makes people suspect that he’s dying
3519 Something about the caster makes people unlikely to trust him
3520 Sometime in the next turn, the caster punches an ally in the nose
3521 Sometime in the next turn, the caster races into a nearby forest
3522 Spell works normally, but caster loses 1d4 spells from memory
3523 Spell works normally; next casting automatically causes a Burst
3524 The clothes of caster’s arms and legs can’t be broken
3525 The clothes caster is wearing makes him dangerous overconfident
3526 The clothes caster is wearing makes him feel intensely cold
3527 The Fireball spell won’t function within 100 yards of caster
3528 The ground beneath caster’s feet flows like water for 1d4 rounds
3529 The ground beneath caster’s feet is alive for 1d4 hours
3530 The ground beneath caster’s feet sinks a depth 2X his height
3531 The ground beneath caster’s feet swirs like a whirlpool
3532 The ground beneath caster’s feet turns to living human flesh
3533 The left and right sides of caster’s body hate each other
3534 The next spell used against caster automatically fails
3535 The pages of caster’s spellbook are indestructible
3536 The pages of caster’s spellbook are invisible; ink on them is not visible
3537 The pages of caster’s spellbook are replaced with gold leaf
3538 The pages of caster’s spellbook flap as though in a strong breeze
3539 The pages of caster’s spellbook turn to thin sheets of bacon
3540 The pages of caster’s spellbook turn to thin sheets of steel
3541 The presence of undead causes caster to giggle like a fool
3542 The rear half of caster’s body appears to be made of glass
3543 The rear half of caster’s body is invisible
3544 The spell cast most recently upon caster is retroactively undone
3545 The wreckage of a sunken warship appears in caster’s home
3546 The wreckage of caster’s home is strewn across the countryside
3547 Thick clouds of acrid steam issue from the ground near the caster
3548 Thick clouds of steam constantly billow from the caster’s skin
3549 Thunder rumbles overhead whenever caster’s blood is spilled
3550 To the caster, everyone appears to be sweating profusely
3551 To the caster, everyone looks and sounds exactly like him
3552 To the caster, everyone looks and sounds exactly like him
3553 To the caster, everyone smells like a rotting corpse
3554 To the caster, the weather always appears overcast and gloomy
3555 To the caster, the weather always appears to be the same
3556 Tomorrow, caster can speak all languages until noon
3557 Tomorrow, caster can speak only a bizarre, esoteric language
3558 Tomorrow, caster can’t be injured by magical weapons until sunset
3559 Tomorrow, caster finds 1d100 statues of himself in hideous poses
3560 Tomorrow, caster finds a book detailing his complete dissection
3561 Tomorrow, caster finds a jar containing 1d20 tiny elephants
3562 Tomorrow, caster finds a key to a lock that doesn’t exist
3563 Tomorrow, caster finds a key to that mysterious door in his home
3564 Tomorrow, caster finds a lab holding many lifeless clones of him
3565 Tomorrow, caster finds a legendary sword & loses it the next day
3566 Tomorrow, caster finds a piece of anachronistic technology
3567 Tomorrow, caster finds a ruby as large as his head
3568 Tomorrow, caster finds a secret Gate to the Astral Plane
3569 Tomorrow, caster finds a small pouch full of counterfeit rubies
3570 Tomorrow, caster finds a small pouch full of diamonds
3571 Tomorrow, caster finds a small pouch full of scorpions
3572 Tomorrow, caster finds a small pouch full of strong acid
3573 Tomorrow, caster finds a small pouch full of teeth
3574 Tomorrow, caster finds a tunnel that leads to his home
3575 Tomorrow, caster finds a vial containing a viscous salve
3576 Tomorrow, caster finds his own badly-decomposed corpse
3577 Tomorrow, caster finds what looks like his own severed head
3578 Tomorrow, caster forms an alliance with a long-hated enemy
3579 Tomorrow, caster has absolutely no desire to use magic
3580 Tomorrow, caster is unable to cast magic before noon
3581 Tomorrow, caster meets a priest who places a Geas upon him
3582 Tomorrow, caster meets an immortal desperate and unable to die
3583 Tomorrow, caster meets and insults the avatar of some deity
3584 Tomorrow, caster meets his long-lost and malevolent twin
3585 Tomorrow, caster meets his mentor, who expresses disapproval
3586 Tomorrow, caster meets someone claiming to have sold the world
3587 Tomorrow, caster meets someone claiming to own the caster’s soul
3588 Tomorrow, caster meets someone convinced that he doesn’t exist
3589 Tomorrow, caster meets someone desperate to be his bodyguard
3590 Tomorrow, caster meets someone desperate to become the caster
3591 Tomorrow, caster meets someone on the verge of becoming a god
3592 Tomorrow, caster meets someone who calls humans a delicacy
3593 Tomorrow, caster meets someone who can command demons
3594 Tomorrow, caster meets someone who can remove his own heart
3595 Tomorrow, caster meets someone who can remove his skin at will
3596 Tomorrow, caster meets someone who claims the caster killed him
3597 Tomorrow, caster meets someone who claims to be haunting him
3598 Tomorrow, caster meets someone who claims to be him
3599 Tomorrow, caster meets someone who claims to be his father
3600 Tomorrow, caster meets someone who claims to be his grandchild
3601 Tomorrow, caster meets someone who foretells a bleak fate for him
3602 Tomorrow, caster meets someone who has vowed to murder him
3603 Tomorrow, caster meets someone who names the caster his heir
3604 Tomorrow, caster meets someone who offers him his firstborn son
3605 Tomorrow, caster meets someone who offers to sell him an artifact
3606 Tomorrow, caster meets someone who owes him a lot of money
3607 Tomorrow, caster meets someone who tries to eat his eyes
3608 Tomorrow, caster meets someone who wants to buy his pancreas
3609 Tomorrow, caster meets someone who’s 100% immune to magic
3610 Tomorrow, caster meets someone who’s plotting to kill the king
3611 Tomorrow, caster meets someone whom caster knows to be dead
3612 Tomorrow, caster meets someone whom he owes a lot of money
3613 Tomorrow, caster meets someone whose existence is impossible
3614 Tomorrow, caster meets someone with the secret of immortality
3615 Tomorrow, caster meets the alchemist who created him
3616 Tomorrow, caster must Save vs Will once per hour or combust
3617 Tomorrow, caster saves the life of a notorious villain
3618 Tomorrow, caster saves the life of someone important
3619 Tomorrow, caster saves the life whose fate has decreed must die
3620 Tomorrow, caster thinks he’s awakened from a centuries-long sleep
3621 Tomorrow, caster thinks that magic no longer functions
3622 Tomorrow, caster uncovers a well-funded plot against his life
3623 Tomorrow, caster unknowingly snubs a powerful spellcaster
3624 Tomorrow, caster vanishes at dawn and reappears at sunset
3625 Tomorrow, caster wakes 2d10 miles from where he fell asleep
3626 Tomorrow, caster wakes and gives apparently divine prophecy
3627 Tomorrow, caster wakes as if he\'s spent a month in the desert
3628 Tomorrow, caster wakes at this location
3629 Tomorrow, caster wakes convinced that all of his allies are dead
3630 Tomorrow, caster wakes convinced that he must return to his home
3631 Tomorrow, caster wakes convinced that he\'s just been created
3632 Tomorrow, caster wakes convinced that he\'s just been resurrected
3633 Tomorrow, caster wakes convinced that he\'s murdered his allies
3634 Tomorrow, caster wakes convinced that he\'s slept for 2d10 years
3635 Tomorrow, caster wakes convinced that his limbs are mechanical
3636 Tomorrow, caster wakes covered in pungent, glowing moss
3637 Tomorrow, caster wakes early and races back to this location
3638 Tomorrow, caster wakes embarrassingly drunk
3639 Tomorrow, caster wakes in a coil of dried and sinuous vines
3640 Tomorrow, caster wakes in a full-length body cast
3641 Tomorrow, caster wakes in the branches of a tall tree
3642 Tomorrow, caster wakes on the bank of the River Styx
3643 Tomorrow, caster wakes reeking of garlic and raw meat
3644 Tomorrow, caster wakes seated in the throne of the nearest king
3645 Tomorrow, caster wakes standing atop a tall pole
3646 Tomorrow, caster wakes standing in a barrel of chum
3647 Tomorrow, caster wakes to find that 1d4 days have passed
3648 Tomorrow, caster wakes unable to stand until he casts a spell
3649 Tomorrow, caster wakes where he awoke this morning
3650 Tomorrow, caster wakes with a mouthful of mud from a cemetery
3651 Tomorrow, caster wakes with mysterious tattoos all over his body
3652 Tomorrow, caster wakes with no memory of the previous day
3653 Tomorrow, caster wakes wrapped in disease-ridden blankets
3654 Trees and bushes express open hostility toward the caster
3655 Ugly thorns sprout from the caster\'s cheekbones
3656 Undead have commandeered caster\'s home while he\'s been away
3657 Undead skeletons react to caster as if he were one of them
3658 Undead tend to ignore the caster until he acts against them
3659 Undead tend to laugh in the caster\'s presence
3660 Vile tentacles sprout from the caster\'s face
3661 Viscous pus oozes from the caster\'s orifices until sunset
3662 Water feels like acid to the caster but doesn\'t actually harm him
3663 Water splashes from caster\'s footfalls for the next 1d12 hours
3664 Water trickles from caster\'s elbows for 1d4 hours
3665 Weight-affecting spells make the caster weigh 2X as much as iron
3666 Well-funded liars slander caster\'s conduct in a war decades past
3667 Whatever caster is wearing is a synthetic copy of the real thing
3668 When caster dies, 10d10 viles burst from his corpse
3669 When caster dies, a small religious cult starts worshiping him
3670 When caster dies, a Chaos Burst occurs: roll again at that time
3671 When caster dies, he can\'t be resurrected for 1d12 months
3672 When caster dies, he\'s discovered to have died centuries ago
3673 When caster dies, he\'s found to have been remotely controlled
3674 When caster dies, he\'s quickly impersonated by a doppleganger
3675 When caster dies, his allies deny that they ever knew him
3676 When caster dies, his corpse appears riddled by gunfire
3677 When caster dies, his corpse attacks the nearest Elf
3678 When caster dies, his corpse disgorges 10d1000 gallons of water
3679 When caster dies, his corpse gorged 1d4 hours
3680 When caster dies, his corpse is disemboweled and scattered
3681 When caster dies, his corpse is dragged away by goblins
3682 When caster dies, his corpse is elected to public office
3683 When caster dies, his corpse melts like a snowman
3684 When caster dies, his corpse runs shrieking through a nearby town
3685 When caster dies, his corpse shatters into countless fragments
3686 When caster dies, his corpse swells to 1d6 times normal size
3687 When caster dies, his corpse turns to densely packed salt
3688 When caster dies, his corpse turns to solid bronze
3689 When caster dies, his corpse weighs as much as lead
3690 When caster dies, his heart assumes a life of its own
3691 When caster dies, his killer is thrown 1d20 days into the future
3692 When caster dies, his last word is \"Rosebud\"
3693 When caster dies, his name becomes synonymous with treachery
3694 When caster dies, his skeleton turns to glass
3695 When caster dies, his skull turns to wood
3696 When caster dies, his spellbook burns to cinders in 1d4 rounds
3697 When caster dies, his veins are discovered to be filled with gold
3698 When caster dies, some random person nearby dies as well
3699 When caster dies, the first person to touch his corpse also dies
3700 When caster dies, the nearest town is evacuated
3701 When caster dies, the nearest tree falls on his corpse
3702 When caster dies, the sky turns blood red for 2d4-1 days
3703 When caster dies, violent riots break out in the nearest town
3704 When caster is angry, a small snake slithers out of his ear
3705 When caster is angry, he foams at the mouth like a rabid dog
3706 When caster is angry, he turns bright green
3707 When caster is angry, his face appears scarred and deformed
3708 When caster is angry, his face appears to glister with slime
3709 When caster is angry, his head appears to be a bare skull
3710 When caster is angry, insects appear to swarm over his face
3711 When caster is angry, steam billows from his nostrils
3712 When caster is surprised, he randomly teleports 1d4 yards
3713 When caster is surprised, his head briefly doubles in size
3714 When caster is surprised, his head spins 360°
3715 When caster next casts this spell, he becomes hopelessly lost
3716 When caster next casts this spell, he feels overwhelmingly deja vu
3717 When caster next casts this spell, he teleports to this spot
3718 When caster next casts this spell, he\'s attacked by squirrels
3719 When caster next casts this spell, he\'s paralyzed until sunset
3720 When caster next casts this spell, he\'s stricken with Confusion
3721 When caster next casts this spell, his age temporarily doubles
3722 When caster next casts this spell, his clothing attacks him
3723 When caster next casts this spell, his clothing freezes solid
3724 When caster next casts this spell, his clothing turns to cheese
3725 When caster next casts this spell, the winter solstice occurs
3726 When caster next draws blood, a large pit opens beneath him
3727 When caster next draws blood, he digorges 1d10 gallons of blood
3728 When caster next draws blood, he laughs like a demon
3729 When caster next draws blood, he leaps 4d6 hours into the future
3730 When caster next draws blood, he loses 2d10 hit points
3731 When caster next draws blood, he must Save or fall unconscious
3732 When caster next draws blood, he regains 1d10 hit points
3733 When caster next draws blood, he suffers an equivalent wound
3734 When caster next draws blood, he teleports 1d100 yards
3735 When caster next draws blood, he\'s addicted to the taste of blood
3736 When caster next draws blood, he\'s attacked by rabid bats
3737 When caster next draws blood, he\'s restored to full hit points
3738 When caster next draws blood, he\'s stricken mute until sunrise
3739 When caster next draws blood, his eyes blaze with flame
3740 When caster next draws blood, his weapon turns to steam
3741 When caster next draws blood, rain immediately begins to fall
3742 When caster next draws blood, thunder rumbles in the distance
3743 When caster next enters a building, he teleports onto its roof
3744 When caster next enters a building, his clothes catch fire
3745 When caster next enters a lake, any boats nearby turn invisible
3746 When caster next enters a lake, he blasphemes some ocean god
3747 When caster next enters a lake, he decides to become amphibious
3748 When caster next enters a lake, he discovers a small island
3749 When caster next enters a lake, he emerges draped with seaweed
3750 When caster next enters a lake, he encounters a lady with a sword
3751 When caster next enters a lake, he encounters a tentacle monster
3752 When caster next enters a lake, he finds 1d4 valuable pearls
3753 When caster next enters a lake, he has visions of a sunken city
3754 When caster next enters a lake, he spouts water like a whale
3755 When caster next enters a lake, he suffers severe hypothermia
3756 When caster next enters a lake, he teleports to a different lake
3757 When caster next enters a lake, he’s 30% likely to become a fish
3758 When caster next enters a lake, he’s attacked by sharks
3759 When caster next enters a lake, he’s attacked by turtles
3760 When caster next enters a lake, he’s befriended by otters
3761 When caster next enters a lake, he’s caught in a fisherman’s net
3762 When caster next enters a lake, he’s covered with barnacles
3763 When caster next enters a lake, he’s hit by 2d8 harpoons
3764 When caster next enters a lake, he’s mistaken for a sea monster
3765 When caster next enters a lake, he’s sucked up into a waterspout
3766 When caster next enters a lake, he’s swept toward the sea
3767 When caster next enters a lake, he’s thrown to the opposite shore
3768 When caster next enters a lake, his clothing inflates
3769 When caster next enters a lake, his clothing vanishes
3770 When caster next enters a lake, his feet turn into duck’s feet
3771 When caster next enters a lake, his hands and feet grow webbing
3772 When caster next enters a lake, his home is completely flooded
3773 When caster next enters a lake, his pockets fill with sodium
3774 When caster next enters a lake, it becomes 2X as deep
3775 When caster next enters a lake, it drains dry in 1d4 rounds
3776 When caster next enters a lake, it turns from fresh to salt-water
3777 When caster next enters a lake, it’s covered by two inches of ice
3778 When caster next enters a lake, it’s heavily stocked with trout
3779 When caster next enters a lake, night falls immediately
3780 When caster next enters a lake, someone nearby starts to drown
3781 When caster next enters a town, a huge festival takes place
3782 When caster next enters a town, he finds a magical scroll
3783 When caster next enters a town, he violates community standards
3784 When caster next enters a town, he’s imprisoned for murder
3785 When caster next enters a town, he’s named as its patron saint
3786 When caster next enters a town, he’s quickly arrested for heresy
3787 When caster next enters a town, he’s quickly elected mayor
3788 When caster next enters a town, he’s recognized as a vampire
3789 When caster next enters a town, he’s sold into slavery
3790 When caster next enters a town, his spellbook is confiscated
3791 When caster next enters a town, it secedes from the kingdom
3792 When caster next enters a town, it’s attacked by goblins
3793 When caster next enters a town, it’s besieged by orcs
3794 When caster next enters a town, it’s overrun by feral dogs
3795 When caster next enters a town, it’s renamed after him
3796 When caster next enters a town, its population doubles
3797 When caster next enters a town, martial law is declared
3798 When caster next enters a town, the king orders it destroyed
3799 When caster next enters a town, violent riots break out
3800 When caster next enters his home, 1d4 exterior walls vanish
3801 When caster next enters his home, 1d4 weeks pass in 1d4 rounds
3802 When caster next enters his home, a small hill rises beneath it
3803 When caster next enters his home, any curses upon him are lifted
3804 When caster next enters his home, he ages 1d10 years
3805 When caster next enters his home, he ages 1d10 years
3806 When caster next enters his home, he doubts he’s ever lived there
3807 When caster next enters his home, he falls unconscious
3808 When caster next enters his home, he finds 1d100+100 gold pieces
3809 When caster next enters his home, he finds a secret trapdoor
3810 When caster next enters his home, he finds a troll in residence
3811 When caster next enters his home, he finds another spellbook
3812 When caster next enters his home, he finds his clone in residence
3813 When caster next enters his home, he finds it completely empty
3814 When caster next enters his home, he forgets how to exit again
3815 When caster next enters his home, he gains one level
3816 When caster next enters his home, he is healed of all damage
3817 When caster next enters his home, he loses a point of Wisdom
3818 When caster next enters his home, he loses any memorized spells
3819 When caster next enters his home, he must evict 2d10 squatters
3820 When caster next enters his home, he realizes it’s made of coral
3821 When caster next enters his home, he recognizes nothing within it
3822 When caster next enters his home, he teleports to this location
3823 When caster next enters his home, he’s attacked by kobolds
3824 When caster next enters his home, he’s blinded for 4d12 hours
3825 When caster next enters his home, he’s convinced it isn’t his
3826 When caster next enters his home, he’s drafted into the military
3827 When caster next enters his home, he’s visited by solicitors
3828 When caster next enters his home, he’s visited by three ghosts
3829 When caster next enters his home, his age is reduced by 3d4 years
3830 When caster next enters his home, his bed combusts violently
3831 When caster next enters his home, his clothes burst into flame
3832 When caster next enters his home, his clothes turn to stone
3833 When caster next enters his home, it becomes indestructible
3834 When caster next enters his home, it becomes steamy like a sauna
3835 When caster next enters his home, it doubles its current size
3836 When caster next enters his home, it drifts slowly out to sea
3837 When caster next enters his home, it falls into a heap of sawdust
3838 When caster next enters his home, it gains an additional level
3839 When caster next enters his home, it migrates 1d20 miles
3840 When caster next enters his home, it sinks into the ground
3841 When caster next enters his home, it turns invisible from within
3842 When caster next enters his home, it turns to glass
3843 When caster next enters his home, it’s been thoroughly cleaned
3844 When caster next enters his home, it’s buried by an avalanche
3845 When caster next enters his home, it’s buried by volcanic ash
3846 When caster next enters his home, it’s encircled by a deep moat
3847 When caster next enters his home, it’s flattened by a meteor
3848 When caster next enters his home, it’s infested with vermin
3849 When caster next enters his home, it’s swept away by a tidal wave
3850 When caster next enters his home, it’s totally refurbished
3851 When caster next enters his home, its doors and windows vanish
3852 When caster next enters his home, monsters reside under the bed
3853 When caster next enters his home, someone’s eaten his porridge
3854 When caster next enters his home, the doors & windows fuse shut
3855 When caster next enters his home, the floor vanishes
3856 When caster next enters his home, the magistrate condemns it
3857 When caster next enters his home, the roof ignites
3858 When caster next kills someone, he appears in that person’s home
3859 When caster next kills someone, he must Save vs Fortitude or die
3860 When caster next kills someone, that person quickly resurrects
3861 When caster next opens his spellbook, he’s attacked by a shark
3862 When caster next says his name, 2d6 fish leap from his mouth
3863 When caster next says his name, a bird flies into his mouth
3864 When caster next says his name, he learns it’s not his real name
3865 When caster next says his name, he promptly forgets his name
3866 When caster next says his name, his mouth is sealed shut
3867 When caster next teleports, he arrives bound and gagged
3868 When caster next teleports, he arrives fully Healed
3869 When caster next touches money, he triggers a Chaos Burst
3870 When caster next triggers a Burst, he teleports to this location
3871 When caster next triggers a Burst, its effect is irreversible
3872 When caster next uses magic, 2d4 zombies appear and attack him
3873 When caster next uses magic, all vegetation within 10 yards dies
3874 When caster next uses magic, all within one mile know about it
3875 When caster next uses magic, an ice statue of him appears nearby
3876 When caster next uses magic, any gold he’s carrying vanishes
3877 When caster next uses magic, cold water sprays from his ears
3878 When caster next uses magic, he and his allies are drenched
3879 When caster next uses magic, he becomes drunk for 1d4 hours
3880 When caster next uses magic, he becomes invisible to his allies
3881 When caster next uses magic, he disorses 2d6 large clay bricks
3882 When caster next uses magic, he loses 3d4 hit points
3883 When caster next uses magic, he must Save or fall unconscious
3884 When caster next uses magic, he reeks of sulfur for 1d10 hours
Whenever caster casts a spell, electricity crackles in his hair
Whenever caster casts a spell, ghostly laughter echoes in the air
Whenever caster casts a spell, he appears to explode
Whenever caster casts a spell, he becomes light as a feather
Whenever caster casts a spell, he experiences profound remorse
Whenever caster casts a spell, he feels overwhelming euphoria
Whenever caster casts a spell, he hears glass breaking everywhere
Whenever caster casts a spell, he hears loud, discordant music
Whenever caster casts a spell, he hears the laments of the damned
Whenever caster casts a spell, he must Save or be knocked down
Whenever caster casts a spell, he must Save or shrink by 20%
Whenever caster casts a spell, he suffers crippling stage fright
Whenever caster casts a spell, he thinks that he ages 1d10 years
Whenever caster casts a spell, he whistles like a teapot
Whenever caster casts a spell, he's 10% likely to pass out
Whenever caster casts a spell, he's haunted by cryptic warnings
Whenever caster casts a spell, his bones glow visibly in his body
Whenever caster casts a spell, his clothes are glazed with frost
Whenever caster casts a spell, his ears shine like the sun
Whenever caster casts a spell, his feet swell by 10%
Whenever caster casts a spell, his spellbook must Save or combust
Whenever caster casts a spell, one of his hands grows by 25%
Whenever caster casts a spell, someone far away vows to kill him
Wherever caster walks, he sounds like he's on a squeaky floor
While caster is invisible, a faint outline can still be seen
While caster sleeps, his allies must Save or forget who he is
While caster sleeps, his body is translucent
While caster sleeps, his body retracts into his head
While caster sleeps, his clothing and gear are invisible
While caster sleeps, his head appears detached from his body
While caster sleeps, his head retracts into his body
While caster sleeps, his whole body contracts into a small ball
While caster sleeps, luminous moths flutter over his body
While caster sleeps, mysterious runes hover over his head
While caster sleeps, rodent's bring him sacrificial offerings
While caster sleeps, thousands of insects swarm over his body
While indoors, caster appears to be 5% larger
While indoors, caster feels as if he's dragging heavy chains
While indoors, caster feels as if he's on a ship's deck
While indoors, caster feels as if he's on windswept tundra
While standing on a riverbank, caster is invisible to amphibians
While walking, caster sounds as if he's wearing full plate armor
Woodland creatures openly mock the caster and call him a coward
Woodland creatures react to the caster as if he's one of them
Woodland creatures react violently to the caster's presence
Zombies can't come within 10 feet of the caster for 1d4 days
1d8 of target's fingers reappear elsewhere on his body
A handfull of small glass marbles tumble from the target's nose
A heavy chain runs the entire length of target's alimentary canal
A nearby but invisible hecker pummels the target with tomatoes
A nearby tree animates and swears allegiance to the target
A nearby tree becomes ravenously carnivorous and attacks target
A nearby tree bends down and hurls the target like a catapult
A nearby tree sprays its bark at the target, briefly blinding him
A second, identical skeleton appears in the target's body
A vital organ is ripped from target's body for 1d4 rounds
All of target's belongings are compressed into a tiny cube nearby
4015 All of target's belongings are seized by the local magistrate
4016 All of target’s belongings are transported beyond the horizon
4017 All of target's belongings were stolen by a vengeful wizard
4018 All of target’s belongings were stolen from a vengeful wizard
4019 All that the target has ever done was really done by someone else
4020 All voices sound alike to the target for 5d6 days
4021 All within 100 yards with a missile weapon fire it at the target
4022 Ambient temperature always feels 50° colder to target
4023 Ambient temperature rises 10° when target is angry
4024 An earthen duplicate of the target rises up and attacks him
4025 An earthen duplicate of the target wants to take his place
4026 An evergreen sprouts from target's chest while he sleeps tonight
4027 An item carried by target discharges a Chaos Burst when next used
4028 An item carried by target explodes for 3d10 hit points of damage
4029 An item carried by target is widely sought for its healing powers
4030 An item carried by target releases narcotic vapors when next used
4031 Any attack on target appears not to injure him, even if it does
4032 Any blade hitting target for maximum damage acquires intelligence
4033 Any blade hitting target for maximum damage acquires intelligence
4034 Any blade hitting target for maximum damage also injects a poison
4035 Any blade hitting target for maximum damage disappears forever
4036 Any blade hitting target for maximum damage gains a +1 bonus
4037 Any blade hitting target for maximum damage gets stuck in him
4038 Any blade hitting target for maximum damage is briefly weightless
4039 Any blade hitting target for maximum damage must Save or shatter
4040 Any blade hitting target for maximum damage rapidly corrodes
4041 Any blade hitting target for maximum damage turns clear as glass
4042 Any blade hitting target for maximum damage turns to gold
4043 Any blade hitting target for maximum damage vanishes until sunset
4044 Any bludgeon that hits the target is 10% likely to shatter
4045 Any bludgeon that hits the target is thereafter +4 ToHit him
4046 Any bludgeon that hits the target sprays water like a fountain
4047 Any bludgeon that hits the target turns to sponge as it does so
4048 Any clothing or armor now worn by target ages 100 years per round
4049 Any clothing or armor now worn by target is fireproof until dawn
4050 Any clothing or armor now worn by target is soaked with tree sap
4051 Any clothing or armor now worn by target shrinks by 30%
4052 Any coins that target is now wearing double in value
4053 Any coins that target is now carrying shrink by 50%
4054 Any coins that target is now carrying turn to cheese
4055 Any coins that target is now carrying weigh 100 pounds each
4056 Any fire damage suffered by target equally affects someone nearby
4057 Any fire damage suffered by target inflicts 2X normal damage
4058 Any fire damage suffered by target is delayed for 3d4 rounds
4059 Any fire damage suffered by target leaves cryptic scars
4060 Any gems now carried by target are cursed against him
4061 Any gold now carried by target belongs to a dragon
4062 Any gold now carried by target combusts like tinder
4063 Any jewelry that target is wearing heats to 500°
4064 Any magic items carried by the target glow like embers until dawn
4065 Any metal now in target's possession becomes intensely magnetic
4066 Any metal now in target's possession heats to its melting point
4067 Any metal now in target's possession is as fragile as glass
4068 Any metal now in target's possession is highly flammable
4069 Any metal now in target's possession is transparent like glass
4070 Any metal now in target's possession is water soluble until dawn
4071 Any metal now in target's possession turns to lead
4072 Any metal now in target's possession turns to mercury
4073 Any metal target is now carrying reverts to raw ore
4074 Any metal weapons that wound the target are dull for 1d4 rounds
4075 Any metal weapons that wound the target are hurled 1d8 yards away
4076 Any metal weapons that wound the target vanish for 1d4 rounds
4077 Any missile weapon hitting the target inflicts triple damage
4078 Any missile weapon hitting the target instantly combusts
4079 Any missile weapon hitting the target is 10% likely to take root
4080 Any missile weapon hitting the target suddenly triples in weight
4081 Any missile weapons now carried by target are badly warped
4082 Any missile weapons now carried by target have 10X normal range
4083 Any missile weapons now carried by target have a +1 ToHit bonus
4084 Any missile weapons now carried by target have his name on them
4085 Any misses fired at target are affected by Reverse Gravity
4086 Any misses fired at target are blown off course by high winds
4087 Any misses fired at target instantly sprout wings and fly away
4088 Any misses fired at target leave colorful trails in the air
4089 Any misses fired at target sound like thunder when they hit
4090 Any missiles fired at target turn invisible if they hit him
4091 Any missiles fired near target orbit him like satellites
4092 Any missiles fired near target shatter as they fly through the air
4093 Any nearby undead attack the target exclusively for 1d10 rounds
4094 Any nearby undead defend the target to the best of their ability
4095 Any nearby undead howl wildly and race toward the target
4096 Any nearby undead now look disturbingly like the target
4097 Any nearby undead obey the target for 1d6 rounds
4098 Any open wounds the target now has are welded closed like metal
4099 Any packs, pouches, or bags carried by target are full of blood
4100 Any packs, pouches, or bags carried by target are interconnected
4101 Any packs, pouches, or bags carried by target double in volume
4102 Any packs, pouches, or bags carried by target dump their contents
4103 Any paper, parchment, etc. now carried by target combusts
4104 Any paper, parchment, etc. now carried by target is fireproof
4105 Any paper, parchment, etc. now carried by target is rain-soaked
4106 Any paper, parchment, etc. now carried by target turns to steel
4107 Any part of target not covered by clothing appears to be skeletal
4108 Any part of target not covered by clothing is badly sunburned
4109 Any part of target not covered by clothing is forever invisible
4110 Any part of target not covered by clothing turns bright orange
4111 Any part of target now covered by clothing is covered in blisters
4112 Any part of target now covered by clothing is fireproof
4113 Any part of target now covered by clothing is forever invisible
4114 Any part of target now covered by clothing is hideously scarred
4115 Any spells cast in target’s presence seem to originate from him
4116 Any successful attack on target is 2% likely to kill him
4117 Any successful attack on target is 10% likely to fail outright
4118 Any successful attack on target will leave hideous scars
4119 Any undead now within 10 yards of target attack him until slain
4120 Any undead now within 10 yards of target combats
4121 Any undead now within 10 yards of target gain an extra hit die
4122 Any undead now within 10 yards of target vanish or are destroyed
4123 Any water elemental touching or touched by target freezes solid
4124 Any water elemental touching or touched by target heals to 200°
4125 Any water elemental touching or touched by target is set ablaze
4126 Any water elemental touching or touched by target splits in two
4127 Any water now in contact with target’s body freezes solid
4128 Any water now in contact with target’s body is poisonous to him
4129 Any water now in contact with target’s body turns to glue
4130 Any water now in contact with target’s body turns to lamp oil
4131 Any water now in contact with target’s body turns to mud
4132 Any water now in contact with target’s body turns to stone
4133 Any wooden weapons that wound the target are invisible until dawn
4134 Any wooden weapons that wound the target become heavy as lead
4135 Any wooden weapons that wound the target burst into flame
4136 Any wooden weapons that wound the target must Save or shatter
4137 Any wooden weapons that wound the target turn to steel until dawn
4138 Any wooden weapons that wound the target vanish until he’s dead
4139 Anyone cutting target with a blade ages 1d10 years until sunset
4140 Anyone cutting target with a blade briefly turns orange
4141 Anyone cutting target with a blade can’t sleep for 1d4 days
4142 Anyone cutting target with a blade can’t speak to him until dawn
4143 Anyone cutting target with a blade feels heartwarming glee
4144 Anyone cutting target with a blade feels incredible hunger
4145 Anyone cutting target with a blade feels momentarily dizzy
4146 Anyone cutting target with a blade feels overwhelming dread
4147 Anyone cutting target with a blade feels the same amount of pain
4148 Anyone cutting target with a blade feels unsettling déjà vu
4149 Anyone cutting target with a blade gets an electric shock
4150 Anyone cutting target with a blade has awful dreams for one week
4151 Anyone cutting target with a blade immediately apologizes for it
4152 Anyone cutting target with a blade is briefly blinded
4153 Anyone cutting target with a blade is briefly invisible
4154 Anyone cutting target with a blade is briefly rendered mute
4155 Anyone cutting target with a blade is paralyzed for 1d4 rounds
4156 Anyone cutting target with a blade is soaked with goat’s milk
4157 Anyone cutting target with a blade is soaked with his own blood
4158 Anyone cutting target with a blade loses one hit point
4159 Anyone cutting target with a blade suffers visions of damnation
4160 Anyone cutting target with a blade teleports 1d6 feet
4161 Anyone cutting target with a blade thinks he’s an ally
4162 Anyone cutting target with a blade thinks the target is immortal
4163 Anyone cutting target with a blade vanishes for 1d4 rounds
4164 Anyone looking into the target’s eye has visions of debauchery
4165 Anyone looking into the target’s eye has visions of his own death
4166 Anyone looking into the target’s eye has visions of the hereafter
4167 Anyone looking into the target’s eye suffers intense vertigo
4168 Anyone nearby when target is wounded applauds for 1d4 rounds
4169 Anyone nearby when target is wounded must Save or begin weeping
4170 Anyone nearby when target is wounded must Save or flee in panic
4171 Anyone nearby when target is wounded must Save or pass out
4172 Anyone nearby wielding a wooden weapon hits the target with it
4173 Anyone nearby wielding a wooden weapon is invisible to the target
4174 Anyone nearby wielding a wooden weapon offers it to the target
4175 Anyone nearby wielding a wooden weapon throws it at the target
4176 Anyone nearby with a drawn blade attacks target for 1d4 rounds
4177 Anyone nearby with a drawn blade can’t use it against the target
4178 Anyone nearby with a drawn blade races away from the target
4179 Anyone nearby with a drawn blade shouts the target’s name
4180 Anyone slain by target’s weapon can never be resurrected
4181 Anyone touching the target in the next turn adopts his name
4182 Anyone touching the target in the next turn is briefly paralyzed
4183 Anyone touching the target in the next turn loses 1d10 hit points
4184 Anyone touching the target in the next turn suffers severe burns
4185 Anyone who wounds the target is 5% likely to kill him outright
4186 Anyone who wounds the target must Save or age 1d10 years
4187 Anyone who wounds the target must Save or be equally wounded
4188 Anyone who wounds the target must Save or disarm themselves
4189 Anyone who wounds the target must Save or fall unconscious
4190 Anyone who wounds the target must Save or sink into the ground
4191 Anyone who wounds the target must Save or teleport 1d4 miles
4192 Anyone who wounds the target must Save or temporarily shrink 25%
4193 Armor is always invisible while worn by the target
4194 As target is wounded more severely, he’s less likely to sense it
4195 At any crossroads, target feels utterly lost
4196 At any crossroads, target is inclined to turn back
4197 At any crossroads, target is inclined to turn left
4198 At any crossroads, target is stricken with indecision
4199 At dawn tomorrow, all record and memory of target is lost
4200 At dawn tomorrow, demonic hordes mount a quest against the target
4201 At dawn tomorrow, target is abducted by an undead horde
4202 At dawn tomorrow, target must Save or age 1d1000 years
4203 At each sunset, target is 20% likely to age 1d20 years instantly
4204 At some point in every battle, target wholly disarms himself
4205 Beacon-bright light shines from target’s palm during combat
4206 Beacon-bright light shines from the soles of the target’s feet
4207 Beacon-bright light shines from the target’s principal weapon
4208 Beacon-bright light shines from the top of the target’s head
4209 Bits of gristle tumble from the target’s mouth while he speaks
4210 Bits of hardened resin tumble constantly from target’s ears
4211 Blades are magically blunted while the target wields them
4212 Blades are unbreakable while the target wields them
4213 Blades seem cumbersome and awkward while the target wields them
4214 Blades seem to have basic intelligence while target wields them
4215 Both of target’s arms are now on the same side of his body
4216 Both of target’s arms jut from the same shoulder
4217 Bright flames consume the target’s clothing for 1d10 rounds
4218 Bright flames dance harmlessly over target’s body for 1d10 rounds
4219 Bright flames ripple harmlessly along target’s limbs for 1d4 days
4220 Bright flames surround the target harmlessly for 2d10 rounds
4221 Colored streamers shoot from target’s ears for 2d6 rounds
4222 Colored streamers shoot from target’s nostrils
4223 Colorful smoke spews from target’s every orifice for 2d10 rounds
4224 Condensation endlessly forms upon and drips from target
4225 Countless glass shards slash at the target for 1d6 rounds
4226 Countless glass shards whirl around the target for 1d6 rounds
4227 Countless tiny moths flutter about the target’s head
4228 Countless tiny, colorful orbs swirl harmlessly around the target
4229 Creatures Summoned in target’s presence are abominations
4230 Creatures Summoned in target’s presence are clear like glass
4231 Creatures Summoned in target’s presence are immune to fire
4232 Creatures Summoned in target’s presence are old and decrepit
4233 Creatures Summoned in target’s presence beg him for mercy
4234 Creatures Summoned in target’s presence have only 1 hit point
4235 Creatures Summoned in target’s presence obey him unsnweningly
4236 Creatures Summoned in target’s presence refuse to attack him
4237 Creatures Summoned in target’s presence seem to be made of stone
4238 Creatures Summoned in target’s presence strongly resemble him
4239 Creatures Summoned in target’s presence worship him as a god
4240 Dew and condensation inspire fear in the target
4241 Dozens of tiny glass slivers fall harmlessly from target’s mouth
4242 During any combat round, target is 3% likely to die outright
4243 During any combat round, target is 5% likely to flee in panic
4244 During any combat round, target is 10% likely to be invisible
4245 During any combat round, target is 50% likely to be very drunk
4246 During battle, target experiences distracting hallucinations
4247 During battle, target hears overpoweringly loud calliope music
4248 During battle, target perceives thick, acrid smoke all around him
4249 During battle, target quacks like an enormous duck
4250 During battle, target repeatedly chants a naughty limerick
4251 During battle, target’s allies are invisible to him
4252 During battle, target’s allies can’t speak to him
4253 During battle, target’s allies don’t recognize him
4254 During battle, target’s clothes and gear are invisible
4255 During battle, target’s clothes appear to burst into flame
4256 During battle, target’s clothes billow with foul smoke
4257 During battle, target’s clothes moan like ghosts
4258 During battle, target’s ears flap like a bird’s wings
4259 During battle, target’s flesh, hair, and gear turn white as snow
4260 During battle, target’s hands appear to be shrouded in flame
4261 During battle, target’s head is henceforth invisible
4262 During battle, target’s heartbeat is audible to all nearby
4263 Each day, target can become an illusion for 1d4 rounds
4264 Each day, target can command 1d4 non-magical bears
4265 Each day, target can see through the caster’s eyes for 1d4 turns
4266 Each day, target can turn his skin invisible for up to one hour
4267 Each day, target can turn into a horse for up to 1d4 hours
4268 Each day, target can walk on water up to 100 yards
4269 Each day, target is 10% likely to lose one finger or toe
4270 Each day, target is immune to one electrical attack
4271 Each day, target is struck by lightning but is basically unharmed
4272 Each day, target must eat at least one medium-sized candle
4273 Each day, target must eat at least one sheet of parchment
4274 Each day, target’s body varies from 10% to 80% transparency
4275 Each day, target’s skin is a different vibrant color
4276 Each of target’s feet acquires argumentative intelligence
4277 Each of target’s feet is chained to his neck
4278 Each of target’s feet tries to race away in a different direction
4279 Each of target’s feet weighs as much as the rest of his body
4280 Each of target’s hands fuses to the opposite elbow
4281 Each time target is injured, a gold coin appears in his mouth
4282 Each time target is injured, he must Save or fall unconscious
4283 Each time target is injured, he must Save or go blind
4284 Each time target is injured, howls like a wolf
4285 Each time target opens his mouth, a small toad leaps out of it
4286 Each time target opens his mouth, another tooth turns invisible
4287 Each time target opens his mouth, he hears eerie music nearby
4288 Each time target opens his mouth, nearby birds fall silent
4289 Electricity crackles in target’s clothing when he’s angry
4290 Electricity crackles in target’s skin as he makes an attack
4291 Electricity crackles in the air around the target for 1d4 days
4292 Electricity crackles in the ground wherever the target steps
4293 Electricity crackles in the target’s hair for 1d8 hours
4294 Electricity crackles in the target’s hair when he uses magic
4295 Electricity crackles through the target’s body for 1d8 rounds
4296 Electricity crackles visibly along target’s weapon during combat
4297 Every few rounds a spider crawler from target’s mouth
4298 Every other day, the target is 20% likely to shrink by 10%
4299 Every other day, the target is 30% likely to be mute
4300 Every other day, the target is 5d10 years older than his true age
4301 Every other day, the target radiates strongly of alteration magic
4302 Every rat in the kingdom follows the target for 2d6 days
4303 Every spell cast nearby in the next 1d6 rounds strikes the target
4304 Every spell cast nearby is immediately obvious to the target
4305 Everyone knows that the target has no real martial prowess
4306 Everyone knows that the target’s head is completely hollow
4307 Everyone knows that the target’s skeleton is made of gold
4308 Everyone who knows the target’s name owes him 1d4 gold pieces
4309 Everyone who knows the target’s name thinks his name is Twinkles
4310 Everyone who knows the target’s name forgets what he looks like
4311 Everyone who knows the target’s name fears him for 3d10 rounds
4312 Everyone now within 10 yards of target is stricken bald
4313 Everyone now within 10 yards of target is invisible to him
4314 Everyone now within 10 yards of target is knocked down
4315 Everyone now within 10 yards of target is stricken bald
4316 Everyone now within 10 yards of target must Save or pass out
4317 Everyone now within 10 yards of target shouts his name
4318 Everyone who knows the target’s name fears him for 3d10 rounds
4319 Everyone who knows the target’s name forgets what he looks like
4320 Everyone who knows the target’s name thinks his name is Twinkles
4321 Everyone whom target owes money demands repayment in full, now
4322 Everyone within 100 yards adopts the target’s name
4323 Everyone within 100 yards feels intense hatred toward the target
4324 Everyone within 100 yards gives a gold piece to the target
4325 Everyone within 100 yards is invisible to the target until sunset
4326 Everyone within 100 yards races toward the target at top speed
4327 Everyone within 100 yards teleports 1d10 yards away from target
4328 Everyone within 100 yards teleports to the target’s home
4329 Everyone within 100 yards thinks the target is about to explode
4330 Everyone within 100 yards thinks the target is undead
4331 Everything now worn or carried by target becomes sickly green
4332 Everything now worn or carried by target is strewn about the area
4333 Everything that target is now carrying is imperfectly duplicated
4334 Exertion makes target exhale black smoke like a steam engine
4335 Fire is intensely beautiful and attractive to the target
4336 Fire is invisible to the target
4337 Foliage grows wildly beneath the target’s feet, entangling him
4338 For 1d10 rounds, magic doesn’t work within 100 yards of target
4339 For 1d10 rounds, ordinary wood smoke is highly toxic to target
4340 For 1d10 rounds, target can’t be affected by any magic items
4341 For 1d4 days, target can’t speak to anyone now within 10 yards
4342 For 1d4 days, target can’t speak to anyone who knows his name
4343 For one week, target can’t be healed by any magical means
4344 For one week, target can’t be injured by members of his species
4345 Glowing coals appear to be moving within the target’s skin
4346 Half of target’s body begins aging backwards, one year per day
4347 Half of target’s body is affected by Reverse Gravity
4348 Half of target’s body is badly burned, the other half frostbitten
4349 Half of target’s body is indestructible for 2d4 days
4350 Half of target’s body is infected with lycanthropy
4351 Half of target’s body polymorphs into some kind of animal
4352 Half of target’s body resembles half of the caster’s body
4353 Half of target’s body shrinks by 25%
4354 Half of target’s body suffers from advanced leprosy
4355 Half of target’s body turns invisible while in direct sunlight
4356 Half of target’s fingers are permanently invisible
4357 Half of target’s head appears to be made of crystal
4358 Half of target’s head appears to be made of metal
4359 Half of target’s head appears to be stripped of flesh
4360 Half of target’s head explodes, killing him messily
4361 Half of target’s head is covered in fine gold scales
4362 Half of target’s head is covered in fragrant blue moss
4363 Half of target’s head vanishes, but he’s basically unharmed
4364 Half of target’s limbs become donkey’s limbs
4365 Hundreds of blood-red worms course from the target’s nostrils
4366 Hundreds of small ice chips tumble from target’s ears
4367 Hundreds of wasps swarm the target whenever he draws a weapon
4368 If an ally kills target today, he’ll resurrect at dawn tomorrow
4369 If an ally kills target today, target explodes as a 50HD fireball
4370 If an arrow hits the target in the next 1d3 rounds, he explodes
4371 If an arrow hits the target in the next round, he doubles in size
4372 If an arrow hits the target in the next round, he turns to glass
4373 If an arrow hits the target in the next round, he’s fully healed
4374 If next attack on target causes maximum damage, he dies
4375 If next attack on target causes maximum damage, his attacker dies
4376 If next attack on target causes maximum damage, the moon vanishes
4377 If next attack on target causes maximum damage, winter begins now
4378 If reduced to exactly zero hit points, target becomes an undead
4379 If reduced to exactly zero hit points, target combats violently
4380 If reduced to exactly zero hit points, target is fully healed
4381 If reduced to exactly zero hit points, target melts like butter
4382 If reduced to exactly zero hit points, target shatters like glass
4383 If reduced to exactly zero hit points, target shrinks by 75%
4384 If reduced to exactly zero hit points, target turns invisible
4385 If reduced to exactly zero hit points, target turns to steam
4386 If reduced to five or fewer hit points, target attacks himself
4387 If reduced to five or fewer hit points, target goes berserk
4388 If reduced to one hit point, target becomes a lich
4389 If reduced to one hit point, target is Healed but loses one level
4390 If struck by Dispel Magic, target ceases to exist for 1d10 rounds
4391 If struck by Dispel Magic, target is rendered squeaky clean
4392 If struck by Dispel Magic, target loses 1d100 hit points
4393 If struck by Dispel Magic, target’s skeleton disintegrates
4394 If target attempts to teleport, his nervous system stays behind
4395 If target disembowels himself, he’s 10% likely to become a god
4396 If target draws a weapon, he can’t sheathe it again for 4d6 hours
4397 If target draws a weapon, he can’t sheathe it until he’s wounded
4398 If target draws a weapon, he can’t use it for 1d4 rounds
4399 If target draws a weapon, it’s 5% likely to shatter outright
4400 If target eats raw meat, he bleeds from the ears for 4d4 rounds
4401 If target eats raw meat, he has visions of his own death
4402 If target eats raw meat, he succumbs to voracious bloodlust
4403 If target eats raw meat, he’s thrown into the nearest river
If target is carrying any wood, he attempts to devour it

