

# **The Net Libram of Random Magical Effects**

**version 1.20**

**By Orrex**

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

*But enough chatter... Let's get to business!*

# **Just the FAQ's:**

## **Why do Wild Surges happen?**

Some would suggest that casting a spell is analogous to going to a faucet for a drink of water. A conventional mage is like a normal person. He holds his glass beneath the spigot, turns on the tap, fills his glass to the desired level, and turns off the tap. Simple, efficient, and orderly. However, the wild mage doesn't work that way. Instead, he 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 Wild Surge.

## **What happened to the spell I tried to cast?**

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

## **Does the Reckless Dweomer still work?**

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

## **Can conventional mages cause Wild Surges?**

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

## **What can I do if I'm hit by a Surge?**

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

## **Do I get a Saving Throw?**

This is up to the DM, but I'd suggest against it for the most part. Unless the effect or the player's resultant griping will fatally disrupt the campaign, let the chips fall where they may. Most Surges are, after all, reversible, so even the most cantankerous player could be soothed by an interesting quest to remove the Surge's effect. Comparatively few Surges cause instant death, so there is little to fear except inconvenience.

If someone is expressly protected against an effect, like bursting into flame, then the Surge can be considered negated.

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

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

### **What about Surges that just don't make sense?**

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

### **How's it laid out?**

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

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

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

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

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

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

### **What bout DM's option?**

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

### **What's changed in this edition?**

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

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

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

### **How do I roll a 1d10000?**

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

### **This sucks! Who do I bitch to?**

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

For constructive criticism, feedback, and any other useful suggestions, please please please mail me at [orrex@excite.com](mailto:orrex@excite.com)

### **Standard Gender Disclaimer:**

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

In addition, I realize that I’ve used the terms “gender” and “sex” more or less interchangeably, though the current fashion is to distinguish between them. I didn’t mean anything political or inflammatory by the interchange, using whichever seemed to fit the page at the time. If anyone is really upset about this, Email me, and I’ll post a link where you can find an amended copy

- 0001 ½ of caster's body turns to stone
- 0002 ½ of caster's body turns to sodium, the other ½ turns to ice
- 0003 random magic item within 30' of caster explodes
- 0004 random normal item within 30' of caster shrinks by 90%
- 0005 metal statuettes fall to the ground near the caster
- 0006 12' iron statue of caster sprouts from ground within 60' of him
- 0007 daisy grows from caster's head, may be pruned without harm
- 0008 1d10 of caster's fingers turn to steel
- 0009 1d10 sparrow eggs tumble from caster's mouth
- 0010 1d100 small, harmless holes appear in caster's body
- 0011 1d100 young children claim to be the caster's offspring
- 0012 1d1000 flies swarm from caster's mouth whenever he tells a lie
- 0013 1d4 people of same race/opposite sex fall in love with caster
- 0014 1d6 birds flutter about caster's head every time he is hit
- 0015 1d6 rounds of booing and hisses echo if caster speaks his name
- 0016 1d6 rounds of dramatic music play when caster speaks his name
- 0017 1d8-1 bones teleport into caster; loses d12 HP per bone
- 0018 1d8-1 bones teleport out of caster; loses d10 HP per bone
- 0019 3d10 gazelles appear in the caster's home
- 0020 4d8 of caster's teeth turn to gold
- 0021 hole penetrates caster's torso; caster remains unharmed
- 0022 8d4 of caster's teeth become sentient
- 0023 A 1d100 feet deep opens beneath caster; DEX check or fall
- 0024 A cuckoo pops from caster's mouth 12 times like a clock
- 0025 A false but real-looking map is tattooed on caster's skin
- 0026 A fountain springs up beneath caster's feet
- 0027 A framed 8x10 photograph of the caster drops at his feet
- 0028 A gaping hole forms under the caster whenever he says his name
- 0029 A glaze of frost coats caster's wounds
- 0030 A hand reaches down from the sky and snatches the caster away
- 0031 A large cheese sculpture of the caster appears nearby
- 0032 A large granite hand rises from the earth to grasp the caster
- 0033 A late-model Ford suddenly appears in caster's new driveway
- 0034 A light bulb appears over caster's head when he casts a spell
- 0035 A light rain falls on the caster when he casts a spell
- 0036 A light rain falls on the caster when he's targeted by a spell
- 0037 A rainbow springs from caster's head and follows him everywhere
- 0038 A rattling sound is heard whenever caster shakes his head
- 0039 A red dragon believes it owes the caster a favor
- 0040 A Red Dragon believes that caster is pursuing her
- 0041 A red dragon believes the caster owes it a favor
- 0042 A red dragon covets something the caster now possesses
- 0043 A red light flashes atop caster's head for one turn
- 0044 A small elemental appears wherever the caster spills blood
- 0045 A small elemental appears wherever the caster's blood is spilt
- 0046 A small mouse falls from caster's mouth when he speaks a lie
- 0047 A swarm of normal bees appears and attacks caster
- 0048 A thick, foul-smelling discharge oozes from caster's ears
- 0049 A wealthy investor wants to buy the caster's nervous system
- 0050 Air cannot come within 10 feet of caster's principal weapon
- 0051 Air Elemental resides in caster's lungs; inhalation unnecessary
- 0052 All air between 1' and 10' of caster turns to iron
- 0053 All air between 1' and 10' of caster turns to water
- 0054 All air between 1' and 20' of caster turns to fire
- 0055 All air within 1' of caster turns to chlorine gas
- 0056 All allies appear identical to caster for d12 rounds
- 0057 All allies appear identical to target for d4 rounds
- 0058 All architecture within 120' of caster is leveled
- 0059 All Bags of Holding within 120' of caster dump their contents
- 0060 All but 1 (player choice) of caster's attributes rerolled daily
- 0061 All but one of caster's attributes forever raised to 18
- 0062 All but one of caster's attributes forever reduced to 3
- 0063 All caster's attribute scores are halved
- 0064 All caster's attribute scores drop to equal his worst score
- 0065 All caster's attribute scores rise to equal his best score
- 0066 All caster's attributes drop to 3
- 0067 All caster's clothing not currently worn grows to 2X its size
- 0068 All caster's clothing not currently worn shrinks to ½ its size
- 0069 All caster's equipment turns to platinum
- 0070 All caster's gems become enchanted with Continual Light
- 0071 All caster's gold pieces turn to teeth
- 0072 All caster's precious metal turns to soap
- 0073 All clothing becomes invisible to caster
- 0074 All clothing touched by caster crumbles to dust
- 0075 All coins carried by caster are turned to lead
- 0076 All coins within 100 yards bear the caster's likeness
- 0077 All cooked meat seen by caster for 5 days randomly polymorphs
- 0078 All cooked meat seen by caster in next 5d20 days turns to liver
- 0079 All creatures viewed by caster look and sound identical
- 0080 All creatures within 100 yards Alter Self to appear as caster
- 0081 All creatures within 100 yards Alter Self to appear as caster
- 0082 All creatures within 100 yards ignore the caster for 1d4 rounds
- 0083 All creatures within 90' of caster have a singalong for 1 turn
- 0084 All enchantments/charms upon caster are dispelled
- 0085 All enemies appear identical to caster for d4 rounds
- 0086 All enemies within 15 feet of caster are turned to cast iron
- 0087 All external facial features of caster disappear
- 0088 All fat in caster's body turns to water: nerve cells, etc.
- 0089 All flesh on caster's face turns invisible when he smiles
- 0090 All foes teleported d6 miles in random direction
- 0091 All foliage within 30' of caster grows 3'
- 0092 All food and drink tastes utterly bland to the caster
- 0093 All free water within 120' of caster turns to molasses
- 0094 All gems carried by caster are turned to ice
- 0095 All gems carried by caster combust
- 0096 All gold carried by caster becomes as hard as steel
- 0097 All gold carried by caster increases in weight by 100X
- 0098 All gold carried by caster melts at 32° Fahrenheit
- 0099 All gold carried by caster turns to fool's gold
- 0100 All gold carried by caster turns to lead
- 0101 All gold carried by caster turns to platinum
- 0102 All gold pieces carried by caster turn to goldfish
- 0103 All ground within 60' of caster is Greased, as spell
- 0104 All ground within 60' of caster turns to glass, 10' deep
- 0105 All items carried by caster affected as by the spell Item
- 0106 All items carried by caster affected as by There/Not There
- 0107 All items carried by caster age 1000 years
- 0108 All items carried by caster appear in a single pocket
- 0109 All items carried by caster appear in someone else's possession
- 0110 All items carried by caster are coveted by an outer plane being
- 0111 All items carried by caster are encased in bone
- 0112 All items carried by caster are enchanted with Explosive Runes
- 0113 All items carried by caster are immune to gravity for 1 turn
- 0114 All items carried by caster become copies of one item he bears
- 0115 All items carried by caster become highly flammable; Save -5
- 0116 All items carried by caster become illusory (10+d10 rounds)
- 0117 All items carried by caster become resistant to fire; Save +5
- 0118 All items carried by caster become weightless; may float away
- 0119 All items carried by caster double in size
- 0120 All items carried by caster double their apparent weight
- 0121 All items carried by caster drop 3d100°
- 0122 All items carried by caster enchanted with Continual Light
- 0123 All items carried by caster exchange their apparent weights
- 0124 All items carried by caster fly 10 yards in random directions
- 0125 All items carried by caster halve their apparent weight
- 0126 All items carried by caster halve their size

- 0127 All items carried by caster lose all color; turn bland grey
- 0128 All items carried by caster polymorph into one random item
- 0129 All items carried by caster quadruple in apparent weight
- 0130 All items carried by caster sent to the Astral Plane
- 0131 All items carried by caster suddenly weigh as much as caster
- 0132 All items carried by caster teleport to his home
- 0133 All items carried by caster tie into knots
- 0134 All items carried by caster triple their apparent weight
- 0135 All items carried by caster turn invisible
- 0136 All items carried by caster turn sentient and free-willed
- 0137 All items carried by caster turn to flesh
- 0138 All items carried by caster turn to gold
- 0139 All items carried by caster turn to granite
- 0140 All items carried by caster turn to ice
- 0141 All items carried by caster turn to mercury
- 0142 All items carried by caster turn to steam
- 0143 All items carried by caster turn to water
- 0144 All items owned by caster teleport to him from his home
- 0145 All items owned by caster turn invisible
- 0146 All magic weapons within 30' of caster vanish for 1d20 turns
- 0147 All matter within 60' of caster becomes invisible for d4 rounds
- 0148 All meat tastes blood-raw to the caster
- 0149 All metal on or within caster turns to wood
- 0150 All normal fires within 60' of caster smell like burning tar
- 0151 All of caster's clothing now bears his monogram
- 0152 All plants and wildlife appear sickly to the caster
- 0153 All rings worn by caster turn to string but retain properties
- 0154 All rocks larger than 1' within 100' of caster explode
- 0155 All rodents within 2 miles will follow caster for d10 days
- 0156 All rope, string, etc. within 120' of caster turns to licorice
- 0157 All sorts of vile noises issue from the caster's stomach
- 0158 All spells caster has memorized are cast upon random targets
- 0159 All spells caster has memorized strike him with reversed effect
- 0160 All spells caster now has memorized allow no Saving Throws
- 0161 All spells caster now has memorized are burned from his memory
- 0162 All spells caster now has memorized cause half damage
- 0163 All spells caster now has memorized discharge on him
- 0164 All spells caster now has memorized discharge on his boots
- 0165 All spells used by caster take place 1d10 rounds after casting
- 0166 All ten of caster's fingers are now on his dominant hand
- 0167 All the bones disappear from the caster's hands and feet
- 0168 All trees within 100 yards of caster are turned to cast iron
- 0169 All trees within 30 feet of caster burst into flame
- 0170 All trees within 60' of caster uproot and walk away
- 0171 All water between 1' and 10' of caster turns to fire
- 0172 All water between 1' and 100' of caster turns to air
- 0173 All water carried by caster boils, increasing volume by 1600X
- 0174 All weapons within 60' of caster become ethereal for d8 rounds
- 0175 All weapons within 60' of caster turn invisible for 1d4 turns
- 0176 All who see caster believe him to be a criminal
- 0177 All who see caster believe him to be a harbinger of great ill
- 0178 All who see caster believe him to be a Lich
- 0179 All who see caster believe him to be the avatar of a minor god
- 0180 All who see caster know him to be a spellcaster
- 0181 All within 10' of caster receive benefit of a Heal spell
- 0182 All within 90' of caster check INT or forget who the caster is
- 0183 All wood on or within caster turns to metal
- 0184 All writing in caster's spellbook appears backward
- 0185 All writing in caster's spellbook turns blurry
- 0186 All writing in caster's spellbook turns invisible
- 0187 Alternating strips of caster rendered invisible for d8 rounds
- 0188 An illusory sign labeled "leper" hangs above caster's head
- 0189 An illusory sign labeled "Wizard" hangs above caster's head
- 0190 An illusory Lich rises from the ground and pursues caster
- 0191 An Iron Golem in the caster's image appears & attacks everyone
- 0192 Any ally hearing caster must Save or fall asleep with boredom
- 0193 Any animals owned by caster are stricken bald forever
- 0194 Any charged magical item carried by caster is fully charged
- 0195 Any charged magical item carried by caster is wholly drained
- 0196 Any chronic ailments now afflicting the caster are cured
- 0197 Any creatures summoned by caster are bright orange
- 0198 Any Curse afflicting caster is Removed
- 0199 Any fires lit in the caster's home cannot be put out by him
- 0200 Any food prepared by caster is poisonous to him
- 0201 Any glass carried by caster turns to transparent steel
- 0202 Any magic now affecting caster lasts until he ends it
- 0203 Any magic, good or bad, now affecting the caster is Dispelled
- 0204 Any metal worn by caster turns to opaque glass
- 0205 Any money now carried by caster doubles in quantity
- 0206 Any potions carried by caster become poisonous
- 0207 Any potions carried by caster carry the intended spell effect
- 0208 Any resurrections thus far used on caster are negated
- 0209 Any rings worn by caster shrink in diameter by 1/2
- 0210 Any small item caster needs is 30% likely to be in his pocket
- 0211 Any water carried by caster afflicts its imbiber with dysentery
- 0212 Any water carried by caster becomes a free-willed elemental
- 0213 Any water carried by caster becomes enchanted by Watery Double
- 0214 Any water carried by caster burns like gasoline but is water
- 0215 Any water carried by caster causes dehydration in its imbiber
- 0216 Any water carried by caster doubles in volume
- 0217 Any water carried by caster doubles size each of next 20 rnds.
- 0218 Any water carried by caster drops 100° but doesn't freeze
- 0219 Any water carried by caster endows drinker with water breathing
- 0220 Any water carried by caster fills with Dust of Sneezing/Choking
- 0221 Any water carried by caster fills with gold pieces
- 0222 Any water carried by caster fills with goldfish
- 0223 Any water carried by caster fills with mosquito larvae
- 0224 Any water carried by caster fills with rot grubs (d10)
- 0225 Any water carried by caster fills with sodium chips
- 0226 Any water carried by caster fills with sponges
- 0227 Any water carried by caster has diuretic effect on its imbiber
- 0228 Any water carried by caster ignites on contact with air
- 0229 Any water carried by caster rises 200° but does not boil
- 0230 Any water carried by caster takes him to Elemental Water
- 0231 Any water carried by caster tastes like gasoline and really is
- 0232 Any water carried by caster tastes like gasoline but is pure
- 0233 Any water carried by caster tastes pure but is gasoline
- 0234 Any water carried by caster turns invisible
- 0235 Any water carried by caster turns to acid (Ultimate Solvent)
- 0236 Any water carried by caster turns to blood
- 0237 Any water carried by caster turns to brine
- 0238 Any water carried by caster turns to crystal ooze
- 0239 Any water carried by caster turns to ice; may burst containers
- 0240 Any water carried by caster turns to maple syrup
- 0241 Any water carried by caster turns to mercury
- 0242 Any water carried by caster turns to roast beef gravy
- 0243 Any water carried by caster turns to solid steel
- 0244 Any water carried by caster turns to steam of equal volume
- 0245 Any Wishes thus far used by caster are nullified
- 0246 Any wood worn by caster falls off him, takes root, and grows
- 0247 Anyone injuring the caster in the next round Vanishes
- 0248 Anyone slain by the caster can never be raised as undead
- 0249 Anyone slain by the caster fossilizes instantly
- 0250 Anyone sleeping near caster can't wake until he does
- 0251 Anyone who sleeps within 10 feet of caster has nightmares
- 0252 At death, caster has a 10% chance to resurrect at full health

- 0253 At death, caster is canonized by some obscure religion  
0254 At death, caster is resurrected and has gained a level  
0255 At death, caster is resurrected but can no longer read  
0256 At death, caster is resurrected but continues to decay  
0257 At death, caster is resurrected but doesn't believe he died  
0258 At death, caster is resurrected but doesn't know it  
0259 At death, caster is resurrected but forgets who he is  
0260 At death, caster is resurrected but has lost a level  
0261 At death, caster is resurrected but is mute  
0262 At death, caster is resurrected but is of the opposite sex  
0263 At death, caster is resurrected but is permanently blind  
0264 At death, caster is resurrected but must drink blood to live  
0265 At death, caster is resurrected with one week to live  
0266 At death, caster is revealed to have been an android  
0267 At death, caster is rumored to have been of the opposite sex  
0268 At next Full Moon, caster vanishes; everyone forgets who he was  
0269 Bigby's Interposing Hand prevents caster from attacking anyone  
0270 Blades seem dull while caster uses them  
0271 Blades seem warped and rusty while the caster uses them  
0272 Blood drips from the walls of caster's home  
0273 Both of caster's hands are now left hands  
0274 Bread crumbs appear in caster's footprints  
0275 Candles are automatically snuffed in the caster's presence  
0276 Candles burn but are not consumed while caster is nearby  
0277 Candles cannot be ignited in the caster's presence  
0278 Candles spontaneously ignite in the caster's presence  
0279 Caster & target fuse into one body with both identities  
0280 Caster & target shunt to other Prime where neither exists  
0281 Caster "gets" jokes an hour after he hears them  
0282 Caster absorbs all damage inflicted by target and vice versa  
0283 Caster absorbs all damage inflicted on target and vice versa  
0284 Caster absorbs all damage inflicted on target in next turn  
0285 Caster absorbs all subsequent damage by next being he touches  
0286 Caster absorbs all subsequent damage to next being he touches  
0287 Caster absorbs damage as though he just fell d100 feet  
0288 Caster absorbs one level or hit die from next being he touches  
0289 Caster accuses random ally of joining foe's party  
0290 Caster acknowledges no one's authority  
0291 Caster acquires a random language  
0292 Caster acquires his weapon's personality (i.e., perhaps none)  
0293 Caster acquires Mummy Rot after next 10 HP of fire damage  
0294 Caster acquires the deed to a castle in a far-off land  
0295 Caster acquires the deed to a castle on another plane  
0296 Caster activates Watery Double in next pool of water he sees  
0297 Caster adds 1 to one attribute but loses 2 from another  
0298 Caster adheres to next creature he touches for d8 turns  
0299 Caster administers Shocking Grasp to next PC he touches  
0300 Caster adopts cute names for various parts of his body  
0301 Caster adopts physical form of next PC he touches  
0302 Caster adopts target's alignment  
0303 Caster adopts the alignment of each creature he touches  
0304 Caster affected by a random Command each time he hears his name  
0305 Caster affected by a Symbol of Fear each time he hears his name  
0306 Caster affected by Lifeproof; life is in random item he carries  
0307 Caster affected by Power Word, Silence when he speaks his name  
0308 Caster affected by Shocking Grasp each time he hears his name  
0309 Caster affected by Sleep, as spell, whenever he hears his name  
0310 Caster age is halved, but he looks twice as old  
0311 Caster ages 1 year for each round spent in direct sunlight  
0312 Caster ages 1 year whenever he learns a new spell  
0313 Caster ages at 10X normal rate while at full hit points  
0314 Caster ages halfway to his maximum life expectancy  
0315 Caster ages one year for every Hit Point he loses  
0316 Caster always answers yes-or-no questions truthfully  
0317 Caster always appears to lie when checked by Detect Lie  
0318 Caster always appears to speak truth when checked by Detect Lie  
0319 Caster always assumes people will react positively to him  
0320 Caster always feels like he is being watched  
0321 Caster always has Initiative except on a 1, when he's last  
0322 Caster always loses Initiative except on a 10, when he's first  
0323 Caster always screws up when precise timing is needed  
0324 Caster always tells truth; lies and prevarications impossible  
0325 Caster and allies all randomly exchange places  
0326 Caster and allies are teleported d6 miles in random direction  
0327 Caster and allies are Turned as Undead for d6 rounds each  
0328 Caster and allies cannot harm target or allies for d4 rounds  
0329 Caster and allies lose ½ their hit points  
0330 Caster and allies regain ½ their hit points lost  
0331 Caster and ally swap personae; ally thinks he is the caster  
0332 Caster and alternate Prime Material counterpart exchange places  
0333 Caster and familiar exchange places  
0334 Caster and familiar exchange species  
0335 Caster and his possessions are sheathed in aluminum foil  
0336 Caster and nearest eagle exchange places  
0337 Caster and nearest earth elemental exchange places  
0338 Caster and nearest entombed corpse exchange places  
0339 Caster and nearest Lich exchange places  
0340 Caster and nearest merman exchange places  
0341 Caster and nearest mummy exchange clothing  
0342 Caster and nearest sacrificial virgin exchange places  
0343 Caster and nearest statue exchange places  
0344 Caster and nearest trapped genie exchange places  
0345 Caster and nearest vampire exchange places at dawn tomorrow  
0346 Caster and random ally exchange heads but retain personalities  
0347 Caster and target dance together for d6 rounds, caster leading  
0348 Caster and target dance together for d6 rounds, target leading  
0349 Caster and target exchange all possessions  
0350 Caster and target exchange furtive glances  
0351 Caster and target exchange heads but retain own personalities  
0352 Caster and target exchange races  
0353 Caster and target exchange reflections  
0354 Caster and target exchange shadows  
0355 Caster and target seem to look identical  
0356 Caster and target swap skeletons; 10d8 HP damage each  
0357 Caster and target switch weapons for 2d10 rounds  
0358 Caster announces his presence before entering a dark room  
0359 Caster answers every question twice  
0360 Caster answers questions by starting "Back in my day..."  
0361 Caster apologizes to everyone he injures  
0362 Caster appears as beautiful as a nymph while he sleeps  
0363 Caster appears as member of the same race as whoever views him  
0364 Caster appears deformed or hideously ugly in sunlight  
0365 Caster appears horribly repulsive while he casts spells  
0366 Caster appears painfully beautiful while he casts spells  
0367 Caster appears paper-thin while asleep  
0368 Caster appears slightly blurry whenever he casts a spell  
0369 Caster appears to be 5d10 years older but is not  
0370 Caster appears to be 5d10 years younger but is not  
0371 Caster appears to be afflicted with some infectious disease  
0372 Caster appears to be black and white  
0373 Caster appears to be invisible when seen head-on  
0374 Caster appears to be levitating upside down  
0375 Caster appears to be made of glass while he sleeps  
0376 Caster appears to be made of rock and mud while sleeping  
0377 Caster appears to be naked while fully clothed and vice versa  
0378 Caster appears to be of opposite sex while naked