If target is carrying any gold, he changes alignment until sunset

If target is carrying any gold, he can hurl one 10HD fireball

If target is carrying a pouch, it inflates like a hot air balloon

If target is carrying a magical weapon, it is burned to slag

If target is beheaded, two identical heads sprout from his neck

If target is beheaded, his slayer then tries to behead himself

If target is beheaded, his slayer receives 10d100 gold pieces

If target is beheaded, his slayer is Stunned for 1d4 hours

If target is beheaded, his head floats away like a balloon

If target is beheaded, his head explodes as a 10HD fireball

If target is beheaded, his head bounces away like a rubber ball

If target is beheaded, his body tries to behead his slayer

If target is beheaded, his body deflates like a balloon

If target is beheaded, his body combusts and races to the horizon

If target is beheaded, he's 40% likely to grow a new head

If target is beheaded, he's 10% likely to possess his slayer

If target is beheaded, he grows a new head facing backwards

If target is beheaded, anyone nearby is stricken blind for 1 turn

If target is aware of any poison nearby, he tries to ingest it

If target is aware of any poison nearby, he thinks it's delicious

If target is aware of any poison nearby, he's immune to it

If target is beheaded, a spectacular lightshow ensues

If target is beheaded, his blood turns to very strong acid

If target is beheaded, his body combusts and races to the horizon

If target is beheaded, his body destroys his slayer for 2d10 turns

If target is beheaded, his body explodes like a balloon

If target is beheaded, his body seeks political office

If target is beheaded, his body still lives a long and happy life

If target is beheaded, his body tries to behead his slayer

If target is beheaded, his head becomes undead

If target is beheaded, his head bounces away like a rubber ball

If target is beheaded, his head explodes as a 10HD fireball

If target is beheaded, his head floats away like a balloon

If target is beheaded, his head rolls to the highest mountaintop

If target is beheaded, his head speaks prophecy for 1d4 rounds

If target is beheaded, his head turns to solid gold

If target is beheaded, his head disorses 1d8 gallons of blood

If target is beheaded, his head is Stunned for 1d4 hours

If target is beheaded, his slayer must Save vs Will or go insane

If target is beheaded, his slayer receives 10d100 gold pieces

If target is beheaded, his slayer then tries to behead himself

If target is beheaded, lightning bolts discharge from his neck

If target is beheaded, no one now nearby can ever be resurrected

If target is beheaded, two identical heads sprout from his neck

If target is carrying a magical weapon, he loses 1d8 hit points

If target is carrying a magical weapon, he regains 1d8 hit points

If target is carrying a magical weapon, it is burned to slag

If target is carrying a magical weapon, it mimics his personality

If target is carrying a pouch, he tries to climb into it

If target is carrying a pouch, it becomes a small Bag of Holding

If target is carrying a pouch, it contains 1d100 gold pieces

If target is carrying a pouch, it inflates like a hot air balloon

If target is carrying any food, he turns into a werewolf

If target is carrying any gold, he can hurl one 10HD fireball

If target is carrying any gold, he changes alignment until sunset

If target is carrying any gold, he's struck by lightning

If target is carrying any water, it becomes toxic to him

If target is carrying any wood, he attempts to devour it

If target is carrying any wood, it explodes into fiery splinters

If target is carrying any wood, it smothers until sunset

If target is carrying any wood, it turns to sawdust

If target is carrying rope, he ties himself to a nearby tree

If target is carrying rope, he winds it tightly about his neck

If target is carrying rope, it can't be cut by non-magical means

If target is carrying rope, it threads itself through his flesh

If target is currently injured he begins aging one year per round

If target is cut by a metal weapon, he loses 2d10 gold pieces

If target is cut by a metal weapon, he won't heal naturally

If target is cut by a metal weapon, his limbs turn invisible

If target is cut by a metal weapon, it sizzles violently

If target is cut by a metal weapon, that injury quickly rusts

If target is cut by a metal weapon, that weapon quickly rusts

If target is now bleeding, fire can't harm him for 2d4 days

If target is now bleeding, he begins to drown as though submerged

If target is now bleeding, he's hereafter susceptible to rust

If target is now bleeding, his weapon is +4 for 2d4 hours

If target is now bleeding, the ground at his feet heats to 500°

If target is now carrying any food, he contracts advanced leprosy

If target is now carrying any food, he loses 1d100 hit points

If target is now carrying any food, he teleports 2d10 miles

If target is now standing, he can't sit or lie down for 8d6 hours

If target is now standing, he levitates helplessly for 2d8 rounds

If target is now standing, he's now standing on tall stilts

If target is now standing, his legs double in length

If target is now wet, he suffers sudden heat exhaustion

If target is slain by a blade, he can never be resurrected

If target is slain by fire, he explodes as a 20HD fireball

If target is slain by fire, he resurrects in 1d4 days

If target is slain by fire, his ashes are scattered over the sea

If target is slain by fire, the nearest forest is also set ablaze

If target is slain in the next 24 hours, he becomes a god

If target is slain in the next 24 hours, he can't be resurrected

If target is slain in the next 24 hours, he resurrects at sunrise

If target is slain in the next 24 hours, winter begins at once

If target is slain, a spring bubbles up from beneath his corpse

If target is slain, a virulent plague breaks out in a nearby city

If target is slain, all trees within 10 miles vanish

If target is slain, all within 10 miles are overcome by grief

If target is slain, he becomes an undead servant for his slayer

If target is slain, he forever haunts the dreams of his slayer

If target is slain, his allies all attack his slayer

If target is slain, his allies quickly forget him and move on

If target is slain, his corpse completely decays in 1d4 rounds

If target is slain, his corpse embraces his slayer and combusts

If target is slain, his corpse turns to wax within 1d10 rounds

If target is slain, his slayer must Save vs Will or die along with him

If target is slain, his soul can't leave his body

If target is slain, his soul is sent to the wrong plane

If target is slain, the caster is under a Geas to resurrect him

If target is slain, the caster must inform his next of kin

If target is wearing animal hide, he thinks that he's that animal

If target is wearing animal hide, he hides like an animal

If target is wearing any rings, he has a spiritual revelation

If target is wearing any rings, he thinks it's delicious

If target is wearing any rings, he begins shrieking

If target has any leather, the cows that yielded it seek revenge

If target has any leather, it rots over 1d10 rounds

If target has any leather, he’s soaked with lamp oil

If target has any leather, his slayer receives 10d100 gold pieces

If target has any leather, his slayer is Stunned for 1d4 hours

If target has a shield, it claps shut on his arm like a clamshell

If target has a shield, it becomes fused to his arm

If target eats raw meat, it increases in volume by a factor of 10

If target eats raw meat, it turns to hot ashes in his stomach

If target has any charged magic items, they discharge on him

If target has any charged magic items, they turn to wood

If target has any charged magic items, they're fully recharged

If target has any charged magic items, they're inert until dawn

If target has any leather, he sprouts horns like a bull

If target has any leather, his slayer receives 10d100 gold pieces

If target is now carrying any food, he contracts advanced leprosy

If target is now carrying any food, he loses 1d100 hit points

If target is now carrying any food, he teleports 2d10 miles

If target is now standing, he can't sit or lie down for 8d6 hours

If target is now standing, he levitates helplessly for 2d8 rounds

If target is now standing, he's now standing on tall stilts

If target is now standing, his legs double in length

If target is now wet, he suffers sudden heat exhaustion

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If target is slain, the caster must inform his next of kin

If target is wearing animal hide, he becomes an animal until dawn

If target is wearing animal hide, he hides like an animal

If target is wearing animal hide, he thinks that he's that animal

If target is wearing animal hide, he attacks to eat it

If target is wearing animal hide, it animates and attacks him

If target is wearing any rings, he has a spiritual revelation

If target is wearing any rings, he's immune to magic until sunset

If target is wearing any rings, his hands retract into his wrists

If target is wearing any rings, they ignore on his fingers

If target is wearing armor, he is unable to remove it

If target is wearing armor, he teleports into the nearest town

If target is wearing armor, he thinks it's part of his body

If target is wearing armor, he's attacked by 1d4 alligators

If target is wearing armor, he's blinded until he removes it

If target is wearing armor, he's hurled into the nearest river
If target is wearing armor, he's soaked with lamp oil
If target is wearing armor, he's struck by lightning
If target is wearing armor, it clatters noisily in the dark
If target is wearing armor, it constricts painfully about him
If target is wearing armor, it has a +2 AC bonus until sunrise
If target is wearing armor, it heats to 500°
If target is wearing armor, it rattles violently for 1d10 hours
If target is wearing armor, it teleports 2d6 yards
If target is wearing armor, it turns invisible
If target is wearing armor, it vanishes for 1d10 rounds
If target is wearing armor, it's as supple as silk until sunset
If target is wearing armor, it's restored to brand-new condition
If target is wearing armor, rain falls heavily for 1d10 days
If target is wearing armor, the ground beneath him gives way
If target is wearing shoes, his feet become chicken's feet
If target is wielding a weapon, he suffers severe frostbite
If target kills an ally within one turn, he'll be fully Healed
If target kills anyone in the next hour, he vanishes for 2d4 days
If target lights a fire, he feels an urge to put his hands in it
If target lights a fire, he is overwhelmingly afraid of it
If target lights a fire, he perceives omens in its burning embers
If target lights a fire, his clothing ignites
If target loses a finger, he deliberately cuts off another one
If target loses a finger, that hand shrivels and dies
If target moves more than 10 yards from this spot, he dies
If target now has fewer than 1d100 hit points, he's fully Healed
If target now has more than 20 hit points, he loses 1d100
If target sees an open pit, he tries to bury himself in it
If target sees an open pit, he's attacked by something in it
If target sits or lies down, he can't stand again for 8d6 hours
If target sits or lies down, he teleports 1d100 yards
If target sits or lies down, he's attacked by glowing beetles
If target sits or lies down, he's covered by a light frost
If target sleeps more than eight hours, he's struck by lightning
If target teleports, he arrives holding two buckets of paint
If target teleports, his skeleton teleports to this spot
If target uses a doorway in the next hour, he turns to stone
If target wields an axe, he thinks he's the archetypal Dwarf
If target wields an axe, he tries to decapitate himself with it
If target wields an axe, he's attacked by the nearest tree
If target worships a deity, he claims to speak for the deity
If target worships a deity, he forsakes that deity for another
If target worships a deity, he thinks he's that deity's avatar
If target worships a deity, he thinks the deity is talking to him
If target's hands touch, they adhere to each other until dawn
If target's weapon is metal, his hand turns to similar metal
If target's weapon is metal, it turns to glass for 1d4 rounds
If target's weapon is metal, it turns to wood and vice versa
If target's weapon is metal, it's now indestructible
Innumerable bats flutter around the target each day at twilight
Insects constantly swarm around the target from now on
Magic items are unreliable for the target for 2d4-1 days
Magic items function at 50% power when target uses them
Meat turns to gravel as it moves through target's digestive tract
Melancholy chants issue from the target's weapon during battle
Metal weapons are immune to magic while target wields them
Metal weapons are invisible to target while he wields them
Metal weapons chime pleasantly when they strike the caster
Metal weapons do not conduct electricity while target wields them
Metal weapons seem 10X heavier to target while he wields them
Metal weapons seem to hum with power when target wields them
Metal weapons seem weightless to target during combat
Metal weapons strike sparks against target's body like flint
Music causes the target to weep tears of blood
Music inspires savage bloodlust in the target
Next person to wound the target races to the nearest graveyard

Next person to wound the target sees fires blazing all around him

Next person to wound the target suffers 2X the damage inflicted

Next person to wound the target suffers equal damage

Next person to wound the target suffers overpowering vertigo

Next person to wound the target will soon be abducted by undead

Next weapon to wound target is 10% likely to change his alignment

Next weapon to wound target is 5% likely to change his sex

Next weapon to wound target heals him if it wounds him again

Next weapon to wound target disintegrates if it wounds him again

Next weapon to wound target can’t harm him for 1d8 days

Next weapon to wound target begins aging 1d100 years per round

Next weapon to wound target absorbs water like a sponge

Next weapon to wound target affects its wielder with narcolepsy

Next weapon to wound target appears as porous as a sponge

Next weapon to wound target appears to be made of diamond

Next weapon to wound target becomes as black as coal forever

Next weapon to wound target begins aging 1d100 years per round

Next weapon to wound target resembles him for 1d20 hours

Next weapon to wound target is believed to be a mighty artifact

Next weapon to wound target is crushed into a small cube

Next weapon to wound target is engraved with his name

Next weapon to wound target is forever after -1 ToHit

Next weapon to wound target is frozen in a large block of ice

Next weapon to wound target is intensely magnetic

Next weapon to wound target is invisible to him forever after

Next weapon to wound target is jealously sought by collectors

Next weapon to wound target is older than the entire universe

Next weapon to wound target is pinned beneath a nearby boulder

Next weapon to wound target is replaced by a nearly exact replica

Next weapon to wound target is soon fascinated by demons

Next weapon to wound target is thereafter +1 to hit him

Next weapon to wound target is thereafter +4 ToHit him

Next weapon to wound target is thereafter indestructible

Next weapon to wound target is thereafter terribly afraid of him

Next weapon to wound target leaps 1d100 rounds into the future

Next weapon to wound target likewise wounds his attacker

Next weapon to wound target makes him suffer apocalyptic visions

Next weapon to wound target must Save or melt like a candle

Next weapon to wound target must Save or shrink by 5d10 + 45%

Next weapon to wound target penalizes its wielder’s AC by 5

Next weapon to wound target must Save or shrink by 5d10%

Next weapon to wound target must Save or be Charmed by him

Next weapon to wound target must Save or be poisoned

Next weapon to wound target must Save or be stricken mute

Next weapon to wound target was forged on a distant world

Next weapon to wound target was forged from his own bones

Next weapon to wound target vanishes for 1d10 rounds

Next weapon to wound target turns out to be a mighty artifact

Next weapon to wound target turns into a cannon

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Next weapon to wound target was forged from his own bones