- 0379 Caster appears to be standing beside himself
- 0380 Caster appears to be standing three feet to his right
- 0381 Caster appears to be the worst enemy of anyone viewing him
- 0382 Caster appears to blaze like a bonfire when he casts a spell
- 0383 Caster appears to decay rapidly in his sleep
- 0384 Caster appears to lack all blood and soft tissue when naked
- 0385 Caster appears twenty pounds heavier than he actually is
- 0386 Caster appears twenty pounds lighter than he actually is
- 0387 Caster appears unspeakably beautiful while he sleeps
- 0388 Caster appears, with knife in hand, behind the nearest king
- 0389 Caster assumes the aircraft "crash position"
- 0390 Caster attracts all Undead within 1 mile of him
- 0391 Caster attracts lightning and electricity (Save at ½)
- 0392 Caster attracts maggots, lice, and rot grubs
- 0393 Caster attracts moths like a flame
- 0394 Caster attracts moths like a flame whenever he speaks
- 0395 Caster attracts the attention of a random tanar'ri
- 0396 Caster attracts the attention of the nearest Great Wyrms
- 0397 Caster attracts vermin
- 0398 Caster automatically disbelieves illusions for next d100 days
- 0399 Caster automatically fails his next d10 Saving Throws
- 0400 Caster automatically fails his next d6 Saving Throws
- 0401 Caster automatically knows the first name of everyone he meets
- 0402 Caster automatically passes his next d6 Saving Throws
- 0403 Caster automatically succeeds his next d10 Saving Throws
- 0404 Caster barks like a dog in the presence of royalty
- 0405 Caster bears scars as though once riddled by gunfire
- 0406 Caster bears scars of unspeakable torture
- 0407 Caster becomes a god and is removed from play
- 0408 Caster becomes a missile attractor, as shield
- 0409 Caster becomes a Thought Broadcaster for spell's duration
- 0410 Caster becomes a turkey under every Full Moon
- 0411 Caster becomes able to communicate with Earth Elementals
- 0412 Caster becomes afflicted with Mummy Rot
- 0413 Caster becomes aluminum; is lightweight but immobile
- 0414 Caster becomes an ambulatory oak of same size, shape and AC
- 0415 Caster becomes an Illusion, unable to cause harm
- 0416 Caster becomes bonded with a tree like a dryad
- 0417 Caster becomes dormant under both a full and a new moon
- 0418 Caster becomes extraordinarily stingy with his money
- 0419 Caster becomes fascinated by symbols of death
- 0420 Caster becomes flat like parchment while he sleeps
- 0421 Caster becomes flatulent in the presence of royalty
- 0422 Caster becomes forgetful; must pass INT checks or castings fail
- 0423 Caster becomes homesick for some place he's never been
- 0424 Caster becomes hot-tempered in the presence of fire
- 0425 Caster becomes ill; is of limited ability until it passes
- 0426 Caster becomes illegitimate; parents weren't married
- 0427 Caster becomes illiterate; doesn't mean what he says
- 0428 Caster becomes illiterate; cannot read nor write
- 0429 Caster becomes illithid; cannot make friends easily
- 0430 Caster becomes illuminated; is bathed in light wherever he goes
- 0431 Caster becomes immune to a random attack form
- 0432 Caster becomes immune to Level Draining
- 0433 Caster becomes immune to natural diseases
- 0434 Caster becomes immune to the effects of cold for d10 days
- 0435 Caster becomes inebriated
- 0436 Caster becomes inhumanly beautiful when angry
- 0437 Caster becomes intensely afraid of snow
- 0438 Caster becomes intensely weight-conscious
- 0439 Caster becomes invisible to golems
- 0440 Caster becomes invisible to himself
- 0441 Caster becomes invisible when reduced to 50% of his hit points
- 0442 Caster becomes invisible, but not his head, hands, or feet
- 0443 Caster becomes invisible; only his reflection can be seen
- 0444 Caster becomes jealous of anyone taller than he is
- 0445 Caster becomes lost at crossroads unless directed by someone
- 0446 Caster becomes magic-obsessed; uses magic whenever possible
- 0447 Caster becomes magnetized; attracts all iron with d20 feet
- 0448 Caster becomes morbidly fascinated with his own death
- 0449 Caster becomes mute for d12 turns
- 0450 Caster becomes nostalgic for the distant future
- 0451 Caster becomes permanently invisible; clothing he wears is not
- 0452 Caster becomes ravenously hungry after casting a spell
- 0453 Caster becomes ravenously hungry and must eat or pass out
- 0454 Caster becomes ravenously hungry when he's wounded
- 0455 Caster becomes striped like a candy cane
- 0456 Caster becomes striped like a zebra
- 0457 Caster becomes suspicious of anyone offering food to him
- 0458 Caster becomes translucent for d4 hours (remains solid)
- 0459 Caster becomes transparent like glass
- 0460 Caster becomes transparent like water, rippling as he moves
- 0461 Caster becomes uncertain; must pass WIS checks or castings fail
- 0462 Caster becomes Undead
- 0463 Caster becomes very aware of time's passage and is bored stiff
- 0464 Caster becomes violently ill if he consumes alcohol
- 0465 Caster becomes violently sick whenever he casts a spell
- 0466 Caster begins remembering things that never actually happened
- 0467 Caster begins tap-dancing loudly whenever stealth is required
- 0468 Caster begins to age at a rate of one year per minute
- 0469 Caster begins to horde water for no apparent reason
- 0470 Caster begins to look more and more like a leper
- 0471 Caster begins to wonder aloud what human flesh tastes like
- 0472 Caster believes any lie told by someone of the opposite sex
- 0473 Caster believes as literal truth the next sentence he hears
- 0474 Caster believes the next lie he hears is irrefutable truth
- 0475 Caster bestows his alignment upon each creature he touches
- 0476 Caster blacks out whenever he hears his name (1 round)
- 0477 Caster blames all his failures on the nearest paladin
- 0478 Caster blames his failures on his upbringing
- 0479 Caster blasphemes the god of the nearest paladin
- 0480 Caster blasts a d10 yard radius crater in the ground
- 0481 Caster bleeds from the eyes whenever he casts a spell
- 0482 Caster bleeds harmlessly from his nose for 1d12 hours
- 0483 Caster Blinks (as spell) 1 round for each HP of damage he takes
- 0484 Caster Blinks (as spell) whenever he blinks his eyes
- 0485 Caster brays like a donkey in the presence of royalty
- 0486 Caster breaks into song whenever he is frightened
- 0487 Caster breaks into song whenever struck by magic
- 0488 Caster burned for 2d10 HP by next creature he touches
- 0489 Caster burns next creature he touches for d10 HP
- 0490 Caster bursts into heatless flame for d10 rounds
- 0491 Caster bursts into illusionary flame whenever he hears his name
- 0492 Caster bursts into tears when he tries to tell a lie
- 0493 Caster cackles like a Bone Golem for d4 rounds; no other action
- 0494 Caster calls magic "magick," and no one takes him seriously
- 0495 Caster calls magic "magick" no matter how silly it seems
- 0496 Caster can Affect Normal Fires at will for d10 days
- 0497 Caster can always sense the direction of his home
- 0498 Caster can appear enormously fat at will
- 0499 Caster can appear to be 100 years older at will
- 0500 Caster can appear to be any age he wishes
- 0501 Caster can assume a second form at will (must be of same race)
- 0502 Caster can assume gaseous form at will when naked
- 0503 Caster can assume the form of the target for 1 turn each day
- 0504 Caster can attack 2X a round if he does nothing the next round



- 0505** Caster can automatically read the next language he hears
- 0506** Caster can automatically speak the next language he hears
- 0507** Caster can automatically speak the next language he reads
- 0508** Caster can be commanded by the next creature he summons
- 0509** Caster can be Commanded by the next person he touches
- 0510** Caster can become completely clean at will
- 0511** Caster can become ethereal at will when naked
- 0512** Caster can breathe underwater if he holds a fish in his mouth
- 0513** Caster can carry his own weight with ease
- 0514** Caster can cast 1 spell per day with no Saving Throw allowed
- 0515** Caster can cast a randomly-chosen first level spell at will
- 0516** Caster can cast light from his eyes but is blind when he does
- 0517** Caster can cast Reverse Gravity on himself once each day
- 0518** Caster can cause his scent to mimic that of any normal animal
- 0519** Caster can cause his voice to issue from his spellbook
- 0520** Caster can change his eye color at will
- 0521** Caster can choose to succeed any one roll in the next 24 hours
- 0522** Caster can climb trees as nimbly as a cat or monkey
- 0523** Caster can command demons 1d6 times
- 0524** Caster can communicate with inanimate objects once per week
- 0525** Caster can Comprehend all spoken languages for d10 days
- 0526** Caster can Comprehend all written languages for d8 days
- 0527** Caster can control the next Illusion he disbelieves
- 0528** Caster can crush diamonds into coal with his bare hands
- 0529** Caster can detach his right arm at will
- 0530** Caster can detect poison in food just by touching it
- 0531** Caster can disbelieve Necromancy but can't disbelieve Illusions
- 0532** Caster can Dispel Evil (or Good) once at will
- 0533** Caster can double the power of one spell each day
- 0534** Caster can employ True Sight once per day
- 0535** Caster can extend his tongue 3d4 inches at will
- 0536** Caster can Feather Fall at will when naked
- 0537** Caster can Feign Death at will when naked
- 0538** Caster can fly like an eagle when naked
- 0539** Caster can give off the scent of pine or lemons at will
- 0540** Caster can glow like a firefly at will
- 0541** Caster can go without food for one day per point of CON
- 0542** Caster can go without sleep for one day per point of WIS
- 0543** Caster can grip with 18/00 strength
- 0544** Caster can Heal himself once
- 0545** Caster can Heal with a touch but is 80% likely to die
- 0546** Caster can hear any conversation whose participants he can see
- 0547** Caster can hear underwater as clearly as on land
- 0548** Caster can hit creatures hit only by +1 or better (1d10 rounds)
- 0549** Caster can hold his breath for 2 rounds per point of CON
- 0550** Caster can hold his breath for up to three hours per day
- 0551** Caster can hold his breath indefinitely when naked
- 0552** Caster can identify gems and approximate their value on sight
- 0553** Caster can identify natural animals on sight
- 0554** Caster can identify natural plants on sight
- 0555** Caster can ignite campfires and hearths with a touch
- 0556** Caster can ignite twigs with his tongue
- 0557** Caster can kill with a touch but is 80% likely to die as well
- 0558** Caster can make his spells function without visible effect
- 0559** Caster can make his voice issue from some place nearby
- 0560** Caster can memorize spells in ½ the normal required time
- 0561** Caster can mimic animal noises with remarkable skill
- 0562** Caster can move 3X normal speed when naked and unencumbered
- 0563** Caster can never teach his spells to anyone else
- 0564** Caster can no longer bend his wrists
- 0565** Caster can no longer cast First Level spells
- 0566** Caster can only be hit by +1 or better weapons for d20 rounds
- 0567** Caster can only memorize spells while naked
- 0568** Caster can only wield +1 or better weapons for d20 rounds
- 0569** Caster can pass his arms through each other at will
- 0570** Caster can Pass Without Trace as priest spell once per week
- 0571** Caster can photosynthesize; does not need to eat, but is green
- 0572** Caster can Polymorph Self (ONCE)
- 0573** Caster can predict natural weather patterns 24 hours in advance
- 0574** Caster can quench his thirst by soaking his feet
- 0575** Caster can read a new language but cannot speak it
- 0576** Caster can read other people's thoughts by biting them
- 0577** Caster can remove his ears and still hear through them
- 0578** Caster can remove his head for up to 1d6 rounds each day
- 0579** Caster can remove his teeth, and they'll regrow normally
- 0580** Caster can Resurrect one being but must sacrifice his own life
- 0581** Caster can resurrect the dead once per year
- 0582** Caster can retract his arms into his torso
- 0583** Caster can retract his head into his torso like a turtle
- 0584** Caster can see in subterranean darkness as though in daylight
- 0585** Caster can see into Bags of Holding without opening them
- 0586** Caster can see perfectly well in absolute darkness
- 0587** Caster can see secret doors but cannot see normal ones
- 0588** Caster can see through his nostrils in pitch darkness
- 0589** Caster can sense the presence of any Artifact within 10 miles
- 0590** Caster can sense undead within 100 yards
- 0591** Caster can shine light out of his mouth at will
- 0592** Caster can shrink his hands to 1/10 their size at will
- 0593** Caster can somehow call magic "magick" without seeming trite
- 0594** Caster can speak in either a male or female voice at will
- 0595** Caster can speak in either of two voices at will
- 0596** Caster can speak through his nose when his mouth is shut
- 0597** Caster can speak with plants once per day
- 0598** Caster can speak with plants once per week
- 0599** Caster can speak with the dead once per week
- 0600** Caster can speak with waterfowl when he is wet
- 0601** Caster can Spider Climb if he wears a red and blue costume
- 0602** Caster can stretch his neck a length equal to his height
- 0603** Caster can summon a demon but has only 50% chance to control it
- 0604** Caster can swim like a fish and breathe underwater when naked
- 0605** Caster can turn half of his body invisible at will
- 0606** Caster can turn his bones to jelly at will, without harm
- 0607** Caster can turn his fingers ethereal at will
- 0608** Caster can turn his skin invisible at will
- 0609** Caster can turn his skin matte-black at will
- 0610** Caster can turn ice to diamonds that last for 1d12 hours
- 0611** Caster can turn into a statue for 1d10 rounds at will
- 0612** Caster can turn invisible while he holds his breath
- 0613** Caster can turn invisible while underwater
- 0614** Caster can turn to snow at will
- 0615** Caster can undo normal knots just by touching them
- 0616** Caster can unscrew his fingers without harm
- 0617** Caster can use his index and middle finger like scissors
- 0618** Caster can walk on water, as with a ring, when naked
- 0619** Caster can Wish the death of one being but will also die
- 0620** Caster can't bend his elbows, shoulders, wrists, or fingers
- 0621** Caster can't bring his hands within 2d4 inches of each other
- 0622** Caster can't cast spells for 1 hour after eating
- 0623** Caster can't discern even the most obvious lies from truth
- 0624** Caster can't go to sleep without kissing someone goodnight
- 0625** Caster can't put both feet on the ground simultaneously
- 0626** Caster can't raise his arms above his shoulder without pain
- 0627** Caster can't speak in metaphor; becomes literal-minded
- 0628** Caster cannot attack creatures which do not see him
- 0629** Caster cannot attack except on rounds when he wins Initiative
- 0630** Caster cannot attack on rounds when he wins Initiative

- 0631** Caster cannot be affected by priestly magic for 1 week  
**0632** Caster cannot be attacked by any he does not see for 1d4 days  
**0633** Caster cannot be burned by normal flame if his feet are wet  
**0634** Caster cannot be frightened by any earthly creature  
**0635** Caster cannot be harmed by a fall from any height  
**0636** Caster cannot be harmed by any physical means for d10 rounds  
**0637** Caster cannot be harmed by any physical means for d4 rounds  
**0638** Caster cannot be harmed by any physical means for d6 rounds  
**0639** Caster cannot be harmed by any physical means for d8 rounds  
**0640** Caster cannot be hit by +1 or better weapons for d20 rounds  
**0641** Caster cannot be injured while he sleeps  
**0642** Caster cannot be seen in mirrors  
**0643** Caster cannot be tracked by nonmagical means  
**0644** Caster cannot breathe while exposed to direct sunlight  
**0645** Caster cannot bring his hands closer together than one foot  
**0646** Caster cannot cast a spell without first announcing his name  
**0647** Caster cannot cast First Level spells until he gains a level  
**0648** Caster cannot cast spells during the dark of the moon  
**0649** Caster cannot cast spells except under direct sunlight  
**0650** Caster cannot cast spells on himself for 1d20 days  
**0651** Caster cannot cast spells on the first day of the week  
**0652** Caster cannot cast spells unless barefoot  
**0653** Caster cannot cast spells unless he carries a small flame  
**0654** Caster cannot cast spells unless he crosses his fingers  
**0655** Caster cannot cast spells unless he first turns in a circle  
**0656** Caster cannot cast spells unless he holds a pebble in his mouth  
**0657** Caster cannot cast spells unless he pokes himself with a needle  
**0658** Caster cannot cast spells unless he puts his thumbs in his ears  
**0659** Caster cannot cast spells unless he sees his reflection  
**0660** Caster cannot cast spells unless his eyes are closed  
**0661** Caster cannot cast spells unless his hair is wet  
**0662** Caster cannot cast spells unless holding a piece of ice  
**0663** Caster cannot cast spells unless wearing a hat  
**0664** Caster cannot cast spells until tomorrow morning  
**0665** Caster cannot cast spells while he has full hit points  
**0666** Caster cannot cast spells while it is snowing  
**0667** Caster cannot cast spells while wearing clothing  
**0668** Caster cannot cast spells without first announcing his intent  
**0669** Caster cannot cast spells without saying "Abra Cadabra"  
**0670** Caster cannot close his mouth  
**0671** Caster cannot close his mouth after the next spell he casts  
**0672** Caster cannot close his mouth until dawn  
**0673** Caster cannot comprehend numbers greater than twenty  
**0674** Caster cannot control Elementals summoned by him  
**0675** Caster cannot control his own Illusion spells  
**0676** Caster cannot cross a threshold without knocking  
**0677** Caster cannot cross flowing water under his own power  
**0678** Caster cannot distinguish between left and right  
**0679** Caster cannot distinguish between very hot and very cold  
**0680** Caster cannot drown if he carries a torch  
**0681** Caster cannot eat cooked meat except by moonlight  
**0682** Caster cannot eat food unless he prepares it himself  
**0683** Caster cannot eat or drink between dawn and dusk  
**0684** Caster cannot enter a building unless invited  
**0685** Caster cannot enter a room without announcing himself  
**0686** Caster cannot exit a room through the door by which he entered  
**0687** Caster cannot fall asleep except when standing up  
**0688** Caster cannot fall asleep unless sung to  
**0689** Caster cannot fall asleep unless told to do so  
**0690** Caster cannot fall asleep while wearing clothing  
**0691** Caster cannot inflict any form of physical harm for d10 rounds  
**0692** Caster cannot inflict any form of physical harm for d4 rounds  
**0693** Caster cannot inflict any form of physical harm for d6 rounds  
**0694** Caster cannot inflict any form of physical harm for d8 rounds  
**0695** Caster cannot leave a building unless told to do so  
**0696** Caster cannot leave a room while others' eyes are upon him  
**0697** Caster cannot leave his home without first casting a spell  
**0698** Caster cannot open both eyes simultaneously  
**0699** Caster cannot open doors for himself  
**0700** Caster cannot open doors without first saying "Open sesame"  
**0701** Caster cannot open his mouth  
**0702** Caster cannot open his mouth until nightfall  
**0703** Caster cannot pierce his own flesh with knives or blades  
**0704** Caster cannot refuse a request for his aid  
**0705** Caster cannot see through glass  
**0706** Caster cannot shut up until someone inflicts damage upon him  
**0707** Caster cannot sleep unless naked  
**0708** Caster cannot speak during one day of each week  
**0709** Caster cannot speak except in direct sunlight  
**0710** Caster cannot speak except under moonlight  
**0711** Caster cannot speak for 1d4 rounds after casting a spell  
**0712** Caster cannot speak normally but must shout or whisper  
**0713** Caster cannot speak unless spoken to  
**0714** Caster cannot speak until he has ridden a horse  
**0715** Caster cannot speak until he is burned by fire  
**0716** Caster cannot speak until no one is within 60' of him  
**0717** Caster cannot speak until rained upon  
**0718** Caster cannot speak until someone inflicts damage upon him  
**0719** Caster cannot speak until someone says his name  
**0720** Caster cannot speak until sunrise tomorrow  
**0721** Caster cannot speak when at less than full hit points  
**0722** Caster cannot speak when underground  
**0723** Caster cannot stand upright for 1d4 hours  
**0724** Caster cannot study spells if he still has any memorized  
**0725** Caster cannot teleport or be teleported  
**0726** Caster cannot tell a deliberate lie  
**0727** Caster cannot tolerate metal worn next to his skin  
**0728** Caster cannot turn invisible by any means  
**0729** Caster cannot use magical items for 8d4 hours  
**0730** Caster casts spells as if 1 level higher when it's snowing  
**0731** Caster casts spells randomly each time he is injured  
**0732** Caster causes damage one round after he inflicts it  
**0733** Caster changes alignment randomly under every Full Moon  
**0734** Caster changes clothes randomly every time he casts a spell  
**0735** Caster changes color randomly every time he casts a spell  
**0736** Caster changes his mind every time he decides to cast a spell  
**0737** Caster changes his name but won't reveal his new one  
**0738** Caster changes his name under every Full Moon  
**0739** Caster changes places with target every time he casts a spell  
**0740** Caster changes race randomly every time he casts a spell  
**0741** Caster changes sex randomly every time he casts a spell  
**0742** Caster changes sex randomly under one Full Moon to the next  
**0743** Caster changes shape randomly every time he casts a spell  
**0744** Caster claims nearest dragon as a familiar  
**0745** Caster closes his eyes and counts to 1000  
**0746** Caster combusts when exposed to direct sunlight  
**0747** Caster complains of persecution when things don't go his way  
**0748** Caster constantly doubts himself; +2 to Initiative rolls  
**0749** Caster constantly hears a ticking as from an alarm clock  
**0750** Caster convinced he is possessed by some horrid entity  
**0751** Caster coughs up strange items: needles, spiders, pebbles, etc.  
**0752** Caster crows like a rooster at sunrise  
**0753** Caster crumbles to dust; reappears next sunrise unharmed  
**0754** Caster degenerates 1 HP per round for the next 20+d20 rounds  
**0755** Caster delivers Shocking Grasp to the next person he kisses  
**0756** Caster desires to change his name each morning

- 0757** Caster desires to circumnavigate the planet  
**0758** Caster desires to leap from the next bridge he crosses  
**0759** Caster desires to walk on his hands instead of feet  
**0760** Caster desperately hopes to avoid his current destination  
**0761** Caster develops a compulsion to be struck by lightning  
**0762** Caster develops a craving for slugs, maggots, and leeches  
**0763** Caster develops a fear of elementals  
**0764** Caster develops a fear of kobolds, those mighty creatures  
**0765** Caster develops a fear of rabbits  
**0766** Caster develops a fear of rocks; they might be earth elementals  
**0767** Caster develops a fear of the target  
**0768** Caster develops a fear of trees; they might be treants  
**0769** Caster develops a fear of wild surges  
**0770** Caster develops a morbid desire to see his own heart  
**0771** Caster develops a phobia about Wild Surges  
**0772** Caster develops a terrific thirst for alcohol  
**0773** Caster develops a terrific thirst for blood  
**0774** Caster develops a terrific thirst for cobra venom  
**0775** Caster develops a terrific thirst for egg whites  
**0776** Caster develops a terrific thirst for egg yolks  
**0777** Caster develops a terrific thirst for holy water  
**0778** Caster develops a terrific thirst for ink  
**0779** Caster develops a terrific thirst for lamp oil  
**0780** Caster develops a terrific thirst for magic potions  
**0781** Caster develops a terrific thirst for pine tree sap  
**0782** Caster develops a terrific thirst for poison  
**0783** Caster develops a terrific thirst for sea water  
**0784** Caster develops a terrific thirst for sovereign glue  
**0785** Caster develops a terrific thirst for stagnant water  
**0786** Caster develops a terrific thirst for unholy water  
**0787** Caster develops a terrific thirst for universal solvent  
**0788** Caster develops advanced arthritis; Movement rate is halved  
**0789** Caster develops ambidexterity  
**0790** Caster develops an aversion to clothing  
**0791** Caster develops an intense craving for charcoal  
**0792** Caster develops an intense craving for dirt and mud  
**0793** Caster develops an intense desire to swim upstream and spawn  
**0794** Caster develops an intense phobia of fish and marine life  
**0795** Caster develops an irresistible urge to bury himself  
**0796** Caster develops another joint between his shoulder and elbow  
**0797** Caster develops d4 new personalities  
**0798** Caster develops irritating, elusive itch somewhere on his body  
**0799** Caster develops radial symmetry, like a starfish  
**0800** Caster develops Thaumaphilia, a fascination with magic  
**0801** Caster develops Thaumaphobia, an intense fear of magic  
**0802** Caster dies immediately if he is ever cut by his own dagger  
**0803** Caster dies nightly and is resurrected each following morning  
**0804** Caster discovers a tombstone nearby inscribed with his name  
**0805** Caster discovers the secret for manufacturing plastic  
**0806** Caster disgorges 1d1000 bats  
**0807** Caster disgorges 1d1000 blasphemies  
**0808** Caster disgorges 1d1000 canaries  
**0809** Caster disgorges 1d1000 copper pieces  
**0810** Caster disgorges 1d1000 counterfeit gold coins  
**0811** Caster disgorges 1d1000 cubic yards of smoke  
**0812** Caster disgorges 1d1000 feathers  
**0813** Caster disgorges 1d1000 frogs  
**0814** Caster disgorges 1d1000 hailstones  
**0815** Caster disgorges 1d1000 hot embers  
**0816** Caster disgorges 1d1000 locusts  
**0817** Caster disgorges 1d1000 maggots  
**0818** Caster disgorges 1d1000 minnows  
**0819** Caster disgorges 1d1000 needles  
**0820** Caster disgorges 1d1000 non-poisonous snakes  
**0821** Caster disgorges 1d1000 pints of water  
**0822** Caster disgorges 1d1000 rotten apples  
**0823** Caster disgorges 1d1000 small pebbles every morning  
**0824** Caster disgorges 1d1000 spiders  
**0825** Caster disgorges 1d1000 sugar cubes  
**0826** Caster disgorges 1d1000 sunflower seeds  
**0827** Caster disgorges 1d1000 teeth  
**0828** Caster disgorges a black pudding  
**0829** Caster disgorges a complete human skeleton  
**0830** Caster disgorges a large python  
**0831** Caster disgorges a scroll containing a random 7th level spell  
**0832** Caster disgorges everything he ate during the last week  
**0833** Caster disgorges his own digestive tract  
**0834** Caster disgorges the last meal he ate  
**0835** Caster does not age while asleep: aging is slowed by 1/3  
**0836** Caster does not age while awake: aging is slowed by 2/3  
**0837** Caster does not believe anything he says  
**0838** Caster does not heal while exposed to direct sunlight  
**0839** Caster does not need to eat while he has his full hit points  
**0840** Caster does not need to open his eyes to see (lasts d4 days)  
**0841** Caster does not reflect or emit any form of light for d6 days  
**0842** Caster doesn't believe that his body is his actual form  
**0843** Caster doesn't know when he's lying  
**0844** Caster doesn't know which spells he has memorized  
**0845** Caster doubles his size when he is asleep  
**0846** Caster drools constantly  
**0847** Caster electrically charged and shocks next person he touches  
**0848** Caster emits no scent whatsoever; cannot be tracked by hounds  
**0849** Caster exchanges personalities with some distant (demi)human  
**0850** Caster exchanges places with himself one hour in the future  
**0851** Caster experiences horrifying nightmares tonight  
**0852** Caster experiences pain at the sight of blood  
**0853** Caster experiences sublimely beautiful dreams tonight  
**0854** Caster experiences vertigo when he looks at the stars  
**0855** Caster experiences vertigo whenever he looks at the moon  
**0856** Caster explodes and dies (Save vs Death to prevent explosion)  
**0857** Caster explodes as a Fireball of Hit Dice equal to 2x his Level  
**0858** Caster explodes permanently when hit points fall to ½ total  
**0859** Caster explodes under every Full Moon; reforms at dawn  
**0860** Caster explodes; reforms 2d20 turns later unharmed  
**0861** Caster exudes chlorine gas whenever he casts a spell  
**0862** Caster faints at the sight of his own blood  
**0863** Caster faints at the sight of his own reflection  
**0864** Caster falls asleep and cannot be roused  
**0865** Caster falls asleep when exposed to direct sunlight  
**0866** Caster falls asleep whenever he casts a spell  
**0867** Caster falls in love with d4 people of same race/opposite sex  
**0868** Caster falls in love with his own reflection  
**0869** Caster falls in love with someone entirely inappropriate  
**0870** Caster falls into a heap of unconnected cells  
**0871** Caster falls madly in love with the nearest statue  
**0872** Caster falls over  
**0873** Caster fears clothing except when naked, when he fears nudity  
**0874** Caster fears communists are after his precious bodily fluids  
**0875** Caster fears he is a vampire and will be injured by sunlight  
**0876** Caster fears he is a werewolf temporarily in human form  
**0877** Caster fears he'll turn to stone if he sees his reflection  
**0878** Caster fears his body does strange things when he's asleep  
**0879** Caster fears lightning but is drawn to trees during storms  
**0880** Caster fears rainfall  
**0881** Caster fears sentient weapons, thinking they're out to get him  
**0882** Caster fears small woodland creatures

**0883** Caster fears that the moment of reckoning is close at hand  
**0884** Caster feels a burst of confidence after casting a spell  
**0885** Caster feels a mild ache between his eyes when facing north  
**0886** Caster feels a need to explain himself when casting a spell  
**0887** Caster feels a sense of real urgency in his bladder  
**0888** Caster feels an intense desire to stare at the sun  
**0889** Caster feels an intense urge to drop his weapons  
**0890** Caster feels an intense urge to hide  
**0891** Caster feels an intense urge to reveal any secret he knows  
**0892** Caster feels an intense urge to run to the nearest well  
**0893** Caster feels an intense urge to sing at the top of his lungs  
**0894** Caster feels an urge to mark trees in the manner of a wolf  
**0895** Caster feels crampy and bloated  
**0896** Caster feels déjà vu whenever he hears his name  
**0897** Caster feels euphoric; +2 to ability checks for 2d4 turns  
**0898** Caster feels giddy and energized whenever he casts a spell  
**0899** Caster feels hopeless; -2 to ability checks for 2d4 turns  
**0900** Caster feels horrible embarrassment whenever he casts a spell  
**0901** Caster feels hunger pangs after casting a spell  
**0902** Caster feels intense ecstasy whenever he's wounded  
**0903** Caster feels intensely guilty whenever he eats meat  
**0904** Caster feels intensely hung-over  
**0905** Caster feels like gravity has shifted by 45°  
**0906** Caster feels like he has been spinning in a circle for hours  
**0907** Caster feels like he just bearhugged a cactus  
**0908** Caster feels like he's been folded, spindled, and mutilated  
**0909** Caster feels like he's been manipulated all this time  
**0910** Caster feels like he's just come off a huge drinking binge  
**0911** Caster feels like he's in freefall whenever he casts a spell  
**0912** Caster feels naked unless wearing a tiara  
**0913** Caster feels out of breath after casting a spell  
**0914** Caster feels phantom itch in his "third" and "fourth" arms  
**0915** Caster feels uncomfortably cold for the next 2d12 hours  
**0916** Caster feels wholly alone in the universe  
**0917** Caster Feigns Death whenever he's out of spells  
**0918** Caster finds clothing uncomfortable in the presence of royalty  
**0919** Caster finds himself insufferably pretentious  
**0920** Caster finds his own head at the bottom of a nearby hole  
**0921** Caster finds some mundane food irresistible  
**0922** Caster finds the taste of cooked meat offensive  
**0923** Caster flares like burning magnesium for one round  
**0924** Caster flatly refuses to believe that he's alive  
**0925** Caster flies into a rage after dinner  
**0926** Caster flies into hysterics whenever he is wounded  
**0927** Caster forgets a random language  
**0928** Caster forgets all spells he currently has memorized  
**0929** Caster forgets everything since yesterday morning  
**0930** Caster forgets his name in the presence of royalty  
**0931** Caster forgets how to walk  
**0932** Caster forgets one language but learns two others  
**0933** Caster forgets the Common Tongue  
**0934** Caster forgets the location of everything he currently carries  
**0935** Caster forgives his current worst enemy  
**0936** Caster freezes at room temperature  
**0937** Caster freezes solid for d8 rounds; thaws unharmed  
**0938** Caster gains (at will) use of one spell of level 4d3-3  
**0939** Caster gains 1 HP/round until exploding as on Positive Material  
**0940** Caster gains 1 point of Wisdom but forfeits 5 hit points  
**0941** Caster gains 2 points of INT but his CON is halved  
**0942** Caster gains a 10% Magic Resistance  
**0943** Caster gains a large Keep, but it is made of cardboard  
**0944** Caster gains amazing ability with an unusual musical instrument  
**0945** Caster gains an experience level but ages 10 years

**0946** Caster gains Animal Control as potion  
**0947** Caster gains Clairaudience as potion  
**0948** Caster gains d10 followers who believe him to be a deity  
**0949** Caster gains danger sense; -2 to surprise rolls  
**0950** Caster gains Flight as potion  
**0951** Caster gains Madness as Elixir  
**0952** Caster gains no bonuses from magical weapons  
**0953** Caster gains one Wish, which must be used within 3 rounds  
**0954** Caster gains physical repulsiveness equal to that of a medusa  
**0955** Caster gains proficiency in the next weapon type he touches  
**0956** Caster gains proficiency in the use of the Mancatcher  
**0957** Caster gains quadrophonic hearing: +2 bonus on Surprise rolls  
**0958** Caster gains Red Dragon's breath weapon & suffers equal damage  
**0959** Caster gains the ability to read any language  
**0960** Caster gains the ability to see at will into the Ethereal Plane  
**0961** Caster gains the friendship of a legendary arch-mage  
**0962** Caster gains the friendship of a legendary warrior  
**0963** Caster gains the friendship of a prominent merchant  
**0964** Caster gains the friendship of a thieves' guildmaster  
**0965** Caster gains the friendship of a well-respected mercenary  
**0966** Caster gains the friendship of the owner of a major brothel  
**0967** Caster gains the friendship of the ruler of a major country  
**0968** Caster gains the lasting enmity of a legendary arch-mage  
**0969** Caster gains the lasting enmity of a legendary warrior  
**0970** Caster gains the lasting enmity of a prominent merchant  
**0971** Caster gains the lasting enmity of a thieves' guildmaster  
**0972** Caster gains the lasting enmity of a well-respected mercenary  
**0973** Caster gains the lasting enmity of the owner of a major brothel  
**0974** Caster gains the lasting enmity of the ruler of a major country  
**0975** Caster gains the power of clairaudience to a range of five feet  
**0976** Caster gains the power to grant one Wish to someone else  
**0977** Caster gains troglodyte's breath weapon but also falls asleep  
**0978** Caster gains Water Breathing as potion  
**0979** Caster gains weight every time he says his name  
**0980** Caster gets a strong urge to cast spells whenever he is angered  
**0981** Caster gets a Wish, (50% likely to grant the opposite)  
**0982** Caster giggles for d10 rounds, spellcasting impossible  
**0983** Caster giggles in the presence of royalty  
**0984** Caster giggles whenever he hears a lie, but doesn't know why  
**0985** Caster giggles whenever he tries to tell a lie  
**0986** Caster glimpses Paradise and is forever changed  
**0987** Caster glimpses The Pit and is forever changed  
**0988** Caster glows as though on fire internally  
**0989** Caster glows for 1d10 rounds after casting a spell  
**0990** Caster glows like a campfire when he tries to hide in shadow  
**0991** Caster glows like a firefly but can stop while he concentrates  
**0992** Caster glows like a firefly in moonlight  
**0993** Caster goes mad for 1 hour whenever he tries to cast this spell  
**0994** Caster grabs his ankles and can't let go until tomorrow  
**0995** Caster greatly desires to cross the nearest stream or river  
**0996** Caster growls like a lion whenever he is upset  
**0997** Caster grows ½ inch each day  
**0998** Caster grows a finger on each foot  
**0999** Caster grows a third eye in the center of his forehead  
**1000** Caster grows a third eye that can see the Ethereal Plane  
**1001** Caster grows a toe on each hand  
**1002** Caster grows another arm from the wrist of one arm  
**1003** Caster grows another finger on each hand  
**1004** Caster grows another leg from the ankle of one leg  
**1005** Caster grows another toe on each foot  
**1006** Caster grows fangs and develops a marked aversion to sunlight  
**1007** Caster grows hair on his palms and is stricken blind  
**1008** Caster grows increasingly confident with each spell he casts

- 1009 Caster grows increasingly paranoid with each spell he casts
- 1010 Caster grows nonfunctional vampire fangs
- 1011 Caster grows thick, luxurious fleece from his skin
- 1012 Caster hallucinates in the presence of royalty
- 1013 Caster hallucinates wildly for 1d12 hours
- 1014 Caster has 19 Strength on one side of his body
- 1015 Caster has a +2 Reaction Bonus whenever courtesy is needed
- 1016 Caster has a 55% chance to know history of any region he enters
- 1017 Caster has a bad feeling that he just made a big mistake
- 1018 Caster has a barcode tattooed somewhere on his body
- 1019 Caster has a birthmark identifying him as a royal heir
- 1020 Caster has a birthmark identifying him as an agent of evil
- 1021 Caster has a box of 10-gauge shotgun shells
- 1022 Caster has a burning need to cast his spells as soon as he can
- 1023 Caster has a copy of his spellbook on CD-ROM
- 1024 Caster has a copy of his unauthorized, up-to-date biography
- 1025 Caster has a full-body tattoo of a full suit of chainmail
- 1026 Caster has a heavy steel ball chained to his ankle
- 1027 Caster has a nose like a mole
- 1028 Caster has a nose like a tapir
- 1029 Caster has a nose like a thumb
- 1030 Caster has a porcupine in his pocket
- 1031 Caster has a remarkably quick temper for 1d4 days
- 1032 Caster has a scar he attributes to a close call with a dragon
- 1033 Caster has a seizure every time he tries to cast this spell
- 1034 Caster has a terrible fear that he's just fooling everybody
- 1035 Caster has a terrific thirst for stagnant water
- 1036 Caster has a working clock embedded in his forehead
- 1037 Caster has AC-10 until he casts a spell
- 1038 Caster has all the symptoms of Plague but not the disease
- 1039 Caster has an intense desire to burn his clothes
- 1040 Caster has faulty depth perception; all attacks are made at -2
- 1041 Caster has flat vision; has no depth perception; -8 ToHit
- 1042 Caster has magic intuition; +25% to learn spells
- 1043 Caster has mirror vision; sees everything backwards
- 1044 Caster has misplaced his feet
- 1045 Caster has no desire for vengeance of any kind
- 1046 Caster has no fear of death whatsoever
- 1047 Caster has no neck; his head perches on his shoulders
- 1048 Caster has no vital signs while he is asleep
- 1049 Caster has pains for 1 round/level of each spell he casts
- 1050 Caster has strong urge to head south next winter
- 1051 Caster has the distinct impression he's been buried alive
- 1052 Caster has the same dream each night; may think it's prophetic
- 1053 Caster has the wind knocked out of him; stunned 2d4 rounds
- 1054 Caster has tiny compartments under his fingernails
- 1055 Caster has to wash his hands after each spell he casts
- 1056 Caster has to write his name every time he hears or says it
- 1057 Caster has two thumbs on one hand and none on the other
- 1058 Caster hasn't slept in two weeks
- 1059 Caster hates his nose and thinks he's better off without it
- 1060 Caster hates magic and uses it only reluctantly
- 1061 Caster hates next person who meets him for the first time
- 1062 Caster hates the next person he mentions by name
- 1063 Caster head is invisible from his cheeks up
- 1064 Caster heals ½ normal rate but takes ½ damage from attacks
- 1065 Caster heals ½ normal rate but takes 2X damage from attacks
- 1066 Caster heals 2X normal rate but takes 2X damage from attacks
- 1067 Caster hears celestial music whenever he casts a spell
- 1068 Caster hears echoes when people speak to him
- 1069 Caster hears through his nose and smells through his ears
- 1070 Caster hears voices that aren't there
- 1071 Caster hoards coal in the hope that one day it will be diamonds
- 1072 Caster immune to 1 random Mage spell of random (2d5-1) level
- 1073 Caster immune to 1 random Priest spell of random (2d4-1) level
- 1074 Caster inflates like balloon to 1d12 foot across for d20 rounds
- 1075 Caster inherits a sizable fortune from a deceased relative
- 1076 Caster insists his name is something it is not
- 1077 Caster insists that he be referred to as a prestidigitator
- 1078 Caster insists that he is a dragon in humanoid form
- 1079 Caster inspires jealousy in all but those who know him well
- 1080 Caster invites random foe to join his party
- 1081 Caster involuntarily repels all water to a distance of 10 feet
- 1082 Caster is able to Detect Magic once per turn at will
- 1083 Caster is able to Know Time at will
- 1084 Caster is able to see with his eyes closed
- 1085 Caster is able to succeed any one roll automatically each day
- 1086 Caster is able to survive one death (resurrection unnecessary)
- 1087 Caster is absolutely silent when naked
- 1088 Caster is accompanied by the clip-clop of coconut shells
- 1089 Caster is acutely sensitive to taste; must eat bland foods
- 1090 Caster is addicted to magic; needs some spell cast on him daily
- 1091 Caster is affected as by a Bowl of Watery Death
- 1092 Caster is affected as by a Brooch of Number Numbing
- 1093 Caster is affected as by a Cloak of Poisonousness
- 1094 Caster is affected as by a Haste spell
- 1095 Caster is affected as by Levitate on half of his body
- 1096 Caster is affected as by a Philtre of Love
- 1097 Caster is affected as by a Ring of Contrariness
- 1098 Caster is affected as by a Slow spell
- 1099 Caster is affected as by a Wand of Misplaced objects
- 1100 Caster is affected as by an amulet of inescapable location
- 1101 Caster is affected by Mirror Image
- 1102 Caster is affected by silver like a lycanthrope
- 1103 Caster is affected by the spell Blur for the next 10 turns
- 1104 Caster is afraid of his own reflection
- 1105 Caster is afraid to touch money
- 1106 Caster is alarmed now by a bustle in his hedgerow
- 1107 Caster is alert and coherent the instant he wakes up
- 1108 Caster is an illusion every other round and can cause no damage
- 1109 Caster is as buoyant as a block of iron
- 1110 Caster is as buoyant as styrofoam
- 1111 Caster is at the center of a Blade Barrier
- 1112 Caster is at the center of a whirlwind of ping-pong balls
- 1113 Caster is attended by 1d4 skeletons with no combat ability
- 1114 Caster is aware of every object now within 50 feet of him
- 1115 Caster is base AC 4 for d4 days; DEX/armor bonuses still apply
- 1116 Caster is befriended by a family in each town within 100 miles
- 1117 Caster is befriended by a popular local leader
- 1118 Caster is befriended by all the members of a single species
- 1119 Caster is befriended by nearest Lich
- 1120 Caster is befriended by the nearest nymph or sylph
- 1121 Caster is believed by some to be a deity
- 1122 Caster is believed to bathe in the blood of innocents
- 1123 Caster is believed to be a leper
- 1124 Caster is believed to be a particularly nasty demon
- 1125 Caster is believed to be a practicing cannibal
- 1126 Caster is believed to be a town elder by nearest village
- 1127 Caster is believed to be an agent of evil
- 1128 Caster is believed to be an escaped murderer by nearest village
- 1129 Caster is believed to be carrying a powerful artifact
- 1130 Caster is believed to be carrying an especially virulent plague
- 1131 Caster is believed to be possessed by a demon
- 1132 Caster is believed to be rich beyond the dreams of avarice
- 1133 Caster is believed to be the cause of a local plague
- 1134 Caster is believed to be the worst enemy of all who view him

1135 Caster is believed to have murdered someone he did not  
1136 Caster is believed to have resurrected someone he did not  
1137 Caster is believed to have risen from the dead recently  
1138 Caster is believed to have the cure for a local plague  
1139 Caster is believed to have the power to heal  
1140 Caster is blamed for crop failure in the next town he enters  
1141 Caster is blamed for the death of some forgotten relative  
1142 Caster is blasted to ashes  
1143 Caster is blind when exposed to direct sunlight  
1144 Caster is blind whenever he is at less than full hit points  
1145 Caster is blinded but gains clairvoyance of the area he is in  
1146 Caster is bound head to toe in coaxial cable  
1147 Caster is bulletproof, as he'll discover if he's ever shot  
1148 Caster is buried up to his waist in hot dogs  
1149 Caster is burned by a large magical explosion; loses 16 HP  
1150 Caster is burned by exposure to direct sunlight; 2d4 HP/round  
1151 Caster is burned by holy symbols  
1152 Caster is burned by Holy Water as if he were undead  
1153 Caster is certain he'll meet his fate within the next week  
1154 Caster is Cloned  
1155 Caster is completely immune to beneficial clerical magic  
1156 Caster is completely unable to save money  
1157 Caster is confident he'll resurrect instantly when he dies  
1158 Caster is confident that his enemies trust and respect him  
1159 Caster is confident that his magic is better than anyone else's  
1160 Caster is constantly mistaken for someone else  
1161 Caster is constantly surrounded by a cloud of bees  
1162 Caster is convinced he'll be dead by tomorrow morning  
1163 Caster is convinced he'll die in a cave or mine  
1164 Caster is convinced that 10 days have just passed  
1165 Caster is convinced that he invented magic  
1166 Caster is convinced that someone's lurking right behind him  
1167 Caster is covered in a sugary glaze like a doughnut  
1168 Caster is covered in ice cream and hot fudge  
1169 Caster is covered in ketchup, though he believes it's blood  
1170 Caster is covered in scars as if he were once badly burned  
1171 Caster is covered with butter every time he casts a spell  
1172 Caster is covered with painful-looking bruises  
1173 Caster is covered with scales which fall off in 1d4 days  
1174 Caster is deafened but gains clairaudience of the area he is in  
1175 Caster is deeply embarrassed by the sound of his voice  
1176 Caster is deeply embarrassed whenever he casts a spell  
1177 Caster is despised by all the members of a single species  
1178 Caster is dispatched to a random plane, as spell  
1179 Caster is doused in whipped cream  
1180 Caster is drenched in pig's blood  
1181 Caster is driven insane, as Mindshatter spell  
1182 Caster is encased in a box made of bulletproof glass  
1183 Caster is ensnared by another caster's Monster Summoning  
1184 Caster is entangled by rapidly growing grass or the like  
1185 Caster is equally affected by every spell he casts on others  
1186 Caster is Feebleminded as by spell and Enfeebled as by Ray  
1187 Caster is Feebleminded when exposed to direct sunlight  
1188 Caster is filled with straw, not blood or internal organs  
1189 Caster is forever unable to teleport  
1190 Caster is granted one wish during each of the next 1d4 years  
1191 Caster is hallucinates wildly for 1d12 hours  
1192 Caster is haunted by ghastly visions of his own death  
1193 Caster is Healed (not resurrected) under next 2d6 Full Moons  
1194 Caster is Healed the next time he suffers 10 HP of fire damage  
1195 Caster is Held d6 rounds each time he speaks his name  
1196 Caster is Held for d10 rounds  
1197 Caster is Held until someone speaks his name