Next weapon to wound target vanishes for 1d10 rounds
4859 People who meet target for the first time are intimidated by him
4860 People who meet target for the first time are intimidating to him
4861 People who meet target for the first time become violently ill
4862 People who meet target for the first time feel insulted by him
4863 People who meet target for the first time ignore him if he speaks
4864 People who meet target for the first time laugh at him derisively
4865 People who meet target for the first time lose 1d4 gold pieces
4866 People who meet target for the first time mistake him for royalty
4867 People who meet target for the first time mock his fashion sense
4868 People who meet target for the first time point at him and laugh
4869 People who meet target for the first time promptly forget him
4870 People who meet target for the first time refuse to speak to him
4871 People who meet target for the first time tend to trust him
4872 People who meet target for the first time think he's a corpse
4873 People who meet target for the first time think he's a murderer
4874 People who meet target for the first time think he's a thief
4875 People who meet target for the first time think he's a murderer
4876 People who meet target for the first time think he's on fire
4877 People who meet target for the first time think he's stupid
4878 People who meet target for the first time think that he's a demon
4879 People who meet target for the first time think that he's hideous
4880 People who meet target for the first time threaten to kill him
4881 Phosphorescent beetles teem over target's skin for 2d12 hours
4882 Printed text appears hopelessly garbled while target is nearby
4883 Rope hisses like a snake while target uses it
4884 Rope tends to become hopelessly tangled when target uses it
4885 Seltzer water sprays from the target's nose for 1d10 rounds
4886 Shimmering lights play over the target's skin during combat
4887 Smoke issues from the ground near the target when he's angry
4888 Smoke makes the target think that he's being suffocated
4889 Smoke pours from target's eyes when he uses or is struck by magic
4890 Smoke pours from target's skin as though his bones are ablaze
4891 Some common non-magical species adopts the target as its enemy
4892 Some common non-magical species is forever invisible to target
4893 Some distant creature has been hired to assassinate the target
4894 Something from the bottom of a nearby lake attacks the target
4895 Sparks fly from target's ears as from a grindstone
4896 Sparks fly from target's eyes when he draws a weapon
4897 Sparks fly from target's fingertips when he's angry
4898 Sparks fly from target's nostrils as he speaks
4899 Spectral voices echo everything that the target says
4900 Suddenly 1d4 people appear and attack the target
4901 Suddenly 1d4 people appear and offer trinkets to the target
4902 Suddenly 1d4 people appear and try to lasso the target
4903 Suddenly 1d4 people appear and worship the target
4904 Suddenly 1d4 people nearby resemble the target
4905 Suddenly 1d4 people nearby wish to assassinate the target
4906 Sulphurous mud oozes from target's clothes for 1d8 hours
4907 Summoned creatures are at +2 ToHit the target
4908 Summoned creatures are Hasted in the target's presence
4909 Summoned creatures are invisible to the target
4910 Summoned creatures are Slowed in the target's presence
4911 Summoned creatures can make no sound in the target's presence
4912 Summoned creatures covet the target's possessions
4913 Summoned creatures ignore and are unaffected by the target
4914 Summoned creatures ignore the target unless he attacks them
4915 Summoned creatures ignore the target unless he has a weapon drawn
4916 Swords can't come within ten feet of the target for 1d4 rounds
4917 Swords in target's presence drip with his blood
4918 Swords pass harmlessly through the target's body for 1d4 turns
4919 Target acquires a new language and refuses to speak any other
4920 Target acquires an exact copy of the caster's spellbook
4921 Target acquires scars to match any wounds he inflicts on others
4922 Target acts as though he doesn't really exist
4923 Target acts as though he's the only person who really exists
4924 Target acts as though his fingers are readily replaceable
Target asserts that he can produce pearls if he eats sand.
Target asserts that he can place powerful curses on people.
Target asserts that he can issue divine edicts.
Target asserts that he can divine the future, for the right price.
Target asserts that he can cure disease and cast out demons.
Target asserts that death no longer has any power over him.
Target asserts that anyone who drinks his blood will live forever.
Target appears to have been turned inside-out and then restored.
Target appears to have been assembled out of bamboo.
Target appears to be wearing a cloak of shimmering fire.
Target appears to be soaked in his own blood until dawn tomorrow.
Target appears to be made of chocolate until dawn tomorrow.
Target appears to be soaked in his own blood until dawn tomorrow.
Target appears to be wearing a cloak of shimmering fire.
Target appears to have been assembled out of bamboo.
Target appears to have been burned beyond recognition.
Target appears to have been turned inside-out and then restored.
Target asserts that a great catastrophe is about to occur.
Target asserts that he'll die if someone tells him to die.
Target asserts that he'll die if he's cut by a magical blade.
Target asserts that he'll die if he uses any magic items.
Target asserts that he'll die if he touches metal.
Target asserts that he'll die if he touches ice.
Target asserts that he'll die if he touches gold.
Target asserts that he'll die if he stops dancing.
Target asserts that he'll die if he speaks his native language.
Target asserts that he'll die if he's cut by a magical blade.
Target asserts that he's the caster's father.
Target asserts that he has a key that unlocks his skull.
Target asserts that he has any number of non-verifiable maladies.
Target asserts that he has only 1d4 hours to live.
Target asserts that he has the power to bestow godhood.
Target asserts that he has the power to create and destroy souls.
Target asserts that he heals quickly and has a metal skeleton.
Target asserts that he intends to raze the nearest city.
Target asserts that he is descended from mighty kings.
Target asserts that he is the caster's father.
Target asserts that he knows exactly who is destined to kill him.
Target asserts that he knows the location of a secret holy book.
Target asserts that he knows the location of a vast treasure.
Target asserts that he knows when, where, and how he'll die.
Target asserts that he must choose which of his allies must die.
Target asserts that he was bitten by a werewolf one month ago.
Target asserts that he will become omnipotent upon death.
Target asserts that he will go insane unless he eats 1d4 apples.
Target asserts that he worked as a torturer for the king.
Target asserts that he'll combust if anyone says his name.
Target asserts that he'll combust if he draws his weapon too fast.
Target asserts that he'll combust if he gets wet.
Target asserts that he'll combust if he reads a map.
Target asserts that he'll combust if he's outdoors at sunset.
Target asserts that he'll combust if his blood is spilled.
Target asserts that he'll die before he sees another winter.
Target asserts that he'll die during the next rainstorm.
Target asserts that he'll die if anyone harms the caster.
Target asserts that he'll die if anyone nearby dies violently.
Target asserts that he'll die if anyone nearby is related to him.
Target asserts that he'll die if anyone nearby speaks his name.
Target asserts that he'll die if anyone nearby uses magic.
Target asserts that he'll die if he changes or cleans his clothes.
Target asserts that he'll die if he closes his eyes or blinks.
Target asserts that he'll die if he crosses moving water.
Target asserts that he'll die if he doesn't receive a pony.
Target asserts that he'll die if he draws a weapon in anger.
Target asserts that he'll die if he draws/sheathes his weapon.
Target asserts that he'll die if he eats during the next 4d6 days.
Target asserts that he'll die if he fires any missile weapon.
Target asserts that he'll die if he opens his eyes.
Target asserts that he'll die if he sees a rainbow.
Target asserts that he'll die if he sees his own blood.
Target asserts that he'll die if he speaks his native language.
Target asserts that he'll die if he spends any money.
Target asserts that he'll die if he stops dancing.
Target asserts that he'll die if he stops talking.
Target asserts that he'll die if he touches anyone else's blood.
Target asserts that he'll die if he touches gold.
Target asserts that he'll die if he touches ice.
Target asserts that he'll die if he touches metal.
Target asserts that he'll die if he uses any magic items.
Target asserts that he'll die if he uses the word "the".
Target asserts that he'll die if he's cut by a magical blade.
Target asserts that he'll die if someone tells him to die.
Target asserts that he'll die in 1d4 rounds.
Target asserts that he'll die of biliousness
Target asserts that he'll die the next time he eats
Target asserts that he'll die the next time he receives first aid
Target asserts that he'll die the next time he sleeps
Target asserts that he'll die unless he burns all of his clothing
Target asserts that he'll die unless he cuts his own throat
Target asserts that he'll die unless he cuts off his own hand
Target asserts that he'll die unless he destroys his magic items
Target asserts that he'll die unless he eats a special mushroom
Target asserts that he'll die unless he kills the caster
Target asserts that he'll die unless he receives 500 gold pieces
Target asserts that he'll die unless he receives 500 gold pieces
Target asserts that he'll die unless he stays awake for 2d6 weeks
Target asserts that he'll die unless he swallows a magic ring
Target asserts that he'll die unless he takes a vow of pacifism
Target asserts that he'll die unless his demands are met
Target asserts that he'll die unless someone beheads him
Target asserts that he'll die unless the caster kills himself
Target asserts that he'll die when the caster casts another spell
Target asserts that he'll drown in a picture of a lake
Target asserts that he'll drown in a small puddle nearby
Target asserts that he'll explode if anyone eats food near him
Target asserts that he'll go mad if anyone touches him
Target asserts that he'll turn into a werewolf if he eats meat
Target asserts that he'll turn to diamond when slain
Target asserts that he'll vanish forever if he falls asleep
Target asserts that he'll vanish forever if he leaves this area
Target asserts that he'll vanish into the ground at dawn tomorrow
Target asserts that he'll vanish into the sky if he's wounded
Target asserts that he's a ghost and must haunt this area
Target asserts that he's a highly qualified thoracic surgeon
Target asserts that he's a mighty warrior despite the evidence
Target asserts that he's a Summoned creature about to be banished
Target asserts that he's a traveler from an antique land
Target asserts that he's an assassin from the distant future
Target asserts that he's an avatar of the caster's deity
Target asserts that he's been fatally wounded
Target asserts that he's been repeatedly destroyed and rebuilt
Target asserts that he's been replaced by a doppelganger
Target asserts that he's brother to dragons and companion to owls
Target asserts that he's come to deliver his people from bondage
Target asserts that he's eager to exterminate his species
Target asserts that he's found a plot to wipe out his species
Target asserts that he's hunting a monster from the distant past
Target asserts that he's immune to magic
Target asserts that he's on a quest to destroy a mighty artifact
Target asserts that he's on a rock outcrop surrounded by lava
Target asserts that he's on the verge of extinguimating his race
Target asserts that he's one of many clones of the real target
Target asserts that he's protected by an unholy host of demons
Target asserts that he's rapidly bleeding to death
Target asserts that he's responsible for many thousands of deaths
Target asserts that he's standing at the bottom of a deep well
Target asserts that he's standing on a ledge over an infinite pit
Target asserts that he's supernaturally beautiful
Target asserts that he's the embodiment of a mighty artifact
Target asserts that he's the mightiest warrior in the world
Target asserts that he's the world's most powerful magic user
Target asserts that he's transforming into some kind of beast
Target asserts that he's unspeakably ugly
Target asserts that he's water soluble
Target asserts that his actions are in accordance with prophecy
Target asserts that his actions shape the destiny of the world
Target asserts that his allies have forsaken him
Target asserts that his birth occurred under odd circumstances
Target asserts that his blood is worth more than gold
Target asserts that his body and head are two symbiotic organisms
Target asserts that his clothes are writhing with snakes
Target asserts that his clothing is trying to kill him
Target asserts that his current form isn't his true form
Target asserts that his death will be avenged one thousand times
Target asserts that his flesh is harder than iron
Target asserts that his god owes him a big favor
Target asserts that his internal organs are made of pure gold
Target asserts that his plans will all culminate at dawn tomorrow
Target asserts that his soul will be destroyed if he's injured
Target asserts that his touch can induce madness
Target asserts that his worst injuries are just a flesh wound
Target asserts that no one nearby really exists
Target asserts that one of his allies will betray him in a garden
Target asserts that poltlicles of manure can heal any wound
Target asserts that puns and rhymes are painful to him
Target asserts that secret entities are plotting his downfall
Target asserts that someone nearby is the avatar of his god
Target asserts that all food within 10 miles is poisonous
Target asserts that the answer to every riddle is "time"
Target asserts that the caster is a fraud and a charlatan
Target asserts that the caster is an avatar of his deity
Target asserts that the caster's spell functioned as intended
Target asserts that the king owes him a huge favor
Target asserts that the wages of sin aren't really death
Target asserts that the world will end the moment that he dies
Target asserts that time is an illusion, lunchtime doubly so
Target asserts that whoever kills him will become a god
Target asserts that whoever slays him will win incredible riches
Target asserts anyone he sees using a magic item
Target asserts anyone who attacks the caster
Target asserts anyone who attacks anyone who uses magic upon the caster
Target asserts the nearest herd animal until he or it is dead
Target asserts the next person nearby who says his own name
Target asserts the next person nearby who spends money
Target asserts the next person who address him by name
Target asserts the next person who draws a weapon nearby
Target asserts the toughest, most dangerous creature he can see
Target attempts to acquire the caster's spellbook
Target attempts to disembowel himself with his bare hands
Target attempts to ingest any ink he sees
Target attempts to mimic the caster's every move
Target attempts to strangle all trees within 100 yards
Target attempts to strangle himself with his bare hands
Target attracts all manner of mutants and abominations
Target attracts leeches, maggots, slugs, and snails
Target babbles incoherently for 2d10 rounds
Target barks like a dog when he thinks he sees magic
Target becomes a devoted acolyte of some fringe religion
Target becomes an albino
Target becomes ethereal if wounded by a weapon made of gold
Target becomes giddy and mirthful when he's next hit by a weapon
Target becomes intensely covetous of any magic item he sees
Target becomes intensely hungry following each battle
Target becomes nearly insane with rage whenever he says his name
Target becomes the caster's most trusted and faithful friend
Target becomes violently ill if he eats while in daylight
Target becomes violently ill if he eats while sitting
Target becomes wildly drunk when he's next hit by a weapon
5185 Target befouls any food or water that he and his allies now carry
5186 Target befriends a stuff and carries it with him everywhere
5187 Target befriends a stuff and thinks it gives him good advice
5188 Target befriends one of the caster’s allies
5189 Target befriends the strongest, most dangerous creature he can see
5190 Target befriends someone to bite off 1d10 of his fingers
5191 Target befriends someone to set him ablaze
5192 Target befriends the caster says to him
5193 Target believes everything that he says
5194 Target believes no factual statement he hears uttered in sunlight
5195 Target believes that 1d10 of his fingers are intensely magical
5196 Target believes that he can’t be harmed by a fall from any height
5197 Target believes that he can’t be slain by metal weapons
5198 Target believes that his allies are conspiring to rob him
5199 Target believes that nearly everyone is lying to him
5200 Target believes that whatever he last ate gave him eternal life
5201 Target believes that whatever he last ate is still alive
5202 Target believes that whatever he last ate was a powerful toxin
5203 Target believes that whatever he last ate was hallucinogenic
5204 Target believes that whatever he last ate was his last meal
5205 Target believes that whatever he last ate was worth a fortune
5206 Target belongs to a cult that requires him to perform horrid acts
5207 Target belongs to a cult that will remove his heart within a week
5208 Target bleeds from every orifice for 1d6 rounds but is unhurt
5209 Target bleeds profusely during combat, even if not wounded
5210 Target blows bright blue until he’s wounded by a magical weapon
5211 Target briefly appears to be undead to anyone who wounds him
5212 Target briefly becomes invisible to anyone who wounds him
5213 Target briefly resembles anyone who wounds him
5214 Target briefly resembles the target each time he’s wounded
5215 Target bursts into flame the next time he’s totally submerged
5216 Target can appear to be covered in moss and lichens at will
5217 Target can appear to be twice his true age at will
5218 Target can appear totally nondescript and unremarkable at will
5219 Target can be commanded by the nearest dragon at will
5220 Target can be injured by arrows, but they can’t kill him
5221 Target can be injured by bludgeons, but they can’t kill him
5222 Target can be injured by electricity, but it can’t kill him
5223 Target can be injured by magical cold, but it can’t kill him
5224 Target can be injured by magical fire, but it can’t kill him
5225 Target can be injured by magical weapons, but they can’t kill him
5226 Target can be injured by water, but it can’t kill him
5227 Target can be summoned by the nearest dragon at will
5228 Target can become invisible at will but is 15% likely to die
5229 Target can become invisible at will if he plucks out his eyes
5230 Target can become invisible by drinking a quart of Elf’s blood
5231 Target can bend his spine 120° midway along its length
5232 Target can brachiate like an ape but adopts an ape’s proportions
5233 Target can call Lightning daily but it’s 70% likely to strike him
5234 Target can cast one Wish spell but permanently dies as a result
5235 Target can cause one nearby tree to become invisible for 2d6 days
5236 Target can cause one nearby tree to topple as though chopped down
5237 Target can cause someone nearby to resemble someone else nearby
5238 Target can change the color of his face 2d4 times per day
5239 Target can climb like a monkey
5240 Target can climb like a monkey but is 40% likely to become one
5241 Target can comfortably lift and carry twice his weight in manure
5242 Target can Command one nearby humanoid for 1d6 hours
5243 Target can Command one person nearby to defend him to the death
5244 Target can Command one person now nearby to attack
5245 Target can Command one person nearby to tell the truth
5246 Target can Command the nearest dragon, just once
5247 Target can control caster like an undead skeleton for 1d6 rounds
5248 Target can delay his voice by 1d4 rounds, 1d4 times per day
5249 Target can detect counterfeit gems by tasting them
5250 Target can digest soil as readily as meat
5251 Target can discern magic items by bleeding on them
5252 Target can discern magic items by tasting them
5253 Target can dismiss a total of 20HD worth of elementals
5254 Target can divine the caster’s exact location 1d4 times per day
5255 Target can do nothing but scream for 1d8 rounds
5256 Target can easily be persuaded to disarm himself
5257 Target can erect a four foot high wall of snow once per week
5258 Target can exhale fire but is 10% likely to combust and die
5259 Target can exhale fire but suffers as much damage as he inflicts
5260 Target can fail one yard per point of Wisdom without harm
5261 Target can Heal himself at will but ages 1d6 years per hit point
5262 Target can Heal himself but his closest ally will die as a result
5263 Target can Heal himself but is 5% likely to die each time
5264 Target can Heal himself but is 80% likely to drown each time
5265 Target can Heal himself but is blinded for 1d20 days each time
5266 Target can Heal himself but it costs him 1,000,000 gold pieces
5267 Target can Heal himself but only at night if he has one hit point
5268 Target can Heal himself four times but loses a limb each time
5269 Target can Heal himself if he sacrifices a point of CON each time
5270 Target can Heal himself ten times but loses a finger each time
5271 Target can hide his weapon inside his body for 2d4 hours per day
5272 Target can ingest and digest small quantities of bone
5273 Target can ingest and digest small quantities of coral
5274 Target can ingest and digest small quantities of glass
5275 Target can ingest and digest small quantities of gold
5276 Target can ingest and digest small quantities of iron
5277 Target can ingest and digest small quantities of lamp oil
5278 Target can ingest and digest small quantities of lead
5279 Target can ingest and digest small quantities of poison
5280 Target can ingest and digest small quantities of stone
5281 Target can ingest and digest small quantities of wood
5282 Target can issue Commands but is 20% likely to die each time
5283 Target can kill the caster outright but will also permanently die
5284 Target can kill the caster outright but will never have existed
5285 Target can leap one yard straight up per point of Charisma
5286 Target can locate any bear within one mile
5287 Target can magically Summon a distant relative who despises him
5288 Target can magically Summon his own clone once for 1d10 rounds
5289 Target can magically Summon the caster 1d4 times for 1d10 rounds
5290 Target can magically Summon the corpse of some person he killed
5291 Target can make his voice issue from any object within 10 feet
5292 Target can make his voice issue from any person within 5 feet
5293 Target can make his voice seem to be 1d4 octaves higher or lower
5294 Target can make his voice seem to be that of someone much older
5295 Target can make his whisper heard by anyone in his line of sight
5296 Target can make his whisper heard through one foot of stone
5297 Target can make one of his arms as supple as rope at will
5298 Target can make one of his hands double in size at will
5299 Target can mask his scent at will
5300 Target can never again address anyone by name
5301 Target can never again speak or write his own name
5302 Target can never again wear the clothes or armor he’s wearing now
5303 Target can never again wield the specific weapon he now wields
5304 Target can never be harmed by any weapon now within 10 yards
5305 Target can never be harmed by the specific weapon he now wields
5306 Target can never be slain if he cuts off both of legs right now
5307 Target can never become invisible to anyone now within 100 miles
5308 Target can never become invisible to anyone who has wounded him
5309 Target can never become invisible to anyone who knows his name
5310 Target can never become invisible without dying
5311 Target can no longer conceal his astonishing halitosis
5312 Target can no longer conceal his disdain for magic users
5313 Target can no longer conceal his fear of combat
5314 Target can no longer conceal his hatred of Dwarves
5379 Target can't attack anyone who doesn't know target's name
5381 Target can't attack or be attacked for 2d8 rounds
5382 Target can’t attack or be attacked until he moves from this spot
5383 Target can’t attack the caster until at least sunset
5384 Target can’t attack the caster with any weapons containing metal
5385 Target can’t attack the caster with any weapons containing wood
5386 Target can’t attack until he drops his weapons, gear, and clothes
5387 Target can’t be affected by the caster’s magic for 1d6 turns
5388 Target can’t be affected by the intended spell for 1d4 years
5389 Target can’t be attacked by anyone or anything for 1d4 rounds
5390 Target can’t be burned by acid if he cuts off both of his thumbs
5391 Target can’t be burned by molten metal
5392 Target can’t be burned by steam between sunset and dawn
5393 Target can’t be burned by steam or boiling water while naked
5394 Target can’t be burned by steam while he’s wearing boots or shoes
5395 Target can’t be choked, strangled, or suffocated
5396 Target can’t be cut by any blade unless it's already bloodstained
5397 Target can’t be cut by manufactured stone blades
5398 Target can’t be detected by invisible creatures
5399 Target can’t be detected by magical attempts at scrying
5400 Target can’t be detected by magical scrying while naked in a tree
5401 Target can’t be harmed by bludgeons between dawn and noon
5402 Target can’t be harmed by bludgeons for 2d10 rounds
5403 Target can’t be harmed by boiling oil or pitch
5404 Target can’t be harmed by invisible creatures at night
5405 Target can’t be harmed by magical fire while brandishing a weapon
5406 Target can’t be harmed by magical fire while indoors
5407 Target can’t be harmed by magical fire while standing in a bucket
5408 Target can’t be harmed by magical fire while underwater
5409 Target can’t be harmed by natural lightning
5410 Target can’t be injured by wooden weapons while naked
5411 Target can’t be injured by wooden weapons while sleeping
5412 Target can’t be injured by wooden weapons while standing in fire
5413 Target can’t be injured by wooden weapons while standing in snow
5414 Target can’t be killed by any female creature for 1d4 weeks
5415 Target can’t be killed by any male creature for 1d4 weeks
5416 Target can’t be killed during the next 2d12 hours
5417 Target can’t be knocked off balance by any less than 1d4 people
5418 Target can’t be knocked off balance by any physical force
5419 Target can’t be magically detected by anyone not of his race
5420 Target can’t be magically detected by anyone of the same sex
5421 Target can’t be slain except while sleeping
5422 Target can’t be slain if he remains within 10 yards of this spot
5423 Target can’t be slain while sleeping
5424 Target can’t be stunned by any blow to the head
5425 Target can’t be surprised if he has a snowball in each hand
5426 Target can’t be surprised if he has an eyeball in his mouth
5427 Target can’t be surprised if he’s wearing a camafont
5428 Target can’t be surprised while at full hit points
5429 Target can’t be wounded by metal weapons until sunset tonight
5430 Target can’t be wounded by metal weapons while barefoot
5431 Target can’t breathe for 2d10 rounds
5432 Target can’t breathe until he removes his boots or shoes
5433 Target can’t breathe while touching more than one person
5434 Target can’t breathe while wearing, touching, or carrying metal
5435 Target can’t come within 10 feet of any fire now burning
5436 Target can’t come within 10 yards of the caster
5437 Target can’t come within one mile of his home
5438 Target can’t come within one mile of the caster
5439 Target can’t come within ten feet of any tree thicker than he is
5440 Target can’t create or use magical fire except while indoors
5441 Target can’t create or use magical fire for 1d4 years
5442 Target can’t die for at least 1d4 days, but he can be injured
5443 Target can’t digest any food that he eats in direct sunlight
5444 Target can’t digest any food unless he prepares it himself
5445 Target can't digest anything that's been dead longer than a day
5446 Target can't digest cooked meat
5447 Target can't digest meat from any animal killed in daylight
5448 Target can't draw his weapon if anyone else is within 10 yards
5449 Target can't draw his weapon or sheathe it if it's now drawn
5450 Target can't draw his weapon unless he asks permission to do so
5451 Target can't draw his weapon within 100 yards of this spot
5452 Target can't hear echoes
5453 Target can't hear his own voice
5454 Target can't hear his own voice except while his eyes are closed
5455 Target can't hear the voice of any female member of his race
5456 Target can't hear the voice of any male member of his race
5457 Target can't hear the voice of anyone who's recently injured him
5458 Target can't hear the voice of anyone within 10 feet of him
5459 Target can't hear voices for 2d4-1 days
5460 Target can't ignite any fire unless his hair is soaking wet
5461 Target can't ignite any fire unless it's snowing
5462 Target can't ignite any fire while underground
5463 Target can't ignite any fire while wearing clothes
5464 Target can't leave this spot until he wounds himself
5465 Target can't lie, equivocate, or tell half-truths
5466 Target can't move more than 10 yards from the caster
5467 Target can't pass through doorways while at full hit points
5468 Target can't say anyone's name
5469 Target can't see artificial light while at full hit points
5470 Target can't see light other than sunlight or reflected sunlight
5471 Target can't see or hear any of his allies for 4d6 hours
5472 Target can't see or hear his 1d4 of his allies for 1d4 days
5473 Target can't see or hear living creatures for 2d6 rounds
5474 Target can't see or hear magical creatures for 2d6 days
5475 Target can't see or hear metal objects for 3d6 hours
5476 Target can't see sunlight or reflected sunlight
5477 Target can't sleep unless he first eats a handful of soil
5478 Target can't sleep unless he has his weapon in hand
5479 Target can't sleep unless he's standing up
5480 Target can't sleep until he feels the tallest tree in the kingdom
5481 Target can't sleep until he gives away all of his armor
5482 Target can't sleep within 10 feet of another sleeping person
5483 Target can't speak except while barefoot
5484 Target can't speak except while brandishing a weapon
5485 Target can't speak for 1d20 turns
5486 Target can't speak to anyone more than 20 feet from him
5487 Target can't speak to anyone who addresses him by name
5488 Target can't speak unless he wears a cloth over his face
5489 Target can't speak unless he's brandishing a weapon
5490 Target can't speak unless his hair is wet
5491 Target can't speak until after he has eaten his next full meal
5492 Target can't speak until his blood is now drawn
5493 Target can't speak until the caster says his own name
5494 Target can't speak while at full hit points
5495 Target can't speak while at full hit points
5496 Target can't speak while wielding a weapon
5497 Target can't use any form of rope or chain longer than he is tall
5498 Target can't use any items containing metal for 2d4-1 days
5499 Target can't use any magic items containing wood for 2d4-1 days
5500 Target can't use any magic items for 1d4 days
5501 Target can't use any magic items older than he is
5502 Target can't use his hands or any utensils while eating
5503 Target can't voluntarily pass through doorways unless naked
5504 Target can't walk until the caster says his own name
5505 Target can't walk while carrying gold
5506 Target can't wield any weapon containing metal for 1d4 days
5507 Target can't wield any weapon in his dominant hand
5508 Target can't wield any weapon that hasn't drawn his blood
5509 Target can't wield any weapon within 1d4 miles of this spot
5510 Target can't wound anyone who hasn't wounded him
5511 Target carves a tiny notch in every tree he passes
5512 Target challenges his closest ally to single combat to the death
5513 Target chants nonsensically for 2d10 rounds
5514 Target clatters when he walks like a barrel full of pots and pans
5515 Target collapses into a fetal position for 1 turn
5516 Target combats if he uses magic within the next 1d4 turns
5517 Target combats if his weapon is thrown into a river
5518 Target comes into possession of a world-shaking artifact
5519 Target concludes every battle thoroughly soaked by his own blood
5520 Target confesses to a list of crimes, none of which has happened
5521 Target confesses to crimes he couldn't possibly have committed
5522 Target confesses to genocide but can produce no evidence of it
5523 Target confesses to rampant kleptomania
5524 Target constantly boasts about his prowess in all things
5525 Target constantly exudes fragrant soap suds
5526 Target continuously speaks to an imaginary ally
5527 Target coughs incessantly, but his actions are unimpaired
5528 Target craves hay and has a long tail like a horse
5529 Target craves twigs and bark after every battle
5530 Target creates a phony language and refuses to speak any other
5531 Target crouches and begins eating dirt, twigs, gravel, etc.
5532 Target crows like a rooster whenever he sees a magic item used
5533 Target dares 1d4 of his allies to try to behead him
5534 Target declares this area to be a sacred shrine to his deity
5535 Target degenerates into an abomination hated by sentient beings
5536 Target demands that his friends and allies pay him tribute
5537 Target develops a pronounced stutter
5538 Target disappears and is completely forgotten for 2d4-1 days
5539 Target discovers that one of his limbs is a separate entity
5540 Target discovers that one of his limbs is made of living wood
5541 Target discovers that one of his limbs is trying to kill him
5542 Target discovers that one of his limbs isn't attached to his body
5543 Target disgorges 1d10 acorns in each of the next 1d10+10 rounds
5544 Target disgorges 1d10 cubic feet of damp, sticky rice
5545 Target disgorges 1d10 pounds of feathers
5546 Target disgorges 1d10 pounds of hallucinogenic mushrooms
5547 Target disgorges 1d10 gold coins, half of which are counterfeit
5548 Target disgorges 1d1000 dragonflies
5549 Target disgorges 1d1000 tiny, phosphorescent worms
5550 Target disgorges 1d4 cubic yards of humus
5551 Target disgorges 1d4 gallons of boiling pitch
5552 Target disgorges 1d6 filthy carrion birds
5553 Target disgorges 2d10 pounds of slag
5554 Target disgorges 3d10 feet of hemp rope
5555 Target disgorges 5d10 sheets of pristine parchment
5556 Target disgorges 5d10 sheets of rotting parchment
5557 Target disgorges a 50 pound sack of potatoes
5558 Target disgorges a boulder larger than any within 1d10 miles
5559 Target disgorges a box that he believes to contain his soul
5560 Target disgorges a brick of solid chlorine
5561 Target disgorges a bucket filled with eyeballs
5562 Target disgorges a bushel of razor-sharp shards of glass
5563 Target disgorges a bushel of rotten apples
5564 Target disgorges a corked bottle containing a mysterious note
5565 Target disgorges a corked bottle containing a powerless genie
5566 Target disgorges a dragon's egg
5567 Target disgorges a full-sized statue of a nearby ally
5568 Target disgorges a gelatinous mass writhing with tentacles
5569 Target disgorges a healthy specimen of some extinct species
5570 Target disgorges a homunculus
5571 Target disgorges a huge quantity of raisins, dates, and figs
5572 Target disgorges a large hourglass nearly empty of sand
5573 Target disgorges a large slab of marble
5574 Target disgorges a map to his home
Target exudes a scent that is strongly offensive to undead
Target exudes a scent that inspires loyalty in wolves
Target exudes a scent that inspires intense bloodlust
Target exudes a scent that inspires fear in earth elementals
Target exudes a scent that inspires attracts bats
Target exudes a scent that induces sleep in birds
Target exudes a scent that easily can be tracked for miles
Target exudes a scent that causes food to spoil quickly
Target exudes a scent 50% likely disgust any given person
Target experiences transcendent euphoria when his blood is drawn
Target experiences soul-wrenching pain if he stands upright
Target experiences searing pain when his skin is touched
Target experiences intense vertigo when he draws a weapon
Target experiences heart-rending grief whenever he uses magic
Target experiences clairvoyance when he is burned
Target endeavors to buy a controlling interest in the kingdom
Target finds a potion affects the person nearest its imbiber
Target finds a new, functioning limb that he didn’t know he had
Target finds a mysterious and compelling piece of sculpture
Target finds a magical ring enabling him to command amphibians
Target finds a large diamond and guards it obsessively
Target finds a huge leech attached somewhere on his body
Target finds a glass vial containing a highly volatile liquid
Target finds a foot-long bar of indestructible glass
Target finds a box that damages the sanity of any who look in it
Target feels that the direction of gravity has skewed by 10°
Target feels like he’s having the time of his life
Target feels compelled to mummify himself as soon as possible
Target feels compelled to martyr himself for someone else’s deity
Target feels compelled to find a faith that contradicts his own
Target feels compelled to burn all of his clothing
Target feels compelled to desecrate a shrine to his deity
Target feels compelled to find a faith that contradicts his own
Target feels compelled to martyr himself for someone else’s deity
Target feels compelled to mummify himself as soon as possible
Target feels compelled to warn anyone he’s about to attack
Target feels his bones shake like a bundle of sticks
Target feels his bones slowly disintegrating
Target feels icy water dripping on him during every battle
Target feels like he’s having the time of his life
Target feels that the direction of gravity has skewed by 10°
Target feels the ground shake as during a powerful earthquake
Target feels a blade that can’t be broken by any physical force
Target feels a book describing the methods of brain surgery
Target feels a box that damages the sanity of any who look in it
Target finds a canopic jar containing his own vital organs
Target finds a cursed vault containing 1d100 bars of gold
Target finds a foot-long bar of indestructible glass
Target finds a glass vial containing a highly volatile liquid
Target finds a huge cache of real but worthless currency
Target finds a huge leech attached somewhere on his body
Target finds a large diamond and guards it obsessively
Target finds a large sack filled with powdered bone
Target finds a list of command words but doesn’t know for what
Target finds a magical ring enabling him to command amphibians
Target finds a mysterious and compelling piece of sculpture
Target finds a new, functioning limb that he didn’t know he had
Target finds a potion affects the person nearest its imbiber
Target finds a potion that either resurrects or destroys a corpse
Target finds a pouch containing 1d10 super-intelligent mice
Target finds a pouch containing curds and whey
Target forgets 1d4 of his allies
Target flies into a rage whenever he draws blood
Target flies into a rage and attacks the person nearest to him
Target flies into a panic if he sees other people eating
Target flies into a panic if anyone sees him eating
Target finds the thought of his own death strangely comforting
Target finds the sound of his own voice to be horrifying
Target finds the sight of male magic users to be enormously funny
Target finds himself imprisoned in a mausoleum far from here
Target finds an arsenal stocked with simulated weapons
Target finds a text that he wrote but doesn't remember writing
Target finds a shield +4 that only he can lift
Target gains two levels if he kills and eats a human before dawn
Target gains the respect of a man soon to be executed for treason
Target gains proficiency in the use of some unlikely weapon
Target gains only a single hit point from any magical healing
Target gains one level but can never gain another
Target gains access to an elite secret society
Target gains a title based on his actions in the next 1d6 rounds
Target gains a powerful magical ally whose motives are unknown
Target gains a point of Wisdom but loses two points of Strength
Target gains a point of Strength but loses 1d10 hit points
Target gains a permanent 1d4-1 bonus to his Armor Class
Target gains a level the next time he's cut by a magical blade
Target gains a level and is restored to full hit points
Target gains 1d10 permanent hit points but must Save or die
Target gains 1d100 hit points that then vanish, one per round
Target gains 1d100 hit points but must Save or die
Target forgets everything said to him in the past 1d6 hours
Target forgets his family and where he lives
Target forgets his name and doesn't believe that he ever had one
Target forgets how to ascend stairs and ladders
Target forgets how to feed himself
Target forgets how to sleep
Target forgets how to use any magic item he's now carrying
Target forgets how to use any weapon containing metal
Target forgets how to use doors
Target forgets how to walk but not how to run
Target forgets that his allies know who he is
Target forgets the last 1d12 hours
Target forgets the last 1d4 years
Target forgets whatever mission or quest he is now undertaking
Target formally changes his name to "Target"
Target freezes solid if he's injured while standing in snow
Target freezes solid the next time he enters an underground lake
Target gains 1d10 permanent hit points but must Save or die
Target gains 1d100 hit points that then vanish, one per round
Target gains 1d100 hit points but must Save or die
Target gains a level and is restored to full hit points
Target gains a level but is stricken blind for 1d4 months
Target gains a level but loses all but 1d4 of his hit points
Target gains a level and is restored to full hit points
Target gains a level if he permanently severs his dominant hand
Target gains a level the next time he's cut by a magical blade
Target gains a permanent 1d4-1 bonus to his Armor Class
Target gains a point of Strength but loses 1d100 hit points
Target gains a point of Wisdom but loses two points of Strength
Target gains a powerful magical ally whose motives are unknown
Target gains a profound insight the next time he touches gold
Target gains a title based on his actions in the next 1d6 rounds
Target gains access to an elite secret society
Target gains benefit from food only if eaten while he's naked
Target gains no hit points from his next advancement in level
Target gains one level but can never gain another
Target gains only a single hit point from any magical healing
Target gains proficiency in the use of some unlikely weapon
Target gains the respect of a man soon to be executed for treason
Target gains the respect of kobolds, who long to be just like him
Target gains two levels if he kills and eats a human before dawn
Target gains valuable insight into the nature of ventriloquism
Target gets 1,000 gold pieces if he cuts off his foot right now
Target gets 100 gold pieces for each finger he cuts from his hand
Target gives his most prized possession to the caster
Target gives his weapon to the person standing nearest to him
Target glows bright blue until he's burned by magical fire
Target glows bright blue until he's struck by magic
Target glows bright blue until he's wounded by his own weapon
Target glows bright blue while under any magical effect
Target glows with a bright, rainbow aura while moving stealthily
Target glows with angelic light whenever he uses a magic item
Target goes berserk if any of his allies injure him
Target goes berserk if he eats meat in the next 24 hours
Target goes berserk if he sees anyone burned by fire
Target goes berserk if he sees anyone eating meat
Target goes berserk if he touches gold in the next 1d6 rounds
Target goes berserk if he's currently carrying any magic items
Target goes into a homicidal rage for 1d8 rounds, then passes out
Target goes into a homicidal rage for 1d8 rounds, then vanishes
Target goes into a homicidal rage whenever he removes his shoes
Target goes into a homicidal rage whenever he sheathes his weapon
Target goes totally and dangerously insane until sunset
Target grows an additional 1d8 fingers
Target grows an additional pair of ears atop his head
Target grows an additional pair of eyes somewhere on his face
Target has 1d100 tiny steel spheres embedded in his skin
Target has 25 Intelligence for 1d4 turns
Target has 25 Strength for 1d4 rounds
Target has a +1 Armor Class bonus while it's raining
Target has a +2 Armor Class bonus while barefoot
Target has a +5 Armor Class bonus until sunset tomorrow
Target has a -1 Armor Class penalty while wielding a weapon
Target has a -2 Armor Class penalty while it's raining
Target has a blowhole in the back of his neck
Target has a colony of bees living in his skull
Target has a compartment in his torso able to carry small items
Target has a complete but false memory of the past 24 hours
Target has a doppelganger slave that looks just like the caster
Target has a flawless sense of direction
Target has a flawless sense of direction 50% of the time
Target has a flawless sense of direction while naked
Target has a hole in his forehead as large as his fist
Target has a hole in his torso big enough to accommodate his head
Target has a key that attracts lightning
Target has a key that can make non-magical locks invisible
Target has a key that can permanently fuse one non-magical lock
Target has a key that locks something that doesn't have a lock
Target has a key that prevents nearby keys from working properly
Target has a key that turns one lock to pure, solid gold
Target has a key that unlocks 99% of all non-magical locks
Target has a key that unlocks a secret door to another universe
Target has a key that works only once but will open any one lock
Target has a large and heavy padlock around his neck
Target has a large apple stuck in his mouth for 1d4 days
Target has a legitimate grievance against the caster
Target has a mane like a lion
Target has a permanent +4 ToHit and +4 Damage bonus vs the caster
Target has a permanent -4 ToHit penalty versus others of his race
Target has a raised, square protuberance jutting from his chest
Target has a relief of the caster's face embossed on his back
Target has a scar on his forehead as though clumsily lobotomized
Target has a secret name that, if spoken, causes him to race home
Target has a secret name that, if spoken, teleports him 2d8 miles
Target has a secret name that, if spoken, will change his sex
Target has a secret name that, if spoken, will kill him outright
Target has a seizure lasting 1d6 hours when he uses a magic item
Target has a seizure lasting 8d8 rounds, after which he is Healed
Target has a seizure lasting until he's struck by magic
Target has a small lamp in his forehead like a miner’s helmet
Target has a small lump on his forehead like a horseshoe
Target has a small steel ring jutting from each shoulder blade
Target has a star-shaped hole running completely through his head
Target has a steel band around his ankle like tagged wildlife
Target has a steel bolt running completely through his head
Target has a strange tattoo that, if touched, causes him to weep
Target has a sword that he thinks can command an undead army
Target has a sword that he thinks can make him invisible to Elves
Target has a sword that he thinks can slay dragons easily
Target has a sword that he thinks makes him a charismatic leader
Target has a tiny compartment beneath one of his fingernails
Target has a violent coughing fit that persists until sunrise
Target has a violent coughing fit whenever he uses a magic item
Target has a virus that will kill him in 4d6 hours unless cured
Target has a wooden bucket firmly affixed to his head
Target has an exact copy of everything now carried by the caster
Target has an immediate 50/50 chance to die or become a demigod
Target has an immobilizing steel brace on one of his legs
Target has an overpowering fear of other members of his race
Target has an overpowering fear of shoes and other footwear
Target has been controlled for years by a powerful, unseen entity
Target has been controlled for years by a secret committee
Target has been controlled for years by agents of the king
Target has been controlled for years by an orbiting satellite
Target has been controlled for years by an invisible entity
Target has been controlled for years by agents of the king
Target has been targeted for sacrifice by some monstrous cult
Target has committed unspeakable acts in his deity’s name
Target has committed unspeakable acts in his deity’s temple
Target has committed unspeakable acts involving livestock
Target has committed unspeakable acts involving orcs and Dwarves
Target has committed unspeakable acts involving the king’s horse
Target has his name tattooed all over his body
Target has in his possession an item that is literally impossible
Target has in his possession something precious to the caster
Target has innumerable feathers stuck to his skin
Target has inspiring hallucinations about his future career
Target has inspiring hallucinations about his life after death
Target has ironclad proof that all of this is an illusion
Target has ironclad proof that everyone he knows doesn’t exist
Target has ironclad proof that he’s a prophesied savior
Target has ironclad proof that he’s dead
Target has ironclad proof that he’s really the caster
Target has ironclad proof that he’s the caster’s father and son
Target has ironclad proof that the apocalypse will be tomorrow
Target has ironclad proof that the caster doesn’t exist
Target has no idea of where he is or what he’s doing
Target has no natural visible form; his appearance is an illusion
Target has numerous stigmata and attracts countless disciples
Target has numerous stigmata and fears that the end is nigh
Target has numerous stigmata and is persecuted as a heretic
Target has numerous stigmata, as foretold by prophecies
Target has only one hit point per level for the next 1d4 days
Target has only one hit point per point of Wisdom for 2d8 days
Target has owed the caster 1d10 gold pieces for 2d10 years
Target has visions depicting the true nature of magic
5965 Target is attacked by dozens of cows
5966 Target is attacked by dozens of crows
5967 Target is attacked by everyone within 50 yards
5968 Target is attacked by moths as if he were made of wool
5969 Target is attacked by teeming vermin visible only to him
5970 Target is attacked by the nearest boulder
5971 Target is blind until he wets his hair
5972 Target is blind while his hair is wet
5973 Target is blown back 3d10 yards and loses that many hit points
5974 Target is bound by fine but very durable silver chains
5975 Target is briefly blinded by a dense cloud of powdered sugar
5976 Target is briefly blinded by countless flies swarming around him
5977 Target is buffeted by mighty winds that affect no one else
5978 Target is buried by a heap of mildewed potato peelings
5979 Target is buried by a sudden avalanche; no one else is affected
5980 Target is buried up to his knees in burning coals
5981 Target is buried up to his knees in shiny new gold coins
5982 Target is captured for use in laboratory testing of cosmetics
5983 Target is carried high into the air by a flock of magpies
5984 Target is carrying a bucket of chum and must carry it until dawn
5985 Target is carrying a huge sack full of moldy rabbit pelts
5986 Target is caught in a violent hailstorm; no one else is affected
5987 Target is certain that a powerful entity is stalking him
5988 Target is certain that a vile monster is hiding in a nearby cave
5989 Target is certain that all of his allies have betrayed him
5990 Target is certain that he has the patronage of a powerful entity
5991 Target is certain that he was constructed in a laboratory
5992 Target is certain that he'll become a god if he dies in combat
5993 Target is certain that he'll die by sunset
5994 Target is certain that he's a plant-based creature
5995 Target is certain that he's about to become king
5996 Target is certain that he's as fragile as glass
5997 Target is certain that he's bleeding profusely
5998 Target is certain that he's immortal
5999 Target is certain that he's invulnerable until sunset
6000 Target is certain that he's standing at the center of a huge fire
6001 Target is chained into the highest branches of a tall tree nearby
6002 Target is coated in a delicious honey glaze like a ham
6003 Target is coated in boiling pitch and takes damage accordingly
6004 Target is completely encased by a layer of living flesh
6005 Target is constricted as though squeezed by an invisible python
6006 Target is covered by a suit of field plate armor, made of glass
6007 Target is covered by a thick shawl of feld vulture feathers
6008 Target is covered by coarse and musky wool like a yak
6009 Target is covered by dozens of slugs and snails
6010 Target is covered by thick, ugly scales for an AC bonus of 1
6011 Target is discovered to be a remotely operated machine
6012 Target is discovered to be an agent of the king
6013 Target is discovered to be the real heir to the throne
6014 Target is discovered to be the true owner of caster's home
6015 Target is discovered to engage in decadent cannibalistic rituals
6016 Target is dragged along the ground into the nearest open grave
6017 Target is dragged halfway to the shore of the nearest river
6018 Target is drapped in a gossamer shawl impervious to fire
6019 Target is drapped in filthy funerary dressing
6020 Target is drapped in foul-smelling seaweed
6021 Target is drapped in threads that can only be cut under moonlight
6022 Target is dreadfully afraid of the spell's target point
6023 Target is dreadfully homesick for some place he's never been
6024 Target is dressed like a court jester
6025 Target is dressed like a crazed anchorite
6026 Target is dressed like a pig at a luau
6027 Target is dressed like one of the royal family
6028 Target is driven halfway through the nearest tree
6029 Target is driven like a thumbtack into the ground up to his neck
6030 Target is encased in a glass box quickly filling with water
6031 Target is encased in a large, hollow sphere of ice
6032 Target is encased in a marble sarcophagus
6033 Target is encased in a sealed wicker basket
6034 Target is encased in a skin-tight plaster cast
6035 Target is encased in an airtight steel capsule
6036 Target is encircled by a chest-high wall of packed snow
6037 Target is encircled by a waist-high, electrified iron fence
6038 Target is encircled by a zone of intense cold
6039 Target is encircled by a zone of pure vacuum
6040 Target is encircled by an electrified fence
6041 Target is encircled by an illusory wall of chattering skulls
6042 Target is encircled by tall icicles, each as thick as his leg
6043 Target is enclosed for one hour in an impenetrable 10-foot sphere
6044 Target is enclosed in a shrinking steel cage
6045 Target is entirely engulfed by a zone of total darkness
6046 Target is ensconced in velvet
6047 Target is ensnared by some distant spellcaster's Summoning spell
6048 Target is especially receptive to Commands for the next 24 hours
6049 Target is fearless as long as he wears the shoes he's wearing now
6050 Target is forever immune to all non-magical disease
6051 Target is forever immune to heatstroke
6052 Target is forever immune to lycanthropy
6053 Target is forever immune to hyperthermia
6054 Target is found to be a persecuted victim needing caster’s help
6055 Target is fully healed if he’s slain while standing in snow
6056 Target is harassed by skeletal crows
6057 Target is haunted by the endless screams of damned souls
6058 Target is healed of all damage, but his clothes and gear vanish
6059 Target is held personally responsible for some distant atrocity
6060 Target is held personally responsible for the decay of society
6061 Target is highly magical and dies if Dispel Magic is cast on him
6062 Target is highly magical and is quickly recognized by magic users
6063 Target is holding an anvil and can't put it down for 2d6 rounds
6064 Target is holding an egg in each hand and must not break them!
6065 Target is hopelessly lost for 2d10 rounds
6066 Target is horribly afraid of cooked or salted meat
6067 Target is horribly scared, as though shredded and reassembled
6068 Target is horrified by the sight of female magic users
6069 Target is horrified by the sound of clattering bones
6070 Target is identified as the leader of some bizarre cult
6071 Target is immortal and unaging until he next speaks
6072 Target is immortal, but he’s sentenced to lifelong imprisonment
6073 Target is immortal, but his arms and legs vanish forever
6074 Target is immune to air-based magic for 1d4 days
6075 Target is immune to all attacks by non-magical birds
6076 Target is immune to all injury until he next speaks
6077 Target is immune to all swords now within one mile
6078 Target is immune to any wounds inflicted by humans for 4d6 hours
6079 Target is immune to area-effect magic for 1d4 days
6080 Target is immune to beneficial magic for 2d4 days
6081 Target is immune to charm-based spells or attacks for 1d4 weeks
6082 Target is immune to Charms and Enchantments for 1d4 weeks
6083 Target is immune to electrical attacks while carrying metal
6084 Target is immune to his allies' magic
6085 Target is immune to his allies' magic for 10d10 rounds
6086 Target is immune to his own magic and attacks for 1d4 hours
6087 Target is immune to hostile magic for 1d4 days
6088 Target is immune to illusions until dawn tomorrow
6089 Target is immune to injuries inflicted by wood in daylight
6090 Target is immune to inorganic poisons for 1d4 months
6091 Target is immune to light-based magic until sunset tomorrow
6092 Target is immune to lightning
6093 Target is immune to magical cold while naked
6094 Target is immune to magical diseases for one week
6095 Target is immune to magical fire while naked
6096 Target is immune to magical healing
6097 Target is immune to missile weapons for 6d8 hours
6098 Target is immune to necromantic magic until he uses a magic item
6099 Target is immune to non-magical diseases
6100 Target is immune to non-magical extremes of weather
6101 Target is immune to normal fire while wearing these clothes
6102 Target is immune to piercing weapons, such as stilettos, etc.
6103 Target is immune to poisons, but meat is highly toxic to him
6104 Target is immune to polymorph magic
6105 Target is immune to smoke inhalation for the rest of his life
6106 Target is immune to the burning effects of acid for 2d4 days
6107 Target is immune to the caster's magic for 1d10 rounds
6108 Target is immune to the crushing pressure of very deep water
6109 Target is immune to the next 1d10 attacks against him
6110 Target is immune to the next magical disease he encounters
6111 Target is implicated in numerous treasonous scandals
6112 Target is in the middle of a typhoon, but no one else is
6113 Target is infected by plague
6114 Target is instantly consumed by vermin if he dies within 24 hours
6115 Target is intensely drunk for 1d4 rounds after every combat
6116 Target is invisible to lycanthropes while he's bleeding
6117 Target is invisible to lycanthropes while they're indoors
6118 Target is invisible while carrying 1d4 burning torches
6119 Target is invisible while completely submerged
6120 Target is invisible while he has an apple in each hand
6121 Target is invisible while shouting
6122 Target is invulnerable and invisible until he speaks or moves
6123 Target is invulnerable to 80% of normal weapons
6124 Target is invulnerable to any weapon that has already wounded him
6125 Target is invulnerable to normal weapons and can't wield them
6126 Target is invulnerable to normal weapons for 1d6 turns
6127 Target is invulnerable to normal weapons until he incites damage
6128 Target is invulnerable to normal weapons until he wields one
6129 Target is invulnerable to weapon that he himself forged
6130 Target is kidnapped to be used as a sacrifice by a religious cult
6131 Target is kidnapped to be used as in medical experiments
6132 Target is killed outright if he ever triggers a Chaos Burst
6133 Target is killed outright if he kills any member of his species
6134 Target is killed outright if he wounds himself with a sword
6135 Target is killed outright if struck by a blood relative
6136 Target is limned by golden light until dawn tomorrow
6137 Target is liquefied and emerges from a nearby lake fully healed
6138 Target is liquefied but reforms at full hit points in 1d20 rounds
6139 Target is liquefied but reforms in a slightly warped shape
6140 Target is liquefied but returns fully healed during the next rain
6141 Target is lost in the shuffle
6142 Target is mesmerized by the sight of lighted candles
6143 Target is mesmerized by the sound of clinking metal
6144 Target is nearly paralyzed with terror under the full moon
6145 Target is now standing 8d10 yards behind the spell's target point
6146 Target is now standing atop the tallest mountain within 100 miles
6147 Target is numb to all physical sensation for 3d8 rounds
6148 Target is obsessed with ridding himself of all skin and hair
6149 Target is obsessed with ridding himself of all worldly property
6150 Target is obsessed with ridding himself of his allies
6151 Target is obsessed with ridding himself of his shadow
6152 Target is obsessively covetous of some item that he can now see
6153 Target is obsessively jealous of someone now standing nearby
6154 Target is obsessively protective of someone now standing nearby
6155 Target is obsessively protective someone he's never met
6156 Target is overwhelmingly drunk for 1d4 rounds, then totally sober
6157 Target is paralyzed by dread when he witnesses magical effects
6158 Target is pelted by hundreds of acorns
6159 Target is pelted by snowballs for 1d6 rounds
6160 Target is pelted by tiny, red hot coals for 1d4 rounds
6161 Target is pelted like a mink, otter, or beaver
6162 Target is permanently bloodstained
6163 Target is permanently invisible to caster but can't attack him
6164 Target is permanently invisible to himself between dusk and dawn
6165 Target is permanently rendered 1d100% transparent
6166 Target is physically exhausted
6167 Target is poisoned if he touches a book in the next 1d4 days
6168 Target is pursued by predatory moneylenders
6169 Target is pursued by ravenous wolves
6170 Target is pursued by rogue shadows that resemble his own
6171 Target is pushed through the planet and out to the opposite side
6172 Target is quarantined by the local Minister of Health
6173 Target is real but can be disbeliefed as if he were an illusion
6174 Target is real but can be Dispersed as if he were an illusion
6175 Target is recognized as an escaped slave wherever he goes
6176 Target is reluctant to engage in combat between sunrise and noon
6177 Target is reluctant to speak between noon and sunset
6178 Target is reluctant to wield any weapon with inorganic components
6179 Target is rendered deaf and blind for 2d10 rounds
6180 Target is rendered inert for 1d10 turns
6181 Target is rendered like a cow in an abattoir
6182 Target is rendered mute for 1d100 rounds
6183 Target is scarred as though he were pressed against a hot screen
6184 Target is scarred as though his digestive tract has been removed
6185 Target is sheathed in a large, living sponge
6186 Target is sheathed in a plant like a huge pea pod
6187 Target is sheathed in blood-soaked strips of leather
6188 Target is sheathed in wax
6189 Target is shoved to the ground in each of the next 1d10 rounds
6190 Target is showered by sawdust for 1d10 rounds
6191 Target is showered by shaved ice for the next 1d10 rounds
6192 Target is shunned by all other members of his species
6193 Target is shunned by all that is holy
6194 Target is shunned by anyone carrying a magic item
6195 Target is shunned by anyone nearby who is now wounded
6196 Target is shunned by polite society
6197 Target is smeared in a coordinated campaign of personal attacks
6198 Target is smeared in a fluid that suppresses his natural scent
6199 Target is smeared in lard
6200 Target is smeared in some kind of fireproof jelly
6201 Target is so badly disfigured that people flee from him in horror
6202 Target is sought for arrest because he stole a loaf of bread
6203 Target is standing knee-deep in a basket full of cobras
6204 Target is standing knee-deep in a bucket full of manure
6205 Target is stricken completely hairless
6206 Target is stricken deaf, blind, and mute for 1d6 rounds
6207 Target is stricken from any documents that mention him by name
6208 Target is stricken mute under every full moon
6209 Target is stricken mute while horses are nearby
6210 Target is stricken mute while under any magical effect
6211 Target is struck by lightning for 1d100 hit points of damage
6212 Target is struck by lightning the next time an ally is wounded
6213 Target is struck by lightning the next time he draws a weapon
6214 Target is struck by lightning the next time he enters water
6215 Target is struck by lightning the next time he speaks
6216 Target is struck by lightning the next time he uses a magic item
6217 Target is struck by lightning unless he's currently atop a horse
6218 Target is stung by a bee every time he makes a successful attack
6219 Target is stung by a bee every time he makes a successful attack
6220 Target is suddenly acutely aware of any injuries he now has
6221 Target is suddenly attacked by ruffians
6222 Target is suddenly holding 1d4 anvils
6223 Target is suddenly holding a box full of his own bones
6224 Target is suddenly holding a pair of alligator suitcases
6225 Target is suddenly holding a pair of magic rings
6226 Target is suddenly holding an enormous bouquet of roses
6227 Target is suddenly holding the king's severed head
6228 Target is suddenly holding the nearest corpse in his arms
6229 Target is suddenly lying in a four-poster canopy bed
6230 Target is suddenly lying in his own bed
6231 Target is suddenly lying on a funeral pyre
6232 Target is suddenly married to 1d8 additional spouses
6233 Target is suddenly morbidly obese
6234 Target is suddenly naked except for a fig leaf
6235 Target is suddenly on the verge of an important breakthrough
6236 Target is suddenly on the verge of going berserk
6237 Target is suddenly on the verge of utter dehydration
6238 Target is suddenly on the verge of utter exhaustion
6239 Target is suddenly on the verge of utter panic
6240 Target is suddenly on the verge of utter starvation
6241 Target is suddenly packaged in a large cardboard box
6242 Target is suddenly recognized as everyone's long-lost brother
6243 Target is suddenly sitting at the base of a nearby waterfall
6244 Target is suddenly sitting atop someone else's horse
6245 Target is suddenly sitting atop the tallest waterfall in the land
6246 Target is suddenly sitting in a bucket full of ice water
6247 Target is suddenly sitting in a large wooden crate
6248 Target is suddenly sitting in the bucket of the nearest catapult
6249 Target is suddenly sitting in the queen's boudoir
6250 Target is suddenly sitting on an anthill, smeared with honey
6251 Target is suddenly sitting on the corpse of a fallen ally
6252 Target is suddenly standing atop a heap of shattered masonry
6253 Target is suddenly standing atop aickey and very tall fence
6254 Target is suddenly standing atop a tall ladder
6255 Target is suddenly standing atop the nearest corpse
6256 Target is suddenly standing atop the nearest lookout tower
6257 Target is suddenly standing atop the nearest sand dune
6258 Target is suddenly standing in a field swamp miles from here
6259 Target is suddenly standing in the nearest boat
6260 Target is suddenly standing in the nearest locked treasure vault
6261 Target is suddenly standing knee-deep in the nearest ocean
6262 Target is suddenly standing next to his most powerful enemy
6263 Target is suddenly standing on a trapdoor over a very deep pit
6264 Target is suddenly standing on the shoulders of a nearby ally
6265 Target is suddenly standing outside his own front door
6266 Target is suddenly standing under the nearest bridge
6267 Target is suddenly standing upon what appears to be his own grave
6268 Target is suddenly standing wherever he awoke this morning
6269 Target is suddenly suffering from overpowering agoraphobia
6270 Target is suddenly wearing a cast-iron straightjacket
6271 Target is suddenly wearing a provocative leather ensemble
6272 Target is suddenly wearing a skin-tight suit of chain mail
6273 Target is suddenly wearing an anarchonistic bathing costume
6274 Target is suddenly wearing an ornate saddle of very high quality
6275 Target is suddenly wearing fireproof clothing
6276 Target is suddenly wearing whatever the king wore yesterday
6277 Target is surrounded by pandering sycophants
6278 Target is surrounded by rabid wolves
6279 Target is surrounded by servitors who want to assassinate him
6280 Target is surrounded by vermin and small pests
6281 Target is susceptible to rust while carrying gold
6282 Target is suspected of having trafficked with demons in a church
6283 Target is suspected of having wrought a plague upon this nation
6284 Target is suspected of holding the secret of all existence
6285 Target is suspected of plotting to extermiate his entire species
6286 Target is suspended above the tallest tree nearby
6287 Target is suspended over a flaming pit until sunset
6288 Target is swarmed by countless flies, but they don't bother him
6289 Target is swarmed by undead whenever he uses a magic item
6290 Target is swept 3d100 yards by a wave of molasses
6291 Target is the most unrepentant coward in the entire world
6292 Target is the subject of a distant being's use of the Wish spell
6293 Target is thought to be a malefic figure as foretold by prophecy
6294 Target is thrown 1d4 rounds into the past
6295 Target is thrown 8d6 hours into the future
6296 Target is thrown 8d6 yards into the air
6297 Target is thrown down the nearest flight of stairs
6298 Target is thrown into a coma for 1d6 days
6299 Target is thrown into the nearest briar patch
6300 Target is tied between two trees like a hammock
6301 Target is tied to the ground with rope made of his own hair
6302 Target is tightly bound by strips of adhesive cloth
6303 Target is tightly chained to the nearest tree
6304 Target is tightly swaddled in a coarse wool blanket
6305 Target is tightly wrapped in blood-soaked bandages
6306 Target is tightly wrapped in strips of raw and greasy bacon
6307 Target is tormented by countless demonic voices
6308 Target is tormented by false but realistic echoes of a past life
6309 Target is tormented by illusory ants crawling all over him
6310 Target is tormented by invisible bars that catch in his flesh
6311 Target is tormented by shrill and discordant music
6312 Target is tormented by the awareness of his mortality
6313 Target is tormented by visions of his own damnation
6314 Target is tormented by visions of his own descent into madness
6315 Target is tormented by visions of the damned
6316 Target is tormented by visions of the torture of his allies
6317 Target is tormented by voices telling him to kill his allies
6318 Target is tormented by voices telling him to kill the king
6319 Target is unable to look directly at the caster
6320 Target is unaffected by natural winds
6321 Target is unexpectedly thrust into a position of political power
6322 Target is unusually clumsy for 1d4 hours after he says his name
6323 Target is utterly fearless until sunset tomorrow
6324 Target is violently allergic to some common non-magical species
6325 Target is violently compressed to the size of a grain of rice
6326 Target is violently pushed 1d10 yards, stunned for as many rounds
6327 Target is wearing a diver's mask, snorkel, and swim fins
6328 Target is wearing a formal suit made entirely of lettuce
6329 Target is wearing a formal suit made entirely of smoked meats
6330 Target is wearing a necklace of severed human ears
6331 Target is wearing nothing but strategically-placed coconut shells
6332 Target is wearing the entire skin from an orc or goblin
6333 Target is wearing the leathered skin from his own corpse
6334 Target is wholly invulnerable for 1d4 rounds
6335 Target is wildly famed for his prowess with the scissors
6336 Target is widely recognized as a traitor to his race and species
6337 Target is, by his very nature, impossible
6338 Target jingles like sleigh bells while trying to move stealthily
6339 Target kills himself at sunset tonight but is resurrected at dawn
6340 Target knows a secret that damages the sanity of any who learn it
6341 Target knows an economical way to extract aluminum from bauxite
6342 Target knows but won't tell the location of an important artifact
6343 Target knows everything there is to know about the caster
6344 Target knows exactly what will happen in the next 2d6 rounds
6345 Target knows the current location of every Dwarf within 10 miles
6346 Target knows the location of every lock within one mile
6347 Target labors to conceal a humiliating secret from his allies
6348 Target lacks any concept of personal property
6349 Target laughs like a braying donkey when he injures someone
6350 Target laughs outrageously at the sight of his allies' blood
6351 Target learns that a deranged cult worships him as a god
6352 Target leaves no scent for 1d4 weeks
6353 Target leeches 2d10 hit points from the caster
6354 Target levitates 1d10 yards into the air for that many rounds
Target must return to this location at least once each month