1198 Caster is henceforth 50% likely to go berserk after eating  
1199 Caster is henceforth 50% likely to vomit after eating  
1200 Caster is henceforth 50% likely to weep after eating  
1201 Caster is heroic; immune to fear and confusion  
1202 Caster is hit by 1 HD lightning bolt whenever he hears his name  
1203 Caster is holding a stick of dynamite with a burning fuse  
1204 Caster is holding a tray full of hors d'oeuvres  
1205 Caster is holding an enormous basket of turnips  
1206 Caster is holding an ice cream sandwich in each hand  
1207 Caster is immortal for the next 1d8 days  
1208 Caster is immortal, but has a fatal weakness (ie., cannot move)  
1209 Caster is immune to all magical healing efforts for d4 days  
1210 Caster is immune to all nonmagical snake venom  
1211 Caster is immune to bludgeoning attacks (mace, etc) for d4 days  
1212 Caster is immune to fire for d6 hours  
1213 Caster is immune to gaze attacks  
1214 Caster is immune to gaze attacks for d100 days  
1215 Caster is immune to lycanthropy  
1216 Caster is immune to magical scrying or detection  
1217 Caster is immune to natural extremes of weather when naked  
1218 Caster is immune to next 10 olfactory (gas) attacks against him  
1219 Caster is immune to nonmagical disease for one year  
1220 Caster is immune to normal fire while chanting "icy-nicey"  
1221 Caster is immune to piercing attacks for 1d4 days  
1222 Caster is immune to slashing attacks for 1d4 days  
1223 Caster is immune to sonic attacks  
1224 Caster is implicated in a local property dispute  
1225 Caster is implicated in a tawdry scandal in a nearby town  
1226 Caster is instantly liked by those with the same color of hair  
1227 Caster is invisible except while he speaks  
1228 Caster is invisible from the back but visible from the front  
1229 Caster is invisible from the front but visible from the back  
1230 Caster is invisible in daylight but illuminated in darkness  
1231 Caster is invisible to himself  
1232 Caster is invisible to the target  
1233 Caster is invisible to undead, who are also invisible to him  
1234 Caster is invisible to vampires until he speaks or attacks  
1235 Caster is insensible when naked and unencumbered  
1236 Caster is invisible when no one is looking  
1237 Caster is invisible whenever he shoves his fist in his mouth  
1238 Caster is invisible while he speaks  
1239 Caster is invisible, intangible, and silenced for 10d6 rounds  
1240 Caster is invulnerable to all harm for 1d6-1 rounds  
1241 Caster is invulnerable until he harms someone  
1242 Caster is just out of sight and earshot of his allies  
1243 Caster is killed and butchered like a deer  
1244 Caster is knocked unconscious and cannot be roused until dawn  
1245 Caster is lightly seasoned and coated in breadcrumbs  
1246 Caster is mistaken for someone else wherever he goes  
1247 Caster is morbidly fascinated with undead  
1248 Caster is naturally careful; never makes a Critical Fumble  
1249 Caster is neon pink for the intended spell's duration  
1250 Caster is next in line for the throne  
1251 Caster is not affected by any First Level spells  
1252 Caster is not harmed by ingested poisons  
1253 Caster is nourished by grass instead of food for d10 days  
1254 Caster is now dressed in full football padding  
1255 Caster is now dressed like a hockey goalie  
1256 Caster is now dressed like a Hollywood viking  
1257 Caster is obsessed with removing one of his vital organs  
1258 Caster is only able to hear that which he can see  
1259 Caster is only able to hear when his eyes are closed  
1260 Caster is only able to hear when his mouth is open

- 1261 Caster is only able to open his mouth when his eyes are closed  
1262 Caster is only able to see in 2 dimensions; -4 ToHit  
1263 Caster is only able to see when his eyes are closed  
1264 Caster is painfully and messily disemboweled  
1265 Caster is paralyzed by intense pain for 1d4 rounds  
1266 Caster is perceived to be a bully  
1267 Caster is polymorphed into duplicate of the target  
1268 Caster is pretty sure he can breathe underwater  
1269 Caster is prone to ridiculous exaggeration  
1270 Caster is protected by Mordenkainen's Faithful Phantom Guardian  
1271 Caster is Protected from Self, as spell, for 10d10 days  
1272 Caster is pummeled by hail for 1 turn, losing 4d4 hit points  
1273 Caster is pursued by a Red Dragon but believes he is not  
1274 Caster is pursued by bees as if he were their queen  
1275 Caster is pursued by flies and vultures as if he were carrion  
1276 Caster is pursued by groupies and wanna-bees  
1277 Caster is randomly teleported 10 miles (50% chance Up or Down)  
1278 Caster is reduced to ½ strength when exposed to direct sunlight  
1279 Caster is reduced to 1 Hit Point  
1280 Caster is reduced to Level One for 5 turns  
1281 Caster is refreshed as from a good night's sleep  
1282 Caster is reluctant to use magic for fear of Wild Surges  
1283 Caster is rendered Timeless, as priest spell, for d10 days  
1284 Caster is repulsed by holy symbols  
1285 Caster is resurrected the next time he is slain (NO CON loss)  
1286 Caster is roasted by a huge magical explosion; loses 32 HP  
1287 Caster is rumored to have a terribly embarrassing disease  
1288 Caster is scarred as though he was disassembled and rebuilt  
1289 Caster is scorched by a tiny magical explosion; loses 2 HP  
1290 Caster is sent to alternate Prime Material plane  
1291 Caster is singed by a medium magical explosion; loses 8 HP  
1292 Caster is standing atop a rickety ladder  
1293 Caster is standing atop the nearest hill  
1294 Caster is standing in a bucket of oatmeal  
1295 Caster is standing upon a rickety tower of orange crates  
1296 Caster is Stoneskinned  
1297 Caster is stricken mute in the presence of royalty  
1298 Caster is stunned by the true expanse of the universe  
1299 Caster is stunned for 1d4 rounds each time he casts a spell  
1300 Caster is stunned for d10 rounds  
1301 Caster is Stunned whenever he casts a spell  
1302 Caster is suddenly carrying a sophisticated laptop computer  
1303 Caster is suddenly holding his kidneys in his hands  
1304 Caster is suddenly lying face-down on the ground  
1305 Caster is suddenly sitting atop a lamppost  
1306 Caster is suddenly standing in a construction site toilet  
1307 Caster is suddenly standing in the middle of a bonfire  
1308 Caster is suddenly standing knee-deep in snow  
1309 Caster is suddenly standing on an island in a lake of magma  
1310 Caster is suddenly standing on his head  
1311 Caster is suddenly wearing a construction helmet  
1312 Caster is suddenly wearing a large diaper  
1313 Caster is suddenly wearing a suit of aluminum chainmail  
1314 Caster is suddenly wearing a top-of-the-line kevlar helmet  
1315 Caster is suddenly wearing all the clothes he owns  
1316 Caster is suddenly wearing nothing but a fishing net  
1317 Caster is suddenly wearing nothing but fig leaves  
1318 Caster is suddenly wearing two large oysters on his feet  
1319 Caster is suffering from advanced hypothermia  
1320 Caster is suffering from severe stomach cramps  
1321 Caster is sure an artifact is buried around here somewhere  
1322 Caster is surrounded by fireflies and can be seen at all times  
1323 Caster is surrounded by ostriches  
1324 Caster is suspected in an assassination plot  
1325 Caster is suspended upside down in a water-filled glass box  
1326 Caster is suspicious of any who light a fire in his presence  
1327 Caster is tapped on the shoulder once every d10 rounds  
1328 Caster is teleported anywhere, anytime, randomly  
1329 Caster is teleported into nearest hollow but standing tree  
1330 Caster is teleported into nearest Monastery  
1331 Caster is teleported into the bathing pool of the nearest nymph  
1332 Caster is teleported into the nearest cave  
1333 Caster is teleported into the nearest keep  
1334 Caster is teleported into the nearest prison  
1335 Caster is teleported one mile straight up  
1336 Caster is teleported onto his own shoulders  
1337 Caster is teleported onto the branches of the nearest tree  
1338 Caster is teleported onto the shoulders of target  
1339 Caster is teleported to the 3d6th layer of the Abyss  
1340 Caster is teleported to the bottom of the nearest well  
1341 Caster is teleported to the lair of the tarrasque  
1342 Caster is teleported to the nearest convent  
1343 Caster is teleported to the place from which he last teleported  
1344 Caster is teleported to within 10' of nearest Lich  
1345 Caster is terrified of becoming invisible  
1346 Caster is terrified of death and broods upon it constantly  
1347 Caster is terrified of getting his feet wet  
1348 Caster is thoroughly humiliated and demoralized  
1349 Caster is thought by local villagers to be a prophesized savior  
1350 Caster is thought by local villagers to be a vampire  
1351 Caster is thought to be a minor official in a major country  
1352 Caster is thought to be a prominent official in a major country  
1353 Caster is thought to be a successful merchant or guildmaster  
1354 Caster is thought to be some random dweeb from a far-off land  
1355 Caster is thought to be the ruler of an empire  
1356 Caster is thought to be the sole ruler of a major country  
1357 Caster is thought to be the sole ruler of a minor country  
1358 Caster is thought to be the sole ruler of a spot on the map  
1359 Caster is thought to be the sole survivor of a royal family  
1360 Caster is toasted by a small magical explosion; loses 4 HP  
1361 Caster is transported to an Outer Plane for d10 rounds  
1362 Caster is trapped in a stack of tires  
1363 Caster is unable to cast any spells tomorrow  
1364 Caster is unable to cast non-illusion spells for 24 hours  
1365 Caster is unable to consume or digest solid foods  
1366 Caster is unable to create Illusions for 24 hours  
1367 Caster is unable to hear his own voice  
1368 Caster is unable to perceive illusions for 1d12 hours  
1369 Caster is unable to read except while exposed to sunlight  
1370 Caster is unable to read while exposed to sunlight  
1371 Caster is unable to remain quiet where silence is required  
1372 Caster is unable to speak except in a booming shout  
1373 Caster is unable to swallow food in the presence of others  
1374 Caster is unable to tell when he is lying  
1375 Caster is unaffected by gravity when his eyes are closed  
1376 Caster is unaffected by gravity when lying face down  
1377 Caster is unaffected by the next Abjuration cast against him  
1378 Caster is unaffected by the next Alteration cast against him  
1379 Caster is unaffected by the next Conjuraction cast against him  
1380 Caster is unaffected by the next Divination cast against him  
1381 Caster is unaffected by the next Enchantment cast against him  
1382 Caster is unaffected by the next Evocation cast against him  
1383 Caster is unaffected by the next Illusion cast against him  
1384 Caster is unaffected by the next Necromancy cast against him  
1385 Caster is unharmed by next 1d20 hit points of damage he suffers  
1386 Caster is visible to infravision like a lighthouse beacon

- 1387 Caster is vulnerable to rust monsters like metal
- 1388 Caster is wearing an old deep-sea diving suit
- 1389 Caster is wearing ballet slippers
- 1390 Caster is wearing carbon steel handcuffs
- 1391 Caster is wearing red suspenders (to keep his pants up)
- 1392 Caster is wholly unwilling to compromise in matters of food
- 1393 Caster is wracked with guilt whenever he casts a spell
- 1394 Caster is wrapped head to toe in a coil of chain
- 1395 Caster is wrapped in a cocoon like a caterpillar
- 1396 Caster isn't entirely sure that he exists
- 1397 Caster jumps up and down whenever he casts a spell
- 1398 Caster keeps mushrooms and fungus as pets
- 1399 Caster kicks like a mule whenever he hears his name
- 1400 Caster knows the complete Pittsburgh bus schedule for 1974
- 1401 Caster knows the first name of everyone now within 100 yards
- 1402 Caster knows the meaning of life briefly, then forgets it
- 1403 Caster knows the meaning of life but can't articulate it
- 1404 Caster knows the meaning of life but doesn't believe it
- 1405 Caster lashes out at nearby ally and attacks until subdued
- 1406 Caster laughs disconcertingly when he is injured
- 1407 Caster laughs like a hyena at the sight of blood
- 1408 Caster laughs like a madman in the presence of royalty
- 1409 Caster laughs like a madman whenever he casts a spell
- 1410 Caster leaps 90' straight up and lands without harm
- 1411 Caster learns 1d3 languages during the next 2 months
- 1412 Caster learns a language which does not otherwise exist
- 1413 Caster learns that a now-dead relative committed awful crimes
- 1414 Caster learns that he was adopted
- 1415 Caster leaves footprints on any nonmagical surface
- 1416 Caster leaves no footprints for d8 weeks
- 1417 Caster leaves strange, disquieting odors in his wake
- 1418 Caster leaves wet footprints wherever he goes
- 1419 Caster left a fire in his fireplace; house is now ablaze
- 1420 Caster levitates 1' above ground, retains normal Movement Rate
- 1421 Caster levitates slightly when he casts a spell
- 1422 Caster levitates slightly when he sleeps
- 1423 Caster likes to reminisce with undead
- 1424 Caster likes to speak as though he's giving prophecy
- 1425 Caster likes to tell bawdy jokes in the presence of royalty
- 1426 Caster likes to wear dark clothes and pretend he's a vampire
- 1427 Caster looks and sounds different to each creature viewing him
- 1428 Caster looks drastically different to everyone but himself
- 1429 Caster looks like a badly decayed corpse while he's asleep
- 1430 Caster looks like a cute little forest animal while asleep
- 1431 Caster looks like a murder victim while he's asleep
- 1432 Caster looks like a stereotypical 1950's Hollywood Martian
- 1433 Caster looks like an Impressionist painting while asleep
- 1434 Caster looks more and more like a burned-out hippie
- 1435 Caster looks sickly and emaciated but is not
- 1436 Caster loses 1 HP/round until dying as on Negative Material
- 1437 Caster loses 1 Level/Hit Die per day until becoming Juju zombie
- 1438 Caster loses 1d4 additional hit points from all fire damage
- 1439 Caster loses 1d4 fewer hit points from all fire damage
- 1440 Caster loses 1d6 hit points whenever he says a pun
- 1441 Caster loses 2d4 Experience Levels (and appropriate abilities)
- 1442 Caster loses a piece of clothing each time he casts a spell
- 1443 Caster loses a tooth during each of the next 4d8 nights
- 1444 Caster loses a tooth each time he tells a lie
- 1445 Caster loses access to a school of magic till he rises a level
- 1446 Caster loses access to ALL knowledge held in his mind
- 1447 Caster loses access to one school of magic
- 1448 Caster loses all proficiency in all weapons
- 1449 Caster loses all sense of the passage of space
- 1450 Caster loses all sense of the passage of time
- 1451 Caster loses consciousness; can't find it again for d10 hours
- 1452 Caster loses d4 HP whenever he tries to cast a spell
- 1453 Caster loses hair and all facial features, but retains senses
- 1454 Caster loses his mind; can't find it again for d20 rounds
- 1455 Caster loses his spellbook; can't find it again for d4 days
- 1456 Caster loses one hit point each time he tells a lie
- 1457 Caster loses one hit point per level of each spell he casts
- 1458 Caster loses spellcasting ability for d10 years
- 1459 Caster loses spellcasting ability for d6 days
- 1460 Caster loses stereophonic hearing: -1 penalty on Surprise rolls
- 1461 Caster loses the ability to Read/Write a random language
- 1462 Caster loses the sense of smell
- 1463 Caster loses the sense of taste
- 1464 Caster loses the sense of touch
- 1465 Caster loves to tell preposterous stories of his youth
- 1466 Caster makes a spirited attempt to swallow his own head
- 1467 Caster makes enemies easily; -2 to all reaction rolls
- 1468 Caster may call down one 3HD lightning bolt per day; no Saves
- 1469 Caster may Command one being; cannot refuse, obeys as is able
- 1470 Caster may Teleport without Error twice
- 1471 Caster melts over next d6 rounds unless Remove Curse is cast
- 1472 Caster metamorphoses into a Bodak over next d6 months
- 1473 Caster mimics the facial features of each person he touches
- 1474 Caster mistakenly Gated by a random Outer Plane being
- 1475 Caster mistakenly Gates a random Outer Planes being
- 1476 Caster mistakenly Gates himself to a random Outer Plane
- 1477 Caster moves as though balancing a serving tray on his head
- 1478 Caster moves as though he is underwater
- 1479 Caster moves as though standing knee-deep in water
- 1480 Caster moves d10 rounds into future; loses intervening rounds
- 1481 Caster must check CON every morning or fall asleep again
- 1482 Caster must eat 2x the normal amount of food to be nourished
- 1483 Caster must graze like a cow for food
- 1484 Caster must roll a STR check: if successful, he gains 1d4 STR
- 1485 Caster must roll for System Shock for each wound or pass out
- 1486 Caster must Save or spell strikes target
- 1487 Caster must Save vs Death AND Spell or become a Lich
- 1488 Caster must Save vs Death Magic or be disintegrated
- 1489 Caster must Save vs Death Magic or turn into a snowman
- 1490 Caster must Save vs Death or implode and perish
- 1491 Caster must Save vs Death or turn inside out and die instantly
- 1492 Caster must Save vs Disintegration or be disintegrated
- 1493 Caster must say "Klaatu verada nikto" to open his spellbook
- 1494 Caster must say a rhymed couplet whenever he casts a spell
- 1495 Caster never misplaces his possessions
- 1496 Caster never needs to bathe
- 1497 Caster never needs to bathe to remain clean
- 1498 Caster no longer feels hunger and must be reminded to eat
- 1499 Caster no longer has any concept of personal space
- 1500 Caster no longer has to move his mouth in order to speak
- 1501 Caster no longer throws a shadow
- 1502 Caster now has tusks like a walrus
- 1503 Caster omniscient for 1 round, then forgets it all
- 1504 Caster only needs to eat once per week
- 1505 Caster or random female ally becomes as beautiful as a nymph
- 1506 Caster or random male ally becomes as beautiful as a nymph
- 1507 Caster owns a widescreen color television
- 1508 Caster owns two longrange, solar -powered walkie-talkies
- 1509 Caster panics at the sight of his own blood
- 1510 Caster perceives a hideous monster to be standing behind him
- 1511 Caster perceives everyone nearby to be affected by Mirror Image
- 1512 Caster perceives everyone to be facing 180° from/toward him



- 1513 Caster perceives hidden demonic meaning in everyday events
- 1514 Caster perceives himself to be standing behind an evil monster
- 1515 Caster perceives himself to be standing behind himself
- 1516 Caster perceives just about everything to be an ill omen
- 1517 Caster perceives maggots to be writhing within his flesh
- 1518 Caster perceives sculptures to portray only horrifying images
- 1519 Caster perceives those around him to be naked
- 1520 Caster permanently affected as by Nahal's Nonsensical Nullifier
- 1521 Caster permanently forgets one spell now in his spellbook
- 1522 Caster permanently gains +1 to DEX
- 1523 Caster permanently loses 10 pounds
- 1524 Caster polymorphed into an orangutan
- 1525 Caster polymorphs into a duplicate of the next ally he touches
- 1526 Caster polymorphs into a frog (retains attributes)
- 1527 Caster polymorphs into a frog-sized human (retains attributes)
- 1528 Caster polymorphs into a human-sized frog (retains attributes)
- 1529 Caster polymorphs into a physical duplicate of his worst enemy
- 1530 Caster polymorphs randomly each time he is exposed to sunlight
- 1531 Caster polymorphs randomly every d4 hours
- 1532 Caster polymorphs randomly, permanently; Wishes have no effect
- 1533 Caster Possesses target for d10 rounds
- 1534 Caster professes intense jealousy of an imaginary sibling
- 1535 Caster punches himself in the jaw: 50% to knock himself out
- 1536 Caster punches the person standing nearest to him
- 1537 Caster quacks like a duck when he's angry
- 1538 Caster questions himself before using magic: +4 to Casting Time
- 1539 Caster radiates antilife; drains 1 HP/round from all within 10'
- 1540 Caster raises a d10 yard radius hemisphere of stone from ground
- 1541 Caster randomly teleported 1 mile (N,S,E,W,NE,SE,SW,NW)
- 1542 Caster reacts to criticism with hysterical sobbing
- 1543 Caster realizes he carries a small but powerful magic item
- 1544 Caster realizes he has a knife stuck in his thigh
- 1545 Caster realizes he hasn't slept in three weeks
- 1546 Caster realizes he was assembled out of dismembered corpses
- 1547 Caster realizes he was formed by a Mirror of Opposition
- 1548 Caster realizes he's carrying a lich's phylactery
- 1549 Caster realizes he's never worn clothing in his life
- 1550 Caster realizes that he only memorized Read Magic today
- 1551 Caster realizes that the universe was born in a huge explosion
- 1552 Caster realizes that the universe was hatched from a giant egg
- 1553 Caster receives Shocking Grasp from next PC he touches
- 1554 Caster receives static shocks every time he touches metal
- 1555 Caster recites the contents of his spellbook while asleep
- 1556 Caster recoils from holy symbols as if he were undead
- 1557 Caster recovers an additional 2 hit points each day
- 1558 Caster reeks of ammonia whenever he casts a spell
- 1559 Caster refuses to accept that he's ever triggered a Wild Surge
- 1560 Caster refuses to admit that anything occurred before his birth
- 1561 Caster refuses to drink healing potions
- 1562 Caster refuses to eat meat which he did not kill himself
- 1563 Caster refuses to talk for 1d10+10 rounds after casting a spell
- 1564 Caster regains all spells he cast within last 24 hours
- 1565 Caster regards any missed attack as a personal failure
- 1566 Caster regenerates 1 HP/round for the next 20+d20 rounds
- 1567 Caster regenerates 1 HP/turn, but regenerates as troll flesh
- 1568 Caster regenerates fire and/or acid damage, 1 HP per hour
- 1569 Caster remembers the name of everyone he meets
- 1570 Caster renounces magic until he's next affected by a spell
- 1571 Caster repeats the same sentence over and over; no spellcasting
- 1572 Caster rises on a column of stone 10' into the air
- 1573 Caster roars like a lion after particularly good meals
- 1574 Caster roars like a lion when angered
- 1575 Caster runs amok
- 1576 Caster runs in his sleep
- 1577 Caster Saves vs Death or becomes flesh-hued ooze
- 1578 Caster Saves vs Death or skull shrinks by half, causing death
- 1579 Caster Saves vs Magic or becomes a duplicate of the target
- 1580 Caster Saves vs Petrify or petrifies on seeing his reflection
- 1581 Caster Saves vs Petrify or turns to air
- 1582 Caster Saves vs Petrify or turns to clay
- 1583 Caster Saves vs Petrify or turns to lifeless diamond
- 1584 Caster Saves vs Petrify or turns to mithral
- 1585 Caster Saves vs Petrify or turns to mud
- 1586 Caster Saves vs Petrify or turns to non-sentient platinum
- 1587 Caster Saves vs Petrify or turns to sentient gold
- 1588 Caster Saves vs Petrify or turns to steel
- 1589 Caster Saves vs Petrify or turns to stone and crumbles
- 1590 Caster Saves vs Petrify or turns to water
- 1591 Caster Saves vs Petrify or turns to wood
- 1592 Caster says "Tah-dah!" after each spell he casts
- 1593 Caster sealed in a bubble which air cannot penetrate
- 1594 Caster seeks his long lost twin sibling (who might not exist)
- 1595 Caster seems to bleed from his eyes when exposed to sunlight
- 1596 Caster seems to double in weight each round in direct sunlight
- 1597 Caster seems to speak in the voice of each who hears him
- 1598 Caster seems untrustworthy; suffers -3 on Reaction Rolls
- 1599 Caster seems vaguely familiar to everyone who meets him
- 1600 Caster seems very trustworthy; receives +3 on Reaction Rolls
- 1601 Caster sees all others to be affected by Nonsensical Nullifier
- 1602 Caster sees everything in heavy sepia tints
- 1603 Caster sees in the Ethereal Plane but cannot see in the Prime
- 1604 Caster sees omens of the pending apocalypse in everyday events
- 1605 Caster sees perfectly in the dark but is blind in the light
- 1606 Caster sees strange figures out of the corner of his eye
- 1607 Caster sees the plane of primal magic; check WIS or go nuts
- 1608 Caster shatters into 5d10 tiny duplicates of himself for 1 turn
- 1609 Caster shatters into countless little cubes; reforms in 1 turn
- 1610 Caster sheds his skin like a snake every d6 days
- 1611 Caster sheds tears every time he casts a spell
- 1612 Caster shines like a lighthouse beacon when he is asleep
- 1613 Caster shines like the sun when hiding in shadows
- 1614 Caster shouts profanity in the presence of royalty
- 1615 Caster shows all signs of having been struck by lightning
- 1616 Caster shows no reflection in mirrors
- 1617 Caster shrinks ½ inch each day
- 1618 Caster shrinks by ½ each turn while exposed to direct sunlight
- 1619 Caster shrinks by 10%
- 1620 Caster shrinks by 10% for every 10% of his hit points he loses
- 1621 Caster shrinks to 1/10 his height while invisible
- 1622 Caster shunted to Border Ethereal; doppelganger takes his place
- 1623 Caster sinks into depression whenever he casts a spell
- 1624 Caster sinks into ground up to his knees
- 1625 Caster sinks into the ground up to his ankles for d6 rounds
- 1626 Caster sinks into the ground up to his chest for d6 rounds
- 1627 Caster sinks into the ground up to his neck for d6 rounds
- 1628 Caster sinks into the ground up to his waist for d6 rounds
- 1629 Caster sinks like a stone in water when naked
- 1630 Caster skips every other round for next 1+1d20 rounds
- 1631 Caster smells like a badly decayed corpse while he's asleep
- 1632 Caster smells like a skunk for 1d10 rounds after bathing
- 1633 Caster smells like brimstone for the spell's duration
- 1634 Caster smells like goat cheese but without the subtlety
- 1635 Caster smells of roses and lavender while he sleeps
- 1636 Caster smells strongly of blood in the presence of vampires
- 1637 Caster smells strongly of catnip
- 1638 Caster smells strongly of garlic in the presence of vampires

- 1639 Caster smiles at oddly inappropriate times  
1640 Caster sneezes when trying to cast spells; +3 to casting times  
1641 Caster sneezes whenever he hears his name  
1642 Caster soon has an opportunity to save a god's life  
1643 Caster speaks an unknown tongue for 1 turn after casting spells  
1644 Caster speaks gibberish but believes he is speaking Common  
1645 Caster speaks in a booming voice when he tries to whisper  
1646 Caster speaks in a whisper whenever he tells a lie  
1647 Caster speaks in rhyme; spellcasting impossible  
1648 Caster speaks in three-part harmony for d8 turns  
1649 Caster speaks shocking blasphemies in the presence of clergy  
1650 Caster speaks through his ears and hears through his mouth  
1651 Caster spends 1d10 rounds ridiculing his best friend  
1652 Caster spends 24 hours in hell: gains a level when he returns  
1653 Caster spins a cocoon & emerges fully healed after 1 week  
1654 Caster spins like a top for d6 rounds; DEX check or fall over  
1655 Caster sprouts a new nose in the center of his forehead  
1656 Caster sprouts a new nose right next to his original one  
1657 Caster sprouts a tail like a monkey  
1658 Caster sprouts a tail like a rabbit  
1659 Caster sprouts a tail like a stegosaurus  
1660 Caster sprouts an ugly face on the back of his head  
1661 Caster sprouts another arm from his sternum  
1662 Caster sprouts butterfly wings (Fl 6, MC C); remain for d6 days  
1663 Caster sprouts deer antlers  
1664 Caster sprouts elephant ears  
1665 Caster sprouts feathers  
1666 Caster sprouts giraffe horns  
1667 Caster sprouts one wing from his shoulder blade  
1668 Caster sprouts rabbit ears  
1669 Caster squeaks like a mouse when he is frightened  
1670 Caster stares vacantly into space for 1d4 rounds  
1671 Caster sticks his fingers in his ears and can't remove them  
1672 Caster stinks like a tomb when exposed to direct sunlight  
1673 Caster stinks of rotting fish in the presence of royalty  
1674 Caster strikes his thumb whenever he uses a hammer  
1675 Caster struck as by Magic Missile each time he hears his name  
1676 Caster stutters through time, existing only every other round  
1677 Caster sucks his thumb like an infant for 1d4 turns  
1678 Caster suddenly doesn't believe in magic  
1679 Caster suddenly finds himself inside a 55-gallon steel drum  
1680 Caster suddenly finds himself standing within an igloo  
1681 Caster suddenly gains 50 pounds of baby fat  
1682 Caster suffers Blindness  
1683 Caster suffers delusions of grandeur when he casts spells  
1684 Caster suffers financial ruin over the next few months  
1685 Caster suffers full effect of the intended spell: no Save  
1686 Caster suffers great embarrassment whenever he casts a spell  
1687 Caster suffers illusionary wounds identical to those he causes  
1688 Caster suffers insomnia; can't sleep next 5d4 days  
1689 Caster suffers no damage from one attack each round  
1690 Caster suffers normal damage from illusions for next 24 hours  
1691 Caster suffers reverse of magical healing efforts for 1d4 days  
1692 Caster suffers reversed effect of the intended spell: no Save  
1693 Caster suffers withdrawal unless he eats mud each day  
1694 Caster Summons 1d20 kobolds, who attack randomly  
1695 Caster Summons Self (see spell listing)  
1696 Caster suspects some great entity is hiding nearby  
1697 Caster suspects that he's not who everyone says he is  
1698 Caster suspects that his allies don't really trust him  
1699 Caster swaps personae with each being he touches  
1700 Caster swaps personae with the next sentient weapon he touches  
1701 Caster sweats acid, destroying clothes but not harming him  
1702 Caster sweats profusely in the presence of royalty  
1703 Caster takes damage one round after it occurs  
1704 Caster takes illusory damage next 2d10 rounds; doesn't know it  
1705 Caster takes normal damage from illusions for next 2d10 rounds  
1706 Caster teleports 1 mile; stone replica appears in his place  
1707 Caster teleports 1 yard to the left whenever he casts a spell  
1708 Caster teleports randomly whenever he hears or speaks his name  
1709 Caster teleports to nearest dragon's horde for 1d8 rounds  
1710 Caster teleports to the place he slept the previous night  
1711 Caster teleports to the place of his birth, returns in d4 days  
1712 Caster tells outrageous lies in the presence of royalty  
1713 Caster tends to giggle at inappropriate times  
1714 Caster thinks a big bad wolf wants to blow his house down  
1715 Caster thinks all allies are extensions of himself  
1716 Caster thinks all around him are children  
1717 Caster thinks all bath water is really strong acid  
1718 Caster thinks all his enemies are telepathically linked  
1719 Caster thinks all of his allies are doppelgangers  
1720 Caster thinks an earthquake is going on  
1721 Caster thinks any Illusions he casts are real for next 24 hours  
1722 Caster thinks any injuries he has are illusions  
1723 Caster thinks cockroaches are burrowing through his flesh  
1724 Caster thinks demons hound him at every turn  
1725 Caster thinks dragons are allies who've been polymorphed  
1726 Caster thinks Ethereal monsters are all around him  
1727 Caster thinks every question he is asked is a riddle  
1728 Caster thinks every town he enters is the town of his birth  
1729 Caster thinks every weapon he wields is intelligent  
1730 Caster thinks everyone around him is dreaming  
1731 Caster thinks everyone around him is omniscient  
1732 Caster thinks everyone else is insane  
1733 Caster thinks everyone he meets looks vaguely familiar  
1734 Caster thinks everyone in the world knows his secrets  
1735 Caster thinks everyone is trustworthy until proven otherwise  
1736 Caster thinks everyone thinks he's an impostor  
1737 Caster thinks everyone who speaks Common is speaking gibberish  
1738 Caster thinks everyone who speaks to him has his voice  
1739 Caster thinks everyone's name is the same as his  
1740 Caster thinks everything he does is part of a holy quest  
1741 Caster thinks everything is invisible when he closes his eyes  
1742 Caster thinks foes in immediate area are extensions of himself  
1743 Caster thinks hair is evil and must be shorn from his body  
1744 Caster thinks he ages a year (decade?) each day  
1745 Caster thinks he can beat his addiction to air  
1746 Caster thinks he can cause death with a touch  
1747 Caster thinks he can change his skin color like a chameleon  
1748 Caster thinks he can command undead  
1749 Caster thinks he can communicate with inanimate objects at will  
1750 Caster thinks he can control others by chanting "blinkly"  
1751 Caster thinks he can interpret dreams as omens  
1752 Caster thinks he can snuff campfires with his bare hands  
1753 Caster thinks he can unscrew his head at the neck  
1754 Caster thinks he did something dreadful last night  
1755 Caster thinks he exists only in the dreams of others  
1756 Caster thinks he founded the nearest town  
1757 Caster thinks he had a deeply mystical experience as a child  
1758 Caster thinks he has an evil twin who's plotting his death  
1759 Caster thinks he has been Geased by a high-level cleric  
1760 Caster thinks he has been poisoned  
1761 Caster thinks he has been polymorphed  
1762 Caster thinks he has been Summoned here by powerful magic  
1763 Caster thinks he has far too much blood in his body  
1764 Caster thinks he has forgotten something but actually has not

1765 Caster thinks he has journeyed here from the distant future  
1766 Caster thinks he has just returned from 24 hours spent in hell  
1767 Caster thinks he has just returned from a pilgrimage  
1768 Caster thinks he has just spoken with his deity  
1769 Caster thinks he has only a limited amount of magic left  
1770 Caster thinks he has only twenty minutes to live  
1771 Caster thinks he has recently committed a horrible crime  
1772 Caster thinks he has recently offended some god of Death  
1773 Caster thinks he has remembered something but actually has not  
1774 Caster thinks he has shrunk to half his height  
1775 Caster thinks he has the gift of prophecy  
1776 Caster thinks he invented magic  
1777 Caster thinks he is a clone of someone else  
1778 Caster thinks he is a deity  
1779 Caster thinks he is a deity when in the presence of royalty  
1780 Caster thinks he is a demon in mortal form  
1781 Caster thinks he is a demon possessing himself  
1782 Caster thinks he is a doppelganger  
1783 Caster thinks he is a dragon who's forgotten how to polymorph  
1784 Caster thinks he is a false personality  
1785 Caster thinks he is a fire elemental  
1786 Caster thinks he is a flesh golem  
1787 Caster thinks he is a flesh-eating ghoul  
1788 Caster thinks he is a reformed cold-blooded killer  
1789 Caster thinks he is a water elemental  
1790 Caster thinks he is able to heal with a touch  
1791 Caster thinks he is affected by Mirror Image but is not  
1792 Caster thinks he is affected by the spell Haste  
1793 Caster thinks he is affected by the spell Slow  
1794 Caster thinks he is after Them (whoever They are)  
1795 Caster thinks he is an avatar of a minor deity  
1796 Caster thinks he is an elementary school teacher  
1797 Caster thinks he is an emperor with in the presence of royalty  
1798 Caster thinks he is an illithid  
1799 Caster thinks he is an illusion  
1800 Caster thinks he is an image from his own subconscious  
1801 Caster thinks he is an iron golem  
1802 Caster thinks he is as beautiful as a nymph  
1803 Caster thinks he is as beautiful as a nymph  
1804 Caster thinks he is at death's door  
1805 Caster thinks he is being tested by his deity  
1806 Caster thinks he is bleeding at a tremendous rate  
1807 Caster thinks he is blessed with eternal youth  
1808 Caster thinks he is bound by a demonic pact  
1809 Caster thinks he is controlled by someone  
1810 Caster thinks he is covered with ants  
1811 Caster thinks he is currently living in a past life  
1812 Caster thinks he is dead  
1813 Caster thinks he is deeply in love with one of his allies  
1814 Caster thinks he is destined to be king  
1815 Caster thinks he is dreaming while exposed to direct sunlight  
1816 Caster thinks he is drowning  
1817 Caster thinks he is fated to be slain by his own son  
1818 Caster thinks he is his astral form, pushed from his body  
1819 Caster thinks he is hunted by religious zealots  
1820 Caster thinks he is immortal  
1821 Caster thinks he is immune to fire  
1822 Caster thinks he is in two places at once  
1823 Caster thinks he is insane  
1824 Caster thinks he is insane but is not  
1825 Caster thinks he is invincible when exposed to direct sunlight  
1826 Caster thinks he is invisible, despite what anyone says  
1827 Caster thinks he is laboring under some horrible curse

1828 Caster thinks he is literally the center of the universe  
1829 Caster thinks he is married (or single, if he's married)  
1830 Caster thinks he is naked while in the presence of royalty  
1831 Caster thinks he is next in line for the nearest throne  
1832 Caster thinks he is not truly himself  
1833 Caster thinks he is omniscient  
1834 Caster thinks he is on a quest to find his real parents  
1835 Caster thinks he is phenomenally important to the universe  
1836 Caster thinks he is possessed by a demon  
1837 Caster thinks he is pursued by a Red Dragon but is not  
1838 Caster thinks he is sleepwalking  
1839 Caster thinks he is standing three feet to his right  
1840 Caster thinks he is the offspring of a Divine Birth  
1841 Caster thinks he is the rightful ruler of this kingdom  
1842 Caster thinks he is the target of an elaborate conspiracy  
1843 Caster thinks he is two separate people (1 Lawful/1 Good, etc)  
1844 Caster thinks he is undead  
1845 Caster thinks he is under a Geas but doesn't know why  
1846 Caster thinks he is untrustworthy  
1847 Caster thinks he is very charming to those of opposite sex  
1848 Caster thinks he just committed a major faux pas  
1849 Caster thinks he just forgot the meaning of life  
1850 Caster thinks he knows an ancient and forgotten language  
1851 Caster thinks he knows how to swallow swords  
1852 Caster thinks he knows the first name of everyone he meets  
1853 Caster thinks he knows the Fly spell  
1854 Caster thinks he knows where to find the Fountain of Youth  
1855 Caster thinks he may Teleport at will but is incorrect  
1856 Caster thinks he must avenge the death of an imagined sibling  
1857 Caster thinks he owes a favor to some random demon  
1858 Caster thinks he owns and rules the surrounding property  
1859 Caster thinks he plays a pivotal roll in the fate of the world  
1860 Caster thinks he really works in an office 9 to 5 each day  
1861 Caster thinks he receives his spells from some deity or another  
1862 Caster thinks he recently murdered someone and is on the run  
1863 Caster thinks he regenerates like a troll  
1864 Caster thinks he smells terrible  
1865 Caster thinks he stole his spellbook from a vengeful archmage  
1866 Caster thinks he used to be immortal  
1867 Caster thinks he was abducted by mysterious gray beings  
1868 Caster thinks he was omnipotent in a past life  
1869 Caster thinks he was recently murdered  
1870 Caster thinks he was recently tortured but can't recall when  
1871 Caster thinks he was Siamese twins in a past life  
1872 Caster thinks he was slain by the target in a past life  
1873 Caster thinks he was the target in a past life  
1874 Caster thinks he went back in time to kill his grandfather  
1875 Caster thinks he will automatically resurrect when he is slain  
1876 Caster thinks he will be deified after his death  
1877 Caster thinks he will die unless he burns his spellbook  
1878 Caster thinks he will die with the next spell he casts  
1879 Caster thinks he will die with the next Wild Surge he causes  
1880 Caster thinks he will explode if jostled too harshly  
1881 Caster thinks he will turn to a wolf under the next full moon  
1882 Caster thinks he'll become a god if he completes a great quest  
1883 Caster thinks he'll die unless he shaves off all his hair  
1884 Caster thinks he'll fall dead at sunset  
1885 Caster thinks he's a balloon and will pop if stabbed or cut  
1886 Caster thinks he's a bard  
1887 Caster thinks he's a skeleton trapped in a suit of flesh  
1888 Caster thinks he's an escaped slave  
1889 Caster thinks he's an intelligent horse  
1890 Caster thinks he's been alive for millennia

**1891** Caster thinks he's being attacked by an invisible octopus  
**1892** Caster thinks he's descended from Earth Elementals  
**1893** Caster thinks he's destined to bring about the apocalypse  
**1894** Caster thinks he's foreseen his death in the near future  
**1895** Caster thinks he's going to do something dreadful tonight  
**1896** Caster thinks he's ingested a potent toxin  
**1897** Caster thinks he's invisible if he has an egg in his mouth  
**1898** Caster thinks he's journeyed here from the far future  
**1899** Caster thinks he's literally the center of the universe  
**1900** Caster thinks he's made of snow and in danger of melting  
**1901** Caster thinks he's more charming with his finger in his nose  
**1902** Caster thinks he's not living up to his potential  
**1903** Caster thinks he's owed some kind of divine birthright  
**1904** Caster thinks he's posing for a sculpture of him  
**1905** Caster thinks he's pregnant  
**1906** Caster thinks he's standing in the middle of a raging river  
**1907** Caster thinks he's standing on a precipice  
**1908** Caster thinks he's standing on a tall, narrow pedestal  
**1909** Caster thinks he's superior and demands to be treated so  
**1910** Caster thinks he's surrounded by vermin  
**1911** Caster thinks he's turning into a wolf  
**1912** Caster thinks he's wearing a wig  
**1913** Caster thinks he's wrongfully imprisoned in his body  
**1914** Caster thinks he'll be immortal again later  
**1915** Caster thinks he's the only one in the world who can use magic  
**1916** Caster thinks his allies are dead  
**1917** Caster thinks his allies are dragons in humanoid form  
**1918** Caster thinks his allies are hiding his spellbook  
**1919** Caster thinks his allies are mocking him  
**1920** Caster thinks his allies are polymorphed orcs or goblins  
**1921** Caster thinks his allies are sleepwalking  
**1922** Caster thinks his allies are undead  
**1923** Caster thinks his allies can resurrect him if he's slain  
**1924** Caster thinks his allies cannot see him, whatever they say  
**1925** Caster thinks his allies distrust his use of magic  
**1926** Caster thinks his allies don't take him seriously  
**1927** Caster thinks his allies fear him  
**1928** Caster thinks his allies revere him as a god  
**1929** Caster thinks his allies should revere him as a god  
**1930** Caster thinks his allies suspect him of being undead  
**1931** Caster thinks his allies suspect him of plotting against them  
**1932** Caster thinks his allies think he plans to use them as undead  
**1933** Caster thinks his allies think he's crazy  
**1934** Caster thinks his allies think he's dead  
**1935** Caster thinks his allies will kill him if he casts a spell  
**1936** Caster thinks his allies will kill him unless he casts a spell  
**1937** Caster thinks his birth was prophesized by an obscure religion  
**1938** Caster thinks his brain is at home in a jar on a shelf  
**1939** Caster thinks his brain is leaking out his nose  
**1940** Caster thinks his clothing is alive and is out to get him  
**1941** Caster thinks his deity has told him not to bother anymore  
**1942** Caster thinks his destiny is to leap into a volcano  
**1943** Caster thinks his enemies are all immortal  
**1944** Caster thinks his enemies are also his allies  
**1945** Caster thinks his enemies' attacks are good-natured joking  
**1946** Caster thinks his friends are after his money  
**1947** Caster thinks his hands are twice their actual size  
**1948** Caster thinks his left hand is dreadfully evil  
**1949** Caster thinks his life until now has just been a dream  
**1950** Caster thinks his mouth can store things like a bag of holding  
**1951** Caster thinks his name can cause undead to fear him  
**1952** Caster thinks his name is a Power Word and is afraid to say it  
**1953** Caster thinks his name is a Power Word and says it often  
**1954** Caster thinks his name is Lord (Lady) So-and-So the Magnificent  
**1955** Caster thinks his name is the True Name of a demon  
**1956** Caster thinks his nose is running like a faucet  
**1957** Caster thinks his principal weapon is cursed  
**1958** Caster thinks his reflection is plotting against him  
**1959** Caster thinks his skin is a foreign organism  
**1960** Caster thinks his skin is actually someone else's  
**1961** Caster thinks his skin is some sort of ill-fitting suit  
**1962** Caster thinks his skin is vulnerable to rust  
**1963** Caster thinks his spellbook is an ancient and powerful artifact  
**1964** Caster thinks his spellbook is plotting against him  
**1965** Caster thinks his spellbook will explode if struck  
**1966** Caster thinks his spellbook will vanish if he bathes  
**1967** Caster thinks his spellbook will vanish if he sets it down  
**1968** Caster thinks his touch can cure illness  
**1969** Caster thinks his touch can cure leather  
**1970** Caster thinks his touch can heal injuries  
**1971** Caster thinks his touch turns metal into gold  
**1972** Caster thinks his worst fears have been realized  
**1973** Caster thinks immortality will grant him immortality  
**1974** Caster thinks it is twenty degrees cooler than it really is  
**1975** Caster thinks it is twenty degrees hotter than it really is  
**1976** Caster thinks light is shining from the back of his head  
**1977** Caster thinks maggots infest every wound he suffers  
**1978** Caster thinks mud has significant monetary value  
**1979** Caster thinks next mine he enters belongs to him ("It's Mine")  
**1980** Caster thinks next mine he enters is 50° colder than it is  
**1981** Caster thinks next mine he enters is 50° warmer than it is  
**1982** Caster thinks next mine he enters is a living creature  
**1983** Caster thinks next mine he enters is a portal to his home  
**1984** Caster thinks next mine he enters is collapsing all around him  
**1985** Caster thinks next mine he enters is cramped and claustrophobic  
**1986** Caster thinks next mine he enters is filled with giant ants  
**1987** Caster thinks next mine he enters is filled with Illithids  
**1988** Caster thinks next mine he enters is filled with Oozes  
**1989** Caster thinks next mine he enters is filled with Stinking Cloud  
**1990** Caster thinks next mine he enters is filled with untapped gold  
**1991** Caster thinks next mine he enters is flooding  
**1992** Caster thinks next mine he enters is his own esophagus  
**1993** Caster thinks next mine he enters is his rightful home  
**1994** Caster thinks next mine he enters is last mine he'll ever enter  
**1995** Caster thinks next mine he enters is on Elemental Earth  
**1996** Caster thinks next mine he enters is undergoing an earthquake  
**1997** Caster thinks next mine he enters leads to Lower Outer Plane  
**1998** Caster thinks non-demihuman humanoids have been polymorphed  
**1999** Caster thinks one of his allies is deeply in love with him  
**2000** Caster thinks pack animals are unreliable and will not use them  
**2001** Caster thinks random ally or party member is a deity  
**2002** Caster thinks random deity is a party member or ally  
**2003** Caster thinks some random demon owes him a favor  
**2004** Caster thinks someone is shooting a machine gun at him  
**2005** Caster thinks someone nearby is an avatar of his deity  
**2006** Caster thinks someone nearby is his child  
**2007** Caster thinks something amazing is hidden in a nearby cave  
**2008** Caster thinks that air is poisonous  
**2009** Caster thinks that all werewolves are just angry dogs  
**2010** Caster thinks that all wolves and dogs are werewolves  
**2011** Caster thinks that any food he now carries is poisonous  
**2012** Caster thinks that dirt is an aphrodisiac  
**2013** Caster thinks that earth elementals are probably just rocks  
**2014** Caster thinks that fire heals injury  
**2015** Caster thinks that he has enlarged by 50%  
**2016** Caster thinks that he has shrunk by 50%