Target must re-roll any attribute scores that are lower than 12

Target must lie whenever he's asked his name

Target must give his name whenever he's asked for it

Target must eat a pound of ice by sunset tonight

Target must eat a pound of grass or leaves before dawn

Target must eat 3d6 pounds of food before dawn tomorrow

Target must drink 2d4 gallons of water before sunset

Target must draw his weapon every time he says his name

Target must douse himself with 2d6 gallons of water or combust

Target must disrobe before entering any cave or mine

Target must carry at least 4d6 gold coins at all times

Target must carry a wooden staff taller than he is at all times

Target moos like a cow each time he draws a weapon

Target mimics the actions of one of his allies for 2d6 rounds

Target makes outrageous claims about his wealth and property

Target makes outrageous claims about his martial skill

Target makes a spirited effort to tear off his ears

Target makes a spirited effort to swallow his weapon

Target makes a spirited effort to remove his lower jaw

Target makes a spirited effort to scour the flesh from his hands

Target makes a spirited effort to swallow his weapon

Target makes a spirited effort to tear off his ears

Target makes outrageous claims about his wealth and property

Target mimics the actions of one of his allies for 2d6 rounds

Target mimics the caster's actions for 1d10 rounds

Target makes himself help for someone else

Target moos like a cow each time he draws a weapon

Target must carry a blade at all times that has never drawn blood

Target must carry a burning candle at all times

Target must carry a fifty pound wheel of cheese until sunset

Target must carry a small stone from this spot at all times

Target must carry a wooden staff taller than he is at all times

Target must carry at least 30 feet of rope at all times

Target must carry at least 4d6 gold coins at all times

Target must carry at least five pounds of wood at all times

Target must carry at least one pound of feathers at all times

Target must climb a tall tree during the next thunderstorm

Target must disrobe before entering any cave or mine

Target must douse himself with 2d6 gallons of water or combust

Target must draw his weapon every time he says his name

Target must drink 2d4 gallons of water before sunset

Target must eat 3d6 pounds of food before dawn tomorrow

Target must eat a pound of grass or leaves before dawn

Target must eat a pound of ice by sunset tonight

Target must give his name whenever he's asked for it

Target must lie whenever he's asked his name

Target must re-roll any attribute scores that are higher than 15

Target must re-roll any attribute scores that are lower than 12

Target must return to this location at least once each month

Target must Save at each sunset or forget what happened that day

Target must Save each morning or be ethereal until dusk

Target must Save each morning or shrink by 10%

Target must Save each morning, or he can't use his arms that day

Target must Save each morning, or his left leg bursts into flame

Target must Save each night or else sleep for 6d+24 hours

Target must Save or 1d100 of his bones explode

Target must Save or 1d100 of his bones turn to glass

Target must Save or 1d100 of his bones turn to steel

Target must Save or be dragged to the bottom of the nearest lake

Target must Save or be struck dead by a meteor

Target must Save or each of his bones teleports 1d4 miles

Target must Save or forfeit ownership of all of his possessions

Target must Save or he beheads himself with his next attack

Target must Save or he will never have existed

Target must Save or his hands and weapons vanish until sunset

Target must Save or his temperature rises 1° per round

Target must Save or lose 1d4 from each attribute score

Target must Save when he's hit by a bludgeon or shutter

Target must Save when he's hit by a bludgeon or shriek in panic

Target must Save when he's hit by a bludgeon or turn inside out

Target must say his name every time he draws a weapon

Target must scale the tallest mountain within 100 miles

Target must take 1d10 steps backward each time he draws a weapon

Target now has 1d12 x 10% of his full hit points

Target now has an odd number of limbs

Target now has three legs spaced evenly around his pelvis

Target obsessively cleans and polishes any magical items he owns

Target obsessively pursues a man who turns into a green monster

Target obsessively pursues an immortal beast with glass eyes

Target obsessively pursues some crazy get-rich-quick scheme

Target obsessively pursues the one-armed man who killed his wife

Target offered his legs as collateral on a high-interest loan

Target obsessively pursues an immortal beast with glass eyes

Target obsessively pursues a man who turns into a green monster

Target obsessive pursues the one-armed man who killed his wife

Target now has an odd number of limbs

Target opens a chain of big-box retail stores

Target owes a big favor to a powerful and malevolent entity

Target owes a big favor to someone to whom he's morally opposed

Target perceives a vast army to be just beyond the nearest ridge

Target perceives aggressive creditors to be hunting him endlessly

Target perceives all foliage to be ablaze

Target perceives constant rainfall from now on

Target perceives everyone nearby to be sheathed in golden flame

Target perceives everyone nearby to be sprouting peacock feathers

Target perceives everyone nearby to look just like him

Target perceives everything except himself to be 50% larger

Target perceives everything nearby to be aligned against him

Target perceives everything nearby to made of gold

Target perceives everything to be blighted and drained of color

Target perceives himself to be bathed in silver light

Target perceives himself to be the wealthiest person in the world

Target perceives hints of prophecy in any music he hears

Target perceives menacing waterfowl all around him

Target perceives shocking insults in everyday conversation

Target perceives weather conditions to be six months out of sync

Target perceives everyone nearby to be wriggling from his every orifice

Target permanently abandons his principal weapon

Target permanently ages one year for each hit point he loses

Target permanently loses 1d4 hit points

Target permanently loses 1d4 steps backward each time he draws a weapon

Target permanently loses 1d10 hit points

Target permanently loses half his current hit points

Target poses and spits water like a fountain for one turn
Target presents a long list of grievances to the caster
Target pretends that he has a personal relationship with his god
Target pretends that he's been Chased by the caster
Target punches his jaw repeatedly until he knocks himself out
Target quickly regenerates any lost fingers or toes
Target races away in a random direction and can't stop until dawn
Target races headlong toward any magic user he encounters
Target races to the nearest cave and hides there
Target races to the nearest cave entrance
Target races to the nearest library and tries to burn it down
Target races to the nearest temple and messily desecrates it
Target races toward his home at top speed
Target races toward the caster and begs to be killed
Target races toward the caster, embraces him, & vanishes with him
Target races toward the nearest lake and jumps into it
Target races toward the nearest monarch and attacks him
Target races toward the nearest ocean and wades out 1d4 miles
Target races toward the nearest open fire and jumps into it
Target races toward the nearest open pit and jumps into it
Target rattles like a bucket of stones while moving with stealth
Target reacts violently to any representative of the king
Target reacts violently to anyone bearing a scar on his face
Target reacts violently to anyone bearing a tattoo
Target reacts violently to anyone displaying a holy symbol
Target reacts violently to anyone he sees who is now injured
Target reacts violently to anyone he thinks is able to kill him
Target reacts violently to anyone nearby when he awakens
Target reacts violently to anyone not of his race
Target reacts violently to anyone not wearing a hat
Target reacts violently to anyone refusing to address him as sire
Target reacts violently to anyone representing a deity
Target reacts violently to anyone taller than he is
Target reacts violently to anyone wearing a cloak
Target reacts violently to anyone wearing a gold ring
Target reacts violently to anyone wearing a hat or helmet
Target reacts violently to anyone wearing leather
Target reacts violently to anyone who addresses him by name
Target reacts violently to anyone who addresses the caster
Target reacts violently to anyone who asks his name
Target reacts violently to anyone who attacks the caster
Target reacts violently to anyone who carries an axe
Target reacts violently to anyone who displays fear or pity
Target reacts violently to anyone who displays the color red
Target reacts violently to anyone who doesn't offer him money
Target reacts violently to anyone who doesn't recognize him
Target reacts violently to anyone who draws a weapon near him
Target reacts violently to anyone who eats in front of him
Target reacts violently to anyone who eats meat in his presence
Target reacts violently to anyone who gives him an order
Target reacts violently to anyone who has a beard
Target reacts violently to anyone who has long hair
Target reacts violently to anyone who has no beard
Target reacts violently to anyone who lights a fire near him
Target reacts violently to anyone who mentions a deity by name
Target reacts violently to anyone who mentions his martial skill
Target reacts violently to anyone who offers him aid in battle
Target reacts violently to anyone who offers him food or water
Target reacts violently to anyone who offers him hospitality
Target reacts violently to anyone who offers him money
Target reacts violently to anyone who questions his bravery
Target reacts violently to anyone who receives magical healing
Target reacts violently to anyone who refuses to give him money
Target reacts violently to anyone who refuses to worship him
Target reacts violently to anyone who says a magic word near him
Target reacts violently to anyone who seems to have a magic item
6549 Target reacts violently to anyone who sees him get injured
6550 Target reacts violently to anyone who shows him common courtesy
6551 Target reacts violently to anyone who speaks while on horseback
6552 Target reacts violently to anyone who speaks with an accent
6553 Target reacts violently to anyone who speaks with an accent
6554 Target reacts violently to anyone who spends money on armor
6555 Target reacts violently to anyone who suggests that he's mortal
6556 Target reacts violently to anyone who touches him
6557 Target reacts violently to anyone who uses magic
6558 Target reacts violently to anyone who wears jewelry
6559 Target reacts violently to anyone who wields a magical weapon
6560 Target reacts violently to anyone whom he perceives to be ill
6561 Target reacts violently to anyone wielding a bloodstained weapon
6562 Target reacts violently to anyone wielding a wooden bludgeon
6563 Target reacts violently to anyone with bloodstained clothes
6564 Target reacts violently to Elves who learn his name
6565 Target reacts violently to the next person to draw blood near him
6566 Target realizes that he has an extra eye in the back of his head
6567 Target realizes that he murdered 1d10 people closest to him
6568 Target realizes that he's a mechanical simulacrum
6569 Target realizes that he's always been a ravenous cannibal
6570 Target realizes that he's been chewing on gravel for several days
6571 Target realizes that he's being controlled by invisible entities
6572 Target realizes that he's had an arrow in his thigh for days
6573 Target realizes that he's lost and doesn't know anyone nearby
6574 Target realizes that the back of his head is removable
6575 Target receives a massive shock the next time he touches metal
6576 Target receives a sign that he should abandon all worldly goods
6577 Target receives a sign that he should devote himself to magic
6578 Target receives a sign that he should reject all magic
6579 Target receives a sign that his murder is imminent
6580 Target reeks of carrion when he's angry
6581 Target reeks of cheap perfume between sunset and dawn
6582 Target reeks of chlorine while he speaks
6583 Target reeks of gasoline for the rest of his life
6584 Target reeks of manure while in polite company
6585 Target reflection appears in every mirror within 10 miles
6586 Target refuses any offers of first aid or magical healing
6587 Target refuses to believe that metal weapons can harm him
6588 Target refuses to believe that poisons are poisonous
6589 Target refuses to believe that the caster exists
6590 Target refuses to eat any cooked meat
6591 Target refuses to eat or sleep for 2d4-1 days
6592 Target refuses to eat until his magical sword is returned
6593 Target refuses to eat within 6d10 miles of this spot
6594 Target refuses to give medical aid to his allies
6595 Target refuses to share food or water with his allies
6596 Target refuses to speak his native tongue while outdoors
6597 Target refuses to speak to anyone at all for 1d8 days
6598 Target refuses to speak to anyone not of his race
6599 Target refuses to speak to anyone of his race
6600 Target refuses to speak to anyone who addresses him by name
6601 Target refuses to speak to anyone who is looking at him
6602 Target refuses to speak to anyone who shares his native tongue
6603 Target refuses to speak to anyone whom he knows to employ magic
6604 Target regains his full hit points in each of the next 1d8 rounds
6605 Target regenerates one hit point for each pint of blood he drinks
6606 Target regresses to infancy but quickly grows to his correct age
6607 Target re-rolls 1d4 of his attribute scores, using 2d10
6608 Target re-rolls his hit points
6609 Target retains a perfect memory of the next 4d12 hours
6610 Target readily believes that everyone is trying to kill him
6611 Target roars like a lion whenever he sees food
6612 Target runs 1d4 miles at top speed in a random direction
6613 Target runs completely around the nearest lake
6614 Target salivates heavily during battle
6678 Target screams as though in agony for 1d4 hours
6676 Target secretes 10 gallons of foul brine over the next 1d8 turns
6674 Target secretes a sticky pus from his eyes, nose, and ears
6680 Target sprouts an additional hand from one of his arms
6681 Target sprouts an additional hand from the palm of one hand
6682 Target sprouts an additional head beside the existing one
6683 Target sprouts an additional limb
6684 Target sprouts an additional mouth next to his original one
6685 Target sprouts an additional pair of eyes on his forehead
6686 Target sprouts an additional pair of nostrils on his forehead
6687 Target sprouts an additional pair of thumbs on his forehead
6688 Target sprouts an additional thumb from the back of each hand
6689 Target sprouts an iguana’s tail from his chin
6690 Target sprouts an intelligent fungus atop his head
6691 Target sprouts an ox horn from his chin
6692 Target sprouts an ox horn from one side of his head
6693 Target sprouts countless leaves, each bearing a mysterious rune
6694 Target sprouts deer antlers from his shoulder blades
6695 Target sprouts enormous fangs from his lower jaw
6696 Target sprouts harmless but acrid blue mold all over his body
6697 Target sprouts retractable iron claws from his fingers
6698 Target sprouts small, flashing lights along his spine
6699 Target sprouts wool like a sheep
6700 Target stalks the caster, always at least one mile distant
6701 Target steals credit for writing a list of 7,000 random effects
6702 Target stretches into an upright “X” for 1d10 rounds
6703 Target struggles with some trite philosophical conundrum
6704 Target suddenly has 2d10 carpenter’s nails in his mouth
6705 Target suddenly has a horseshoe in his mouth
6706 Target suddenly owns a book describing how to build a spacecraft
6707 Target suddenly owns a large pouch made of his own leathered skin
6708 Target suddenly owns an exact replica of his own skeleton
6709 Target suddenly owns an exact replica of some person nearby
6710 Target suddenly owns an exact replica of the caster’s skeleton
6711 Target suddenly realizes that fire can harm him
6712 Target suddenly realizes that he doesn’t know how to use weapons
6713 Target suddenly realizes that he has a conjointed twin
6714 Target suddenly realizes that he’s terrified of spiders
6715 Target suddenly realizes that he’s undead
6716 Target suddenly realizes that magic doesn’t really exist
6717 Target suddenly realizes that magical illusions can’t hurt him
6718 Target suddenly realizes that the caster is only an illusion
6719 Target suddenly senses that his identity is a fictional construct
6720 Target suffers a fit of crippling paranoia for 1d4 turns
6721 Target suffers a seizure lasting 1d10 rounds
6722 Target suffers burns if he touches water hotter than 80°
6723 Target suffers double damage from injuries while he’s wet
6724 Target suffers extreme hypothermia.
6725 Target suffers from a disfiguring pox, but his teeth are radiant
6726 Target suffers from hysterical pregnancy
6727 Target suffers half damage from metal weapons while it’s snowing
6728 Target suffers immense pain while in close proximity to fire
6729 Target suffers intense dread when he tries to use a magic item
6730 Target suffers no damage from dragons’ breath for 1d4 weeks
6731 Target suffers no damage from falls of less than 1d100 feet
6732 Target suffers no damage from magical blades for 2d4 days
6733 Target suffers no damage from wounds inflicted by orcs
6734 Target suffers only half damage from acid for 1d4 days
6735 Target suffers only half damage from fire for 1d8 days
6736 Target suffers only half damage from now until midnight
6737 Target suffers only half damage from wounds received in daylight
6738 Target suffers severe burns if cut by a magical blade
6739 Target suffers severe burns the next time he removes his clothes
6740 Target suffers severe convulsions in the presence of kobolds
6741 Target suffers severe frostbite the next time he touches metal
6742 Target suffers splitting headaches after using magic items
6743 Target swallowed a tiny but powerful artifact yesterday
6744 Target swaps places with himself from 1d10+10 rounds ago
6745 Target swears undying loyalty to the next person to say his name
6746 Target sweats viscous and fragrant oil
6747 Target teleports 100 yards north in each of the next 1d10 rounds
6748 Target teleports 6d6 miles & back in each of the next 2d6 rounds
6749 Target teleports 8d10 miles when he next attacks the caster
6750 Target teleports into the nearest convent
6751 Target teleports into the nearest grain silo
6752 Target teleports into the nearest unoccupied sarcophagus
6753 Target teleports one mile upon his next successful attack
6754 Target teleports to a barren, arctic wasteland for 1d4+1 hours
6755 Target teleports to a point 1d100 feet above the nearest lake
6756 Target teleports to a tiny and distant island for 1d4 days
6757 Target teleports to an impenetrable forest for 4d6 hours
6758 Target teleports to the base of the largest tree within 100 miles
6759 Target teleports to the caster’s location in exactly 24 hours
6760 Target teleports to the centerpoint of the nearest lake’s surface
6761 Target teleports to the exact place where he awoke this morning
6762 Target teleports to the exact place where he last ate a full meal
6763 Target teleports to the exact place where he met the caster
6764 Target teleports to the exact place where he was born
6765 Target teleports to the exact place where he’ll be in 24 hours
6766 Target teleports to the exact place where the caster was born
6767 Target teleports to the location of the nearest anvil
6768 Target teleports to the place where he last paid for a meal
6769 Target teleports to the place where his blood was last spilled
6770 Target teleports to this spot at both dawn and sunset tomorrow
6771 Target teleports to this spot on the first day of each month
6772 Target teleports to this spot upon losing 50% of his hit points
6773 Target teleports to this spot when his blood is next spilled
6774 Target teleports well beyond the caster’s line of sight
6775 Target tells embarrassing lies about himself at every opportunity
6776 Target thinks he’ll die if he climbs a tree taller than he is
6777 Target thinks he’ll die if he sees a shooting star
6778 Target thinks he’ll die if he wields a magical weapon
6779 Target thinks he’ll die if struck again by the caster’s magic
6780 Target thinks he’ll die unless the caster saves him
6781 Target thinks he’s an elephant until he’s next injured
6782 Target thinks he’s an animal until he’s next injured
6783 Target thinks that 1d100 years have passed
6784 Target thinks that a mighty artifact is hidden in a nearby lake
6785 Target thinks that he can control the caster for 1d6 rounds
6786 Target thinks that he’s thoroughly soaked with lamp oil
6787 Target thinks that he’s under the caster’s control until sunset
6788 Target thinks that his attacks heal rather than inflict damage
6789 Target thinks that his clothing is on fire for 1d10 rounds
6790 Target thinks that his enemies are only illusions
6791 Target thinks that his left arm has turned to stone
6792 Target thinks that his skin is trying to suffocate him
6793 Target thinks that his skin is trying to suffocate him
6794 Target thinks that his sweat is flammable
6795 Target thinks that his weapon is intelligent and powerful
6796 Target thinks that his weapon will explode on contact with metal
6797 Target thinks that non-magical fire is a manifestation of his god
6798 Target thinks that non-magical fire is an offense against his god
6799 Target thinks that one of his limbs is as fragile as glass
6800 Target thinks that the nearest fire is an avatar of his god
6801 Target thinks that the nearest fire is an avatar of his god
6802 Target thinks that the nearest statue is his close relative
6803 Target thinks that the nearest statue is his close relative
6804 Target throws all of his belongings into the next fire he sees
6805 Target throws his weapon into the next chasm he passes
6806 Target tries to bite off 1d10 of his fingers, one try per finger
6807 Target trumps and falls over in each of the next 1d6 rounds
6808 Target trumps over what he realizes is his own grave marker
6809 Target trumps like an elephant when he draws a weapon
6810 Target trusts everyone unquestioningly, no matter how unworthy
6811 Target trusts no one who’s visibly carrying a weapon
6812 Target trusts the caster absolutely and unquestioningly
6813 Target trusts the caster implicitly until the caster next speaks
6814 Target turns in a circle every time he passes through a doorway
6815 Target turns into a pumpkin at midnight tonight; reverts at dawn
6816 Target turns into a tree at each sunset but reverts at dawn
6817 Target understands 3d6 languages but can speak and write only one
6818 Target vanishes for 1d4 days, then reappears unaware of the lapse
6819 Target vanishes until 1d4 different people say his name
6820 Target vanishes until the caster dies or gains a level
6821 Target vanishes until two different people say his name
6822 Target volunteers for any task, the more dangerous, the better
6823 Target vows not to eat meat unless it comes from primates
6824 Target vows to adopt a life of asceticism and poverty
6825 Target vows to eat an entire person before the end of next month
6826 Target vows to eat only raw meat starting tomorrow
6827 Target vows to eat only rotten meat starting tomorrow
6828 Target vows to forego all magical healing for one full year
6829 Target vows to return to this exact spot once per week
6830 Target vows to slay anyone who uses magic on him
6831 Target vows to slay every necromancer he meets
6832 Target vows to smile those who take his name in vain
6833 Target vows to tithe 90% of his income
6834 Target wails inconsolably for 1d10 rounds
6835 Target wakens each day bald, but his hair regrows by noon
6836 Target wakens each day certain that he’s been buried for weeks
6837 Target wakens each day certain that he’s been tortured for weeks
6838 Target wakens each day certain that he’s gone blind
6839 Target wakens each day certain that he’s immortal
6840 Target wakens each day certain that he’s spent a month in the snow
6841 Target wakens each day certain that he’s still dreaming
6842 Target wakens each day certain that he’s the king
6843 Target wakens each day certain that his heart has been removed
6844 Target wakens each day covered in dirt as though recently buried
6845 Target wakens each day covered in finely-powdered rust
6846 Target wakens each day with his pockets full of twigs and gravel
6847 Target wakens tomorrow certain that it’s yesterday
6848 Target wakens tomorrow floating in the middle of the nearest lake
6849 Target wakens tomorrow within 1d10 yards of the caster
6850 Target was assembled from portions of corpses
6851 Target was just released after decades of solitary confinement
6852 Target was the caster in a past life
6853 Target was Wished into existence by a delusional necromancer
6854 Target wastes many hours writing a list of 10,000 random effects
6855 Target whistles like a teapot when struck by magic
6856 Target will be devoured by a dragon within 24 hours
6857 Target will befriend a dragon within 24 hours
6858 Target will betray himself at the most inopportune time
6859 Target will betray his closest ally in his time of greatest need
6860 Target will combust in 1d10 rounds unless he eats 2d10 gold coins
6861 Target will combust violently in 2d10 rounds
6862 Target will die unless he spends 100 gold pieces each day
6863 Target will either die or become a god at the next solstice
6864 Target will gouge out his eyes unless he’s retrained or attacked
6865 Target will rescue his closest ally but it will cost his own life
6866 Target will soon be arrested for bearing forged letters of marque
6867 Target will soon be arrested for running an illegal orphanage
6868 Target will soon be mistaken for a mighty figure out of legend
6869 Target will spend any amount necessary to buy a handful of smoke
6870 Target wobbles and clangs like a buoy while walking in fog
6871 Target won’t be able to sleep in the next 1d100 days
6872 Target wrongly believes that everyone is trying to kill him
6873 Target’s AC is re-rolled on 1d10 in each of the next 2d10 rounds
6874 Target’s age doubles twice
Target's age fluctuates 5d10 years each round for 10 rounds
6876 Target's age is now 3d20, with all related bonuses and penalties
6877 Target's age is re-rolled on 10d10 each morning
6878 Target's age varies by 1d10 years each time he's wounded
6879 Target's allies all attack him for 1d4 rounds
6880 Target's allies all sound just like him
6881 Target's allies are all healed, but he's reduced to one hit point
6882 Target's allies are all standing within arm's reach of him
6883 Target's allies are condescending and patronizing to him
6884 Target's allies are immune to the target's weapons for 1d12 hours
6885 Target's allies are stricken blind until the target says his name
6886 Target's allies are teleported at least 104 miles away from him
6887 Target's allies arrange to sell him for a substantial profit
6888 Target's allies assembled him from artificial parts
6889 Target's allies attempt to steal and sell all of his belongings
6890 Target's allies betrayed him terribly within the last 1d4 days
6891 Target's allies can come within 10 yards of him during melee
6892 Target's allies can't communicate with him until he spills blood
6893 Target's allies can't defend him in a fight
6894 Target's allies can't digest any food that he prepares
6895 Target's allies can't distinguish the target from the caster
6896 Target's allies can't draw weapons within 10 yards of him
6897 Target's allies can't look directly at him for 1d4 days
6898 Target's allies can't see him while he's at full hit point
6899 Target's allies can't speak to him while he has a weapon drawn
6900 Target's allies conspire to sell him into slavery
6901 Target's allies conspire to sell his soul to a demon
6902 Target's allies each carry a small vial filled with his blood
6903 Target's allies each find 1d10 gold pieces
6904 Target's allies each give him 1d100 gold pieces
6905 Target's allies fear that he's about to go on a homicidal rampage
6906 Target's allies go berserk if he is slain
6907 Target's allies have never liked or respected him
6908 Target's allies look just like him until sunset
6909 Target's allies mock and ridicule him mercilessly until sunset
6910 Target's allies mock and ridicule him mercilessly until sunset
6911 Target's allies speak no language he can understand for 2d8 days
6912 Target's allies spread vicious and humiliating rumors about him
6913 Target's allies suspect that he belongs to a divine lineage
6914 Target's allies suspect that he's a mechanical impostor
6915 Target's allies suspect that he's hiding vast wealth from them
6916 Target's allies suspect that he's joined a violent cult
6917 Target's allies suspect that he's plotting to betray them
6918 Target's allies suspect that he's the real caster
6919 Target's allies swear a blood oath against whoever slays him
6920 Target's allies think that he can resurrect the dead
6921 Target's allies think that he fulfills an ancient prophecy
6922 Target's allies think that he has some terribly virulent disease
6923 Target's allies think that he plans to sacrifice them to his god
6924 Target's allies think that he's abzade
6925 Target's allies think that he's at death's door
6926 Target's allies think that he's being controlled by unseen forces
6927 Target's allies think that he's damned beyond hope of redemption
6928 Target's allies think that he's dead, and they try to bury him
6929 Target's allies think that he's drowning
6930 Target's allies think that he's far more powerful than he lets on
6931 Target's allies think that he's guilty of many unspeakable crimes
6932 Target's allies think that he's ingested a powerful toxin
6933 Target's allies think that he's possessed by a powerful demon
6934 Target's allies think that he's under the caster's control
6935 Target's allies think that his name is "Fungus"
6936 Target's allies think that his touch is poisonous to them
6937 Target's allies trust him implicitly
6938 Target's allies utterly terrify him for 1d8 hours
6939 Target's allies worship him as a god for 1d8 days
6940 Target's bones fuse into a single, inflexible mass
6941 Target's bones chime like bells when he's struck
6942 Target's bones are weightless
6943 Target's bones are visible through his skin while he's wet
6944 Target's bones are visible through his skin while he sleeps
6945 Target's bones are sought by poachers
6946 Target's bones are sought by poachers
6947 Target's bones are intensely magnetic
6948 Target's bones are discovered to have been stolen
6949 Target's bones are infested with an enormous colony of termites
6950 Target's bones are scarred as if he'd been pushed through a screen
6951 Target's body, clothing, and gear are uniformly bright orange
6952 Target's body rings like an enormous church bell 1d12 times
6953 Target's body appears to be made of porous wax
6954 Target's body appears to be made entirely of cork
6955 Target's body appears to be made of porous wax
6956 Target's body appears to be made of porous wax
6957 Target's body appears to be made of porous wax
6958 Target's body appears to be made of porous wax
6959 Target's body has been repeatedly severed and reattached
6960 Target's body has been repeatedly severed and reattached
6961 Target's body has been repeatedly severed and reattached
6962 Target's body has been repeatedly severed and reattached
6963 Target's body has been repeatedly severed and reattached
6964 Target's body has been repeatedly severed and reattached
6965 Target's body has been repeatedly severed and reattached
6966 Target's body is covered with sores and blisters
6967 Target's body is covered with sores and blisters
6968 Target's body is covered with sores and blisters
6969 Target's body is covered with sores and blisters
6970 Target's blood can eat through steel and iron like acid
6971 Target's blood hold the secret to eternal life
6972 Target's blood induces wild hallucinations in any who spill it
6973 Target's blood is highly flammable for 2d10 rounds
6974 Target's blood is invisible
6975 Target's blood is widely believed to be a panacea
6976 Target's blood smells powerfully of sulfur
6977 Target's body appears to be full of holes like Swiss cheese
6978 Target's body appears to be made entirely of cork
6979 Target's body appears to be made of porous wax
6980 Target's body can absorb twice its weight in water
6981 Target's body climbs into a tree each night as he sleeps
6982 Target's body inflates to twice its normal volume
6983 Target's body is covered with sores and blisters
6984 Target's body is covered with sores and blisters
6985 Target's body is covered with sores and blisters
6986 Target's body is covered with sores and blisters
6987 Target's body is covered with sores and blisters
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6998 Target's body is covered with sores and blisters
6999 Target's body is covered with sores and blisters
Target’s boots are discovered to be living organisms
Target’s boots fuse to the ground where he’s now standing
Target’s boots turn to glass
Target’s Charisma is raised to 25 for 1d6 rounds
Target’s closest ally attacks him for 1d10 rounds
Target’s closest ally is permanently invisible to him
Target’s closest ally turns out to be his clone
Target’s clothes will betray him in his hour of need
Target’s clothes always appear to be filthy
Target’s clothes even resemble the clothes he’s now wearing
Target’s clothes and gear are affected by Reverse Gravity
Target’s clothes and gear are highly flammable
Target’s clothes and gear are insulated against electricity
Target’s clothes appear 10d10 centuries out of date
Target’s clothes appear to be made of ice
Target’s clothes are 90% transparent while in mixed company
Target’s clothes are as delicate as cobweb
Target’s clothes are as rigid as boiled leather
Target’s clothes are as susceptible to rust as iron
Target’s clothes are chilled nearly to absolute zero
Target’s clothes are devoured by vermin over the next 4d6 rounds
Target’s clothes are extraordinarily elastic
Target’s clothes are seized by the local authorities
Target’s clothes are soaked with a fetid and viscous slime
Target’s clothes are soaked with a powerful acid
Target’s clothes are soaked with beer
Target’s clothes are soaked with butterscotch pudding
Target’s clothes are soaked with dew
Target’s clothes are soaked with icy water once every 1d12 hours
Target’s clothes are soaked with strong perfume
Target’s clothes are studded full of snow
Target’s clothes attract wasps, hornets, and bees
Target’s clothes bilow with foul smoke when he uses a magic item
Target’s clothes bilow with foul smoke when he wields a weapon
Target’s clothes bilow with foul smoke when he’s underground
Target’s clothes bilow with scalding steam
Target’s clothes can’t be moved more than 10 yards from this spot
Target’s clothes can’t be pierced by wooden weapons
Target’s clothes clutter like a suit of armor while he walks
Target’s clothes combat if worn while crossing moving water
Target’s clothes defy community standards of decency
Target’s clothes double in size in each of the next 1d8 rounds
Target’s clothes double in weight in each of the next 1d8 rounds
Target’s clothes exactly match the caster’s clothes
Target’s clothes exacty match the master’s clothes
Target’s clothes exude fragile smoke for 1d4 weeks
Target’s clothes glow in the dark
Target’s clothes have been buried for weeks in a midden
Target’s clothes heat to 500°
Target’s clothes ignite each time he uses a magic item
Target’s clothes inflate to the size of a house
Target’s clothes make him appear to suffer from leprosy
Target’s clothes mock him with whispers that only he can hear
Target’s clothes protect him against extremes of natural weather
Target’s clothes protect him against extremes of natural weather
Target’s clothes protect him against extremes of natural weather
Target’s clothes protects him against extremes of natural weather
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Target’s clothes protect him against extremes of natural weather
Target’s clothes protect him against extremes of natural weather
Target’s clothes appear 10d10 centuries out of date
Target’s clothes appear to be made of ice
Target’s clothes are 90% transparent while in mixed company
Target’s clothes are as delicate as cobweb
Target’s clothes are as rigid as boiled leather
Target’s clothes are as susceptible to rust as iron
Target’s clothes are chilled nearly to absolute zero
Target’s clothes are devoured by vermin over the next 4d6 rounds
Target’s clothes are extraordinarily elastic
Target’s clothes are seized by the local authorities
Target’s clothes are soaked with a fetid and viscous slime
Target’s clothes are soaked with a powerful acid
Target’s clothes are soaked with beer
Target’s clothes are soaked with butterscotch pudding
Target’s clothes are soaked with dew
Target’s clothes are soaked with icy water once every 1d12 hours
Target’s clothes are soaked with strong perfume
Target’s clothes are studded full of snow
Target’s clothes attract wasps, hornets, and bees
Target’s clothes bilow with foul smoke when he uses a magic item
Target’s clothes bilow with foul smoke when he wields a weapon
Target’s clothes bilow with foul smoke when he’s underground
Target’s clothes bilow with scalding steam
Target’s clothes can’t be moved more than 10 yards from this spot
Target’s clothes can’t be pierced by wooden weapons
Target’s clothes clutter like a suit of armor while he walks
Target’s clothes combat if worn while crossing moving water
Target’s clothes defy community standards of decency
Target’s clothes double in size in each of the next 1d8 rounds
Target’s clothes double in weight in each of the next 1d8 rounds
Target’s clothes exactly match the caster’s clothes
Target’s clothes exude fragile smoke for 1d4 weeks
Target’s clothes glow in the dark
Target’s clothes have been buried for weeks in a midden
Target’s clothes heat to 500°
Target’s clothes ignite each time he uses a magic item
Target’s clothes inflate to the size of a house
Target’s clothes make him appear to suffer from leprosy
Target’s clothes mock him with whispers that only he can hear
Target’s clothes protect him against extremes of natural weather
Target’s clothes protect him against extremes of natural weather
Target’s charism is raised to 25 for 1d6 rounds
Target's fingernails glow like burning coals
Target's fingernails pulse with an unholy glow under moonlight
Target's fingernails react to water like pure sodium
Target's fingers and thumbs are intertwined like tangled rope
Target's fingers and thumbs connect directly to his wrists
Target's fingers and thumbs shuffle positions
Target's fingers merge into a single digit like a mitten
Target's fists are attracted to each other like strong magnets
Target's fists are each as large as his head
Target's fists can't come within five feet of the ground
Target's fists retract into his forearms when not in use
Target's flesh is utterly transparent to artificial light
Target's footfalls strike sparks on the ground
Target's footprints are perfectly rectangular
Target's footprints completely vanish after 1d10 rounds
Target's footprints look like arrows pointing which way he went
Target's footprints look like he's executing complex dance steps
Target's forearms are invisible
Target's hair can't be cut by non-magical metal
Target's hair falls out and is replaced by lush feathers
Target's hair falls out and is replaced by thick grass
Target's hair floats as though underwater
Target's hair grows 1d12 inches each time he's struck by magic
Target's hair is severely tangled in the nearest tree or bush
Target's hair is styled into a tall bouffant
Target's hair moves from his head to somewhere else on his body
Target's hair noticeably changes color every six hours
Target's hands and feet are abnormally spongy
Target's hands and feet are scarred with arcane symbols
Target's hands and feet are tightly wrapped in adhesive cloth
Target's hands and feet can never be rendered magically invisible
Target's hands and feet give off unsettling vapors
Target's hands and feet reform into perfect cubes
Target's hands and feet shuffle their locations
Target's hands and feet turn to pig's hooves for 1d4 days
Target's hands applaud despite his wishes for 3d10 rounds
Target's hands are bound in adamantite shackles
Target's hair was stolen from a necromancer's workshop
Target's head vanishes and his face appears on his chest
Target's head splits in half, revealing his real head inside
Target's head shrinks to the size of his closed fist
Target's head no longer ages
Target's head is vestigial
Target's head is stuck in a huge conch shell
Target's head is shaped like a light bulb
Target's head is prehensile
Target's head is flattened on top like a pounded wooden stake
Target's head always appears to face true north
Target's head appears as a photo-negative
Target's head appears to age at a rate of one year per day
Target's head appears to be a naked brain
Target's head appears to be made of delicate porcelain
Target's head appears to be made of fire
Target's head appears to be made of ice
Target's head appears to be made of pure gold
Target's head appears to be made of sand
Target's head appears to be made of the finest crystal
Target's head appears to be made of wood
Target's head appears to be severely cracked like an egg
Target's head blazes with illusory fire for 1d4 months
Target's head can survive away from his body for 3d8 hours
Target's head can't be harmed by magical electricity
Target's head considers itself separate from his body
Target's head deflates like a balloon while he sleeps
Target's head explodes but regrows over the next 1d10 rounds
Target's head explodes if he's decapitated
Target's head glows like a jack-o'-lantern
Target's head goes on a murderous rampage if he's decapitated
Target's head has a chunk missing as though hacked by an axe
Target's head has a large hole through it like a doughnut
Target's head has an arrow running harmlessly through it
Target's head increases in size by a factor of 1d4+1
Target's head is artificial
Target's head is claimed as a sacred relic by orcs or goblins
Target's head is clear like glass for 1d4 weeks
Target's head is covered in coarse and ugly scales
Target's head is covered with numerous disc-shaped scars
Target's head is encased in a durable, transparent globe
Target's head is encased in an indestructible helmet
Target's head is enwrapped in delicate gold filigree
Target's head is flattened on top like a pounded wooden stake
Target's head is immune to extremes of pressure
Target's head is impervious to magical fire
Target's head is impervious to missile weapons
Target's head is impervious to non-magical bludgeons
Target's head is impervious to polymorph magic
Target's head is invisible from the chin to the ears
Target's head is of no particular physiological importance
Target's head is prehensile
Target's head is protected as though he's wearing a steel helmet
Target's head is scoured as though split down the middle
Target's head is shaped like a light bulb
Target's head is Slowed for 1d4 hours
Target's head is stuck in a huge cone shell
Target's head is vestigial
Target's head no longer ages
Target's head seems on the verge of bursting
Target's head shrinks to the size of his closed fist
Target's head spins rapidly at the neck for 2d10 rounds
Target's head splits in half, revealing his real head inside
Target's head strongly resembles a foot
Target's head throbs visibly when he's angry
Target's head vanishes and his face appears on his chest
Target's head was stolen from a necromancer's workshop
Target's head will be claimed by warring factions after he dies
7265 Target’s heart is safe in a silver urn buried in the forest
7266 Target’s heart turns to solid gold, potentially killing him
7267 Target’s highest attribute score drops to 3 for 2d12 hours
7268 Target’s highest attribute score is halved for 1d4 days
7269 Target’s highest attribute score is re-rolled daily
7270 Target’s hindquarters resemble those of a donkey
7271 Target’s hit points are doubled for the next 24 hours
7272 Target’s huge likeness appears on the side of a nearby mountain
7273 Target’s image appears on every flag and banner within 10 miles
7274 Target’s internal organs have been culled from various animals
7275 Target’s internal organs murmur and chant inside him
7276 Target’s internal organs shuffle positions
7277 Target’s internal organs turn into infernal oranges
7278 Target’s intestines are more intelligent than he is
7279 Target’s intestines are replaced by a length of noisy chain
7280 Target’s jawbone becomes that of an ass
7281 Target’s knees and elbows become ball-joints like his shoulders
7282 Target’s knees and elbows can’t straighten to more than 120°
7283 Target’s knees and elbows creak like rusty metal
7284 Target’s knees and elbows vanish
7285 Target’s large intestine explodes
7286 Target’s left arm has Strength 18/00
7287 Target’s left arm is fused into a nearby boulder
7288 Target’s left arm is permanently invisible
7289 Target’s left arm moves to his right shoulder
7290 Target’s left foot appears to be that of a large duck
7291 Target’s left foot can never again tolerate a shoe or boot
7292 Target’s left foot henceforth appears to be badly mangled
7293 Target’s left foot is wholly invulnerable to all harm
7294 Target’s left foot sinks six inches into the ground at each step
7295 Target’s left foot sprouts a pair of thumbs
7296 Target’s left foot takes root
7297 Target’s legs are covered in bark
7298 Target’s legs are fireproof
7299 Target’s legs are invisible in direct sunlight
7300 Target’s legs are shaped like springs and twang when he walks
7301 Target’s legs can’t be cut by non-magical weapons
7302 Target’s legs exactly resemble his arms
7303 Target’s legs exchange positions
7304 Target’s legs fuse together, and his arms fuse to his sides
7305 Target’s legs shrink by 1d10 x 10% for 1d12 hours
7306 Target’s level is halved
7307 Target’s limbs change proportion to match those of an infant
7308 Target’s limbs shrink to the size of an infant’s limbs
7309 Target’s lips are sewn shut with fine gold wire
7310 Target’s lips move constantly as though he’s singing to himself
7311 Target’s lips vanish
7312 Target’s loses 1d10 levels but regains one per day
7313 Target’s maximum natural lifespan doubles
7314 Target’s maximum natural lifespan increases by 1d100 years
7315 Target’s maximum natural lifespan is 1d10 years more than his age
7316 Target’s maximum natural lifespan is reduced by 50%
7317 Target’s memories of the last 1d12 hours are full of butterflies
7318 Target’s memories of the last 1d12 hours are vivid but incorrect
7319 Target’s most valuable possession animates and attacks him
7320 Target’s most valuable possession becomes brittle as glass
7321 Target’s most valuable possession bursts into flame
7322 Target’s most valuable possession can’t be affected by magic
7323 Target’s most valuable possession doubles in size
7324 Target’s most valuable possession flies toward him at great speed
7325 Target’s most valuable possession is affected by reverse gravity
7326 Target’s most valuable possession is an illusion
7327 Target’s most valuable possession is coveted by all who see it
7328 Target’s most valuable possession is encased in glass
7329 Target’s most valuable possession is indestructible
7330 Target’s most valuable possession is sold for 1d100 gold pieces
7331 Target’s most valuable possession is stolen by the king
7332 Target’s most valuable possession now belongs to someone else
7333 Target’s most valuable possession turns permanently invisible
7334 Target’s most valuable possession turns to lead
7335 Target’s mouth and each nostril is plugged by a cork
7336 Target’s mouth and one of his eyes exchange places
7337 Target’s mouth appears to be full of angry hornets
7338 Target’s mouth can speak with a mind of its own
7339 Target’s mouth can’t be opened while he’s wearing a hat
7340 Target’s mouth glows as though he’s eating fireflies
7341 Target’s mouth glows like a forge
7342 Target’s mouth is full of moths
7343 Target’s mouth is now located on the back of his head
7344 Target’s mouth is packed completely full of leaves
7345 Target’s mouth is replaced by a duck’s bill
7346 Target’s mouth is replaced by a hideous sclex
7347 Target’s mouth is replaced by a toucan’s beak
7348 Target’s mouth opens to a span of 4d4 inches
7349 Target’s mouth vanishes for 1d6 hours
7350 Target’s neck and head shift 1d4+4 inches to the left
7351 Target’s neck attempts to devour his head
7352 Target’s neck can extend an additional 1d4 feet at will
7353 Target’s neck can retract into his torso like a turtle’s
7354 Target’s neck can’t be broken
7355 Target’s neck doubles in length
7356 Target’s neck flares like a lizard’s fill when he’s angry
7357 Target’s neck has a fill like a triceratops
7358 Target’s neck is as thin as a spear-shaft
7359 Target’s neck is encircled by a tight steel collar
7360 Target’s neck is impervious to blades
7361 Target’s neck is scarred and twisted as if he survived a hanging
7362 Target’s next 1d10 attacks affect him as well
7363 Target’s next 1d10 attacks don’t take effect for 1d10 rounds
7364 Target’s next 1d10 attacks have a damage bonus of 1d6 hit points
7365 Target’s next 1d10 attacks inflict only illusionary damage
7366 Target’s next attack inflicts damage that only a Wish can heal
7367 Target’s next missile attack automatically strikes him instead
7368 Target’s next missile attack causes whoever is hit to combust
7369 Target’s next missile attack equally injures an extra 1d6 people
7370 Target’s next missile attack Heals its victim to full hit points
7371 Target’s next missile attack inflicts 1d10 times normal damage
7372 Target’s next missile attack strikes a nearby tree and ignites it
7373 Target’s next missile attack teleports whoever it hits 1d4 miles
7374 Target’s next missile attack turns its victim invisible
7375 Target’s nose looks like a small, clenched fist
7376 Target’s nose turns into a wolf’s snout under the full moon
7377 Target’s nose turns to flint
7378 Target’s nostrils are each as large as his mouth
7379 Target’s nostrils glow with an unholy radiance
7380 Target’s nostrils migrate to the top of his head
7381 Target’s own corpse appears from the future as a powerful undead
7382 Target’s physical age is now 1d100
7383 Target’s pockets and mouth are full of sand
7384 Target’s possessions are hidden beneath a nearby boulder
7385 Target’s possessions are possessed by a powerful demon
7386 Target’s possessions turn to solid aluminum
7387 Target’s possessions, if enchanted, acquire hostile intelligence
7388 Target’s possessions, if enchanted, swap their enchantments
7389 Target’s presence causes birds to fall silent
7390 Target’s presence causes birds to sing ominous songs
7391 Target’s presence causes insects to exhibit strange behaviors
7392 Target’s presence causes magical metal to appear badly tarnished
7393 Target’s presence causes metal to yield disturbing reflections
7394 Target’s presence causes priests and clerics to blaspheme openly
Target's skin cracks painfully like a dried-up riverbed.

Target's skin can't be pierced by teeth or claws.

Target's skin can't be pierced by stone weapons.

Target's skin can't be cut by magical weapons under moonlight.

Target's skin can't be cut.

Target's skin can't be burned, but fire still causes him pain.

Target's skin appears uniformly smooth and waxy.

Target's skin appears to have been turned inside-out.

Target's skin appears to have been torn off and reattached.

Target's skin appears to have been roughly stitched together.

Target's skin appears to be the texture of sandstone.

Target's skin appears to be the texture of pumice.

Target's skin appears slightly inflated after each battle.

Target's skin appears to be the texture of sandstone.

Target's skin acquires 1d100 blasphemous tattoos.

Target's shadow can travel up to 1d4 miles away from him.

Target's shadow appears to flicker like a shadowy flame.

Target's scent causes hallucinations in animals used to track him.

Target's presence renders magical weapons temporarily invisible.

Target's presence renders clockwork devices temporarily inert.

Target's presence makes smoke assume disturbing, ghostly shapes.

Target's presence makes secret doors twice as hard to find.

Target's presence makes secret doors twice as easy to find.

Target's presence makes missile weapons leave rainbow trails.

Target's presence makes impassable trails seem passable.

Target's presence makes hoofed animals nervous.

Target's presence makes cooked meat taste blood-raw.

Target's presence is 20% likely to make Summoned creatures vanish.

Target's presence causes Undead to appear to smolder gently.

Target's skin is covered in scales like a fish.

Target's skin is charred and blackened, but he is unharmed.

Target's skin is as white as snow until the next vernal equinox.

Target's skin is as hard as bronze.

Target's skin is as combustible as paper.

Target's skin is actually an intricate pattern of tiny tiles.

Target's skin has the texture of rough bark.

Target's skin is 10% likely to be fireproof during any given day.

Target's skin is a widely coveted delicacy.

Target's skin is actually an intricate pattern of tiny tiles.

Target's skin is as combustible as paper.

Target's skin is as hard as bronze.

Target's skin is as white as snow until the next vernal equinox.

Target's skin is charred and blackened, but he is unharmed.

Target's skin is covered in scales like a fish.

Target's skin is flayed from his limbs, but it regrows by dawn.

Target's skin is forever the color of the next stone he touches.

Target's skin is invisible by firelight.

Target's skin is invisible in the presence of undead.

Target's skin is invisible while he's standing in water.

Target's skin is magically delicious.

Target's skin is mildly magnetic while wet.

Target's skin is patterned like a checkerboard.

Target's skin is patterned like a Holstein.

Target's skin is patterned like modern camouflage gear.

Target's skin is permanently and disturbingly moist.

Target's skin is permanently crisscrossed with fine lines.

Target's skin is repeatedly tattooed with caster's name.

Target's skin is repeatedly tattooed with his own name.

Target's skin is repeatedly tattooed with slurs against the king.

Target's skin is rumored to produce the world's finest leather.

Target's skin reeks of mold and mildew.

Target's skin reflectstorchlight perfectly, but not sunlight.

Target's skin ripples in the wind like a cloth sheet.

Target's skin rotates 180°.

Target's skin shimmers like mother-of-pearl from now on.

Target's skin sizzles harmlessly on contact with water.

Target's skin smolders during combat.

Target's skin turns as black as pitch while in sunlight.

Target's skin will melt if he gets too close to a campfire.

Target's skin withres and pulses while he's eating.

Target's skull is inscribed with a mysterious rune of power.

Target's skull sprouts numerous knobby projections.

Target's speech is intelligible to anyone, regardless of language.

Target's speech is reversed while his weapon is drawn.

Target's speech seems unaccountably rude and aggressive.

Target's speech sounds like the buzzing of innumerable bees.

Target's spine bends 90° halfway along its length.

Target's spine can twist 360° without harming him.

Target's spine doubles in length.

Target's spine is fused into a single bone for 1d8 hours.

Target's spine is indestructible.

Target's spine is reconfigured like a quadraped's.

Target's spine juts from his flesh along his entire back.

Target's spine sprouts needle-sharp projections.

Target's spine twists like a coxcomb.

Target's sternum sprouts 2d4 inch-long spikes.

Target's sternum turns to glass.

Target's sternum turns to steel.

Target's skin develops an intricate patchwork of scars.

Target's sweat is brightly phosphorescent by firelight.

Target's teeth turn to steel.

Target's teeth turn as black as coal.

Target's teeth teleport into the mouth of someone nearby.

Target's teeth resonate in his jaw when he uses a magic item.

Target's teeth glow like coals in a forge.

Target's teeth glow brightly while his mouth is open.

Target's teeth are perfectly reflective of natural light.

Target's teeth are so beautiful that they're painful to look at.

Target's teeth can never be rendered invisible.

Target's teeth glow brightly while his mouth is open.

Target's teeth grow like coals in a forge.

Target's teeth grow like torches when he's struck by magic.

Target's teeth resonate in his jaw when he uses a magic item.

Target's teeth shoot from his mouth like bullets.

Target's teeth teleport into the mouth of someone nearby.

Target's teeth turn as black as coal.

Target's teeth turn to diamonds 1d4 hours after being extracted.

Target's teeth turn to soap.

Target's teeth turn to steel.

Target's teeth were cut from diamonds by a Gnome master lapidary.

Target's toes are each as large as his big toe.

Target's toes become gangrenous.