- 2017 Caster thinks that he is made of sand and must not get wet
- 2018 Caster thinks that he left a fire burning in his fireplace
- 2019 Caster thinks that his body will rust if it gets wet
- 2020 Caster thinks that his clothes are alive & trying to choke him
- 2021 Caster thinks that his clothes are wise & trying to advise him
- 2022 Caster thinks that his skeleton is made of glass
- 2023 Caster thinks that humor and comedy are blasphemous
- 2024 Caster thinks that ice is more precious than diamond
- 2025 Caster thinks that magic is actually impossible
- 2026 Caster thinks that people think he's a murderer
- 2027 Caster thinks that someone nearby is his secret admirer
- 2028 Caster thinks that something is breathing down his neck
- 2029 Caster thinks that spellbooks are edible and very tasty
- 2030 Caster thinks that the stars are getting closer all the time
- 2031 Caster thinks that water is in short supply and must be hoarded
- 2032 Caster thinks that water is poisonous
- 2033 Caster thinks that water turns to diamond at 32° Fahrenheit
- 2034 Caster thinks that, somewhere, his clone has become sentient
- 2035 Caster thinks the intended spell affects him & not the target
- 2036 Caster thinks the next corpse he sees is his own
- 2037 Caster thinks the previous d20 days were a dream
- 2038 Caster thinks They (whoever They are) are after him
- 2039 Caster throws a monster's shadow
- 2040 Caster throws his spellbook every time he casts a spell
- 2041 Caster travels 2d10 minutes into the future
- 2042 Caster tries to conceal his magical abilities
- 2043 Caster tries to remove his feet
- 2044 Caster triggers Surges in next d6 spells cast at or by him
- 2045 Caster tumbles through rift into alternate Prime Material Plane
- 2046 Caster tumbles through rift into Elemental Air
- 2047 Caster tumbles through rift into Elemental Earth
- 2048 Caster tumbles through rift into Elemental Fire
- 2049 Caster tumbles through rift into Elemental Water
- 2050 Caster turns ethereal when reduced to 5 hit points
- 2051 Caster turns inside out; Saves vs Death or dies
- 2052 Caster turns into an ambulatory plant of similar shape
- 2053 Caster turns into immobile granite
- 2054 Caster turns into immobile iron
- 2055 Caster turns into immobile wood
- 2056 Caster turns into target under every Full Moon
- 2057 Caster turns invisible and is rendered mute
- 2058 Caster turns invisible when he closes his eyes
- 2059 Caster turns to a statue while he sleeps and reverts on waking
- 2060 Caster turns to a tree when exposed to direct sunlight
- 2061 Caster turns to glass for d4 rounds
- 2062 Caster turns to iron d6 rounds; retains mobility and HP (AC -4)
- 2063 Caster turns to sand
- 2064 Caster turns to smoke each time he comes within 10' of flame
- 2065 Caster turns to steam under every Full Moon
- 2066 Caster turns to stone and reverts every other round
- 2067 Caster turns to stone when exposed to direct sunlight
- 2068 Caster turns to stone when not exposed to direct sunlight
- 2069 Caster understands the universe a little better: +1 to Wisdom
- 2070 Caster utters shocking blasphemy when he enters a church
- 2071 Caster vaguely recalls a treasure hidden somewhere nearby
- 2072 Caster vanishes for one round, every other round
- 2073 Caster vanishes when he falls asleep; reappears on waking
- 2074 Caster vanishes while asleep; reappears when he wakes
- 2075 Caster vanishes; reappears d4 hours later
- 2076 Caster vomits messily
- 2077 Caster vows revenge against cuddly forest animals
- 2078 Caster wakes at dawn and falls asleep at dusk
- 2079 Caster wakes each day affected by a Maze spell
- 2080 Caster wakes each day afraid something bad happened overnight
- 2081 Caster wakes each day and crows like a rooster
- 2082 Caster wakes each day as if splashed by a bucket of water
- 2083 Caster wakes each day at the bottom of a small crater
- 2084 Caster wakes each day believing he's just been resurrected
- 2085 Caster wakes each day blind for 6d10 turns
- 2086 Caster wakes each day blood-soaked as from a vicious battle
- 2087 Caster wakes each day covered by honey and ants
- 2088 Caster wakes each day covered by peas and carrots
- 2089 Caster wakes each day covered by severed human ears
- 2090 Caster wakes each day covered by small lizards
- 2091 Caster wakes each day covered by soft, newly-grown moss
- 2092 Caster wakes each day desperate for a drink of water
- 2093 Caster wakes each day entangled by overgrown grass
- 2094 Caster wakes each day ethereal; takes 1d4-½ hours to reform
- 2095 Caster wakes each day in a pile of broken glass
- 2096 Caster wakes each day lying north-to-south
- 2097 Caster wakes each day naked, clothes hanging in a tall tree
- 2098 Caster wakes each day naked, clothes neatly folded nearby
- 2099 Caster wakes each day naked, clothes nowhere to be found
- 2100 Caster wakes each day naked, clothes standing nearby
- 2101 Caster wakes each day naked, clothes torn to shreds
- 2102 Caster wakes each day seated in the lotus position
- 2103 Caster wakes each day soaking wet as from a rainstorm
- 2104 Caster wakes each day standing on his head
- 2105 Caster wakes each day standing on somebody else's head
- 2106 Caster wakes each day tied in ropes, vines, or the like
- 2107 Caster wakes each day tied to the ground with tiny ropes
- 2108 Caster wakes each day unable to remember his name
- 2109 Caster wakes each day with a ping-pong ball in his mouth
- 2110 Caster wakes each day with clothes burned as if by acid
- 2111 Caster wakes each day with clothes smoking as if on fire
- 2112 Caster wakes each day with his clothes on backwards
- 2113 Caster wakes each day with his clothing frozen solid
- 2114 Caster wakes each day within a patch of scorched earth
- 2115 Caster wakes fully healed each of the next 2d4 mornings
- 2116 Caster wakes tomorrow in a nearby church's holy water font
- 2117 Caster walks in his sleep every night
- 2118 Caster wants to quit his job & live in his parents' basement
- 2119 Caster wants to sell his soul to the nearest fishmonger
- 2120 Caster was Cloned d4 times eight months ago
- 2121 Caster wears corks in his ears so his brain won't leak out
- 2122 Caster will go to great lengths to prove he's not a coward
- 2123 Caster will quickly forget the next 24 hours
- 2124 Caster wishes the apocalypse would hurry up and get here
- 2125 Caster would tell his deity a thing or two, given the chance
- 2126 Caster's anger manifests as a little raincloud over his head
- 2127 Caster's arm is bent 90° halfway between his wrist and elbow
- 2128 Caster's arms and legs vanish for 1d10 rounds
- 2129 Caster's arms are stricken totally numb for 2d10 turns
- 2130 Caster's arms grow to the size of his legs
- 2131 Caster's attributes are halved for 1d12 hours
- 2132 Caster's big toes can become prehensile at will
- 2133 Caster's blood is a strong contact poison to anyone else
- 2134 Caster's blood reeks of sulfur when it is spilt
- 2135 Caster's blood traces out arcane signs where it spills
- 2136 Caster's blood turns to chocolate on contact with air
- 2137 Caster's body is covered with octopus sucker-marks
- 2138 Caster's body no longer produces saliva
- 2139 Caster's body rotates 360°, though his head remains still
- 2140 Caster's bones are brittle when he's in direct moonlight
- 2141 Caster's bones cannot be broken by nonmagical means
- 2142 Caster's boots are stuck to the ground with railroad spikes

2143 Caster's boots fill with milk  
2144 Caster's boots fill with petroleum jelly  
2145 Caster's can issue one Command (as spell) per day  
2146 Caster's cannot hear his own voice  
2147 Caster's chest is scarred by a sword-cut "Z"  
2148 Caster's childhood pet appears in the vicinity  
2149 Caster's clothes are tailored for someone half his weight  
2150 Caster's clothes are tailored for someone of opposite sex  
2151 Caster's clothes are tailored for someone twice his weight  
2152 Caster's clothes are tailored for someone with six arms  
2153 Caster's clothes cannot be removed by him  
2154 Caster's clothes reek of stale cigarette smoke  
2155 Caster's clothes smell like he's worn them all summer  
2156 Caster's clothing appears laundered and pressed  
2157 Caster's clothing appears to combust while he's asleep  
2158 Caster's clothing becomes perfectly transparent when wet  
2159 Caster's clothing cannot be stained or made dirty  
2160 Caster's clothing cannot bend or fold  
2161 Caster's clothing clings to him as though wet  
2162 Caster's clothing is extraordinarily flammable  
2163 Caster's clothing is filled with sharp metal barbs  
2164 Caster's clothing looks like he fell into a sewer  
2165 Caster's clothing looks like he's been shot with a shotgun  
2166 Caster's clothing resembles a patchwork quilt  
2167 Caster's clothing shrinks by 10% whenever he casts a spell  
2168 Caster's clothing smells like a skunk died in it  
2169 Caster's clothing turns invisible whenever he casts a spell  
2170 Caster's clothing turns to cellophane  
2171 Caster's clothing turns to plastic  
2172 Caster's clothing turns to porcelain  
2173 Caster's cranium is transparent like smoked glass  
2174 Caster's cranium seems to be attached by screws  
2175 Caster's current clothes protect against bludgeons  
2176 Caster's dead clone is found in a nearby well  
2177 Caster's diary, written years from now, appears at his feet  
2178 Caster's dominant hand ages one year each day  
2179 Caster's dominant hand explodes as a 10 Die fireball  
2180 Caster's dominant hand has no bones  
2181 Caster's dominant hand inflates like a rubber glove  
2182 Caster's dominant hand tries to choke him while he sleeps  
2183 Caster's earlobes grow 1d12 inches  
2184 Caster's ears appear to be on fire  
2185 Caster's ears fall off and regrow 1d10 days later  
2186 Caster's ears glow in the dark  
2187 Caster's ears glow in the presence of undead  
2188 Caster's ears look like noses  
2189 Caster's ears migrate to the top of his head  
2190 Caster's ears resemble bat wings  
2191 Caster's enemies all think he's dead  
2192 Caster's eyelashes are actually tiny snakes  
2193 Caster's eyelids are invisible while he's wet  
2194 Caster's eyelids open and shut like camera shutters  
2195 Caster's eyelids turn invisible  
2196 Caster's eyes appear 50% larger than they really are  
2197 Caster's eyes appear to have tiny fish swimming in them  
2198 Caster's eyes shrink to ½ their size  
2199 Caster's face is tattooed to resemble the face of a clock  
2200 Caster's features appear melted like hot wax  
2201 Caster's feet are trapped in concrete blocks  
2202 Caster's feet feel like they're on fire if he tries to walk  
2203 Caster's feet turn to cheese  
2204 Caster's fingernails and toenails don't grow anymore  
2205 Caster's fingernails are black, like holes in the universe

2206 Caster's fingernails turn duck-egg-blue  
2207 Caster's fingers are replaced by toes (-2 manual dexterity)  
2208 Caster's fingers grow to twice their normal length  
2209 Caster's fingers suffer mild frostbite  
2210 Caster's footprints resemble directional arrows  
2211 Caster's forehead is marked like a canceled stamp  
2212 Caster's gains a +2 bonus for tasks of manual dexterity  
2213 Caster's hair grows two inches each day  
2214 Caster's hair looks like melted candle wax  
2215 Caster's hands appear blood-soaked  
2216 Caster's hands are immune to nonmagical cold  
2217 Caster's hands are palsied and arthritic  
2218 Caster's hands become invisible to him  
2219 Caster's hands cannot be burned by nonmagical fire  
2220 Caster's hands fuse together at the palms  
2221 Caster's hands lock in their current position for 1d10 turns  
2222 Caster's hands rotate 360° whenever he casts a spell  
2223 Caster's hands vanish until tomorrow afternoon  
2224 Caster's head appears to be a few feet away while he sleeps  
2225 Caster's head appears to have been cut off and reattached  
2226 Caster's head flashes like a disco ball for 1d4 turns  
2227 Caster's head is a featureless ovoid while he sleeps  
2228 Caster's head rings like a church bell 1d12 times  
2229 Caster's head rotates 360° whenever he casts a spell  
2230 Caster's head shrinks to half its width  
2231 Caster's head turns into a cylinder  
2232 Caster's head, hands, and feet become invisible  
2233 Caster's home and all his possessions are bronzed  
2234 Caster's home begins to digest him the next time he enters  
2235 Caster's home causes anyone who enters it to shrink by 50%  
2236 Caster's home connects directly to an open sewer or midden  
2237 Caster's home fills with cottage cheese  
2238 Caster's home fills with latex paint  
2239 Caster's home has hot and cold running water, but no sink  
2240 Caster's home is barricaded by concertina wire  
2241 Caster's home is destroyed when an airplane crashes into it  
2242 Caster's home is made of sodium, and it's starting to rain  
2243 Caster's home is packed full of trash  
2244 Caster's home is perpetually shrouded in fog  
2245 Caster's home is razed and the ground salted  
2246 Caster's home looks like it was built by angry children  
2247 Caster's home now has aluminum siding  
2248 Caster's home resembles a huge sculpted bust of him  
2249 Caster's home rotates 90° each time he enters it  
2250 Caster's home rotates 90° each time he uses the door  
2251 Caster's home rotates 90° forward or back  
2252 Caster's home smells distressingly of vomit  
2253 Caster's Intelligence drops by 2/3 while he's invisible  
2254 Caster's Intelligence is halved under moonlight  
2255 Caster's internal organs are thoroughly cooked  
2256 Caster's items appear on the ground in alphabetical order  
2257 Caster's items are evenly distributed among those nearby  
2258 Caster's jaw is hinged like a snake's  
2259 Caster's joints bend forward and backward with equal ease  
2260 Caster's knees vanish  
2261 Caster's knuckles swell to the size of ping-pong balls  
2262 Caster's left and right half appear to be one inch apart  
2263 Caster's left arm and leg shrink by 50%  
2264 Caster's left arm appears to burn whenever he casts a spell  
2265 Caster's left arm is twice as long as his body  
2266 Caster's left hand grips his right wrist and won't let go  
2267 Caster's left wrist is chained to his right ankle  
2268 Caster's legs fuse into one for 1d4 hours

- 2269 Caster's limbs recede into his body while he sleeps  
2270 Caster's lips and cheeks turn invisible  
2271 Caster's lungs cease functioning in 2d12 hours  
2272 Caster's mind cannot be read by others  
2273 Caster's mouth appears to contain a miniature galaxy  
2274 Caster's mouth fills with ice  
2275 Caster's mouth fills with tiny pebbles  
2276 Caster's nails grow 2d12 inches  
2277 Caster's name appears on every leaf of a nearby tree  
2278 Caster's name is a racist slur in some demihuman tongue  
2279 Caster's name is actually the Dwarfish word for feces  
2280 Caster's neck bears a scar as though he was once hanged  
2281 Caster's neck shortens to ½ its length  
2282 Caster's next 1d4 spells allow no Saving Throws  
2283 Caster's normal body temperature is now 112° Fahrenheit  
2284 Caster's normal body temperature is now 74° Fahrenheit  
2285 Caster's nose and mouth switch places  
2286 Caster's nose appears to be made of flint  
2287 Caster's nose becomes prehensile  
2288 Caster's nose dangles from his face on a loose spring  
2289 Caster's nose drips hot candle wax whenever he casts a spell  
2290 Caster's nose falls off and explodes in 1d6 rounds  
2291 Caster's nose falls off, leaving an ugly hole in its place  
2292 Caster's nose launches from his face like a rocket  
2293 Caster's nose migrates to another part of his body  
2294 Caster's nose rotates 90°  
2295 Caster's nose runs for 1d4 rounds after casting a spell  
2296 Caster's nose runs profusely whenever he casts a spell  
2297 Caster's nose seems to hover six inches in front of his face  
2298 Caster's nose triples its size  
2299 Caster's organs can be seen faintly through his skin  
2300 Caster's palms and fingers can't be cut by metal  
2301 Caster's palms are covered with painful sores and blisters  
2302 Caster's pocket fill with popcorn, which starts popping  
2303 Caster's pockets fill with chicken giblets  
2304 Caster's pockets fill with dry ice  
2305 Caster's pockets fill with manure  
2306 Caster's pockets jingle as though full of coins  
2307 Caster's reputation for courtesy precedes him everywhere  
2308 Caster's reputation for rudeness precedes him everywhere  
2309 Caster's shoes smolder and smell of sulfur  
2310 Caster's skin appears shriveled as if he's had a long bath  
2311 Caster's skin appears smooth, clear, and unblemished  
2312 Caster's skin appears to rust in contact with blood  
2313 Caster's skin appears translucent blue in direct sunlight  
2314 Caster's skin burns under moonlight  
2315 Caster's skin cannot be cut by steel weapons  
2316 Caster's skin glows a cool blue when he's naked  
2317 Caster's skin glows the color of sunrise  
2318 Caster's skin grows lighter each day until he's cloud-white  
2319 Caster's skin is badly and painfully sunburned  
2320 Caster's skin is dyed in a pretty paisley pattern  
2321 Caster's skin is stained with indelible pink dye  
2322 Caster's skin itches terribly for 1 week  
2323 Caster's skin looks like it's been plucked of feathers  
2324 Caster's skull cannot be breached by non-magical means  
2325 Caster's skull deforms into a rough cube  
2326 Caster's skull is hard enough to act as a helmet; -1 to AC  
2327 Caster's skull is spongy and soft for 1d10 rounds  
2328 Caster's smile puts people in mind of a shark  
2329 Caster's spellbook is highly poisonous to anyone but him  
2330 Caster's spellbook is poisonous to him for 1d4 days  
2331 Caster's spells are accompanied by bright, flashing lights  
2332 Caster's staff turns into a saxophone  
2333 Caster's stomach rumbles when in the presence of royalty  
2334 Caster's Strength briefly drops 50% after casting a spell  
2335 Caster's tears are flammable  
2336 Caster's tears are poisonous if ingested or used on a blade  
2337 Caster's tears burn his face  
2338 Caster's tears can heal injuries once per week  
2339 Caster's tears run up his face instead of down  
2340 Caster's teeth chatter when he faces north  
2341 Caster's teeth flash like a disco ball when he speaks  
2342 Caster's teeth have braces on them  
2343 Caster's teeth jut from his jaw at odd and painful angles  
2344 Caster's teeth look like dirty gravel  
2345 Caster's teeth shine like mirrors  
2346 Caster's teeth turn to sponge  
2347 Caster's thighs shrink by 50%  
2348 Caster's toenails grow 1d12 inches each night  
2349 Caster's toes are now as long as his fingers  
2350 Caster's tongue glows like a firefly  
2351 Caster's tongue grows to a length of 1d12 feet  
2352 Caster's tongue, nose, lip, eyebrow, and navel are pierced  
2353 Caster's top teeth turn invisible  
2354 Caster's touch can cause nonmagical cloth to disintegrate  
2355 Caster's touch causes frostbite in reptiles and amphibians  
2356 Caster's touch leaves temporary, painless bruises in others  
2357 Caster's undergarments begin constricting about him  
2358 Caster's undergarments begin smoldering  
2359 Caster's undergarments freeze solid  
2360 Caster's vision is clouded (-2 ToHit) for 2d4-1 days  
2361 Caster's voice becomes high-pitched when he's angry  
2362 Caster's voice creates the sound of speaker feedback  
2363 Caster's voice makes people nearby want to be elsewhere  
2364 Caster's voice seems to issue from his ears  
2365 Caster's voice seems to issue from some object he carries  
2366 Caster's weight doubles when he's wet  
2367 Caster's weight is doubled while he stands on grass  
2368 Caster's weight is halved, but his mass is doubled  
2369 Caster's words seem to echo ominously when he casts a spell  
2370 Caster's & target's Alternate Prime counterparts appear in area  
2371 Caster's ability scores equal one ability, determined randomly  
2372 Caster's actions may be disbelieved as illusions  
2373 Caster's age cycle reverses and doubles: begins aging backwards  
2374 Caster's age decreases two years for every Hit Point he loses  
2375 Caster's age doubles for 24 hours  
2376 Caster's age fluctuates ±d20 years each day  
2377 Caster's age halves for 48 hours  
2378 Caster's age is doubled  
2379 Caster's age is reduced by 1d20 years  
2380 Caster's age is reduced by one half  
2381 Caster's age quadruples for 6 hours  
2382 Caster's age triples for 18 hours  
2383 Caster's aging begins to double daily  
2384 Caster's alignment cannot be detected by magic  
2385 Caster's alignment changes randomly each hour  
2386 Caster's alignment reads as evil when detected by magic  
2387 Caster's alignment seems different to each person checking it  
2388 Caster's allies think that he plans to use them as undead  
2389 Caster's apparent CHA to one member of opposite sex is halved  
2390 Caster's apparent CHA to one member of the opposite sex doubles  
2391 Caster's apparent CHA to opposite sex is raised to 19  
2392 Caster's apparent CHA to opposite sex is reduced to 1  
2393 Caster's appearance changes to that of a zombie  
2394 Caster's arm is broken

**2395** Caster's armor (or metal gear) heats to 5d1000° for d10 rounds  
**2396** Caster's armor and weapons become ethereal for d10 rounds  
**2397** Caster's armor or clothing leaps from his body and is sentient  
**2398** Caster's armor turns to silk (AC 10)  
**2399** Caster's armor turns to snow  
**2400** Caster's armor turns to steam  
**2401** Caster's arms and legs exchange places  
**2402** Caster's arms become rubbery like tentacles  
**2403** Caster's arms begin flapping like a dragonfly's wings  
**2404** Caster's arms elongate like those of an ape  
**2405** Caster's arms elongate to 1½ times their normal length  
**2406** Caster's arms turn into wings like a dragonfly's  
**2407** Caster's arms turn into wings like a sparrow's  
**2408** Caster's arms turn to pectoral fins  
**2409** Caster's arms vanish d6 rounds  
**2410** Caster's arms vanish d6 turns  
**2411** Caster's astral form leaves his body whenever he casts a spell  
**2412** Caster's astral form pushed from his body for d8 days  
**2413** Caster's attribute scores are shuffled  
**2414** Caster's attribute scores shuffle randomly each day  
**2415** Caster's attribute scores shuffle randomly each hour  
**2416** Caster's auditory perceptions are inverted, left-to-right  
**2417** Caster's bare footprints blight the ground  
**2418** Caster's belongings are teleported into the nearest cave  
**2419** Caster's best attribute score is exchanged for his worst  
**2420** Caster's blood and internal organs turn invisible  
**2421** Caster's blood boils; CON check at -d4 and Save vs Death or die  
**2422** Caster's blood causes strange plants to grow where it is spilt  
**2423** Caster's blood coagulates in his veins and arteries  
**2424** Caster's blood freezes; CON check and Save vs Death or die  
**2425** Caster's blood glows like embers when it is spilt  
**2426** Caster's blood has the power to close the wounds of others  
**2427** Caster's blood hisses like steam when it strikes the ground  
**2428** Caster's blood howls like a cat when it is spilt  
**2429** Caster's blood is acidic, corroding weapons which cut him  
**2430** Caster's blood is flammable  
**2431** Caster's blood scorches the ground where it is spilt  
**2432** Caster's blood scribes runes into the ground where it is spilt  
**2433** Caster's blood seems thick and gummy when it is spilt  
**2434** Caster's blood smells like skunk musk  
**2435** Caster's blood teleported out of his body  
**2436** Caster's blood turns to acid but functions normally  
**2437** Caster's blood turns to chocolate as it leaves his body  
**2438** Caster's blood turns to gold where it is spilt  
**2439** Caster's blood turns to magnesium dust and ignites  
**2440** Caster's blood turns to mercury  
**2441** Caster's blood turns to Universal Solvent  
**2442** Caster's body appears to face opposite direction  
**2443** Caster's body becomes hollow and skin turns to ¼" steel  
**2444** Caster's body doubles in size but his mass is halved  
**2445** Caster's body except circulatory system turns transparent  
**2446** Caster's body except his circulatory system turns invisible  
**2447** Caster's body except his digestive system turns invisible  
**2448** Caster's body except his muscular system turns invisible  
**2449** Caster's body except his nervous system turns invisible  
**2450** Caster's body except his respiratory system turns invisible  
**2451** Caster's body halves its size but his mass doubles  
**2452** Caster's body is fireproof; takes damage but will not combust  
**2453** Caster's body is stricken numb whenever he casts a spell  
**2454** Caster's body is transmuted to equal volume of gold  
**2455** Caster's body seems to have no muscle; skin sags from his bones  
**2456** Caster's body shrinks by 75%, but his head remains normal sized  
**2457** Caster's body temperature falls d20° for d10 rounds

**2458** Caster's body temperature rises d10° for d20 rounds  
**2459** Caster's body turns ethereal; head is solid, seeming to float  
**2460** Caster's body turns matte-black, but his shadow is full-color  
**2461** Caster's body turns to a coherent, ambulatory water-form  
**2462** Caster's body turns to air and blows away  
**2463** Caster's body turns to earth and crumbles  
**2464** Caster's body turns to fire and burns itself out  
**2465** Caster's body turns to water and drains away  
**2466** Caster's bones become adamantite  
**2467** Caster's bones become as flexible as rubber  
**2468** Caster's bones become glass; min. 8 HP damage from bludgeons  
**2469** Caster's bones become glass; shatter when stuck for 2 HP damage  
**2470** Caster's bones become mithral; gains -1 to bludgeoning damage  
**2471** Caster's bones glow in the dark (through his skin)  
**2472** Caster's boots advise him on personal matters  
**2473** Caster's boots allow him to walk on water with every other step  
**2474** Caster's boots allow the wearer to climb trees like a monkey  
**2475** Caster's boots allow the wearer to go without sleep  
**2476** Caster's boots allow the wearer to kick like a mule  
**2477** Caster's boots always try to walk in two different directions  
**2478** Caster's boots appear to be made of leathered human skin  
**2479** Caster's boots are affected as by the spell Frisky Chest  
**2480** Caster's boots are affected as by the spell Grease  
**2481** Caster's boots are constantly full of brackish water  
**2482** Caster's boots are constantly full of liquid nitrogen  
**2483** Caster's boots are constantly full of sand  
**2484** Caster's boots are constantly full of scalding steam  
**2485** Caster's boots are constantly full of snakes and scorpions  
**2486** Caster's boots are constantly full of termites  
**2487** Caster's boots are coveted by invertebrates  
**2488** Caster's boots are restored to better-than-new condition  
**2489** Caster's boots become Boots of Devouring  
**2490** Caster's boots become Boots of Holding; can hold numerous feet  
**2491** Caster's boots become boots of Holding; wearer cannot move  
**2492** Caster's boots become illusionary  
**2493** Caster's boots become sentient  
**2494** Caster's boots become Wizard Locked to his feet  
**2495** Caster's boots blare like trumpets as they are removed  
**2496** Caster's boots bray like mules when used to kick  
**2497** Caster's boots burn like fire and brimstone  
**2498** Caster's boots cannot be removed by him  
**2499** Caster's boots cannot be removed in daylight  
**2500** Caster's boots cannot be removed under moonlight  
**2501** Caster's boots chase cats whenever they are near  
**2502** Caster's boots clang like cymbals when he walks on grass  
**2503** Caster's boots double in weight with each step he takes  
**2504** Caster's boots each weigh as much as the wearer  
**2505** Caster's boots explode, inflicting 3d10 damage to all near him  
**2506** Caster's boots fill with coal  
**2507** Caster's boots fill with fleas and ticks  
**2508** Caster's boots fill with nails and tacks  
**2509** Caster's boots giggle uncontrollably when he walks  
**2510** Caster's boots have false bottoms which may conceal small items  
**2511** Caster's boots have the power to regenerate severed feet  
**2512** Caster's boots induce shaking palsy in any who wear them  
**2513** Caster's boots kick him at every step, causing 1HP of damage  
**2514** Caster's boots look comfortable but are in fact torturous  
**2515** Caster's boots look light and airy but are heavy as lead  
**2516** Caster's boots look torturous but are in fact very comfortable  
**2517** Caster's boots make an inordinate clatter when he walks  
**2518** Caster's boots make any feet inside them feel unbearably cold  
**2519** Caster's boots make any feet inside them feel uncomfortably hot  
**2520** Caster's boots make the wearer appear to have leprosy



2521 Caster's boots make the wearer seem to weigh 2X what he does  
2522 Caster's boots make the wearer tingle with pins and needles  
2523 Caster's boots may be sold for 10X their actual value  
2524 Caster's boots must be fed daily or they refuse to walk  
2525 Caster's boots mutter obscenities with every step  
2526 Caster's boots protect the wearer from fear  
2527 Caster's boots provide Magic Resistance of 50%  
2528 Caster's boots race off toward their place of manufacture  
2529 Caster's boots resent being walked all over  
2530 Caster's boots ring like church bells whenever he casts a spell  
2531 Caster's boots run away  
2532 Caster's boots seem red-hot to anyone else touching them  
2533 Caster's boots sever any feet inside them from the wearer's leg  
2534 Caster's boots shine like beacons after twilight  
2535 Caster's boots shrink in size by ½  
2536 Caster's boots smell like carrion  
2537 Caster's boots smell like fire and brimstone  
2538 Caster's boots smell like lilacs  
2539 Caster's boots smell like skunks  
2540 Caster's boots snuff any fire he steps upon  
2541 Caster's boots suddenly have another pair of feet in them  
2542 Caster's boots take root  
2543 Caster's boots tickle any feet within them  
2544 Caster's boots triple their size  
2545 Caster's boots try to walk faster than each other  
2546 Caster's boots try to walk in the opposite direction of him  
2547 Caster's boots turn any feet inside them inside out  
2548 Caster's boots turn any feet inside them to boots  
2549 Caster's boots turn any feet inside them to cloven hooves  
2550 Caster's boots turn any feet inside them to hands  
2551 Caster's boots turn to bats and fly away  
2552 Caster's boots turn to beasts and attack his feet  
2553 Caster's boots turn to beets and are eaten by rabbits  
2554 Caster's boots turn to belts and constrict around his feet  
2555 Caster's boots turn to boats and sail away  
2556 Caster's boots turn to bolts and secure him to the ground  
2557 Caster's boots turn to books about feet  
2558 Caster's boots turn to feet  
2559 Caster's boots turn to gloves  
2560 Caster's boots turn to inflexible steel  
2561 Caster's boots turn to paper  
2562 Caster's boots turn to tennis shoes  
2563 Caster's boots vanish and reappear, one inside the other  
2564 Caster's brain swells; Save vs Death or die (if passed, INT +1)  
2565 Caster's breath coats objects with frost  
2566 Caster's breath is misty as in winter whenever he tells a lie  
2567 Caster's breeches become brooches  
2568 Caster's cells become separate, symbiotic micro-organisms  
2569 Caster's Charisma increases by (18-present CHA)/2  
2570 Caster's Charisma increases by 3 when naked  
2571 Caster's Charisma increases by 6 while he casts spells  
2572 Caster's Charisma increases by d6 for d10 days  
2573 Caster's Charisma is increased by 1 for d4 turns  
2574 Caster's Charisma is reduced by d6 for d6 days  
2575 Caster's Charisma is reduced to 3  
2576 Caster's Charisma is rerolled every hour  
2577 Caster's Charisma rises to 19 while in the presence of royalty  
2578 Caster's Charisma tumbles to 2d4 in the presence of royalty  
2579 Caster's circulatory system appears on the surface of his skin  
2580 Caster's circulatory system appears to be 5 feet ahead of him  
2581 Caster's circulatory system is emptied of all contents  
2582 Caster's circulatory system leaps from his body; he is unharmed  
2583 Caster's circulatory system seems to be outside of his body

2584 Caster's circulatory system straightens to its full length  
2585 Caster's clavicles become Ethereal  
2586 Caster's cloak becomes a Cloaker  
2587 Caster's cloak becomes a clock  
2588 Caster's clothing and/or armor are absorbed into his body  
2589 Caster's clothing animates as a 3HD monster and attacks him  
2590 Caster's clothing animates when exposed to sunlight  
2591 Caster's clothing becomes animated and sentient  
2592 Caster's clothing disintegrates when it is removed  
2593 Caster's clothing fuses into one solid mass as hard as iron  
2594 Caster's clothing is affected by the spell Timelessness  
2595 Caster's clothing is Held immobile for 1d100 rounds  
2596 Caster's clothing is suddenly soaked in blood  
2597 Caster's clothing is transparent  
2598 Caster's clothing looks like it's been shredded  
2599 Caster's clothing provides 15% Magic Resistance  
2600 Caster's clothing turns inside out  
2601 Caster's clothing turns invisible to those of opposite sex  
2602 Caster's clothing turns invisible under moonlight  
2603 Caster's clothing turns invisible when he casts a spell  
2604 Caster's clothing turns pitch black at twilight  
2605 Caster's clothing turns to an exquisitely tailored tuxedo  
2606 Caster's clothing turns to cobwebs  
2607 Caster's clothing turns to green slime  
2608 Caster's clothing turns to honey  
2609 Caster's clothing turns to ice  
2610 Caster's clothing turns to lead  
2611 Caster's clothing turns to one-piece full field plate armor  
2612 Caster's clothing turns to paper  
2613 Caster's clothing turns to skin  
2614 Caster's clothing turns to snow  
2615 Caster's clothing turns to steam  
2616 Caster's clothing turns to stone  
2617 Caster's clothing turns to tight-fitting chain mail  
2618 Caster's clothing turns to wood  
2619 Caster's coinage assembles into an intricate 3-D collage  
2620 Caster's coinage becomes worthless  
2621 Caster's coinage teleports into a random ally's possession  
2622 Caster's coinage turns invisible  
2623 Caster's consciousness is pushed into the body of a random ally  
2624 Caster's Constitution is increased by 1 for d4 turns  
2625 Caster's Constitution is reduced by d6 for d6 days  
2626 Caster's current location spouts water for d10 days  
2627 Caster's current worst enemy forgives him  
2628 Caster's Dexterity increases by 2 when naked  
2629 Caster's Dexterity is increased by 1 for d4 turns  
2630 Caster's Dexterity is reduced by d6 for d6 days  
2631 Caster's digestive system fills with air  
2632 Caster's digestive system fills with powdered lead  
2633 Caster's digestive system fills with sand  
2634 Caster's digestive tract is emptied of all contents  
2635 Caster's digestive tract straightens to its full length  
2636 Caster's dominant hand ages at twice the normal rate  
2637 Caster's dominant hand becomes a foot  
2638 Caster's dominant hand becomes a wolf's paw under the full moon  
2639 Caster's dominant hand becomes an exact copy of his other hand  
2640 Caster's dominant hand becomes covered in cellophane  
2641 Caster's dominant hand becomes covered in reptilian scales  
2642 Caster's dominant hand becomes Ethereal  
2643 Caster's dominant hand becomes gnarled like an ancient oak  
2644 Caster's dominant hand becomes immune to normal acid  
2645 Caster's dominant hand becomes immune to normal cold  
2646 Caster's dominant hand becomes immune to normal fire

- 2647 Caster's dominant hand becomes magnetized
- 2648 Caster's dominant hand becomes overly sensitive to heat
- 2649 Caster's dominant hand becomes paralyzed under the full moon
- 2650 Caster's dominant hand becomes webbed
- 2651 Caster's dominant hand bleeds from beneath its fingernails
- 2652 Caster's dominant hand blisters when it touches metal
- 2653 Caster's dominant hand burns rapidly when exposed to sunlight
- 2654 Caster's dominant hand can be detached at will
- 2655 Caster's dominant hand can grip with a Strength of 20
- 2656 Caster's dominant hand can handle red-hot metal without injury
- 2657 Caster's dominant hand can never become dirty
- 2658 Caster's dominant hand can no longer wear magical rings
- 2659 Caster's dominant hand can pick locks with a 50% chance
- 2660 Caster's dominant hand can sense magic in any item it handles
- 2661 Caster's dominant hand can store and release one spell at will
- 2662 Caster's dominant hand can strike as hard as iron
- 2663 Caster's dominant hand can swing from his wrist like a flail
- 2664 Caster's dominant hand can write in a language unknown to him
- 2665 Caster's dominant hand cannot touch or be touched by metal
- 2666 Caster's dominant hand detaches and falls to the ground
- 2667 Caster's dominant hand develops a highly sensitive touch
- 2668 Caster's dominant hand doubles in size
- 2669 Caster's dominant hand explodes, causing 2d10 points of damage
- 2670 Caster's dominant hand falsely senses magic in items it handles
- 2671 Caster's dominant hand gains an extra joint on each finger
- 2672 Caster's dominant hand gestures obscenely
- 2673 Caster's dominant hand grows a finger in its palm
- 2674 Caster's dominant hand grows a mouth in its palm
- 2675 Caster's dominant hand grows an eyeball in its palm
- 2676 Caster's dominant hand grows claws in place of fingernails
- 2677 Caster's dominant hand halves its size
- 2678 Caster's dominant hand inflates to a one-foot diameter
- 2679 Caster's dominant hand is affected by Continual Light
- 2680 Caster's dominant hand is affected by Spider Climb
- 2681 Caster's dominant hand is as durable as a steel gauntlet
- 2682 Caster's dominant hand is burned with an imprint of an amulet
- 2683 Caster's dominant hand is covered in suggestive tattoos
- 2684 Caster's dominant hand is detachable
- 2685 Caster's dominant hand is impervious to small missile weapons
- 2686 Caster's dominant hand is insulated against electricity
- 2687 Caster's dominant hand is nowhere to be found
- 2688 Caster's dominant hand is resistant to cuts and lacerations
- 2689 Caster's dominant hand is scarred as though immersed in acid
- 2690 Caster's dominant hand knots in pain whenever he casts a spell
- 2691 Caster's dominant hand locks in its current position
- 2692 Caster's dominant hand loses all feeling
- 2693 Caster's dominant hand loses all feeling after sunset
- 2694 Caster's dominant hand provides normal vision in total darkness
- 2695 Caster's dominant hand radiates magic
- 2696 Caster's dominant hand remains dry even when immersed in water
- 2697 Caster's dominant hand resembles a hawk's talon
- 2698 Caster's dominant hand resembles a horse's hoof
- 2699 Caster's dominant hand smolders when he casts a spell
- 2700 Caster's dominant hand sweats uncontrollably
- 2701 Caster's dominant hand tries to strangle him
- 2702 Caster's dominant hand turns invisible to all but him
- 2703 Caster's dominant hand turns invisible to him
- 2704 Caster's dominant hand turns the color of whatever it handles
- 2705 Caster's dominant hand turns to glass
- 2706 Caster's dominant hand turns to rubber
- 2707 Caster's dominant hand weighs as much as he does
- 2708 Caster's dominant hand will not tolerate the wearing of gloves
- 2709 Caster's ears and eyes exchange places
- 2710 Caster's ears exchange places
- 2711 Caster's ears ring whenever someone speaks about him
- 2712 Caster's ears seal shut; is 95% deaf
- 2713 Caster's ears turn upside down
- 2714 Caster's elbows invert; bend in opposite direction
- 2715 Caster's entire body appears to throb in time with his heart
- 2716 Caster's entire body is Withered as cleric spell
- 2717 Caster's every sentence triggers some type of cantrip
- 2718 Caster's eyelashes turn to grass
- 2719 Caster's eyes (sclerae) turn black; pupils turn white
- 2720 Caster's eyes appear to be two empty sockets
- 2721 Caster's eyes appear to hover about 6 inches in front of him
- 2722 Caster's eyes become compound like those of a bee
- 2723 Caster's eyes become incredibly beautiful but cannot see
- 2724 Caster's eyes become invisible for d10 rounds
- 2725 Caster's eyes become invisible for d6 days
- 2726 Caster's eyes become pearls but retain normal vision
- 2727 Caster's eyes become tiny Beholders
- 2728 Caster's eyes become two different colors
- 2729 Caster's eyes bug out comically when he is startled
- 2730 Caster's eyes bulge from his skull like those of a fish
- 2731 Caster's eyes change color every time he blinks
- 2732 Caster's eyes dangle from their sockets; vision unaffected
- 2733 Caster's eyes extend on 12" stalks (-1d10 to Charisma)
- 2734 Caster's eyes fall out and roll away (regrow in d20 rounds)
- 2735 Caster's eyes float one foot above his head; vision unaffected
- 2736 Caster's eyes glow red when he casts a spell
- 2737 Caster's eyes glow red when he is angry
- 2738 Caster's eyes heal shut; he is blinded (-4 ToHit, -4 AC)
- 2739 Caster's eyes merge like that of a cyclops
- 2740 Caster's eyes open sideways instead of up and down
- 2741 Caster's eyes pop out and roll away
- 2742 Caster's eyes project green light for d4 days
- 2743 Caster's eyes recede 1" into his head; vision works normally
- 2744 Caster's eyes roll along one foot behind him; vision unaffected
- 2745 Caster's eyes seem to be aflame when he casts a spell
- 2746 Caster's eyes spin clockwise for d4 rounds (-1 ToHit)
- 2747 Caster's eyes spin counter-clockwise for d4 rounds (-1 ToHit)
- 2748 Caster's eyes turn to cubes
- 2749 Caster's eyes turn to ears
- 2750 Caster's eyes turn to gold
- 2751 Caster's eyes turn to ice
- 2752 Caster's eyes turn to ivory spheres
- 2753 Caster's eyes turn to mercury
- 2754 Caster's eyes turn to mouths
- 2755 Caster's eyes turn to noses
- 2756 Caster's eyes turn to obsidian spheres
- 2757 Caster's eyes turn to opal spheres
- 2758 Caster's eyes turn to round rubies
- 2759 Caster's eyes turn to spherical mirrors
- 2760 Caster's eyes water uncontrollably
- 2761 Caster's eyes weep blood when he suffers injury
- 2762 Caster's eyes weep tears of blood
- 2763 Caster's eyes work as Eyes of the Eagle; +2 to missile attacks
- 2764 Caster's eyes, ears, and nose shuffle places
- 2765 Caster's eyes, ears, and teeth turn invisible for d6 days
- 2766 Caster's eyeteeth become able to see
- 2767 Caster's eyeteeth grow into boar's tusks
- 2768 Caster's face appears to be upside down
- 2769 Caster's familiar adopts another mage as its master
- 2770 Caster's familiar and random ally of caster exchange bodies
- 2771 Caster's familiar attacks one of caster's allies at random
- 2772 Caster's familiar becomes invisible to him

- 2773 Caster's familiar doubles in size  
2774 Caster's familiar gains access to a language unknown to caster  
2775 Caster's familiar gains use of the intended spell (1 per day)  
2776 Caster's familiar gets smart and claims caster as its familiar  
2777 Caster's familiar increases in size by a factor of 10  
2778 Caster's familiar is polymorphed into a demihuman (at random)  
2779 Caster's familiar is released from its bond to him  
2780 Caster's familiar is turned to immobile gold statuette  
2781 Caster's familiar is turned to mobile gold statuette (alive)  
2782 Caster's familiar turns invisible  
2783 Caster's feet become cloven hooves  
2784 Caster's feet covered in adhesive; Movement Rate cut by 3/4  
2785 Caster's feet covered in boils and loses 1 HP with each step  
2786 Caster's feet covered in ice; DEX check each round of walking  
2787 Caster's feet enlarge to his full height; Movement Rate is 1  
2788 Caster's feet freeze solid, causing 1d10 points of damage  
2789 Caster's feet grow springs; bounces d4 feet high with each step  
2790 Caster's feet turn to wheels  
2791 Caster's fingernails become carpenter's nails  
2792 Caster's fingers and toes switch places  
2793 Caster's fingers turn 90°; somatic components impossible  
2794 Caster's fingers turn to carrots for d12 turns, no spellcasting  
2795 Caster's fingers turn to steam for d10 rounds; no spellcasting  
2796 Caster's flesh and clothing become invisible when he is asleep  
2797 Caster's flesh and clothing turn invisible  
2798 Caster's flesh appears slowly to turn inside out  
2799 Caster's flesh appears slowly to turn invisible  
2800 Caster's flesh appears slowly to turn to stone  
2801 Caster's flesh appears to be a separate entity  
2802 Caster's flesh appears to be attacking everyone else  
2803 Caster's flesh appears to be attacking him  
2804 Caster's flesh appears to be infested with maggots  
2805 Caster's flesh appears to be too large for his body  
2806 Caster's flesh appears to be too small for his body  
2807 Caster's flesh appears to be trying to constrict about him  
2808 Caster's flesh appears to be trying to get off of him  
2809 Caster's flesh appears to belong to someone else  
2810 Caster's flesh appears to turn dry and leathery like a mummy's  
2811 Caster's flesh appears to turn to alligator skin  
2812 Caster's flesh turns invisible whenever he casts a spell  
2813 Caster's footprints appear 10 feet left of where he steps  
2814 Caster's footprints appear to have been made by his hands  
2815 Caster's footprints appear to have been made weeks earlier  
2816 Caster's footprints appear twice as big as his feet  
2817 Caster's footprints become 2 feet deep when he steps from them  
2818 Caster's footprints exude swamp gas  
2819 Caster's footprints face 90° from his direction of travel  
2820 Caster's footprints fill with ice  
2821 Caster's footprints for d12 weeks face wrong direction  
2822 Caster's footprints fossilize, making tracking confusing  
2823 Caster's footprints give off steam  
2824 Caster's footprints glow faintly in darkness  
2825 Caster's footprints glow in the dark  
2826 Caster's footprints hum and glow, making tracking simple  
2827 Caster's footprints rise two feet high when he steps from them  
2828 Caster's footprints seem to indicate that he has three feet  
2829 Caster's footprints switch left-for-right  
2830 Caster's footprints teleport any standing in them to his home  
2831 Caster's full Hit Points are restored  
2832 Caster's gender appears different to all viewing him  
2833 Caster's gender changes daily  
2834 Caster's gender changes every time he casts a spell  
2835 Caster's gender changes when he loses 50% of his hit points  
2836 Caster's gender fluctuates each turn for the next d100 turns  
2837 Caster's gloves become gaives  
2838 Caster's gloves turn to boots  
2839 Caster's gloves turn to cast iron  
2840 Caster's gloves turn to mittens  
2841 Caster's gloves turn to Reglar's Gloves of Freedom  
2842 Caster's gold is transmuted to an equal volume of flesh  
2843 Caster's hair and clothes are blown by wind only he can feel  
2844 Caster's hair and skin exchange color  
2845 Caster's hair appears white in moonlight  
2846 Caster's hair crackles with electricity when he casts a spell  
2847 Caster's hair doubles its length  
2848 Caster's hair falls out  
2849 Caster's hair falls out each morning; regrows each night  
2850 Caster's hair falls out each night; regrows each morning  
2851 Caster's hair freezes solid for d4 turns  
2852 Caster's hair grows 1 inch per hour for the next three days  
2853 Caster's hair grows 1d4 inches every time he casts a spell  
2854 Caster's hair grows 1d4 inches every time he sneezes  
2855 Caster's hair grows to two feet long and begins strangling him  
2856 Caster's hair ignites  
2857 Caster's hair seems to be aflame when he is angered  
2858 Caster's hair stands on end when he casts a spell  
2859 Caster's hair turns to air  
2860 Caster's hair turns to blue, non-caloric magical fire  
2861 Caster's hair turns to glass when cut  
2862 Caster's hair turns to grass  
2863 Caster's hair turns to harmless snakes  
2864 Caster's hair turns to ice  
2865 Caster's hair turns to metal when cut  
2866 Caster's hair turns to steel wire for d6 days  
2867 Caster's hand and foot disappear; limbs fuse at the stumps  
2868 Caster's hand locks onto his principal weapon; no spellcasting  
2869 Caster's handedness (left or right) is reversed  
2870 Caster's handedness (left or right) switches daily  
2871 Caster's hands and feet grow webbing; casting times are doubled  
2872 Caster's hands and feet switch places  
2873 Caster's hands close into fists, no Somatic spells may be cast  
2874 Caster's hands disappear; arms fuse at the wrists  
2875 Caster's hands turn into claws like a lobster's  
2876 Caster's hands turn to spheres at the ends of his wrists  
2877 Caster's hat becomes a hart  
2878 Caster's hat, hood, or helmet becomes affixed to his head  
2879 Caster's head adopts a mirror-like sheen  
2880 Caster's head and one limb exchange places  
2881 Caster's head and pancreas exchange places  
2882 Caster's head appears like a throbbing human heart  
2883 Caster's head appears to be a huge hand with a face in the palm  
2884 Caster's head appears to be inside out  
2885 Caster's head appears to be that of an earthworm or snail  
2886 Caster's head appears to have a 1" diameter hole through it  
2887 Caster's head attaches to his arm where his hand should be  
2888 Caster's head encased in iron with gaps for eyes, ears, & mouth  
2889 Caster's head looks like a soccer ball for 1 day  
2890 Caster's head pops like a balloon if a 20 is rolled ToHit him  
2891 Caster's head rotates 180° laterally without harming him  
2892 Caster's head rotates 180° longitudinally without harming him  
2893 Caster's head rotates 360° every five minutes; he is unharmed  
2894 Caster's head rotates 360° laterally without harming him  
2895 Caster's head rotates 360° longitudinally without harming him  
2896 Caster's head seems to double in size whenever he casts a spell  
2897 Caster's head seems to double in size whenever he is angered  
2898 Caster's head shrinks by 75%; likely to be looked at strangely