Target's toes constantly exude a fragrant steam.
7525 Target's toes each grow 1d12 inches, rolling for each separately
7526 Target's torso and arms are encased in tight-fitting steel plate
7527 Target's torso and arms are invisible for 1d4 months
7528 Target's torso does not age and will not decay upon death
7529 Target's torso inspires fear and dread in all who touch it
7530 Target's torso is artificial
7531 Target's torso is hollow and can store up to 2d4 cubic feet
7532 Target's torso is pierced by 4d10 long needles
7533 Target's torso is reproduced as a marble sculpture nearby
7534 Target's torso is sought by wizards for its alchemical properties
7535 Target's torso regenerates his limbs and head as needed
7536 Target's torso shines like a beacon for 1d4 days
7537 Target's torso shines like a beacon when he uses a magic item
7538 Target's torso shrinks by 50%
7539 Target's torso sprouts a face with malign intelligence and power
7540 Target's torso teleporta 1d4 feet to the left
7541 Target's torso unzips and dumps out all of his organs
7542 Target's vertebrae are replaced by titanium replicas
7543 Target's vision is unimpaired by non-magical rain
7544 Target's voice causes metal to resonate lightly
7545 Target's voice crackles with static until sunrise tomorrow
7546 Target's voice induces fear in herbivores
7547 Target's voice inspires confidence in others of his species
7548 Target's voice inspires dread in anyone of the opposite sex
7549 Target's voice is inaudible to others of his species
7550 Target's voice is nearly unintelligible when he wields his weapon
7551 Target's voice issues from his navel
7552 Target's voice issues from his weapon for the next few weeks
7553 Target's voice issues from the nearest wooden object
7554 Target's voice issues from this spot for 2d10 days
7555 Target's voice seems to issue from whomever he's addressing
7556 Target's voice sounds as though he's shouting from a distance
7557 Target's voice sounds like a muted trumpet
7558 Target's voice sounds like someone of the opposite sex
7559 Target's voice sounds like the barking of feral dogs
7560 Target's voice sounds like the braying of donkeys
7561 Target's voice sounds like the chirping of crickets for 3d8 hours
7562 Target's voice sounds like the honking of geese
7563 Target's voice sounds oddly artificial and disturbing
7564 Target's waterskin is filled with his own blood
7565 Target's waterskin is filled with hot pepper sauce
7566 Target's waterskin is filled with liquid soap
7567 Target's waterskin is filled with mercury
7568 Target's waterskin is filled with molten gold
7569 Target's waterskin is filled with water from the River Styx
7570 Target's weapon adheres to the next creature whose blood it draws
7571 Target's weapon adheres to the next person to touch it
7572 Target's weapon appears to be an umbrella while not in use
7573 Target's weapon appears to be made of cheese for 1d6 days
7574 Target's weapon appears to be made of diamond
7575 Target's weapon appears to be made of ice
7576 Target's weapon appears to be made of solid water
7577 Target's weapon appears to be of much higher quality than it is
7578 Target's weapon appears to be very hot to anyone else wielding it
7579 Target's weapon appears to be worth 50X its real value
7580 Target's weapon attacks him the next time he's wounded in battle
7581 Target's weapon attracts the attention of the authorities
7582 Target's weapon attracts undead while it's drawn
7583 Target's weapon blazes with illusionary flame while it's drawn
7584 Target's weapon burns anyone who wields it, other than the target
7585 Target's weapon burns like an oil-soaked wick but isn't consumed
7586 Target's weapon burns target's hand the next time he wields it
7587 Target's weapon can be disassembled into 1d20 tiny pieces
7588 Target's weapon can freeze 10 cubic feet of water, once per week
7589 Target's weapon can hurl 2d6 magic missiles, then it disappears
7590 Target's weapon can inflict no damage for 1d10 rounds
7591 Target's weapon can injure anyone now within 1d10 feet of it
7592 Target's weapon can injure but not kill anyone
7593 Target's weapon can return polymorphed beings to their true forms
7594 Target's weapon can spray enough octopus ink to blind one foe
7595 Target's weapon can't be altered by any non-magical means
7596 Target's weapon can't be harmed by magical fire
7597 Target's weapon can't be teleported
7598 Target's weapon can't be wielded unless the wielder is naked
7599 Target's weapon can't cut flesh for 1d12 hours
7600 Target's weapon can't harm non-humanoid mammals
7601 Target's weapon can't harm undead
7602 Target's weapon can't injure anyone of his sex
7603 Target's weapon can't injure anyone of the opposite sex
7604 Target's weapon can't pass through doorways
7605 Target's weapon causes fire to be invisible while it's drawn
7606 Target's weapon causes him to issue ridiculous threats
7607 Target's weapon causes its wielder to be Slowed during melee
7608 Target's weapon clangs like a bell when used in melee
7609 Target's weapon cools about his arm for 1d4 rounds
7610 Target's weapon delivers an electrical shock with every strike
7611 Target's weapon develops an intense and obvious dislike of him
7612 Target's weapon dims light in a 10-yard radius while it's drawn
7613 Target's weapon disintegrates if ever it wounds him
7614 Target's weapon disintegrates if it's hit by magic
7615 Target's weapon disrupts infravision within a 100 yard radius
7616 Target's weapon dissolves its wielder's clothes during battle
7617 Target's weapon doubles in weight after each failed strike
7618 Target's weapon doubles in weight each time it draws blood
7619 Target's weapon draws lightning bolts down from the sky
7620 Target's weapon drips with blood until it next draws blood
7621 Target's weapon drips with molasses during battle
7622 Target's weapon enables him to breathe underwater for 3d8 rounds
7623 Target's weapon explodes if ever it inflicts maximum damage
7624 Target's weapon floats on water as readily as wood
7625 Target's weapon giggles menacingly upon contact with blood
7626 Target's weapon glows as bright as the sun, but only to him
7627 Target's weapon glows blue except in the presence of orcs
7628 Target's weapon glows blue in his presence
7629 Target's weapon glows blue in the presence of orcs or birds
7630 Target's weapon glows blue in the presence of swords
7631 Target's weapon glows blue whenever he tries to remain hidden
7632 Target's weapon glows brightly when his blood has been spilled
7633 Target's weapon glows like a firefly when wielded underground
7634 Target's weapon glows red hot during battle but doesn't harm him
7635 Target's weapon grows to 10x its normal size
7636 Target's weapon has a +10 ToHit and Damage bonus for 1d4 rounds
7637 Target's weapon has a +4 bonus when used against him
7638 Target's weapon has a +4 bonus when used against his allies
7639 Target's weapon has a +4 bonus when used against the caster
7640 Target's weapon has a +4 bonus while he's standing in water
7641 Target's weapon has a -4 ToHit penalty while in direct sunlight
7642 Target's weapon has a constant sheath of frost
7643 Target's weapon has been broken and reforged many times
7644 Target's weapon has been prophesied to kill the king
7645 Target's weapon has never been tempered or hardened
7646 Target's weapon heats to 1,000° the next time it draws blood
7647 Target's weapon hisses during battle like quenched steel
7648 Target's weapon hums audibly during battle
7649 Target's weapon induces a fear of magic in anyone wounded by it
7650 Target's weapon induces pessimism in his allies during melee
7651 Target's weapon induces racial hatred in Dwarves and Elves
7652 Target's weapon induces vertigo in anyone wielding it
7653 Target's weapon induces vertigo in anyone wounded by it
7654 Target's weapon inflates like a balloon
7655 Target's weapon inspires him to embark on a murderous rampage
7656 Target's weapon instills Fear in any who've been wounded by it
7657 Target's weapon instills Fear in goblins and kobolds
7658 Target's weapon instills Fear in him after each battle
7659 Target's weapon instills Fear in his allies during battle
7660 Target's weapon instills Fear in its wielder during melee
7661 Target's weapon is 5% likely to explode when it inflicts damage
7662 Target's weapon is 5% likely to kill whomever it next injures
7663 Target's weapon is 5% likely to melt when immersed in water
7664 Target's weapon is 5% likely to sever its wielder's hand
7665 Target's weapon is 5% likely to start a war when it draws blood
7666 Target's weapon is 5% likely to turn to glass in each battle
7667 Target's weapon is +4 against anyone with an intelligent weapon
7668 Target's weapon is 10% likely to inflict tetanus upon its wielder
7669 Target's weapon is 20% likely to droop like a noodle in battle
7670 Target's weapon is 20% likely to poison him when it draws blood
7671 Target's weapon is 20% likely to turn ethereal during battle
7672 Target's weapon is 20% likely to vanish each time he draws it
7673 Target's weapon is a holy relic for a decadent tribe of kobolds
7674 Target's weapon is a legendary item straight out of myth
7675 Target's weapon is a mighty but hitherto unknown artifact
7676 Target's weapon is a prized relic stolen from the Royal Armory
7677 Target's weapon is as plant as soft clay for 1d4 rounds
7678 Target's weapon is as supple as silk for 1d4 turns
7679 Target's weapon is bent into a torc around his neck
7680 Target's weapon is bent into the shape of a papercut
7681 Target's weapon is chained by its hilt to a collar about his neck
7682 Target's weapon is chained by its hilt to the nearest boulder
7683 Target's weapon is clear like glass but is all but unbreakable
7684 Target's weapon is cloned
7685 Target's weapon is edible, but only to him
7686 Target's weapon is embarrassed to be seen with him
7687 Target's weapon is etched with his likeness
7688 Target's weapon is guilty of numerous capital crimes
7689 Target's weapon is highly elastic along its long axis until dawn
7690 Target's weapon is immune to rust and the passage of time
7691 Target's weapon is intensely coveted by demonic hordes
7692 Target's weapon is intensely coveted by pacifistic monks
7693 Target's weapon is invisible to everyone else during battle
7694 Target's weapon is invisible to him in daylight
7695 Target's weapon is invisible to him until it draws his blood
7696 Target's weapon is nearly indestructible but dissolves in water
7697 Target's weapon is part of a set sought by a wealthy collector
7698 Target's weapon is perfectly balanced for a non-magical +2 ToHit
7699 Target's weapon is permanently -2 ToHit
7700 Target's weapon is refurbished to better-than-new condition
7701 Target's weapon is replaced by a vastly inferior replica
7702 Target's weapon is replaced by an indestructible replica
7703 Target's weapon is riddled with holes but functions normally
7704 Target's weapon is sheathed in a scal-like shell
7705 Target's weapon is sheathed in a shell of chocolate
7706 Target's weapon is sheathed in a soft wool tube
7707 Target's weapon is stuck high in the branches of a nearby tree
7708 Target's weapon is suddenly 10d100 years older
7709 Target's weapon is thrown 1d1000 years into the past
7710 Target's weapon is tied to both of the target's hands
7711 Target's weapon is translucent like smoked glass
7712 Target's weapon is twisted like a corkscrew
7713 Target's weapon is vulnerable to magical fire while he wielding it
7714 Target's weapon is weightless when not in use
7715 Target's weapon kills him outright if used against him
7716 Target's weapon makes him 1d20 years older while it's drawn
7717 Target's weapon makes him appear somehow less imposing
7718 Target's weapon makes him highly susceptible illusion magic
7719 Target's weapon melts if ever it's immersed in sea water
7720 Target's weapon melts like a candle
7721 Target's weapon must be fed one mouse or rat per day, or it dies
7722 Target's weapon passes through armor unimpeded
7723 Target's weapon passes through flesh unimpeded
7724 Target's weapon practically reeks of malevolent hatred
7725 Target's weapon puts forth huge plumes of smoke while it's drawn
7726 Target's weapon renders him mute for 1d8 hours after each battle
7727 Target's weapon repels his allies while it's drawn
7728 Target's weapon repels non-magical vermin
7729 Target's weapon repels normal flame to a distance of one foot
7730 Target's weapon repels oxygen while it's drawn
7731 Target's weapon riduces him in front of his allies
7732 Target's weapon rings like a bell to mark the hours
7733 Target's weapon shatters the next time he's burned by fire
7734 Target's weapon shatters the next time it strikes metal
7735 Target's weapon shreds until sunset tomorrow
7736 Target's weapon shrinks by 75% upon contact with blood
7737 Target's weapon shrinks to 10% of its normal size
7738 Target's weapon spins rapidly around its axis for 10d10 rounds
7739 Target's weapon sprouts 1d100 teeth along its length
7740 Target's weapon sprouts leaves
7741 Target's weapon starts bleeding profusely
7742 Target's weapon teleporta exactly 1d10 yards due north
7743 Target's weapon teleporta to the caster's home
7744 Target's weapon teleporta to the target, 1d4 weeks in the future
7745 Target's weapon thinks that he's its mother
7746 Target's weapon turns ethereal in the presence of other weapons
7747 Target's weapon turns inside-out
7748 Target's weapon turns into a rattan simulation
7749 Target's weapon turns into a replica of the caster's weapon
7750 Target's weapon turns into a shield for 1d4 days
7751 Target's weapon turns into a small glass replica when not in use
7752 Target's weapon turns into a two-by-four feet in length
7753 Target's weapon turns into an umbrella under each full moon
7754 Target's weapon turns to lightweight plastic
7755 Target's weapon turns to sodium during the next rainstorm
7756 Target's weapon urges him to leap from the nearest bridge
7757 Target's weapon vanishes until he dies
7758 Target's weapon vanishes when he dies
7759 Target's weapon was forged by his descendent years in the future
7760 Target's weapon was forged by someone who has never existed
7761 Target's weapon was forged from the bones of a slain god
7762 Target's weapon was forged in a volcano by demonic weaponsmiths
7763 Target's weapon was forged on the western slope of Heaven
7764 Target's weapon was lost in a tragic shipwreck decades ago
7765 Target's weapon was shrinks him by 5% each time it draws blood
7766 Target's weapon was stolen from the gods, and they want it back
7767 Target's weapon weighs as much as he does
7768 Target's weapon whispers terrible secrets to any who wield it
7769 Target's weapon will be instrumental in the world's destruction
7770 Target's weapon will be irretrievably lost by this time tomorrow
7771 Target's weapons and gear teleport 1d10 yards into the air
7772 Target's weight quadruples while he's swimming or wading
7773 Target's weight temporarily doubles with each step upon a bridge
7774 Teleportation is impossible within 10 yards of target
7775 The bones of target's hand and feet turn to high-grade steel
7776 The buzzing of bees fills the air whenever target draws a weapon
7777 The flesh of target's face pulses as though full of maggots
7778 The ground beneath target's feet briefly acts as a trampoline
7779 The ground beneath target's feet briefly shines like the sun
7780 The ground beneath target's feet collapses into a cave below
7781 The ground beneath target's feet contains an unquiet spirit
7782 The ground now at target's feet acquires sentence
7783 The ground now at target's feet appears in the caster's home
7784 The ground now at target's feet breaks off and drifts out to sea
7785 The ground now at target's feet collapses into a cavern below
7786 The ground now at target's feet conceals a sacred cairn
7787 The ground now at target's feet explodes for 1d10 hit points
7788 The ground now at target's feet exudes noxious and fetid vapors
7789 The ground now at target's feet heats to 10 x 1d100 degrees
7790 The ground now at target's feet hides the gate to a buried city
7791 The ground now at target's feet hurlis him 1d4 miles away
7792 The ground now at target's feet is a blanket over a deep pit
7793 The ground now at target's feet is a portal to some other plane
7794 The ground now at target's feet is an illusion
7795 The ground now at target's feet is charred black as by a bonfire
7796 The ground now at target's feet is dangerously slick with ice
7797 The ground now at target's feet is edible
7798 The ground now at target's feet is forever barren of vegetation
7799 The ground now at target's feet is fused into glass
7800 The ground now at target's feet is intensely magnetic
7801 The ground now at target's feet is invisible to him
7802 The ground now at target's feet is obviously artificial
7803 The ground now at target's feet is powerfully toxic to him
7804 The ground now at target's feet is soaked with blood
7805 The ground now at target's feet is strewn with shards of metal
7806 The ground now at target's feet is strongly adhesive
7807 The ground now at target's feet is the back of a huge turtle
7808 The ground now at target's feet is the top of a buried column
7809 The ground now at target's feet is yanked from under him
7810 The ground now at target's feet rises 1d10 yards into the air
7811 The ground now at target's feet seems to move like a ship's deck
7812 The ground now at target's feet shines as bright as the sun
7813 The ground now at target's feet sinks 1d10 yards into the ground
7814 The ground now at target's feet starts to digest him
7815 The ground now at target's feet suppresses magic within 10 yards
7816 The ground now at target's feet turns to cement and hardens
7817 The ground now at target's feet turns to cobblestone
7818 The ground now at target's feet turns to molten glass
7819 The ground now at target's feet turns to quicksand
7820 The ground now at target's feet turns to warm butter
7821 The ground now at target's feet whispers horrific threats to him
7822 The left half of target's skeleton rebels against the right
7823 The left half of target's skeleton vanishes
7824 The right half of target's head vanishes, but he is unharmed
7825 The scent of the target's blood induces Fear in others
7826 The scent of the target's blood induces paranoid delusions
7827 The scent of the target's blood induces profound calm in horses
7828 The scent of the target's blood inspires savage bloodlust
7829 The sight of the target's weapon affects undead like sunlight
7830 The sight of the target's weapon induces intense covetousness
7831 The target is blamed for the worst thing that has ever happened
7832 The target takes credit for all sorts of diplomatic successes
7833 The top few inches of target's head vanish, but he is unharmed
7834 Thousands of nails are embedded harmlessly in target's flesh
7835 Thousands of snails rain down harmlessly upon the target
7836 To the target, all liquids taste like acrid poison
7837 To the target, all liquids taste like his own blood
7838 To the target, all liquids taste like strong vinegar
7839 To the target, all liquids taste like the sweetest nectar
7840 To the target, everyone appears to be a hideously decayed corpse
7841 To the target, everyone appears to be an artificial approximation
7842 To the target, everyone appears to be plated in gold
7843 To the target, the previous 1d4 rounds were only a dream
7844 Undead are attracted to the target as though he can help them
7845 Undead are invisible to the target
7846 Undead can't speak in the target's presence
7847 Undead declare a coordinated war against the target
7848 Undead ignore target and can't be harmed by him
7849 Undead recognize the target as one of their own
7850 Undead that attack the target are 40% likely to be Turned
7851 Undead will not relent until the target is also undead
7852 Until dawn, target resembles the person who last wounded him
7853 Until sunset tonight, all within one mile want to kill the target
7854 Vines bind the target tightly to a nearby tree
7855 Vines sprout from any open wounds the target now has
7856 Vines sprout from the ground at target's feet and attack him
7857 Vines sprout from the target's weapon and bind his limbs
7858 Viscous slime drips from the target's mouth from now on
7859 Water always feels 50° colder to the target
7860 Water boils on contact with the target's flesh
7861 Water gives no benefit to target if imbibed while indoors
7862 Water has no weight when carried by the target
7863 Water induces amnesia in target if ingested between dawn and noon
7864 Water is a deadly poison to target for 2d12 hours
7865 Water is invisible while within 10 feet of the target
7866 Water is toxic to target if ingested between noon and dusk
7867 Water spews from target's ears during battle
7868 Waterfowl attack the target on sight
7869 Waterfowl swear eternal loyalty to the target
7870 Weapons are invisible to the target while he wields them
7871 Whatever is now in target's hand heats to 500°
7872 Whatever is now in target's hand is embossed with his name
7873 Whatever is now in target's hand is replaced by a sunflower
7874 Whatever is now in target's hand is worth 10X its normal value
7875 Whatever is now in target's hand now belongs to the caster
7876 Whatever is now in target's hand turns to gold
7877 Whatever is now in target's hand vanishes for 1d6 days
7878 Whatever is now in target's hand weighs more than he does
7879 Whatever target does, he claims some bizarre, fantastical motive
7880 Whatever target does, he claims to be fulfilling his deity's will
7881 Whatever target is wearing is stuck to him like glue
7882 When caster dies, target begins aging 1d10 years per round
7883 When injured, target is 5% likely to fly into a berserker rage
7884 When injured, target is 10% likely to attack his nearest ally
7885 When injured, target must Save or go blind until the next round
7886 When injured, target weeps like a baby for 1d10 rounds
7887 When target dies, all within one mile are struck blind until dawn
7888 When target dies, countless abhorrent deeds are attributed to him
7889 When target dies, everyone who knew him forgets all about him
7890 When target dies, he is posthumously crowned king
7891 When target dies, he is rumored never to have existed
7892 When target dies, he's immediately resurrected 10d100 miles away
7893 When target dies, his corpse animates and races to this spot
7894 When target dies, his corpse attacks the nearest person
7895 When target dies, his corpse burns with green flame until sunset
7896 When target dies, his corpse grows by a factor of 2d10
7897 When target dies, his corpse immediately turns to granite
7898 When target dies, his corpse metamorphoses into something awful
7899 When target dies, his corpse runs wild through the nearest town
7899 When target dies, his corpse teleports into the caster's home
7900 When target dies, his killer is hailed as a national hero
7901 When target dies, his skeleton animates as a free willed undead
7902 When target dies, his soul commandeers the nearest undead body
7903 When target dies, his soul is trapped in his weapon
7904 When target draws a weapon, a nearby tree drops its leaves
7905 When target draws a weapon, he can't put it down until sunset
7906 When target draws a weapon, he feels that he'll die in 1d6 rounds
7907 When target draws a weapon, he must draw blood within 1d6 rounds
7908 When target draws a weapon, he must pass a DEX check or drop it
7912 When target draws a weapon, he must Save or lose 1d4-1 hit points
7913 When target draws a weapon, he's randomly teleported 1d20 yards
7914 When target draws a weapon, he's stricken with intense fear
When target says his name, mocking laughter echoes in the sky
When target says his name, his clothes become amazingly clean
When target says his name, his age doubles
When target says his name, he can't tell a lie for one hour
When target rolls a natural 20 ToHit, he wounds himself instead
While target sleeps, he dreams that he's in hell
While outdoors, target feels uncomfortable walking upright
When target sneezes, bits of hot gravel spray from his nostrils
When target sneezes, 1d4 nearby trees are rendered invisible
When target sees or is hit by magic, his head becomes invisible
When target sees or is hit by magic, he giggles for 1d10 rounds
When target says his name, someone nearby weeps openly
When target says his name, someone nearby forgets his own name
When target next uses rope, it shocks him like electrical wire
When target next uses rope, it hauls him high into the air
When target next uses rope, it attacks him as if it were a snake
When target next uses rope, he's attacked by undead skeletons
When target next spills blood, his weapon vanishes for 1d4 days
When target next spills blood, his weapon attacks him
When target next spills blood, his allies attack him
When target next spills blood, his clothes are soaked in it
When target next spills blood, his clothes burst into flame
When target next spills blood, his feet take root in the ground
When target next spills blood, his allies think he's dying
When target next spills blood, his skin and hair become blood-red
When target next spills blood, his Strength is halved until dawn
When target next spills blood, his victim grows obsessed with him
When target next spills blood, his waterskin fills with blood
When target next spills blood, his weapon attacks him
When target next spills blood, his weapon steams with hisses
When target next spills blood, his weapon vanishes for 1d4 days
When target next uses rope, he ties an insoluble knot
When target next uses rope, he's attacked by undead skeletons
When target next uses rope, it attacks him as if it were a snake
When target next uses rope, it hauls him high into the air
When target next uses rope, it shocks him like electrical wire
When target next uses rope, it winds around him and combats
When target rolls a natural 20 ToHit, he wounds himself instead
When target rolls a natural 20 ToHit, his weapon explodes
When target says his name, he adds a wildly effusive honorific
When target says his name, he can't tell a lie for one hour
When target says his name, his age doubles
When target says his name, his clothes are soaked with brine
When target says his name, his clothes become amazingly clean
When target says his name, mocking laughter echoes in the sky
When target says his name, someone nearby adopts his name
When target says his name, someone nearby forgets his own name
When target says his name, someone nearby weeps openly
When target sees or is hit by magic, he giggles for 1d10 rounds
When target sees or is hit by magic, his head becomes invisible
When target sneezes, bits of hot gravel spray from his nostrils
When target uses magic, he thinks he's spinning rapidly
While outdoors, target feels uncomfortable walking upright
While outdoors, target perceives everything to be shrouded in fog
While target sleeps, he dreams that he's in hell
While target sleeps, he dreams that he's undergoing surgery
While target sleeps, he is invisible and inaudible to his allies
While target sleeps, he sees and hears through the caster
While target sleeps, he's 40% likely to regain 1d10 hit points
While target sleeps, he's absolutely invulnerable to harm
While target sleeps, he's bound by countless spider webs
While target sleeps, his body races away in a random direction
While target sleeps, his clothes deteriorate to filthy rags
While target sleeps, someone writes obscene limericks on his skin
While target stands still, he rotates slowly counter-clockwise
While target stands still, pigeons treat himjust like a statue
Yesterday, target ate 1d10 pounds of baked beans
Yesterday, target had dark premonitions of this exact moment
Yesterday, target ingested some powerful but slow-acting poison
Yesterday, target learned that he and caster are closely related
Yesterday, target learned that he had 36 hours left to live
Yesterday, target stole a magic ruby from a dragon
Yesterday, target took a sacred vow that he just now violated
Yesterday, target was sentenced to be executed at dawn tomorrow
Yesterday, target's feet were burned to a crisp
Yesterday, target's head was removed and shoddily reattached
Yesterday, nearby trees uproot and race to the nearest town square
Yesterday, adorable but demonic puppies scamper through the area
Yesterday, 1d10 skeletons rise from the ground and begin building a pyramid
Yesterday, 1d100 skeletons rise from the ground and march to the sea
Yesterday, 1d10 skeletons rise from the ground and attack anyone nearby
Yesterday, 1d4 creatures nearby are suddenly gold-plated
Yesterday, 1d4 creatures nearby double in size
Yesterday, 1d4 gallons of molten gold pour from the target point
Yesterday, 1d4 magical golden apples appear nearby
Yesterday, 1d6 aggressive, human-sized pigeons appear in the area
Yesterday, 1d6 horses nearby are turned into carousel horses
Yesterday, 1d6 people nearby adopt entirely new personalities
Yesterday, 1d6 people nearby are 50% likely to gain a level or die outright
Yesterday, 1d6 people nearby are chained together
Yesterday, 1d6 people nearby are duplicated exactly
Yesterday, 1d6 people nearby are hurled high into the air
Yesterday, 1d6 people nearby are identified as harbingers of vile pestilence
Yesterday, 1d6 people nearby are pulled into the target point and destroyed
Yesterday, 1d6 people nearby are tarred and feathered
Yesterday, 1d6 people nearby are teleported 1d4 miles
Yesterday, 1d6 people nearby are unable to wield weapons for 1d8 hours
Yesterday, 1d6 people nearby can breathe water as readily as air
Yesterday, 1d6 people nearby feel like they're drowning
Yesterday, 1d6 people nearby flee from the area at top speed
Yesterday, 1d6 people nearby grow feathers like peacocks
Yesterday, 1d6 people nearby grow wool like sheep
Yesterday, 1d6 people nearby join forces against all others nearby
Yesterday, 1d6 people nearby look exactly alike
Yesterday, 1d6 people nearby look like children for 1d4 years
Yesterday, 1d6 people nearby must Save or be Disintegrated
Yesterday, 1d6 people nearby shrink by 5d10+50%
A local ruler has ordered the execution of 1d4 people nearby.

A local ruler declares any use of magic to be treasonous.

A large pool of molten aluminum appears beneath the target point.

A large pool of liquid helium appears beneath the target point.

A jug full of highly volatile liquid appears at the target point.

A huge earthen fist rises from the ground below the target point.

A huge army appears to be approaching from the distance.

A horrifyingly loathsome creature races through the area.

A herd of animals not native to this area stampedes through it.

A gargantuan, tentacled monstrosity rises from the nearest ocean.

A fully outfitted galleon appears nearby.

A flock of 5d20 human-sized geese lands in the area.

A featureless black slab appears nearby measuring 1 x 4 x 9.

A dense tangle of thorny vines fills the area.

A deity has died, and someone nearby is blamed for his death.

A deafening cacophony blares from the target point until sunset.

A cube of granite 10 feet across appears at the target point.

A cube of dry ice 10 feet across appears at the target point.

A column of green light shines from the target point into the sky.

A blasphemous tome appears at the target point.

A baby born in a nearby town is prophesied to destroy the kingdom.

A 5,000 pound iron slab appears 1d10 yards above the target point.

A 1d10 mile radius becomes an arid and desolate desert.

A 1d10 mile radius becomes a peaceful lake.

A 1d10 mile radius becomes an arid and desolate desert.

All blades within one mile glow cherry red until sunset.

All blades within 50 yards become clear like glass.

All bladed weapons within 50 yards are intensely magnetic.

All birds within one mile are completely plucked.

All bags of holding within one mile are completely full of anvils.

All attack rolls in the next 1d10 rounds must be made twice.

All artificial structures within 50 yards cease to exist.

All armor within one mile is ethereal until sunset.

All armor within 50 yards is as heavy as lead.

All armor within 50 yards becomes clear like glass.

All armor removed in this area shrinks by 25%.

Air in this area is 75% thinner than the surrounding atmosphere.

A widespread peasants’ revolt begins in 1d12 hours.

A volcano erupts at the center of the nearest town.

A viscous corrosive fluid drips coats all exposed rock nearby.

A tornado arises at the target point and devastates the area.

A steel tower 100 yards tall emerges from under the target point.

A viscous corrosive fluid drips coats all exposed rock nearby.

A volcanic eruption occurs at the center of the nearest town.

A volley of 10d20 arrows rains down on the area.

A widespread peasants’ revolt begins in 1d12 hours.

A Chaos Burst occurs when each of the next 1d4 people speak nearby.

All air within one mile is totally opaque but otherwise normal.

All armor removed in this area shrinks by 25%.

All armor within 50 yards becomes clear like glass.

All armor within 50 yards is as heavy as lead.

All armor within 50 yards is weightless for 1d12 months.

All armor within one mile is ethereal until sunset.

All artificial light sources within one mile are rendered inert.

All artificial structures within 50 yards cease to exist.

All attack rolls in the next 1d10 rounds must be made twice.

All bags of holding within one mile are completely full of anvils.

All birds within 50 yards explode, 1d6 hit points per bird.

All birds within one mile are completely plucked.

All bladed weapons within 50 yards are intensely magnetic.

All blades within 50 yards are 10% likely to turn to gold.

All blades within 50 yards are engraved with cryptic sigils.

All blades within 50 yards are restored to pristine condition.

All blades within 50 yards become clear like glass.

All blades within 50 yards bend 90° halfway along their length.

All blades within 50 yards must Save or crumble into rust.

All blades within one mile are blunted until sunset.

All blades within one mile glow cherry red until sunset.
8175 All bowstrings within 50 yards break the next time they're drawn
8176 All carved wood within 50 yards gains rudimentary intelligence
8177 All chain mail within 50 yards appears moth-eaten and threadbare
8178 All chain mail within 50 yards is highly attractive to lightning
8179 All chain mail within 50 yards is slicked with ice
8180 All chain mail within 50 yards is strongly magnetic
8181 All cloth within 50 yards begins to digest itself
8182 All cloth within 50 yards can never be rendered invisible
8183 All cloth within 50 yards is as shiny and lustrous as gold
8184 All cloth within 50 yards is rendered as brittle as eggshell
8185 All cloth within 50 yards is rendered as stiff as wood
8186 All cloth within 50 yards is scrubbed clean
8187 All cloth within 50 yards is soaked with gasoline
8188 All cloth within 50 yards seems unusually heavy
8189 All cloth within 50 yards smolders and smokes until dawn
8190 All cloth within 50 yards turns invisible upon exiting the area
8191 All cloth within 50 yards turns to burlap until sunset tomorrow
8192 All cloth within 1 mile is invisible upon exiting the area
8193 All coins within 50 yards appear in a heap at the target point
8194 All coins within 50 yards are engraved with cryptic runes
8195 All coins within 50 yards are invisible under moonlight
8196 All coins within 50 yards become flexible as rubber
8197 All coins within 50 yards double in value
8198 All coins within 50 yards explode, 1d4-1 hit points per coin
8199 All coins within 50 yards heat to 1,000°C
8200 All coins within 50 yards turn to mercury
8201 All coins within one mile are easily recognized as counterfeit
8202 All curses now in effect within 100 yards are negated
8203 All dragons within 1d10 miles are enraged beyond all reason
8204 All dragons within 1d10 miles shrink by 10d10%
8205 All Dwarves within 10 miles are secretly fond of orcs
8206 All Dwarves within 10 miles are violently allergic to alcohol
8207 All Dwarves within 10 miles are violently allergic to gold
8208 All Dwarves within 10 miles become intensely claustrophobic
8209 All Dwarves within 10 miles have orange skin and green hair
8210 All Dwarves within 10 miles lose their infravision for 1d4 months
8211 All Elves within 10 miles are carrying vials of Dwarf blood
8212 All Elves within 10 miles develop a powerful fear of heights
8213 All Elves within 10 miles forget how to speak Elvish
8214 All Elves within 10 miles sprout jagged fangs
8215 All Elves within 50 yards are allergic to wood
8216 All ferrous metal within 50 yards doubles in weight
8217 All ferrous metal within 50 yards is as shiny & lustrous as gold
8218 All ferrous metal within 50 yards is invisible until it gets wet
8219 All ferrous metal within 50 yards is magnetized
8220 All ferrous metal within 50 yards is rustproof for one year
8221 All ferrous metal within 50 yards is somewhat resistant to magic
8222 All ferrous metal within 50 yards is strangely opalescent
8223 All ferrous metal within 50 yards vanishes until sunset tomorrow
8224 All fires lit in this area are waterproof for the next 1d6 weeks
8225 All fires lit in this area flare up wildly for 1d4 rounds
8226 All fires lit in this area reek of brimstone
8227 All flesh within 50 yards is clear like glass until sunset
8228 All foliage within 50 yards is poisonous to humans and demihumans
8229 All foliage within 50 yards is replaced by plastic replicas
8230 All food consumed within one mile is overpoweringly delicious
8231 All food consumed within one mile is unpalatably bitter
8232 All food within 50 yards completely spoils by sunset
8233 All food within 50 yards freezes solid
8234 All food within 50 yards is crawling with illusory maggots
8235 All food within 50 yards is poisonous for the next 1d4 hours
8236 All food within 50 yards is stripped of all nutritive value
8237 All food within one mile turns to salt
8238 All food within one mile fossilize by dawn tomorrow
8239 All forged steel within 100 yards turns to aluminum
8240 All forged steel within 100 yards turns to slate
8241 All gems within 50 yards are duplicated exactly
8242 All gems within 50 yards become spherical
8243 All gems within 50 yards turn to sodium when placed in water
8244 All gems within 50 yards vibrate in the presence of gold
8245 All Gnomes within 10 miles develop a dislike of gems and jewels
8246 All Gnomes within 10 miles grow 1020 inches
8247 All goblins within 10 miles appear in the immediate area
8248 All goblins within 10 miles are afraid of the dark
8249 All goblins within 10 miles are exterminated
8250 All goblins within 10 miles are transformed into Elves
8251 All goblins within 10 miles become vegetarian pacifists
8252 All goblins within 10 miles swear allegiance to someone nearby
8253 All goblins within 10 miles swear vengeance upon someone nearby
8254 All gold within 50 yards always seems to be 200°C
8255 All gold within 50 yards becomes transparent when submerged
8256 All gold within 50 yards begins to rust like damp steel
8257 All gold within 50 yards induces extreme covetousness
8258 All gold within 50 yards is 10% likely to turn to lead
8259 All gold within 50 yards is 50% likely to be counterfeit
8260 All gold within 50 yards is attracted to magnets like iron
8261 All gold within 50 yards is drawn to the target point
8262 All gold within 50 yards is indestructible for one year
8263 All gold within 50 yards is irresistibly attractive to undead
8264 All gold within 50 yards is severely tarnished
8265 All gold within 50 yards is thrown 1d10 years into the future
8266 All gold within 50 yards is weightless for 2d10 rounds
8267 All gold within 50 yards sweats some kind of foul liquid
8268 All ground within 10 miles is at exactly the same elevation
8269 All Halflings within 10 miles develop a penchant for violence
8270 All Halflings within 10 miles develop a strong wanderlust
8271 All hats or helmets within 50 yards are drawn to the target point
8272 All hats or hoods within 50 yards burst into flame
8273 All herbivores within 100 yards are panic-stricken
8274 All horses within 100 yards have built-in saddles
8275 All horses within 100 yards shrink by 1% per round
8276 All horses within one mile become bipedal for 1d4 weeks
8277 All horses within one mile become clear like glass
8278 All houses within one mile appear to be of much higher quality
8279 All houses within one mile are fireproof for one year
8280 All humans within 10 miles are suddenly wearing peculiar hats
8281 All humans within 10 miles think that demihumans are subhuman
8282 All inanimate matter nearby wobbles as though made of gelatin
8283 All ink within 50 yards appears to be made from human blood
8284 All ink within 50 yards is powerfully hallucinogenic
8285 All ink within one mile is invisible for 2d4-1 days
8286 All ink within one mile is invisible in sunlight
8287 All inorganic matter within 10 miles appears blurry until sunset
8288 All inorganic matter within 10 yards disappears
8289 All inorganic matter within 10 yards turns to ice
8290 All inorganic matter within 50 yards appears to be magical
8291 All invisible matter within 100 yards becomes permanently visible
8292 All invisible matter within one mile is clear like glass
8293 All leather within 50 yards begins sweating profusely
8294 All leather within 50 yards is as rigid as steel
8295 All leather within 50 yards shatters like glass
8296 All leather within 50 yards turns to silk
8297 All living creatures nearby are driven away for 1d4 months
8298 All living creatures nearby are enraged beyond reason
8299 All lycanthropes within one mile are cured of their lycanthropy
8300 All lycanthropes within one mile are locked in their current form
8301 All lycanthropes within one mile develop a great fear of the dark
8302 All lycanthropes within one mile have a new kind of lycanthropy
8303 All magic items used nearby are 10% likely to burn out forever
8304 All magic items within 50 yards appear to be blazing with fire
All metal within 50 yards is flammable for 2d10 rounds
All metal within 50 yards is indestructible until sunset tomorrow
All metal within 50 yards is invisible when anointed with blood
All metal within 50 yards is non-conductive of electricity
All metal within 50 yards is polished to mirror-brightness
All metal within 50 yards is twice as heavy when it’s wet
All metal within 50 yards liquefies for 2d6 rounds, then reforms
All metal within 50 yards shimmers like mother of pearl
All missile weapons within 50 yards are inoperative until sunset
All missile weapons within 50 yards combust when they’re fired
All missile weapons within 50 yards have 2X normal maximum range
All missile weapons within 50 yards vanish when they’re fired
All nearby age 3d20 years but return to normal at sunset tomorrow
All newly must eat their meat, or they can’t have any pudding
All nearby who’ve drawn blood in the past day are deaf until dawn
All nearby who’ve drawn blood in the past day weep for 3d8 rounds
All nearby with more than 10 gold pieces age that many years
All nearby with more than 10 gold pieces give it all to charity
All nearby with more than 10 gold pieces heal as many hit points
All nearby with more than 10 gold pieces lose as many hit points
All nearby with more than 10 gold pieces pass out for 1d10 hours
All nearby with more than 10 gold pieces teleport that many yards
All nonliving wood within 50 yards is as brittle as a pretzel
All nonliving wood within 50 yards is as plant as grass
All non-magical animals nearby are healed of all disease
All non-magical animals nearby are restored to full hit points
All non-magical animals nearby shrink by 40%
All non-magical books within 50 yards are duplicated
All non-magical books within 50 yards must Save or combust
All non-sentient animals nearby are 1d100 years
All non-sentient animals nearby are panic-stricken
All non-sentient animals within 50 yards become vaguely evil
All open wounds within 50 yards steam violently but harmlessly
All paper now nearby glows in the dark permanently
All paper now nearby is fireproof
All plant life within 10 miles is sky-blue from now on
All plant-based fabric within 50 yards becomes dull brown
All plant-based fabric within 50 yards combusts
All priestly magic within 500 yards is dispeled
All priestly magic within 500 yards is suppressed for 1d10 turns
All reflective surfaces in the area display imaginary scenes
All reflective surfaces in the area display scenes of carnage
All right arms within 50 yards are ethereal until sunset
All right arms within 50 yards are invulnerable for 1d10 hours
All right arms within 50 yards are paralyzed until dawn
All rope within 50 yards can’t be cut or broken
All rope within 50 yards ignites along its entire length
All rope within 50 yards is as rigid as wood
All rope within 50 yards is as strong as steel wire
All rope within 50 yards is forever unable to hold a knot
All rope within 50 yards is permanently invisible
All rope within 50 yards shortens by 80%
All rope within 50 yards straightens and becomes hard as stone
All rope within 50 yards stretches like elastic
All rope within 50 yards turns to flesh
All saddles within 50 yards are as durable as tempered steel
All saddles within 50 yards disappear
All shields within 50 yards are fragile like glass for 1d4 rounds
All shields within 50 yards are impervious to fire
All shields within 50 yards are impervious to harm until sunset
All shields within 50 yards are impruned with ugly faces
All shields within 50 yards gain a +1 bonus lasting 1d10 battles
All soil and rock within 100 yards vanishes
All soil within 50 yards is seeded with an aggressive vegetable
All soil within 50 yards turns invisible
8435 All spells cast in the last 1d4 rounds are retroactively negated
8436 All spells cast in the last 1d4 rounds recur in 1d4 rounds
8437 All spells cast in the next 2d6 rounds are invisible in effect
8438 All spells cast in the next 2d6 rounds occur 2d6 rounds later
8439 All spells cast in this area are accompanied by trumpet fanfare
8440 All spells cast in this area are delayed by 2d10 rounds
8441 AllSummoned creatures within 10 miles are dismissed
8442 AllSummoned creatures within 10 miles vanish in 1d4 rounds
8443 All swords within one mile are hopelessly blunted for 1d4 days
8444 All swords within one mile turn to golf clubs until dawn tomorrow
8445 All teeth within 50 yards are as black as coal for 1d4 weeks
8446 All teeth within 50 yards are rendered invisible for 1d12 months
8447 All tempered metal within 50 yards is reduced in weight by 50%
8448 All tempered metal within 50 yards is soft as rubber until dawn
8449 All thumbs within 50 yards are immune to polymorph magic
8450 All thumbs within 50 yards vanish for 1d4 hours
8451 All transparent matter within one mile is as fragile as glass
8452 All transparent matter within one mile is rendered invisible
8453 All trees within 10 miles drop their leaves until next spring
8454 All trees within 50 yards are glazed with ice
8455 All trees within 50 yards are impervious to saws and axes
8456 All trees within 50 yards bear watermelons for 1d4 months
8457 All trees within 50 yards become ambulatory
8458 All trees within 50 yards become omnivorous
8459 All trees within 50 yards chant dirges at every sunset
8460 All trees within 50 yards gain a semblance of sentience
8461 All trees within 50 yards turn permanently invisible
8462 All trees within a one mile vanish
8463 All trees within one mile are cut down and stacked as cordwood
8464 All trees within one mile are hollow
8465 All trees within one mile crumble to dust within 1d4 days
8466 All trees within one mile double in height
8467 All trees within one mile drip with blood
8468 All trees within one mile uproot and move 10 miles to the north
8469 All trolls within 10 miles adopt a kinder, gentler philosophy
8470 All trolls within 10 miles lose their ability to regenerate
8471 All undead skeletons within 10 miles turn to wood
8472 All undead within 1d100 miles vanish until sunset tomorrow
8473 All undead within 50 yards are restored to full hit points
8474 All undead within 50 yards are teleported 1d4 miles
8475 All undead within 50 yards attack one random person nearby
8476 All undead within one mile can exhale clouds of fog at will
8477 All undead within one mile combust and burn until sunset tomorrow
8478 All undead within one mile require air just like living creatures
8479 All undead within one mile think that they’re still alive
8480 All vegetable matter within 50 yards, alive or dead, dissolves
8481 All vegetation within 10 miles is 10X as nutritious for 1d4 weeks
8482 All vegetation within 10 miles is incredibly toxic for 1d4 days
8483 All vegetation within 10 miles tastes like manure when cooked
8484 All vegetation within 50 yards becomes incredibly lush
8485 All vegetation within 50 yards dies within 1d4 rounds
8486 All vegetation within 50 yards grows 100X as fast for 2d4 days
8487 All vegetation within 50 yards is frozen solid
8488 All vegetation within 50 yards turns bone-white for 1d4 days
8489 All visible tracks or trails within 10 miles vanish completely
8490 All voices within 50 yards seem to issue from the same person
8491 All voices within 50 yards sound identical
8492 All water within 10 miles is chilled to just above freezing
8493 All water within 50 yards becomes invisible
8494 All water within 50 yards becomes thick like gelatin
8495 All water within 50 yards does nothing to mitigate thirst
8496 All water within 50 yards doubles in volume 1d6 times
8497 All water within 50 yards holds its temperature for one year
8498 All water within 50 yards looks foul but is fresh and sweet
8499 All water within 50 yards remains liquid for at least 1d4 months
8500 All water within 50 yards smells and tastes strongly of fish
8501 All water within 50 yards turns to over the next 1d4 rounds
8502 All water within 50 yards turns to glass
8503 All water within 50 yards turns to milk
8504 All water within one mile vanishes
8505 All weapons and armor within 50 yards seem to be 3X normal weight
8506 All weapons nearby are bound to this area and will return to it
8507 All weapons within 50 yards appear to be made of bone
8508 All weapons within 50 yards are +1 ToHit until dawn tomorrow
8509 All weapons within 50 yards are +10 ToHit for 1d4 rounds
8510 All weapons within 50 yards are +2 ToHit for 2d12 hours
8511 All weapons within 50 yards are +2 ToHit Summoned creatures
8512 All weapons within 50 yards are +2 ToHit until their next hit
8513 All weapons within 50 yards are +5 ToHit but -5 to damage
8514 All weapons within 50 yards are -4 ToHit anyone currently nearby
8515 All weapons within 50 yards are caked in sticky clay
8516 All weapons within 50 yards are cleaned, polished, and sterilized
8517 All weapons within 50 yards are edible
8518 All weapons within 50 yards are etched with their owners’ names
8519 All weapons within 50 yards are impervious to Alteration magic
8520 All weapons within 50 yards are invulnerable to acid
8521 All weapons within 50 yards are marked with demonic sigils
8522 All weapons within 50 yards are piled at the target point
8523 All weapons within 50 yards are repelled from the target point
8524 All weapons within 50 yards are sealed in candle wax
8525 All weapons within 50 yards are stuck in their sheathes
8526 All weapons within 50 yards are terribly unwieldy for 4d6 rounds
8527 All weapons within 50 yards are the property of some distant king
8528 All weapons within 50 yards attract flies and gnats for one week
8529 All weapons within 50 yards exude aromatic smoke for 1d6 hours
8530 All weapons within 50 yards glow red as though they’re very hot
8531 All weapons within 50 yards hum in the presence of spilled blood
8532 All weapons within 50 yards must Save or be bent like corkscrews
8533 All weapons within 50 yards steam violently on contact with water
8534 All weapons within 50 yards were forged by an undead smith
8535 All weapons within one mile vanish until dawn tomorrow
8536 All wheeled vehicles within one mile burst into flame
8537 All wheeled vehicles within one mile sink 1/4 feet into the mud
8538 All wheels within one mile are chrome-plated
8539 All wheels within one mile become perfectly square
8540 All who saw this casting are 10% likely to be driven insane
8541 All who saw this casting are healed for 1d4 hit points
8542 All who saw this casting are scooped with cold gravy
8543 All who saw this casting are stricken mute until sunset
8544 All who saw this casting are stricken totally deaf for 1d12 hours
8545 All who saw this casting are thrown 1d4 days into the future
8546 All who saw this casting are unable to sleep for 2d10 days
8547 All who saw this casting despise magic for until dawn tomorrow
8548 All who saw this casting giggle like lunatics for 3d4 rounds
8549 All who saw this casting hear an eerie moaning for 1d4 rounds
8550 All who saw this casting howl at the moon for the next 1d8 nights
8551 All who saw this casting lose 1d20 points of Wisdom until sunset
8552 All who saw this casting lose 1d4 hit points
8553 All who saw this casting stare at the target point until dawn
8554 All who saw this casting think that its target has been slain
8555 All who saw this casting undertake a pilgrimage to a distant town
8556 All within 10 feet are wrapped like mummies
8557 All within 10 feet feel like they’ve just run a marathon
8558 All within 10 feet must Save or be teleported 1d100 miles
8559 All within 10 feet point loses 1d100 hit points
8560 All within 10 miles are convinced that the apocalypse is nigh
8561 All within 10 miles identify the target point as a holy site
8562 All within 10 miles seek to worship someone near the target point
8563 All within 10 yards divest themselves of all gems and jewels
8564 All within 10 yards find a diamond worth 1,000 gold pieces
All within 50 yards realize that thieves’ cant is fictitious
All within 50 miles rise up against the king
All within 50 yards acquire a distinctive accent
All within 50 yards adopt new names and answer only to them
All within 50 yards age 1d12 months
All within 50 yards and in armor are paralyzed for 2d6 rounds
All within 50 yards appear blurry to each other for 1d12 hours
All within 50 yards appear to be 1d100 years older
All within 50 yards appear to be covered with festering sores
All within 50 yards appear to be indescrivably ugly to each other
All within 50 yards appear to have advanced leprosy
All within 50 yards appear to have bubonic plague
All within 50 yards are 5% likely to be turned inside out
All within 50 yards are 5% likely to become amphibious
All within 50 yards are 5% likely to die at dawn tomorrow
All within 50 yards are 5% likely to freeze solid
All within 50 yards are 5% likely to inherit a small keep
All within 50 yards are 5% likely to suffer total amnesia
All within 50 yards are 10% likely to age 1d100 years
All within 50 yards are 10% likely to be closely related
All within 50 yards are 10% likely to stricken bald forever
All within 50 yards are 10% likely to wake tomorrow as undead
All within 50 yards are -2 ToHit for 2d10 rounds
All within 50 yards are 20% likely to be knocked unconscious
All within 50 yards are 20% likely to be paralyzed for 1d4 hours
All within 50 yards are 20% likely to lose all but one hit point
All within 50 yards are 25% likely to be covered in chocolate
All within 50 yards are 30% likely to vanish for 1d6 rounds
All within 50 yards are 40% likely to regain full hit points
All within 50 yards are a peculiar shade of blue-gray
All within 50 yards are AC 0 (no modifiers) for 2d6 hours
All within 50 yards are arrested for sedition and treason
All within 50 yards are at risk of awakening a vengeful god
All within 50 yards are attacked by countless magpies
All within 50 yards are attacked by locusts
All within 50 yards are banded like protected wildlife
All within 50 yards are blamed for some recent catastrophe
All within 50 yards are blind while at full hit points
All within 50 yards are branded heretics and ordered slain
All within 50 yards are branded with the mark of some random god
All within 50 yards are carrying an additional 5d10 gold pieces
All within 50 yards are carrying an identical iron medallion
All within 50 yards are carrying ornate ceremonial daggers
All within 50 yards are carrying small discs of carved stone
All within 50 yards are charmed with an arduous divine quest
All within 50 yards are claimed as slaves by the nearest tyrant
All within 50 yards are considered pariahs
All within 50 yards are covered in creosote
All within 50 yards are covered in powdered sugar like doughnuts
All within 50 yards are covered with honey and feathers
All within 50 yards are disarmed
All within 50 yards are discovered to be clones
All within 50 yards are doused with molasses
All within 50 yards are drafted into military service
All within 50 yards are draped in tough, fibrous filaments
All within 50 yards are draped with pungent floral garlands
All within 50 yards are drenched with cold, soapy water
All within 50 yards are drenched with olive oil
All within 50 yards are dressed and painted like clowns
All within 50 yards are dressed in black and have jet-black hair
All within 50 yards are dressed in high quality fur
All within 50 yards are dressed in illusory formal wear
All within 50 yards are dressed in illusory full plate armor
All within 50 yards are dressed in wildly inappropriate attire
All within 50 yards are dressed like pirates
8695 All within 50 yards dance lasciviously for 1d6 rounds
8696 All within 50 yards develop an acute fear of wood
8697 All within 50 yards die in a huge explosion but resurrect at dawn
8698 All within 50 yards disarm themselves and race to a nearby river
8699 All within 50 yards disarm themselves as quickly as they can
8700 All within 50 yards exchange places with someone else nearby
8701 All within 50 yards exhale steam as if the air were very cold
8702 All within 50 yards feel a wildly different ambient temperature
8703 All within 50 yards feel insects crawling over their skin
8704 All within 50 yards feel intense hunger at the sight of blood
8705 All within 50 yards feel overpowering fear for 2d6 rounds
8706 All within 50 yards feel unfocused yet overwhelming disgust
8707 All within 50 yards find obscene tattoos on their bodies
8708 All within 50 yards find that their clothes are torn and bloody
8709 All within 50 yards forget everyone’s name
8710 All within 50 yards forget how to use weapons or magic until dawn
8711 All within 50 yards gain 1d1000 Experience Points
8712 All within 50 yards grow 1d4 inches
8713 All within 50 yards have a copy of a mysterious brass key
8714 All within 50 yards have a mark identifying them as pariahs
8715 All within 50 yards have an additional, functioning kidney
8716 All within 50 yards have clouded vision for 2d6 rounds
8717 All within 50 yards have conflicting memories of the past day
8718 All within 50 yards have five pounds of butter in their pockets
8719 All within 50 yards have gone without sleep for 3d4 days
8720 All within 50 yards have horrifying visions of future tragedy
8721 All within 50 yards have just run 1d10 miles
8722 All within 50 yards have the exact same voice
8723 All within 50 yards laugh like lunatics for 4d6 rounds
8724 All within 50 yards levitate 1d6 feet for 2d6 rounds
8725 All within 50 yards look and smell as if they’ve been in a fire
8726 All within 50 yards look like cadavers when seen from behind
8727 All within 50 yards lose 1 hit point per round spent in that area
8728 All within 50 yards lose 1d6 levels until sunset tomorrow
8729 All within 50 yards lose 1d8 hit points but gain 1d10 hit points
8730 All within 50 yards mount an attack upon the nearest castle
8731 All within 50 yards move as if they’re underwater
8732 All within 50 yards must hibernate this winter
8733 All within 50 yards must remain in this area until dawn tomorrow
8734 All within 50 yards must remain within 10 yards of each other
8735 All within 50 yards must repeat everything they say for 1d10 days
8736 All within 50 yards must Save each morning or age 1d4 years
8737 All within 50 yards must Save or be attacked by rats and mice
8738 All within 50 yards must Save or be branded like cattle
8739 All within 50 yards must Save or be burned for 1d10 hit points
8740 All within 50 yards must Save or be Slowed
8741 All within 50 yards must Save or be soaked with icy brine
8742 All within 50 yards must Save or be stricken mute for 1d4 months
8743 All within 50 yards must Save or be Teleported 2d10 miles
8744 All within 50 yards must Save or be thrown into nearby trees
8745 All within 50 yards must Save or be tightly bound in wire
8746 All within 50 yards must Save or feel 1d100° colder
8747 All within 50 yards must Save or feel 1d100° warmer
8748 All within 50 yards must Save or flee in panic for 2d10 rounds
8749 All within 50 yards must Save or sink 4d12 inches into the ground
8750 All within 50 yards must Save or suffer blinding pain until dawn
8751 All within 50 yards must Save or suffer frostbite in 1d10 fingers
8752 All within 50 yards must Save or their clothes burst into flame
8753 All within 50 yards must Save or their hair combusts
8754 All within 50 yards must Save or their hands shrink by 50%
8755 All within 50 yards must Save or they must re-roll their stats
8756 All within 50 yards must Save vs Death or be shorn of all hair
8757 All within 50 yards must Save, or their wounds will never heal
8758 All within 50 yards now have bright blue hair
8759 All within 50 yards preach a ridiculous “abstinence only” policy
8760 All within 50 yards quickly devour any food that they’re carrying
8761 All within 50 yards run at top speed toward the target point
8762 All within 50 yards see illusory animals fitting about the area
8763 All within 50 yards shrink 1d4 inches
8764 All within 50 yards smell like carrion until sunset tomorrow
8765 All within 50 yards smell strongly of alcohol
8766 All within 50 yards smell strongly of brimstone until sunrise
8767 All within 50 yards smell strongly of manure for 1d4 days
8768 All within 50 yards suddenly have perfectly groomed hair
8769 All within 50 yards talk like 1930’s movie gangsters
8770 All within 50 yards think that a deity is in their midst
8771 All within 50 yards think that all others nearby are lying
8772 All within 50 yards think that all others nearby are on fire
8773 All within 50 yards think that fire is edible
8774 All within 50 yards think that they’re being attacked by zombies
8775 All within 50 yards think that they’re in a parallel universe
8776 All within 50 yards think that they’re standing in knee-deep snow
8777 All within 50 yards think that they’ve suffered massive injuries
8778 All within 50 yards think they’ll die unless they remain standing
8779 All within 50 yards think they’ve shrunk by 90%
8780 All within 50 yards throw their weapons as far as they can
8781 All within 50 yards vanish for 3d10 rounds
8782 All within 50 yards weep hysterically but can act normally
8783 All within 50 yards who are injured smell strongly of peppermint
8784 All within 50 yards who are not bleeding fall unconscious
8785 All within 50 yards who are now bleeding fall unconscious
8786 All within 50 yards who breathe air suffocate for 2d10 rounds
8787 All within 50 yards will be fully healed at the end of 3d8 rounds
8788 All within 50 yards will become undead when they die
8789 All within 50 yards will die if any one of them dies before dawn
8790 All within 50 yards witness a miraculous manifestation of a deity
8791 All wood within one mile is fireproof for 1d4 weeks
8792 All worked stone within 50 yards absorbs water like a sponge
8793 All worked stone within 50 yards begins eroding rapidly
8794 All worked stone within 50 yards blazes with illusory flame
8795 All worked stone within 50 yards clangs like bronze bells
8796 All worked stone within 50 yards hums audibly in moonlight
8797 All worked stone within 50 yards increases in size by 1d100%
8798 All worked stone within 50 yards is as shiny as a mirror
8799 All worked stone within 50 yards is briefly plant as soft clay
8800 All worked stone within 50 yards is clear like glass
8801 All worked stone within 50 yards is etched with blasphemous runes
8802 All worked stone within 50 yards is now 3d100° colder
8803 All worked stone within 50 yards is water soluble
8804 All worked stone within 50 yards oozes blood for 1d4 hours
8805 All worked stone within 50 yards returns to its natural state
8806 All worked stone within 50 yards turns to ice
8807 All written text within 50 yards appears reversed in sunlight
8808 All written text within 50 yards can only be read by moonlight
8809 All written text within 50 yards hums audibly while being read
8810 All written text within 50 yards is reversed
8811 All written text within 50 yards shrinks by 50%
8812 An ancient battle is endlessly reenacted on this site by ghosts
8813 An animal species native to the area acquires sentience
8814 An animal species native to the area actually controls the throne
8815 An animal species native to the area is now immune to magic
8816 An animal species native to the area quickly goes extinct
8817 An arrogant, inarticulate twit achieves great political power
8818 An asteroid 1d20 miles in diameter strikes the planet near here
8819 An enormous fishing net settles over a 100 yard radius
8820 An enormous cache of D-Cell batteries is found nearby
8821 All worked stone within 50 yards blazes with illusory flame
8822 An enormous cache of classified documents is found nearby
8823 An enormous castle formed entirely of ice appears nearby
8824 An enormous fishing net settles over a 100 yard radius
8825 An enormous head of sculpted stone bursts from the ground
8826 An enormous fish or beloved dog appears nearby
8827 An enormous spider lair is found nearby
8825 An enormous oak tree appears at the target point
8826 An enormous sand castle appears at the target point
8827 An enormous volume of acid smoke spews from the target point
8828 An exact copy of the moon appears 180° away from the original one
8829 An experimental forge in a nearby town achieves critical mass
8830 An incredibly dangerous and powerful artifact appears nearby
8831 An incredibly dangerous toxic is released into a nearby river
8832 An incredibly foul entity is summoned to the target point
8833 An ingot of metallic hydrogen appears at the target point
8834 An ingot of neutronium appears at the target point
8835 An ingot of some impossible metal appears at the target point
8836 An intoxicatingly delightful scent issues from the target point
8837 An intricate maze of panels of ice sprouts in a 100 yard radius
8838 An intricate maze of tall hedges sprouts in a 100 yard radius
8839 An intricate sculpture of blown glass appears at the target point
8840 An invisible, whistling octopus slithers through the area
8841 An overpoweringly foul stench issues from the target point
8842 An unusually virulent form of plague breaks out in a nearby town
8843 Ants appear to swarm on all blades within 50 yards
8844 Any active charms and enchantments nearby are negated until dawn
8845 Any alcoholic beverages within 50 yards are now 10X as potent
8846 Any alcoholic beverages within 50 yards become powerfully toxic
8847 Any alcoholic beverages within 50 yards combat violently
8848 Any alcoholic beverages within 50 yards induce temporary insanity
8849 Any alcoholic beverages within 50 yards turn to mercury
8850 Any artifacts within 50 miles become non-functional for 2d6 days
8851 Any beneficial enchantments now in effect nearby are dispelled
8852 Any blades currently sheathed nearby make their sheathes combust
8853 Any blood spilled in this area combusts on contact with water
8854 Any blood spilled in this area discolors the ground
8855 Any charged magical items nearby are fully recharged
8856 Any charged magical items nearby are triggered upon their owners
8857 Any charged magical items nearby can’t be used until tomorrow
8858 Any charged magical items nearby lose 1d10 charges
8859 Any exposed rock nearby is polished as smooth as glass
8860 Any fireball cast nearby is 1% likely to scorch a one mile radius
8861 Any fires now burning within 10 miles are extinguished
8862 Any fires now burning within 10 miles exude hallucinogenic smoke
8863 Any fires now burning within 10 miles provide no heat
8864 Any fires now burning within 10 miles provide no light
8865 Any fires now burning within 10 miles turn into pools of water
8866 Any fires now burning within 50 yards quadruple in size
8867 Any fires now burning within ten miles attract undead like moths
8868 Any food now in this area tastes strongly of blood
8869 Any food now within 50 yards induces madness when eaten
8870 Any food now within 50 yards induces drowsiness when eaten
8871 Any food now within 50 yards induces madness when eaten
8872 Any food now within 50 yards turns to iron
8873 Any food now within 50 yards will turn to lead when consumed
8874 Any gold nearby is invisible in sunlight
8875 Any gold within 50 yards liquefies
8876 Any ice or snow within 10 miles can’t melt for 1d12 months
8877 Any ice or snow within 10 miles feels painfully hot to the touch
8878 Any magical protections now in place nearby are negated
8879 Any magical seals or locks within one mile are negated
8880 Any magical seals or locks within one mile are permanently sealed
8881 Any magical seals or locks within one mile shine like the sun
8882 Any magical symbols, glyphs, or seals within 50 yards are negated
8883 Any magical traps within one mile are triggered
8884 Any meat eaten nearby in the last 24 hours was human flesh
8885 Any nearby outcroppings of rock burst into flame
8886 Any nearby water in a container becomes carbonated
8887 Any nearby water in a container becomes heavily chlorinated
8888 Any non-living wood within one mile becomes clear like glass
8889 Any open wounds in the area heal into scars shaped like runes
8890 Any open wounds in the area heal into ugly, purplish scars
8891 Any outstanding campaign plot inconsistencies are hereby resolved
8892 Any pack animals within one mile race away at top speed
8893 Any priest nearby is 10% likely to think he’s his god
8894 Any ranged spells cast nearby are delayed for 3d10 rounds
8895 Any ranged spells cast nearby have a range of zero
8896 Any range-zero spells cast nearby affect someone else instead
8897 Any range-zero spells cast nearby last only one round
8898 Any scroll cases within 50 yards are sealed for 1d100 years
8899 Any scroll cases within 50 yards digest their contents
8900 Any spells currently in effect within 100 yards are negated
8901 Any standing water within 50 yards boils violently
8902 Any standing water within 50 yards can be used as a scrying pool
8903 Any water now within 50 yards can never be frozen
8904 Any Wishes thus far granted to any within 50 yards are negated
8905 Any wood now within 50 yards provides no heat if burned
8906 Any wooden structures within one mile turn to durable stone
8907 Anyone bearing a holy symbol nearby is healed for 1d4 hit points
8908 Anyone bearing a holy symbol nearby loses 1d10 hit points
8909 Anyone carrying a blanket nearby is swarmed by thousands of moths
8910 Anyone carrying a blanket nearby is thrown 1d100 yards
8911 Anyone carrying a blanket nearby is tightly swaddled in it
8912 Anyone carrying a blanket nearby is unable to sleep for 3d10 days
8913 Anyone carrying food nearby is arrested for smuggling contraband
8914 Anyone carrying food nearby is swarmed by countless wasps
8915 Anyone currently bleeding nearby is stricken with plague
8916 Anyone currently bleeding nearby wakes tomorrow in prison
8917 Anyone currently wielding a weapon nearby is stricken with brutal
8918 Anyone in armor within 10 yards can’t breathe for 2d10 rounds
8919 Anyone in armor within 10 yards can’t remove it for 1d10 days
8920 Anyone in armor within 10 yards is afraid of magic for 2d8 rounds
8921 Anyone in armor within 10 yards is attacked by a magical wolf
8922 Anyone in armor within 10 yards is immune to magic for 1d4 rounds
8923 Anyone in armor within 10 yards is pelted by hail for 3d10 rounds
8924 Anyone in armor within 10 yards is thrown 1d10 yards
8925 Anyone in armor within 10 yards loses 1d6 hit points
8926 Anyone in armor within 10 yards regains 1d6 hit points
8927 Anyone in armor within 10 yards sneezes repeatedly for 3d6 rounds
8928 Anyone leaving the area finds that 1d4 weeks have passed
8929 Anyone nearby and facing the target point disappears until dawn
8930 Anyone nearby and facing the target point is blinded until dawn
8931 Anyone nearby and facing the target point is blown back 6d10 feet
8932 Anyone nearby and facing the target point is covered by moss
8933 Anyone nearby and facing the target point is covered in soot
8934 Anyone nearby and facing the target point is doused with flour
8935 Anyone nearby and facing the target point is obsessed with magic
8936 Anyone nearby and facing the target point is paralyzed until dawn
8937 Anyone nearby and facing the target point is suddenly naked
8938 Anyone nearby and facing the target point loses all hair
8939 Anyone nearby and facing the target point runs to a nearby river
8940 Anyone nearby and less than five feet tall grows 1d6 inches
8941 Anyone nearby and less than five feet tall vanishes for 1d4 days
8942 Anyone nearby and more than five feet tall runs 1d10 miles away
8943 Anyone nearby and more than five feet tall shrinks to that height
8944 Anyone nearby and not wearing armor is attacked by huge wasps
8945 Anyone nearby and not wearing armor loses 1d4 hit points
8946 Anyone nearby at full hit points is fined 1d100 gold pieces
8947 Anyone nearby at full hit points is immune to poison gas
8948 Anyone nearby at full hit points is reduced to 1d4 hit points
8949 Anyone nearby bearing a flag or standard is struck by lightning
8950 Anyone nearby bearing a flag or standard shrinks by 25%
8951 Anyone nearby can never be teleported while wearing clothes
8952 Anyone nearby can never drown while barefoot
8953 Anyone nearby and facing the target point is doused with flour
8954 Anyone nearby who ate in the past 1d4 hours is ravenously hungry
Celestial voices resonate in the air for 1d10 turns.
Blood sprays from the target point like water from a hose.
Blinding smoke issues from the ground when magic is cast nearby.
Arcane magic is impossible within 10 miles for 1d4 hours.
Anyone within 50 yards who is of Elfish descent is arrested.
Anyone wielding a sword nearby loses 1d4 fingers for 1d4 weeks.
Anyone using magic nearby is intensely attractive for 1d4 rounds.
Anyone using magic nearby glows a pale green hue for 24 hours.
Anyone slain nearby turns instantly to stone.
Anyone slain nearby issues cryptic prophecy before dying.
Anyone slain nearby is revealed to be a doppelganger.
Anyone slain nearby completely fossilizes in 1d4 rounds.
Anyone now standing on bare earth nearby regains 1d10 hit points.
Anyone nearby with more than 50 gold pieces loses all wealth.
Anyone nearby with bloodstained clothes is revered as a prophet.
Anyone nearby with an axe is totally invulnerable for 1d6 rounds.
Anyone nearby with an axe is suddenly carrying a lute or guitar.
Anyone nearby with an axe is desperate to fell the nearest tree.
Anyone nearby with a blade other than a sword can't locate it.
Anyone nearby wielding a missile weapon is acutely near-sighted.
Anyone nearby who spilled blood by moonlight is stricken blind.
Anyone nearby who's slain by a zombie will become a zombie.
Anyone nearby with an axe is suddenly holding an ingot of lead.
Anyone nearby with a small skull is suddenly holding a chicken.
Anyone nearby with a chicken is suddenly holding a bucket of chum.
Anyone nearby with a bucket of chum is suddenly holding a block of dry ice.
Anyone nearby with a block of dry ice is standing in a small bucket.
Everyone within 50 yards appears to radiate intense evil.
Events now happening nearby are actually happening 500 years ago.
Distances in this area are very difficult to judge accurately.
Displays of hostile emotion are impossible nearby for 6d10 rounds.
Everyone within one mile is stricken with intense apathy.
Everyone within one mile is chained together.
Everyone within one mile identifies someone nearby as a deity.
Every tree within one mile has a small diamond in his pocket.
Everyone within 50 yards has a red hot coal in his mouth.
Everyone within 50 yards has a live cobra in his pocket.
Everyone within 50 yards has a live salmon in his pocket.
Everyone within 50 yards has a lump of quartz in his pocket.
Everyone within 50 yards has an iron ring around his wrist.
Everyone within 50 yards has a 2% chance to explode.
Everyone within 50 yards has 1d6 orc's teeth in his pocket.
Everyone within 50 yards has 1d100 gold pieces in his pocket.
Everyone within 50 yards is suddenly indoors (or outdoors).
Everyone within 50 yards is suddenly holding a wooden cup full of wine.
Everyone within 50 yards is holding an ice cream cone.
Everyone within 50 yards is stamped with the king's royal seal.
Everyone within 50 yards is standing in a small bucket.
Everyone within 50 yards is suddenly exhausted.
Everyone within 50 yards is suddenly holding a block of dry ice.
Everyone within 50 yards is suddenly holding a bucket of chum.
Everyone within 50 yards is suddenly holding a wooden cup full of wine.
Every tree within one mile has a small diamond in his pocket.
Every tree within one mile is chained together.
Everyone nearby gains a language known only to those in this area.
Everyone nearby within 10 yards is chained together.
Everything within 50 yards appears to be lit by blacklight.
Everything within 5 feet radiates strong magic for one year.
Everyone within one mile is stricken with intense apathy.
Everyone within one mile identifies someone nearby as a deity.
Everyone nearby gains a language known only to those in this area.
Everyone nearby within 10 yards is chained together.
Everything within 50 yards appears to be lit by blacklight.
Everything within 5 feet radiates strong magic for one year.
Hundreds of hungry dogs appear in the vicinity
Hundreds of highly venomous snakes emerge from the ground
Huge, cryptic symbols appear on the side of a nearby mountain
Huge animal-shapes are traced in the soil in a one mile radius
Horses tend to throw their riders while traveling in this area
Horrific, deafening laughter echoes through the area for one week
Highly flammable gas sprays from the target point
In this region, Dwarves consider clothing to be unnecessary
In this region, Dwarves are considered a rare delicacy
In this region, arcane magic is blamed for all kinds of disasters
In this area, sunlight seems 1d4 times as bright as normal
In this area, non-magical metal is invisible under moonlight
In this area, moonlight causes sound to be stifled
If indoors, the building vanishes; if not, roll again
If indoors, the building shrinks by 50%; if not, roll again
Icy mist issues from the target for 1d4 days
Ice cold water sprays from the ground beneath the target point
Hurricane-strength winds swirl around the target point
Hallucinogenic mist billows from the target point until sunset
Half the planet spins clockwise, the other half counter-clockwise
Half of the planet vanishes, but the remaining half is stable
Half of the people nearby are half-invisible to the other half
From now on, all within 50 yards are left-handed
Food eaten within one mile of this spot gives no nutrition
Food eaten within one mile provides twice the normal nutrition
For 1d10 rounds, air within 50 yards is as opaque as steel
For 1d10 rounds, all wood within 50 yards is water soluble
For 1d10 rounds, any spells cast nearby turn their casters yellow
For 1d10 rounds, water is highly toxic to all within 50 yards
For 1d4 days, fires lit nearby are hot enough to melt steel
For 1d4 days, fires lit nearby are visible through metal or stone
For 1d4 days, fires lit nearby aren't warm enough to melt ice
For 1d6 months, all flame in the world is blue
For 2d4 rounds, the ground within 50 yards flexes like elastic
For 2d4 rounds, the ground within 50 yards turns to quicksand
For one month the moon appears as bright as the Sun
For one month the moon appears to fill half of the night sky
For one month the Sun appears only as bright as the full moon
For one month the Sun is invisible though it still provides light
For one month, any nearby priest has 10% chance to summon his god
For one turn, the area is lit only by countless flashbulbs
For one turn, the area is lit only by flickering candlelight
For one year, flashing lights accompany spells cast in this area
For one year, spells cast in this area last only one round
From now on, all, within 50 yards are lefthanded
From now on, all, within 50 yards look as wounded as they are now
Genocidal war breaks out between two or more major races
Gravity is skewed by 45° in this area until sunrise tomorrow
Gravity within 100 yards has no effect on wood
Half a ton of iron filings sprays from the target point
Half a ton of pureed carrots sprays from the target point
Half of the people nearby are half-invisible to the other half
Half of the people nearby are teleported 1d4 miles north
Half of the planet vanishes, but the remaining half is stable
Half the planet spins clockwise, the other half counter-clockwise
Hallucinogenic mist billows from the target point until sunset
Highly flammable gas sprays from the target point
Horrific, deafening laughter echoes through the area for one week
Horses tend to throw their riders while traveling in this area
Huge animal-shapes are traced in the soil in a one mile radius
Huge volumes of strongly emotic vapor spray from the target point
Huge, cryptic symbols appear on the side of a nearby mountain
Hundreds of highly venomous snakes emerge from the ground
Hundreds of hungry dogs appear in the vicinity
Hundreds of thousands of acorns fall from the sky
Hurricane-strength winds swirl around the target point
Ice cold water sprays from the ground beneath the target point
Ice suddenly covers the ground nearby to a depth of 1d6 inches
Icy mist issues from the target for 1d4 days
If indoors, all exits are sealed; if not, roll again
If indoors, the building is evacuated of air; if not, roll again
If indoors, the building shrinks by 50%; if not, roll again
If indoors, the building vanishes; if not, roll again
If the area is wooded, all nearby become lost; if not, roll again
In this area, moonlight causes sound to be stifled
In this area, non-magical metal is invisible under moonlight
In this area, sunlight seems 1d4 times as bright as normal
In this region, arcane magic is blamed for all kinds of disasters
In this region, Dwarves are considered a rare delicacy
In this region, Dwarves consider clothing to be unnecessary
In this region, gold is invulnerable to magic
In this region, hail has been falling for 2d4 days
In this region, it's been snowing for two weeks straight
In this region, missile weapons are considered cowardly
In this region, possession of gold is now a capital offense
In this region, the use of arcane magic is punishable by death
In this region, the use of magic items is heavily taxed
In this region, the use of priestly magic is strictly controlled
Innumerable glowing orbs emerge from the target point
It's suddenly night, lasting until dawn would normally occur
Jagged rocks erupt from the ground in a 100 yard radius
Large poppies bloom in a 100 yard radius from the target point
Lightning bolts issue from the spell's target point
Loud thunder booms overhead whenever magic is used in this area
Magic users are persecuted throughout this country
Magical healing is not possible within 10 miles
Magical healing is unreliable during daylight within 10 miles
Magical illusions are impossible within 10 miles for 2d4-1 days
Magical invisibility is forever impossible within 50 miles
Many thousands of birds soon take up residence in this area
Missile attacks are futile within 50 yards of the target point
Missiles fired nearby all fly toward the same creature
Missiles fired nearby are 5% likely to induce True Love
Missiles fired nearby can induce paralysis on a successful hit
Missiles fired nearby crash like thunder when they hit
Missiles fired nearby disintegrate while in flight
Missiles fired nearby explode into embers after 1d4 rounds
Missiles fired nearby fly straight up into the sky and vanish
Missiles fired nearby have an absolute range limit of 10 yards
Missiles fired nearby hit the spell's target point
Missiles fired nearby inflict damage only on a ToHit roll of 20
Missiles fired nearby invariably miss their targets
Missiles fired nearby leave colorful trails of light
Missiles fired nearby travel an additional 1d10 miles
Moonlight in this area induces extreme covetousness
Moonlight in this area induces extreme melancholy in Elves
Moonlight in this area induces furious bloodlust
Moonlight in this area induces pain in lycanthropes
Moonlight in this area induces panic in those of INT 14 or above
Moonlight in this area induces unrestricted lecherousness
Moonlight in this area is blood red
Natural animals in this area can readily detect magic
Natural animals respond badly to anyone now within 50 yards
Nearest bridge appears in the immediate area
Nearest bridge appears to be a rainbow
Nearest bridge appears to be made of thick fog
Nearest bridge cannot be crossed by anyone wearing footwear
Nearest bridge collapses after the next 1d6 people cross it
Nearest bridge is as pliant as rubber
Nearest bridge is burned
Nearest bridge is clear like glass
Nearest bridge is made of teeth
Nearest bridge is suddenly over troubled waters
Nearest bridge is takes 2d4 hours to cross
Nearest bridge opens like a drawbridge
Nearest bridge turns permanently invisible
Nearest building can only be entered by walking backwards
Nearest building is exactly duplicated at the target point
Nearest door appears at the target point
Nearest door is ajar
Nearest door is a portal to an ancient temple of a powerful deity
Nearest door opens to a point 1d10 days in the future
Nearest door opens to a point 1d10 miles in the air
Nearest door opens to the target point
Nearest doorway can't be traversed by anyone at full hit points
Nearest river now runs directly through this area
Nearest river now runs directly through the nearest town
Nearest river is permanently blood red but is otherwise unchanged
Nearest river is now 1d4X as deep as it was this morning
Nearest river is discovered to be artificial
Nearest river is damned
Nearest river freezes solid over the next 1d10 rounds
Nearest river conceals the entrance to a great underground empire
Nearest priest thinks he's being persecuted for his beliefs
Nearest priest realizes that he's worshipping the wrong deity
Nearest priest is wholly immune to arcane magic for 4d6 hours
Nearest priest is implicated in a scandal involving livestock
Nearest priest has secretly engaged in commendable charity work
Nearest priest finds a book of nice and accurate prophecies
Nearest priest falls badly out of favor with his deity
Nearest priest believes that someone nearby is his deity
Nearest priest believes that his deity is standing nearby
Nearest oak tree turns to solid gold
Nearest oak tree turns to bronze
Nearest oak tree turns to solid gold
Next person nearby to draw blood wakes tomorrow as a chimpanzee
Next person nearby to draw blood vanishes for 1d4 days
Next person nearby to draw blood thinks on fire
Next person nearby to draw blood shrinks by 8d10%
Next person nearby to draw blood never needs to sleep again
Next person nearby to draw blood is 10% likely to explode
Next person nearby to draw blood is 10% likely to crumble to dust
Next 1d4+1 spells cast in this area also trigger Chaos Bursts
Nearest wizard suspects that he's a fraud and a charlatan
Nearest wizard is unable to cast magic upon himself
Nearest wizard suspects that he’s a fraud and a charlatan
Next 1d4 people to draw weapons nearby fall unconscious
Next 1d4 people to draw weapons nearby forget how to use them
Next 1d4+1 spells cast in this area also trigger Chaos Bursts
Next area-effect magic used nearby affects only a single target
Next area-effect magic used nearby affects only males
Next fire-based magic used nearby causes panic in all who see it
Next fire-based magic used nearby detonates on its caster
Next fire-based magic used nearby produces cold instead of heat
Next fire-based magic used nearby produces impenetrable darkness
Next fire-based magic used nearby produces smoke but no fire
Next fire-based magic used nearby produces water instead of fire
Next person nearby to draw blood also loses that many hit points
Next person nearby to draw blood appears in the nearest prison
Next person nearby to draw blood becomes water soluble
Next person nearby to draw blood can use no weapon for 2d12 hours
Next person nearby to draw blood can't be blinded by smoke
Next person nearby to draw blood dies if he's wounded before dawn
Next person nearby to draw blood disgorges a large steel bowl
Next person nearby to draw blood gains that many hit points
Next person nearby to draw blood has a +4 ToHit bonus until dawn
Next person nearby to draw blood howls like a wolf under the moon
Next person nearby to draw blood is 10% likely to clatter into dust
Next person nearby to draw blood is 10% likely to explode
Next person nearby to draw blood is himself sprayed with blood
Next person nearby to draw blood is sought by the authorities
Next person nearby to draw blood is swarmed by innumerable bats
Next person nearby to draw blood is whisked away into the sky
Next person nearby to draw blood never needs to sleep again
Next person nearby to draw blood shrinks by 8d10%
Next person nearby to draw blood suffers extensive amnesia
Next person nearby to draw blood then tries to destroy his weapon
Next person nearby to draw blood thereafter thinks he’s a vampire
Next person nearby to draw blood thinks that on fire
Next person nearby to draw blood vanishes for 1d4 days
Next person nearby to draw blood wakes tomorrow as a chimpanzee
Next person nearby to draw blood wakes tomorrow soaked in blood
Next person nearby to miss an attack can't attack for 4d6 hours
9345 Next person nearby to miss an attack collapses into a deep coma
9346 Next person nearby to miss an attack cries like a baby until dawn
9347 Next person nearby to miss an attack shrieks wildly for 4d6 hours
9348 Next person nearby to say his name can't use magic for 1d10 days
9349 Next person nearby to say his name goes berserk
9350 Next person nearby to say his name is attacked by rodents
9351 Next person nearby to say his name is attacked by rabbits
9352 Next person nearby to say his name is healed for 2d6 hit points
9353 Next person nearby to say his name is targeted for assassination
9354 Next person nearby to say his name permanently forgets his name
9355 Next person nearby to say his name teleports into a nearby cave
9356 Next person nearby to say his name then runs away at top speed
9357 Next person nearby to say his name wakes 5d10 miles away tomorrow
9358 Next person nearby to speak finds that his mouth has vanished
9359 Next person nearby to speak is bound in coils of steel wire
9360 Next person nearby to speak is hurled 10d10 feet in the air
9361 Next person nearby to speak is thrown into a deep well
9362 Next person nearby to use magic becomes two dimensional
9363 Next person nearby to use magic is 5% likely to be disemboweled
9364 Next person nearby to use magic is enslaved to someone nearby
9365 Next person nearby to use magic is restored to full hit points
9366 Next person nearby to use magic is turned to wood
9367 Next person nearby to use magic is wrapped in a cocoon
9368 Next person nearby to use magic loses the ability to feel pain
9369 Next person nearby to use magic rises one level
9370 Next person nearby to use magic sees illusory giraffes everywhere
9371 Next person nearby to use magic then shuns all magic for 1d4 weeks
9372 Next person nearby to use magic turns bright pink for 1d4 weeks
9373 Next person nearby to use magic turns into a frog or a dove
9374 Next person nearby to use magic turns into a zombie for 1d8 days
9375 Next person nearby to use magic turns invisible above his nose
9376 Next person nearby to use profanity is fined 500,000 gold pieces
9377 Next person nearby to use profanity is stricken mute for one week
9378 Next person slain nearby crumbles into a heap of toxic ash
9379 Next person slain nearby disappears without a trace
9380 Next person slain nearby explodes messily
9381 Next person slain nearby flies into the air and vanishes
9382 Next person slain nearby has his skull and spine torn out
9383 Next person slain nearby haunts the area for hundreds of years
9384 Next person slain nearby is borne away by wonder-working dolphins
9385 Next person slain nearby is found to contain hundreds of mice
9386 Next person slain nearby is immediately breaded and deep-fried
9387 Next person slain nearby is immediately butchered like a deer
9388 Next person slain nearby is immediately plated in chrome
9389 Next person slain nearby is resurrected with full hit points
9390 Next person slain nearby is soon thereafter worshipped as a god
9391 Next person slain nearby is welcomed into his deity's pantheon
9392 Next person slain nearby never really existed
9393 Next person slain nearby slowly transforms into solid gold
9394 Next person slain nearby sputters about like a deflating balloon
9395 Next person slain nearby turns into a large swine as he dies
9396 Next person slain nearby was the offspring of a god
9397 Next person struck by magic nearby thinks he's a toddler
9398 Next person to be injured nearby is permanently crippled
9399 Next person to be injured nearby is restored to full hit points
9400 Next person to cross the nearest bridge turns into a troll
9401 Next plant-based magic used nearby turns its user to a scarecrow
9402 Next plant-based magic uses nearby turns its user to a vegetarian
9403 Next polymorph magic used nearby affects 1d4 other targets nearby
9404 Next polymorph magic used nearby affects a random target nearby
9405 Next polymorph magic used nearby can't be undone
9406 Next polymorph magic used nearby completely heals its caster
9407 Next polymorph magic used nearby doubles its caster's height
9408 Next polymorph magic used nearby is only 50% effective
9409 Next polymorph magic used nearby knocks its caster unconscious
9410 Next polymorph magic used nearby lapses after one round
9411 Next polymorph magic used nearby lasts for 1d100 days
9412 Next polymorph magic used nearby leaves its caster badly deformed
9413 Next polymorph magic used nearby makes its caster a quadruped
9414 Next polymorph magic used nearby splits its target in two
9415 Next polymorph magic used nearby turns its caster into a rooster
9416 Next polymorph magic used nearby turns its caster into its target
9417 Next polymorph magic used nearby turns its target into a whale
9418 Next polymorph magic used nearby turns its target to living metal
9419 Next polymorph magic used nearby turns its target to stone
9420 Next polymorph magic used nearby yields a random result
9421 Next spell cast in this area equally affects all within 50 yards
9422 Next spell cast in this area has a permanent duration
9423 Next weapon drawn nearby attacks its wielder
9424 Next weapon drawn nearby becomes twice as heavy as its wielder
9425 Next weapon drawn nearby can't cross running water
9426 Next weapon drawn nearby can't kill anyone while its owner lives
9427 Next weapon drawn nearby causes its wielder to distrust magic
9428 Next weapon drawn nearby chills to -20°
9429 Next weapon drawn nearby damages the sanity of its wielder
9430 Next weapon drawn nearby disintegrates if used to kill someone
9431 Next weapon drawn nearby fills its wielder with crippling fear
9432 Next weapon drawn nearby forces its wielder to attack his allies
9433 Next weapon drawn nearby hurls itself into the sky
9434 Next weapon drawn nearby ignites and burns like magnesium
9435 Next weapon drawn nearby inflicts only illusory damage
9436 Next weapon drawn nearby inflicts only minimum possible damage
9437 Next weapon drawn nearby instantly quadruples in size
9438 Next weapon drawn nearby is as soft as silk until sunset tomorrow
9439 Next weapon drawn nearby is attracted to the spell's target point
9440 Next weapon drawn nearby is instantly struck by lightning
9441 Next weapon drawn nearby makes its user's foes invisible to him
9442 Next weapon drawn nearby makes its wielder seem far more powerful
9443 Next weapon drawn nearby makes its wielder think he's immortal
9444 Next weapon drawn nearby makes its wielder think he's invisible
9445 Next weapon drawn nearby mimics its wielder's personality
9446 Next weapon drawn nearby pulses with strange lights and music
9447 Next weapon drawn nearby quickly becomes as hot as the Sun
9448 Next weapon drawn nearby seizes control of its wielder's body
9449 Next weapon drawn nearby vanishes until the melee is over
9450 Next weapon drawn nearby was stolen from the royal armory
9451 Next weapon nearby to draw blood appears to be horribly evil
9452 Next weapon nearby to draw blood attracts a demon's attention
9453 Next weapon nearby to draw blood becomes invisible to its wielder
9454 Next weapon nearby to draw blood becomes legendary
9455 Next weapon nearby to draw blood can thereafter cut through steel
9456 Next weapon nearby to draw blood can't draw blood for 1d4 weeks
9457 Next weapon nearby to draw blood ceases to exist
9458 Next weapon nearby to draw blood doubles in length until sunrise
9459 Next weapon nearby to draw blood glows in the presence of humans
9460 Next weapon nearby to draw blood has been used to murder a king
9461 Next weapon nearby to draw blood heats to 800°
9462 Next weapon nearby to draw blood imparts visions of perdition
9463 Next weapon nearby to draw blood induces bloodlust in its wielder
9464 Next weapon nearby to draw blood induces envy in its wielder
9465 Next weapon nearby to draw blood induces lethargy in its wielder
9466 Next weapon nearby to draw blood induces mad panic in its wielder
9467 Next weapon nearby to draw blood induces pacifism in its wielder
9468 Next weapon nearby to draw blood induces leprosy
9469 Next weapon nearby to draw blood is +1 ToHit for one week
9470 Next weapon nearby to draw blood is 10% likely to disintegrate
9471 Next weapon nearby to draw blood is 10% likely to explode
9472 Next weapon nearby to draw blood is -2 ToHit for one month
9473 Next weapon nearby to draw blood is 25% likely to turn to ice
9474 Next weapon nearby to draw blood is coveted by dragons
9475 Next weapon nearby to draw blood is discovered to be a cheap copy
9476 Next weapon nearby to draw blood is discovered to be an illusion
9477 Next weapon nearby to draw blood is encased in a plaster cast
9478 Next weapon nearby to draw blood is forever indestructible
9479 Next weapon nearby to draw blood is found to be a mighty artifact
9480 Next weapon nearby to draw blood is fused to its wielder’s hand
9481 Next weapon nearby to draw blood is replaced by an imperfect copy
9482 Next weapon nearby to draw blood is sicken with blood
9483 Next weapon nearby to draw blood is struck by lightning 1d6 times
9484 Next weapon nearby to draw blood is suddenly as light as hydrogen
9485 Next weapon nearby to draw blood is thereafter highly flammable
9486 Next weapon nearby to draw blood is thereafter stolen by goblins
9487 Next weapon nearby to draw blood is worth 100X its normal value
9488 Next weapon nearby to draw blood knocks its wielder unconscious
9489 Next weapon nearby to draw blood laughs malevolently until sunset
9490 Next weapon nearby to draw blood leaps 1d4 months into the future
9491 Next weapon nearby to draw blood makes its wielder smell horrible
9492 Next weapon nearby to draw blood quickly ages 1d10000 years
9493 Next weapon nearby to draw blood returns to its original owner
9494 Next weapon nearby to draw blood returns to this spot in 6d6 days
9495 Next weapon nearby to draw blood sinks 1d10 feet into the ground
9496 Next weapon nearby to draw blood soaks its wielder in blood
9497 Next weapon nearby to draw blood sprouts thorny projections
9498 Next weapon nearby to draw blood suddenly weighs 1d4 tons
9499 Next weapon nearby to draw blood suffers an inconvenient curse
9500 Next weapon nearby to draw blood teleports to some dragon’s hoard
9501 Next weapon nearby to draw blood thereafter craves blood
9502 Next weapon nearby to draw blood thereby fulfills a prophecy
9503 Next weapon nearby to draw blood vanishes if that victim dies
9504 Next weapon nearby to draw blood was forged on another planet
9505 Next weapon nearby to draw blood will vanish if it’s cleaned
9506 Next weapon nearby to draw blood winds up at the bottom of a well
9507 Night falls in 1d4 rounds and lasts 2d4-1 days
9508 No bipedal creatures can come within 10 yards of the target point
9509 No bipedal creatures can speak within 100 yards of this place
9510 No blade within one mile can be sharpened for 1d4 weeks
9511 No blade within one mile can cut live flesh until noon tomorrow
9512 No females within 50 yards can be injured by males for 6d8 hours
9513 No females within one mile can speak until sunset tomorrow
9514 No males within one mile can be injured for 1d4 rounds
9515 No males within one mile can speak until sunset tomorrow
9516 No memory, record, or evidence exists about the last 1d10 turns
9517 No one currently wearing shoes nearby can speak until dawn
9518 No one currently wearing shoes nearby can use magic for one week
9519 No one in the world can die or be slain for 3d8 hours
9520 No one in the world can sleep for 1d6 days
9521 No one in the world can speak for 10d10 rounds
9522 No one in the world can tell a lie for the next 24 hours
9523 No one nearby can eat food for 1d8 days
9524 No one nearby can teleport or be teleported for 1d4 years
9525 No one nearby can use any form of scrying magic for one year
9526 No one within 1,000 miles can successfully cast Dispel Magic
9527 No one within 1,000 miles knows the spell Remove Curse
9528 No one within 50 yards benefits from healing magic for 1d10 weeks
9529 No one within 50 yards can cross running water for 1d4 days
9530 No one within 50 yards can draw a weapon for 1d10 rounds
9531 No one within 50 yards can leave the area for 4d6 hours
9532 No one within 50 yards can see artificial light sources
9533 No one within 50 yards can speak until dawn
9534 No one within 50 yards can use rope or the like for 2d4 days
9535 No one within 50 yards can wear armor for 1d6 days
9536 No one within 50 yards ever again feels hunger
9537 No one within 50 yards has eaten in 3d4 days
9538 No one within 50 yards has slept in 4d6 days
9539 No one within 50 yards is welcome in any city within 100 miles
9540 No one within 50 yards needs to breathe until dawn tomorrow
9541 No one within 50 yards needs to eat for the next month
9542 No one within 50 yards trusts anyone else for 1d6 hours
9543 No plants can ever grow again within 50 yards of the target point
9544 No precipitation falls within 10 miles for 4d6 months
9545 Non-magical gold is toxic to all within 50 yards
9546 Non-sentient animals shun this area forever
9547 Numerous fires erupt in the nearest town
9548 One magic potion nearby is instantly lethal
9549 One magic potion nearby will trigger a Chaos Burst when consumed
9550 One random sword nearby is 40% likely to heal instead of wound
9551 One random sword nearby is bent like a horseshoe
9552 One random sword nearby is duplicated under every full moon
9553 One random sword nearby is permanently blunted
9554 One random sword nearby is razor-sharp and indestructible
9555 One random sword nearby leaves faint rainbow streaks in the air
9556 One random sword nearby opens like an umbrella
9557 One random sword nearby protects its owner against natural acid
9558 One random sword nearby protects its owner against natural cold
9559 One random sword nearby protests loudly when wielded in combat
9560 One random sword nearby turns into a flock of doves
9561 One random sword nearby was forged in the fires of hell by demons
9562 One random sword nearby will explode on contact with blood
9563 One suit of armor nearby becomes free-willed and belligerent
9564 One suit of armor nearby fuses into a single piece
9565 One suit of armor nearby heats to 600° the next time it’s struck
9566 One suit of armor nearby is burned to slag
9567 Plans for a perpetual motion device appear at the target point
9568 Popular opinion nearby is sharply opposed to the use of magic
9569 Poverty is rampant because employers hire cheap kobold laborers
9570 Priestly magic is impossible within 10 miles for 1d4 hours
9571 Racial bigotry flares up within a 100 mile radius for 1d4 weeks
9572 Rats and similar vermin are drawn to this area in great numbers
9573 Ruins discovered nearby hint at an ancient, advanced civilization
9574 Scalding steam sprays violently from the spell’s target point
9575 Seawater is highly toxic to all within 50 yards
9576 Several large saw blades whir through the area for 2d6 rounds
9577 Shadows in this area seem to conceal malicious, mischievous imps
9578 Small pebbles pelt all within 50 yards who aren’t wearing armor
9579 Snow falls heavily in the area for 2d4-1 days and nights
9580 Some dangerous anachronistic beast appears at the target point
9581 Some magic item nearby absorbs its owner and becomes an artifact
9582 Some magic item nearby gives off highly toxic light
9583 Some major race dies out in the next 2d4 years
9584 Some major race splits into two incompatible sub-species
9585 Some non-magical animal nearby becomes immortal
9586 Some non-magical animal nearby suddenly has 25 Intelligence
9587 Someone nearby acquires 10% magic resistance
9588 Someone nearby adopts a new mentor each day
9589 Someone nearby always thinks that it’s raining
9590 Someone nearby attacks nobles on sight
9591 Someone nearby attracts 2d10 followers who think he’s a prophet
9592 Someone nearby awakens tomorrow in a stone sepulcher
9593 Someone nearby babbles about cone-shaped beings who took his mind
9594 Someone nearby becomes intensely covetous of others’ magic items
9595 Someone nearby briefly turns into a rooster at every sunrise
9596 Someone nearby can become a zombie for 1d6 hours per week
9597 Someone nearby can breathe only underwater for 4d6 hours
9598 Someone nearby can leap across streams or rivers with ease
9599 Someone nearby can never sit or lie down again
9600 Someone nearby can now only be wounded by magic or silver weapons
9601 Someone nearby can prove that all within 50 yards died years ago
9602 Someone nearby can regenerate 1 hit point per hour for 1d4 weeks
9603 Someone nearby can shrink to half his height at will
9604 Someone nearby can speak only in a whisper
Someone nearby can exist on twigs and grasses
Someone nearby can survive 1d4 beheadings
Someone nearby can turn invisible by holding a toad in his mouth
Someone nearby can’t approach within 10 yards of an open door
Someone nearby can’t be harmed by any non-ferrous metal
Someone nearby can’t be harmed by smoke
Someone nearby can’t be physically harmed by demons
Someone nearby can’t move his arms in daylight
Someone nearby claims to speak for the creator of the universe
Someone nearby dances like a marionette for 1d10 rounds
Someone nearby develops a radical new philosophy of magic
Someone nearby discovers solid proof that he doesn’t really exist
Someone nearby discovers solid proof that no deities really exist
Someone nearby digresses 1d6 large housecats
Someone nearby digresses 1d6 severed hands
Someone nearby digresses a ton bucket of hot coals
Someone nearby doubles in weight in each of the next 1d8 rounds
Someone nearby engages in frenetic calisthenics for 1d12 hours
Someone nearby feels crushing humiliation while in sunlight
Someone nearby feels intensely cold in the presence of horses
Someone nearby finds a book detailing horrific summoning rites
Someone nearby finds a complete map of his own nervous system
Someone nearby finds a large cloth bearing a bearded man’s image
Someone nearby finds a potion that causes its drinker to explode
Someone nearby finds a potion that changes its drinker’s sex
Someone nearby finds a potion that cures any non-magical disease
Someone nearby finds a potion that doubles its drinker’s age
Someone nearby finds a potion that halves its drinker’s age
Someone nearby finds a potion that turns its drinker into a gnome
Someone nearby finds a potion that turns its drinker into a tree
Someone nearby finds a potion that turns its drinker to sand
Someone nearby finds a tunnel running straight through the planet
Someone nearby finds an apparently simple wooden cup
Someone nearby finds his own severed head from some future time
Someone nearby flies into a terrible rage when he sees magic used
Someone nearby forever refuses to believe that magic truly exists
Someone nearby fosters rumors that he’s a demigod
Someone nearby gains 10d100 experience points
Someone nearby glows from within as though he’s swallowed a torch
Someone nearby gains 10d100 experience points
Someone nearby is the illegitimate child of some local ruler
Someone nearby is tattooed head to toe with graphic, lurid scenes
Someone nearby is suddenly hideously deformed
Someone nearby is stung by 1d1000 bees
Someone nearby is sentenced to be executed for heresy
Someone nearby is immobilized at the spell’s target point
Someone nearby is immune to all priestly magic for 1d12 months
Someone nearby is immune to bludgeoning weapons for 1d8 hours
Someone nearby is immune to poison, but meat is toxic to him
Someone nearby is immune to stabbing weapons for 1d4 days
Someone nearby is immune to the spell that triggered this Burst
Someone nearby is implicated in a scandal involving livestock
Someone nearby is infected with a malign, intelligent parasite
Someone nearby is known to have destroyed one hundred dragon eggs
Someone nearby is possessed by 1d8 demons
Someone nearby is revealed to be a colony of intelligent insects
Someone nearby is revealed to be many centuries old
Someone nearby is revealed to be of demonic heritage
Someone nearby is said to be the last prophet of a dying religion
Someone nearby is savaged by vicious, invisible dogs
Someone nearby is sentenced to be executed for heresy
Someone nearby is sheathed in candle wax
Someone nearby is stung by 1d1000 bees
Someone nearby is suddenly dressed in provocative leather attire
Someone nearby is suddenly hideously deformed
Someone nearby is tattooed head to toe with graphic, lurid scenes
Someone nearby is the illegitimate child of some local ruler
Someone nearby is the subject of a vivisectionist’s experiments
Someone nearby is torn asunder by dozens of feral children
Someone nearby is unable to bend his legs until sunrise
Someone nearby is unburied from the ground until sunset
Someone nearby is wearing a suit of the finest sheer silk
Someone nearby is wearing a suit of gold plate armor
Someone nearby is wearing a suit of the finest sheer silk
Someone nearby leaves footprints that smolder harmlessly
Someone nearby must be killed before he destroys us all
Someone nearby must be restrained or he’ll cut off his own hands
Someone nearby must eat 2X as much food as normal to survive
Someone nearby must Save each day or lose 5d100 experience points
Someone nearby must Save each day or grow slightly more frog-like
Someone nearby is unable to move from this area until sunrise
Someone nearby is wearing a suit of solid gold plate armor
Someone nearby is carrying an incredible virulent plague
Someone nearby is certain that he’s immune to poison
Someone nearby is chained high in the branches of a nearby tree
Someone nearby is completely fireproof for one year
Someone nearby is completely immune to non-magical poisons
Someone nearby is convinced that he’ll be eternally damned
Someone nearby is covered with countless hideous and fetid scabs
Someone nearby is crushed as though at the bottom of the ocean
Someone nearby is discovered to be a spy
Someone nearby is discovered to be dangerously sociopathic
Someone nearby is doomed to die in a horridly embarrassing manner
Someone nearby is dragged bodily to hell
Someone nearby is dragged into the sea by hideous fish-people
Someone nearby is drawn and quartered
Someone nearby is encased up to his chin in a large glass cube
Someone nearby is entangled in a massive snarl of ribbons
Someone nearby is exempt from all laws concerning public decency
Someone nearby is fataly compressed into a small cube
Someone nearby is fatly compressed into a small cube
Someone nearby finds a simple wooden cup
Someone nearby finds a tunnel running straight through the planet
Someone nearby is the last prophet of a dying religion
Someone nearby is revealed to be many centuries old
Someone nearby is revealed to be of demonic heritage
Someone nearby is said to be the last prophet of a dying religion
Someone nearby is savaged by vicious, invisible dogs
Someone nearby is sentenced to be executed for heresy
Someone nearby is sheathed in candle wax
Someone nearby is stung by 1d1000 bees
Someone nearby is suddenly dressed in provocative leather attire
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Someone nearby is wearing a suit of solid gold plate armor
Someone nearby is wearing a suit of the finest sheer silk
Someone nearby leaves footprints that smolder harmlessly
Someone nearby must be killed before he destroys us all
Someone nearby must be restrained or he’ll cut off his own hands
Someone nearby must eat 2X as much food as normal to survive
Someone nearby must Save each day or lose 5d100 experience points
Someone nearby must Save each day or permanently lose a hit point
Someone nearby must Save vs Death or becomes poisoned to him
Someone nearby must Save vs Death or become a paper mache statue
Someone nearby must Save vs Death or freeze solid
Someone nearby must Save vs Death or grow supernaturally ugly
Someone nearby must Save vs Death or grow terrifyingly beautiful
Someone nearby must Save vs Death or his bones turn to soap
Someone nearby must Save vs Death or his clothing attacks him
Someone nearby must Save vs Death or his clothing turns to gold
Someone nearby must Save vs Death or his head doubles in size
Someone nearby must Save vs Death or his skin burns from his body
Someone nearby must Save vs Death or his teeth turn to glass
Someone nearby no longer heals naturally
Someone nearby no longer needs to breathe
Someone nearby no longer needs to eat
Someone nearby now has a blowhole but no nose
Someone nearby now has baleen instead of conventional teeth
Someone nearby now has three legs spaced evenly around his pelvis
Someone nearby now has two feet jutting from each ankle
Someone nearby owns the deed to the soul of someone else nearby
Someone nearby pitches a wacky investment scheme to the king
Someone nearby realizes that he's a dragon in humanoid form
Someone nearby realizes that he's been dead for centuries
Someone nearby realizes that he's carrying a dangerous artifact
Someone nearby realizes that he's just a fictional character
Someone nearby realizes that he's the avatar of a deity
Someone nearby realizes that his hands are someone else's hands
Someone nearby realizes that his skin is slowly dissolving
Someone nearby recalls being tortured by someone else nearby
Someone nearby refers to some noble as "Lord Manure of Excrement"
Someone nearby remembers 1d4 fictitious past lives
Someone nearby renounces all possessions and becomes an ascetic
Someone nearby rings like a bell whenever he sees magic used
Someone nearby sees the figure of Death standing beside him
Someone nearby sets fire to a tree and climbs into its branches
Someone nearby shows all the signs of late-term pregnancy
Someone nearby shrinks in horror until sunrise tomorrow
Someone nearby shrinks by 1d100%
Someone nearby shrinks by 50% from the waist up
Someone nearby smells like a corpse in the presence of magic
Someone nearby speculates about the virtues of dwarf-skin leather
Someone nearby sprays blood-red foam from his nose for 1d6 rounds
Someone nearby sprouts a troll's arm from the center of his chest
Someone nearby sprouts a turtle's shell atop his head
Someone nearby sprouts hideous, non-functional bat wings
Someone nearby sprouts inflatable sacs from his shoulder blades
Someone nearby sprouts ornate feathers from his tongue
Someone nearby sprouts plates from his back like a stegosaurus
Someone nearby sprouts a neck like a giraffe
Someone nearby suddenly has eight eyes like a spider
Someone nearby suddenly has eight legs
Someone nearby suddenly has feet like a chicken
Someone nearby suffers cannibalistic mania while his allies sleep
Someone nearby suspects that he's trying to kill himself
Someone nearby swallowed a small explosive device this morning
Someone nearby teleports 1d10 yards in each of 1d4 rounds
Someone nearby thinks he can snuff fires by sitting in them
Someone nearby thinks he'll die if he says his name in moonlight
Someone nearby thinks he's invisible in the presence of royalty
Someone nearby thinks he's the last survivor of an extinct race
Someone nearby thinks that he smells like a corpse
Someone nearby tries suicide with the next silver weapon he sees
Someone nearby tries to swallow his own arm, elbow first
Someone nearby triggers a Burst when he next crosses a bridge
Someone nearby triggers a Burst when he next traverses a doorway
Someone nearby truly believes that he's a prophesized redeemer
Someone nearby turns to a heap of gold dust
Someone nearby turns to a heap of moist sand
Someone nearby turns to salt over the next 1d8 days
Someone nearby turns to stone over the next 5d6 days
Someone nearby turns to water
Someone nearby turns to wood when he drops to one hit point
Someone nearby vanishes and is replaced by a handsome wax replica
Someone nearby wakes tomorrow in the king's torture chamber
Someone nearby wakes tomorrow in a roc's nest
Someone nearby weeps tears of honey when he feels pain
Someone nearby who can read is rendered illiterate for 1d4 weeks
Someone nearby who can't read can suddenly read 1d6 languages
Someone nearby who has never before used magic finds an artifact
Someone nearby who is carrying a magic item tries to eat it
Someone nearby will be vital to a major truce between two races
Someone nearby will combust if he lights a fire by dawn tomorrow
Someone nearby will combust when he next crosses moving water
Someone nearby will die if he says his name backwards
Someone nearby will die if he travels more than a mile in one day
Someone nearby will explode if he draws blood by sunset today
Someone nearby will fall into a vat of molten cheese before dawn
Someone nearby will soon incite a war between two major races
Someone nearby will turn to wood when he drops to one hit point
Someone nearby will turn to stone over the next 5d6 days

The gates of hell open for 4d6 hours
The entire planet experiences full daylight for 5d10+24 hours
The entire area will be the site of a monumental battle tomorrow
The entire area was at the bottom of the sea 1d4 weeks ago
The entire area swirls with fine white powder
The entire area looks exactly as it did 1d10 centuries ago
The entire area is strewn with jellyfish like a shore at low tide
The entire area is mirror-reversed
The entire area is located over the lair of an enormous dragon
The entire area is located over a gargantuan termite colony
The entire area is encircled by tall Corinthian columns of marble
The entire area induces sloth and lethargy in humans
The entire area is a dumping ground for dangerous magical waste
The entire area is a haven for zombies
The entire area is a massive shrine to an abominable god
The entire area is an illusion; it's actually barren and rocky
The entire area is as hot and steamy as a sauna for 2d12 hours
The entire area is blasted as if a huge conflagration has passed
The entire area is circled by a salt-water moat full of sharks
The entire area is claimed as a sacred gobelin burial ground
The entire area is dark as midnight for 1d4 weeks
The entire area is directly over a gigantic vein of gold
The entire area is encircled by tall Corinthian columns of marble
The entire area is inimical to life for 4d12 months
The entire area is littered with hideously mutilated corpses
The entire area is located over a gargantuan termite colony
The entire area is located over the lair of an enormous dragon
The entire area is mirror-reversed
The entire area is shrouded in a thick and pungent fog
The entire area is strewn with jellyfish like a shore at low tide
The entire area is thickly shrouded by dust and cobwebs
The entire area is transported to a small island far out to sea
The entire area looks as if a huge battle took place yesterday
The entire area looks exactly as it did 1d10 centuries ago
The entire area looks exactly as it will 1d10 centuries from now
The entire area suffers an intense blizzard for 2d6 rounds
The entire area swirls with fine white powder
The entire area was at the bottom of the sea 1d4 weeks ago
The entire area will be the site of a monumental battle tomorrow
The entire planet experiences full daylight for 5d10+24 hours
The gates of hell open for 4d6 hours
The ground beneath the target point collapses into a vast cavern.
The ground beneath the target point heats to its combustion point.
The ground beneath the target point is charged with electricity.
The ground beneath the target point looks like the portal to hell.
The ground is totally flat from here to the horizon for 4d6 hours.
The ground nearby harbors enormous, carnivorous earthworms.
The ground nearby is highly susceptible to erosion.
The ground nearby splits open to a depth of 1d10 miles.
The ground within 50 yards has never been trod by a human foot.
The ground within 50 yards heaves like a bubble on a pond.
The ground within 50 yards is carpeted.
The ground within 50 yards is covered by terra cotta tile.
The ground within 50 yards is found to be completely artificial.
The ground within 50 yards is incredibly sticky.
The ground within 50 yards is now perfectly smooth steel.
The ground within 50 yards is permanently swampy and waterlogged.
The ground within 50 yards is tangled with invisible vines.
The ground within 50 yards is the sanctum of a temperamental god.
The ground within 50 yards shows signs of a recent meteor strike.
The ground within 50 yards sinks to a point like a funnel or cone.
The ground within 50 yards slowly turns into a deep, calm lake.
The ground within 50 yards swarms with biting insects.
The ground within 50 yards yields only poisonous vegetation.
The highest creature nearby doubles in size.
The largest creature nearby turns invisible for 4d6 hours.
The moon appears to blaze with blue light for 1d12 months.
The moon came into existence only 1d4 days ago.
The moon doubles in size.
The moon explodes.
The moon has a huge bite taken out of it.
The moon has a large hole all the way through it.
The moon is full every night for the next year.
The moon is no moon; it's a space station.
The moon is now a cube.
The moon is now geostationary.
The moon is now solid gold except for a thin cover of dust.
The moon moves 50% closer to the Earth.
The moon resembles the face of someone nearby.
The moon revolves around the planet at 1d6X its current rate.
The moon suddenly holds untold riches and unimaginable dangers.
The moon vanishes for 1d12 months.
The moon whirls wildly through the sky for 7d4 days.
The most powerful wizard nearby vanishes for 3d6 hours.
The most powerful wizard within 10 miles changes sex.
The most powerful wizard within 10 miles goes on a rampage.
The most powerful wizard within 10 miles is actually a demon.
The most valuable item within 50 yards turns out to be a fake.
The most valuable sword within 50 yards turns to mercury.
The nearest town's entire population appears nearby.
The nearest town's entire population is linked into a hive-mind.
The past 1d10 rounds were only an illusion.
The planet's hemispheres rotate at slightly different rates.
The planet's oceans are becalmed.
The planet's orbital radius shrinks by 1d8 x 10,000 miles.
The royal family appears in the vicinity.
The scent of honey and roses permeates everything within 50 yards.
The scent of rotten eggs permeates everything within 50 yards.
The sky appears to be ablaze as far as the eye can see.
The sky appears to teem with a vast host of angels.
The sky overhead swirls with dark colors for 1d4 turns.
The sky whirls with dazzling colors until sunset tomorrow.
The sound of hundreds of barking dogs fills the air.
The sound of mighty winds fills the air, but the air is calm.
The spell dispenses randomly in each of the next 4d4 rounds.
The spell dispenses upon the next person nearby to draw blood.
The sun appears pale blue from now on.
The sun splits into a stable binary pair.
The Burst is delayed until blood is drawn nearby; roll for effect.
The Burst only affects females; roll for the underlying effect.
The Burst only affects males; roll for the underlying effect.
The Burst only appears to occur; roll again for apparent effect.
The tallest person in the area develops an acute fear of heights.
The tallest person in the area grows by 50%.
The tallest person in the area shrinks by 50%.
The tallest tree nearby burns to the ground in 1d4 rounds.
The target point acquires intelligence and free will.
The target point becomes a window for seeing into other worlds.
The target point becomes an open gateway to hell.
The target point is a conduit to interstellar space.
The target point is a tiny gateway to some distant world.
The target point is directly conduits to Elemental Air.
The target point is encircled by bright red plastic cones.
The target point is intensely magnetic for 4d6 hours.
The target point is rumored to be a site of healing.
The target point is sealed in a 10 foot globe of force.
The target point is the center of a zone of anti-magic.
The target point is the site of some powerful deity's murder.
The target point makes a noise like an air raid siren.
The target point radiates intense cold for 4d6 hours.
The target point radiates intense heat for 4d6 hours.
The target point scurries any effort to teleport near it.
The temperature within 50 yards drops 10d10 degrees for one hour.
The temperature within 50 yards rises 10d10 degrees for one hour.
This day hasn't happened; time is reset to midnight last night.
Thousands of carpenter's nails fall from the sky.
Thousands of teeth rain down from the sky.
Thousands of tiny glass ovoids fall from the sky.
Time no longer passes within 1d4 yards of the target point.
Time passes 10X as fast within 1d4 yards of the target point.
Tomorrow's high tide crests at the spell's target point.
Townspeople nearby are easily cowed by a charismatic speaker.
Triumphant fanfare fills the air for 1d6 turns.
Undead lobby the local ruler for legislative representation.
Very salty rain falls for 1d4 hours.
Viscous pus oozes from all wounds suffered within 50 yards.
Vicious yellow goo seeps from any bladed weapons nearby.
Volcanic ash blankets the area to a depth of 1d4 inches.
Walking in this area is as arduous as trudging through deep snow.
Water consumed in this area induces delusions of amphibiousness.
Water consumed in this area tastes like the finest wine.
Water consumed in this area tastes strongly of manure.
Water flows from the target point to fill a 100-yard hemisphere.
Water in this area boils at 70° Fahrenheit.
Water in this area freezes at 70° Fahrenheit.
Weather in this area changes drastically each hour for one week.
Weather in this area is supernaturally intense for 1d4 months.
While in this area, males are invisible to females, and vice versa.

While in this area, no one can include nouns in their speech.

While in this area, no one can inflict or suffer any injury.

While in this area, no one can speak of anything outside the area.

While in this area, no one can speak to anyone else in the area.

The Stars Are Right!
Sample conditions governing the duration of a Chaos Burst

A number of Chaos Bursts in the preceding list have no stated duration. Players might reasonably wonder how long a character must suffer under such an effect, especially if their attempts to Remove Curse or Dispel Magic have been unsuccessful.

The following list offers a few possible “conditions” that must be met before the effect of a Chaos Burst expires on its own. Either the GM or the player can roll 1d100 to determine which condition must be met, but the GM should decide whether to reveal that condition to the player outright; perhaps some quest or task is required before the condition can be divined. GM’s are encouraged to be sneaky but not arbitrarily malicious in using this list.

01 10d100 hours have passed
02 1d4 turns have passed per level of the caster
03 He has attained fluency in 1d4 additional languages
04 He has attained fluency in one additional language
05 He has been awarded a title by royalty
06 He has been branded with a hot iron like a bull
07 He has been formally pardoned by the king
08 He has been reduced to one hit point
09 He has been resurrected
10 He has been stabbed by a silver weapon
11 He has been tried and imprisoned for heresy
12 He has bested 10d10 warriors in single combat
13 He has bought a hugely expensive home and burned it down
14 He has broken every finger on one of his hands
15 He has built 2d10 snowmen
16 He has burned down his current home
17 He has burned himself for 2d20 total hit points of fire damage
18 He has carried a gallon of water from the sea to this spot
19 He has carried a stone from this spot to the sea
20 He has carved his full name in 10d10 different trees
21 He has circumnavigated the globe without using magic to do so
22 He has composed 3d4 sonnets
23 He has cut off 1d4 fingers
24 He has cut off his own ear
25 He has destroyed every book that he owns
26 He has destroyed every table within 1d4 miles
27 He has destroyed his most prized possession
28 He has dug a functioning and productive well on this spot
29 He has eaten 1,000 gold pieces worth of gold
30 He has eaten 1d4 pounds of soil
31 He has eaten 1d4X his weight in squirrels
32 He has eaten 2d6 pounds of cured leather
33 He has eaten an entire, live chicken
34 He has extracted 1d4 of his own teeth
35 He has felled 3d6 trees older than he is
36 He has forged a sword from meteoric iron
37 He has found a lost city hidden in the desert
38 He has founded a cult
39 He has gained a level
40 He has gone 10d10 days and nights without speaking
41 He has gone 1d4 weeks without exposure to direct sunlight
42 He has gone one full month without using magic or any magic items
43 He has had a personal audience with 1d6 different deities
44 He has hand-carved a marble statue of himself
45 He has hidden a cursed ruby beneath a tall mountain
46 He has imbibed 1d4 pints of lamp oil
47 He has imbibed 1d8 pints of his own blood
48 He has located and destroyed an artifact
49 He has lost a level
50 He has lost a total of 3d10 hit points due to burns from acid
51 He has lost a total of 3d10 hit points due to electrical damage
52 He has manually unearthed a diamond larger than his head
53 He has married
54 He has married, divorced, and remarried 1d4 times
55 He has produced an heir
56 He has razed the nearest wooden structure
57 He has remained awake for 4d6 consecutive days and nights
58 He has restored the nearest undead creature to life
59 He has retrieved a particular gold coin from the bottom of the sea
60 He has rid himself of all magic items
61 He has rid the nearest town of mice and rats
62 He has rolled less than his weight on 1d1000, one attempt per day
63 He has rolled less than his Wisdom on 1d100, one attempt per day
64 He has scaled the tallest mountain on the continent
65 He has sharpened every blade within 1d10 miles
66 He has shaved his head completely bald
67 He has shed 2d10 pounds
68 He has single-handedly dammed the nearest river
69 He has slain 1d10 undead
70 He has slain 1d6 kings
71 He has spent 1,000,000 gold pieces with nothing to show for it
72 He has spent 1d4 days and nights at the bottom of a deep well
73 He has spent a night in a sty with at least 3d10 pigs
74 He has spent a night in each of 2d6 dragons’ lairs
75 He has spent an entire night at the bottom of a lake
76 He has spent an entire night naked and unprotected in snow
77 He has spent an entire night sealed in a barrel
78 He has spent an entire night up to his neck in offal
79 He has stabbed himself with a weapon that he forged
80 He has swallowed 4d10 gallons of water
81 He has swallowed a pint of molten lead
82 He has tattooed 10d10 cryptic runes on his skin
83 He has thwarted an assassination attempt against the king
84 He has triggered 1d4 additional wild surges
85 He has visited both of the world’s magnetic poles
86 He has waded along the shores of 1d4 oceans
87 He has walked 10d100 miles
88 He has walked on the floor of the ocean
89 He has walked on the surface of the moon
90 He has walked the shores of hell
91 He has woven a six foot length of rope from his own hair
92 He has written his full name in 10d10 different books
93 He unearthed 1d4 pounds of gold
94 His next birthday
95 His son produces an heir
96 One year and one day have passed
97 The current king has died
98 The next total lunar eclipse occurs
99 He has performed an exorcism on a member of the royal family
00 He has been bitten by 1d6 different lycanthropes