**2899** Caster's head snaps off and rolls away; returns in d12 rounds  
**2900** Caster's head turns cylindrical  
**2901** Caster's head turns ethereal; body is solid, seemingly undead  
**2902** Caster's head turns invisible  
**2903** Caster's head turns to a cube  
**2904** Caster's head turns to a sphere  
**2905** Caster's head vanishes d6 rounds; body is lifeless in this time  
**2906** Caster's heart stops beating but his blood still flows normally  
**2907** Caster's heartbeat is audible to all within 10 yards  
**2908** Caster's height fluctuates by 1d10 inches each day  
**2909** Caster's height is halved during each of the next 1d4 rounds  
**2910** Caster's Hit Points are halved  
**2911** Caster's home attracts lightning  
**2912** Caster's home becomes invisible when he enters it  
**2913** Caster's home contains a recently-stolen royal treasury  
**2914** Caster's home contains the full skeleton of an elephant  
**2915** Caster's home doubles its height  
**2916** Caster's home doubles its internal dimensions  
**2917** Caster's home erupts like a volcano  
**2918** Caster's home fills with cement  
**2919** Caster's home fills with chocolate  
**2920** Caster's home fills with eggs  
**2921** Caster's home fills with marshmallows  
**2922** Caster's home fills with popcorn  
**2923** Caster's home fills with rabbits who do not wish to leave  
**2924** Caster's home grows by 80+d20%  
**2925** Caster's home has a painting of the Creation on its ceiling  
**2926** Caster's home has a secret back entrance  
**2927** Caster's home has been rented out while he's been away  
**2928** Caster's home is affected by Distance Distortion  
**2929** Caster's home is also someone else's  
**2930** Caster's home is buried by snow  
**2931** Caster's home is decorated with classic Victorian furniture  
**2932** Caster's home is destroyed by a meteor strike  
**2933** Caster's home is invisible except while he is within it  
**2934** Caster's home is permanently enchanted with Guards and Wards  
**2935** Caster's home is purchased for 10X its actual value  
**2936** Caster's home is stolen  
**2937** Caster's home is swept up by a tornado  
**2938** Caster's home is transported to the Elemental Plane of Earth  
**2939** Caster's home rests atop an active volcano  
**2940** Caster's home rises into the air  
**2941** Caster's home shrinks by 80+d20%  
**2942** Caster's home sinks into the ground  
**2943** Caster's home suddenly appears in the vicinity  
**2944** Caster's home suddenly contains a lifesize portrait of him  
**2945** Caster's home suddenly has no doors or doorways  
**2946** Caster's home suddenly has two sub-basements  
**2947** Caster's home turns to a house of straw  
**2948** Caster's home turns to gingerbread  
**2949** Caster's home turns to gold  
**2950** Caster's home vanishes without a trace  
**2951** Caster's illusions automatically disbelieved  
**2952** Caster's image remains etched into any mirror he gazes into  
**2953** Caster's INT drops by 1d6 after sunset and is restored at dawn  
**2954** Caster's INT is increased to 25 for d4 rounds  
**2955** Caster's INT rises to 19, but his WIS falls by a like amount  
**2956** Caster's INT, WIS, & CHR switch with DEX, STR, & CON  
**2957** Caster's Intelligence doubles for d4 rounds  
**2958** Caster's Intelligence is halved for d4 turns  
**2959** Caster's Intelligence is increased by 1 for d4 turns  
**2960** Caster's Intelligence is reduced by d6 for d6 days  
**2961** Caster's jawbone teleports 1 mile away

**2962** Caster's jawbone teleports three feet to the right  
**2963** Caster's knees and elbows fuse and cannot be bent for d8 turns  
**2964** Caster's knees invert; bend in opposite direction  
**2965** Caster's left and right hands switch arms  
**2966** Caster's left thumb and index finger switch places  
**2967** Caster's legs can double their length once per day  
**2968** Caster's legs fuse into one  
**2969** Caster's legs merge into a fish tail like a merman's  
**2970** Caster's legs shorten to ½ their normal length  
**2971** Caster's legs tie in a knot  
**2972** Caster's legs turn to tree trunks and take root  
**2973** Caster's legs vanish d6 rounds; body falls to ground, no damage  
**2974** Caster's Level increases by 2 for d10 turns  
**2975** Caster's limbs change proportion to match those of a fish  
**2976** Caster's limbs change proportion to match those of a giraffe  
**2977** Caster's limbs change proportion to match those of a gorilla  
**2978** Caster's limbs change proportion to match those of a starfish  
**2979** Caster's limbs change proportion to match those of an elephant  
**2980** Caster's limbs change proportion to match those of an octopus  
**2981** Caster's little fingers become opposable like thumbs  
**2982** Caster's long bones (femur, radius, etc) shrink by ½  
**2983** Caster's lower jaw vanishes d10 rounds; speech impossible  
**2984** Caster's mount becomes a unicorn; departs to nearest woods  
**2985** Caster's mount becomes an ostrich, keeping original attributes  
**2986** Caster's mount must Save vs Petrification or turn to stone  
**2987** Caster's mount turns to snow  
**2988** Caster's mouth becomes a portal to the Elemental Plane of Water  
**2989** Caster's mouth can store things like a Bag of Holding  
**2990** Caster's mouth fills with feathers  
**2991** Caster's mouth fills with spiders  
**2992** Caster's mouth is Wizard Locked as by a 20th Level mage  
**2993** Caster's mouth opens sideways instead of up and down  
**2994** Caster's mouth projects a 60'x20' cone of green light when open  
**2995** Caster's muscles bulge; Save vs Death or gain 1 to STR or die  
**2996** Caster's muscular system is ripped from his body  
**2997** Caster's name affects him as Power Word, Stun  
**2998** Caster's natural AC drops to 5  
**2999** Caster's natural AC drops to 5, but has a fatal Achilles' heel  
**3000** Caster's natural AC is rerolled (1d10) each morning  
**3001** Caster's natural AC rises to 15  
**3002** Caster's neck turns invisible; head appears to levitate  
**3003** Caster's neck vanishes; head is perched upon shoulders  
**3004** Caster's nervous system replaced by wires and electronics  
**3005** Caster's nervous system vanishes, but caster is unharmed  
**3006** Caster's next 100 footprints fossilize in d4 days  
**3007** Caster's next 1d10 attacks succeed, but cause 1 point of damage  
**3008** Caster's next attack automatically inflicts 4x damage  
**3009** Caster's next d6 attacks heal hit points rather than take them  
**3010** Caster's next reflection becomes sentient and free-willed  
**3011** Caster's next sneeze acts like a dragon's breath weapon  
**3012** Caster's next spell also affects a second, random target  
**3013** Caster's next spell appears to be cast at a random ally  
**3014** Caster's next spell appears to be cast by a random ally  
**3015** Caster's next spell appears to transform him into a demon  
**3016** Caster's next spell causes a rainstorm  
**3017** Caster's next spell causes a snowstorm  
**3018** Caster's next spell causes an outcry from local residents  
**3019** Caster's next spell centers Silence, 50' radius on him  
**3020** Caster's next spell erases all others from his memory  
**3021** Caster's next spell fails spectacularly  
**3022** Caster's next spell functions as a spell he's never seen  
**3023** Caster's next spell functions as the last spell he used  
**3024** Caster's next spell functions with wholly opposite effect

- 3025 Caster's next spell ignites his spellbook  
3026 Caster's next spell is accompanied by a loud thunderclap  
3027 Caster's next spell is accompanied by a string quartet  
3028 Caster's next spell is accompanied by horrifying shrieks  
3029 Caster's next spell is accompanied by soothing melodies  
3030 Caster's next spell is actually cast at a random ally  
3031 Caster's next spell is automatically successful  
3032 Caster's next spell is chosen randomly from his memory  
3033 Caster's next spell is not stripped from his memory  
3034 Caster's next spell issues from strange location  
3035 Caster's next spell knocks him unconscious  
3036 Caster's next spell opens a Gate to a Lower Outer Plane  
3037 Caster's next spell polymorphs him into a frog  
3038 Caster's next spell polymorphs him randomly  
3039 Caster's next spell sends him to the Ethereal Plane  
3040 Caster's next spell sends him to the nearest island  
3041 Caster's next spell sends him to the nearest town  
3042 Caster's next spell sends him to where no one speaks Common  
3043 Caster's next spell sheathes him in flame  
3044 Caster's next spell sheathes him in ice  
3045 Caster's next spell sheathes him in mud  
3046 Caster's next spell shocks him silly (d20 HP damage)  
3047 Caster's next spell summons a herd of cattle (or the like)  
3048 Caster's next spell summons a huge, malodorous fog  
3049 Caster's next spell summons a huge, malodorous frog  
3050 Caster's next spell temporarily turns him to stone  
3051 Caster's next spell Wizard Locks all doors within 90 yards  
3052 Caster's next teleport has a random destination  
3053 Caster's next Wild Surge mimics the spell that caused this one  
3054 Caster's nose and mouth seal shut; cannot breathe  
3055 Caster's nose and one ear exchange places  
3056 Caster's nose and one eye exchange places  
3057 Caster's nose enlarges every time he hears his name  
3058 Caster's nose enlarges whenever he tells a lie  
3059 Caster's nose turns spherical and bright red  
3060 Caster's own corpse appears from the future to attack him  
3061 Caster's perception of "left" and "right" becomes inverted  
3062 Caster's pockets are linked with someone else's (who knows?)  
3063 Caster's pockets are linked; all reach to one space  
3064 Caster's pockets are suddenly full of snail shells  
3065 Caster's pockets become Holey  
3066 Caster's pockets become pockets of devouring  
3067 Caster's pockets continually fill with sand  
3068 Caster's pockets continually fill with water  
3069 Caster's pockets double their capacity  
3070 Caster's pockets double their interior dimensions  
3071 Caster's pockets dump their contents  
3072 Caster's pockets each contain a small figurine of him  
3073 Caster's pockets exchange contents  
3074 Caster's pockets exchange contents with random ally's  
3075 Caster's pockets fill with ants  
3076 Caster's pockets fill with blood  
3077 Caster's pockets fill with butter  
3078 Caster's pockets fill with diamond dust  
3079 Caster's pockets fill with eggs  
3080 Caster's pockets fill with fingernail clippings  
3081 Caster's pockets fill with gasoline  
3082 Caster's pockets fill with gold dust  
3083 Caster's pockets fill with green slime  
3084 Caster's pockets fill with human eyes  
3085 Caster's pockets fill with ice cream  
3086 Caster's pockets fill with iron filings  
3087 Caster's pockets fill with leaves  
3088 Caster's pockets fill with lint and fluff  
3089 Caster's pockets fill with mercury  
3090 Caster's pockets fill with mice  
3091 Caster's pockets fill with mousetraps  
3092 Caster's pockets fill with pebbles  
3093 Caster's pockets fill with pins and needles  
3094 Caster's pockets fill with razor blades  
3095 Caster's pockets fill with rot grubs  
3096 Caster's pockets fill with salmon  
3097 Caster's pockets fill with sand  
3098 Caster's pockets fill with skunks  
3099 Caster's pockets fill with sodium  
3100 Caster's pockets fill with sodium and water  
3101 Caster's pockets fill with tar and feathers  
3102 Caster's pockets fill with thorns and thistles  
3103 Caster's pockets fill with universal solvent  
3104 Caster's pockets fill with water  
3105 Caster's pockets preserve the temperature of anything in them  
3106 Caster's pockets seal shut  
3107 Caster's pockets seal shut and fill with helium  
3108 Caster's pockets spew forth hot water every hour on the hour  
3109 Caster's pockets sprout sharp teeth  
3110 Caster's pockets turn invisible  
3111 Caster's pockets won't release him after he reaches into them  
3112 Caster's possessions burst into flame  
3113 Caster's possessions have no weight  
3114 Caster's presence causes animals to become aggressive  
3115 Caster's presence causes candles to burn blue  
3116 Caster's presence causes children to cry  
3117 Caster's presence causes fires to attract wild animals  
3118 Caster's presence causes fires to burn an unusual color  
3119 Caster's presence causes fires to stink like carrion  
3120 Caster's presence causes flame to burn cold  
3121 Caster's presence causes holy symbols to glow blood red  
3122 Caster's presence causes ice to form on nearby water  
3123 Caster's presence causes light to dim  
3124 Caster's presence causes metal to sweat oily water  
3125 Caster's presence causes musical instruments to go out of tune  
3126 Caster's presence causes normal doors and shutters to jam  
3127 Caster's presence causes normal doors and shutters to slam  
3128 Caster's presence causes objects to become lost  
3129 Caster's presence causes rooms to clutter and grow disorganized  
3130 Caster's presence causes severe discomfort to undead  
3131 Caster's presence causes voices to issue from metal around him  
3132 Caster's presence enrages elementals  
3133 Caster's presence gives goose-bumps to those around him  
3134 Caster's presence incites ravenous hunger in animals  
3135 Caster's presence is soothing to wild animals  
3136 Caster's present HPs flip; 07 HP become 70 HP  
3137 Caster's principal weapon adopts his personality for d6 years  
3138 Caster's principal weapon always inflicts maximum damage  
3139 Caster's principal weapon always inflicts minimum damage  
3140 Caster's principal weapon appears in caster's esophagus  
3141 Caster's principal weapon attacks him like a Sword of Dancing  
3142 Caster's principal weapon attracts demons  
3143 Caster's principal weapon becomes Undead  
3144 Caster's principal weapon crumbles to sawdust  
3145 Caster's principal weapon doubles in length  
3146 Caster's principal weapon exists in only two dimensions  
3147 Caster's principal weapon grows wings and flies away  
3148 Caster's principal weapon Holds him whenever it inflicts damage  
3149 Caster's principal weapon is absorbed by him; causes no damage  
3150 Caster's principal weapon is covered with human flesh

- 3151 Caster's principal weapon is encased in human bone  
3152 Caster's principal weapon is greatly sought after by undead  
3153 Caster's principal weapon is invisible to all but him: +1 ToHit  
3154 Caster's principal weapon is never quite where he left it  
3155 Caster's principal weapon is rendered hollow; shatters easily  
3156 Caster's principal weapon is revealed to be Intelligent  
3157 Caster's principal weapon is sought for use in a holy war  
3158 Caster's principal weapon lodges in his esophagus  
3159 Caster's principal weapon negates darkness in a 10 foot radius  
3160 Caster's principal weapon negates light in a 10 foot radius  
3161 Caster's principal weapon seems to detect evil everywhere  
3162 Caster's principal weapon shrinks to ½ its size  
3163 Caster's principal weapon smells of rotting meat  
3164 Caster's principal weapon teleports to his principal dwelling  
3165 Caster's principal weapon turns into a shovel  
3166 Caster's principal weapon turns into aluminum  
3167 Caster's principal weapon turns to butter  
3168 Caster's principal weapon turns to clay  
3169 Caster's principal weapon turns to rubber  
3170 Caster's principal weapon turns to silk and cannot cause damage  
3171 Caster's principal weapon turns to snow  
3172 Caster's principal weapon turns to steam  
3173 Caster's principal weapon turns to wax  
3174 Caster's principal weapon vanishes next time it strikes someone  
3175 Caster's principal weapon winds itself around caster's arms  
3176 Caster's principal weapon winds itself around caster's head  
3177 Caster's principal weapon winds itself around caster's legs  
3178 Caster's rate of aging redoubles hourly  
3179 Caster's reflection animates as in a Mirror of Opposition  
3180 Caster's reflection appears subtly wrong  
3181 Caster's reflection shows the caster's back instead of front  
3182 Caster's right arm is immobilized by a plaster cast  
3183 Caster's right arm turns to another left arm, mounted backwards  
3184 Caster's right knee is no longer able to bend  
3185 Caster's right thumb and index finger switch places  
3186 Caster's rings all link into a chain  
3187 Caster's rings develop a series of sharp projections inside  
3188 Caster's rings drop to -30° Fahrenheit  
3189 Caster's rings ring like church bells when he speaks his name  
3190 Caster's rings suddenly appear in his stomach  
3191 Caster's rings suddenly appear on his toes  
3192 Caster's rings suddenly appear piercing his earlobes  
3193 Caster's rings suddenly appear piercing his nose  
3194 Caster's rings suddenly double in diameter  
3195 Caster's rings turn his fingers to the metal they are made of  
3196 Caster's rings turn to flesh, retaining their enchantments  
3197 Caster's Saves "flip" relative to 10; 11 becomes 9, etc.  
3198 Caster's scent is soothing to hounds  
3199 Caster's scent is terrifying to hounds  
3200 Caster's sense of balance is shifted 90°  
3201 Caster's sense of beauty and ugliness is reversed  
3202 Caster's sense of north and south fluctuates daily  
3203 Caster's sentences are appended with hallucinatory vulgarities  
3204 Caster's sentences spoken as questions, spellcasting impossible  
3205 Caster's shadow always falls in the same direction  
3206 Caster's shadow appears to be outlined with chalk  
3207 Caster's shadow becomes a full color picture of caster  
3208 Caster's shadow does not appear to be connected to him  
3209 Caster's shadow falls in opposite direction  
3210 Caster's shadow gestures obscenely when he is not looking  
3211 Caster's shadow gets the hiccups for 1d10 days  
3212 Caster's shadow has a gaping hole in its torso  
3213 Caster's shadow is a mirror image of what it should be  
3214 Caster's shadow is afraid of the dark  
3215 Caster's shadow is twice the size it should be  
3216 Caster's shadow is visible even when he is not  
3217 Caster's shadow lacks a head  
3218 Caster's shadow pushes other shadows out of its way  
3219 Caster's shadow rattles as it slides across the ground  
3220 Caster's shadow rises and walks away  
3221 Caster's shadow rises up and tries to strangle him  
3222 Caster's shield becomes enchanted with the Frisky Chest Spell  
3223 Caster's shield turns to adamantite; gains +2  
3224 Caster's shield turns to glass; receives -6 until broken  
3225 Caster's shield turns to ice; receives -3 until broken  
3226 Caster's shield turns to mithral; gains +1  
3227 Caster's short-term memory is lost but recalls long-past events  
3228 Caster's skeleton appears to be standing three feet to his left  
3229 Caster's skeleton becomes Undead while still in his body  
3230 Caster's skeleton glows through his skin when he casts a spell  
3231 Caster's skeleton glows through his skin when he says his name  
3232 Caster's skeleton glows through his skin whenever he is angry  
3233 Caster's skeleton polymorphs to that of another random creature  
3234 Caster's skeleton rotates 360°; caster reduced to 1 HP  
3235 Caster's skeleton turns to diamond but retains usefulness  
3236 Caster's skin alternates red-to-white as his heart beats  
3237 Caster's skin and armor merge; undetectable but AC is retained  
3238 Caster's skin appears scorched like he was burned at the stake  
3239 Caster's skin appears to be tight-fitting chain mail  
3240 Caster's skin attacks him by constriction; -1d4 HP per round  
3241 Caster's skin becomes poisonous to him; -1 HP per round  
3242 Caster's skin becomes the same material as the target  
3243 Caster's skin cannot be cut by non-magical metal  
3244 Caster's skin color fluctuates randomly for d20 days  
3245 Caster's skin enlarges 10%, but the caster does not  
3246 Caster's skin feels like bark but looks normal  
3247 Caster's skin feels like feathers but looks normal  
3248 Caster's skin feels like fur but looks normal  
3249 Caster's skin feels like sandpaper but looks normal  
3250 Caster's skin feels like scales but looks normal  
3251 Caster's skin feels like warm wax  
3252 Caster's skin forms an insect-like exoskeleton (-2d6 to CHA)  
3253 Caster's skin grows to cover any rings he's wearing  
3254 Caster's skin hangs on his body like a loose garment  
3255 Caster's skin has a number of suction-cup welts on it  
3256 Caster's skin has an odd tint to it  
3257 Caster's skin is burned by nonmagical rain  
3258 Caster's skin is imprinted with a cryptic-looking map  
3259 Caster's skin is resistant to cuts and lacerations  
3260 Caster's skin is uncomfortably cold to the touch  
3261 Caster's skin looks dusty but feels normal  
3262 Caster's skin looks like porcelain but feels normal  
3263 Caster's skin looks like stone but feels normal  
3264 Caster's skin looks like wet paint but feels normal  
3265 Caster's skin pulsates as though infested with maggots  
3266 Caster's skin seems to burn from his body when he casts a spell  
3267 Caster's skin seems to glisten with slime  
3268 Caster's skin shrinks 10%, but the caster does not  
3269 Caster's skin sprouts quills like a cactus  
3270 Caster's skin sprouts quills like a goose  
3271 Caster's skin sprouts quills like a porcupine  
3272 Caster's skin teleports three feet to the left  
3273 Caster's skin turns inside out on his body  
3274 Caster's skin turns to black pudding  
3275 Caster's skin turns to bone; lasts d4 rounds  
3276 Caster's skin turns to cloth

- 3277 Caster's skin turns to flexible silver-like material
- 3278 Caster's skin turns to grey ooze
- 3279 Caster's skin turns to mithral for d10 rounds; AC-3, MR 0
- 3280 Caster's skin turns to snow
- 3281 Caster's skin turns to steel while he sleeps
- 3282 Caster's skull becomes Ethereal
- 3283 Caster's skull is dimly visible through his flesh
- 3284 Caster's skull shrinks by 50%; Save vs Death or die
- 3285 Caster's skull turns to iron; AC bonus +2; shields vs. psionics
- 3286 Caster's smile appears rotten and decayed
- 3287 Caster's smile appears superhumanly perfect
- 3288 Caster's smile causes fear in children
- 3289 Caster's smile is disconcerting to those of opposite sex
- 3290 Caster's smile is personally offensive to those of opposite sex
- 3291 Caster's smile is strangely attractive to those of opposite sex
- 3292 Caster's speech is delayed by 4 segments; +4 to casting times
- 3293 Caster's spellbook and nearest cookbook exchange places
- 3294 Caster's spellbook appears to be ablaze whenever he opens it
- 3295 Caster's spellbook becomes a stone tablet engraved with spells
- 3296 Caster's spellbook becomes sentient, with INT 11+d8
- 3297 Caster's spellbook becomes unintelligible to any but him
- 3298 Caster's spellbook bursts into illusionary flame for d10 rounds
- 3299 Caster's spellbook causes insanity in anyone else browsing it
- 3300 Caster's spellbook Enlarges by a factor of 2d10
- 3301 Caster's spellbook giggles maniacally when it is opened
- 3302 Caster's spellbook is teleported back to his library
- 3303 Caster's spellbook slams shut if anyone but him reads it
- 3304 Caster's spellbook starts flapping and tries to fly away
- 3305 Caster's spellbook turns invisible for d4 days
- 3306 Caster's spellbook turns to a mundane item when not in use
- 3307 Caster's spellbook turns to lead
- 3308 Caster's spellbook turns to steam
- 3309 Caster's spellbook turns to steel
- 3310 Caster's spellbook, when open, also acts as a portable hole
- 3311 Caster's spells function as if cast by someone twice his level
- 3312 Caster's spells require him to touch the target to function
- 3313 Caster's spilt blood swarms with maggots and mosquitoes
- 3314 Caster's spine doubles its length
- 3315 Caster's spine fuses into a single bone
- 3316 Caster's spine turns to rubber
- 3317 Caster's spine vanishes
- 3318 Caster's staff is replaced by a Winchester 30.06 with one shell
- 3319 Caster's staff turns to an umbrella
- 3320 Caster's stomach becomes Bag of Holding; starves in d4 days
- 3321 Caster's Strength is increased by 1 for d4 turns
- 3322 Caster's Strength is reduced by d6 for d6 days
- 3323 Caster's teeth appear blood-red
- 3324 Caster's teeth chatter constantly while he is asleep
- 3325 Caster's teeth double in size when he tells a lie
- 3326 Caster's teeth fall out; gets 1 GP for each left under pillow
- 3327 Caster's teeth fuse for d4 hours; spellcasting impossible
- 3328 Caster's teeth fuse together when he tells a lie
- 3329 Caster's teeth glow in the dark
- 3330 Caster's teeth heat to 110° when he tells a lie
- 3331 Caster's teeth heat to 180°
- 3332 Caster's teeth receive unintelligible radio transmissions
- 3333 Caster's teeth rotate 180°
- 3334 Caster's teeth turn to diamonds
- 3335 Caster's teeth turn to ice and melt; regrow in 1d10 days
- 3336 Caster's teeth vanish at sunset and reappear at sunrise
- 3337 Caster's teeth vanish when he tells a lie
- 3338 Caster's THAC0 becomes 1, but his attacks inflict only 1 HP
- 3339 Caster's THAC0 becomes 25, but his attacks inflict full damage
- 3340 Caster's THAC0 is 0 for d6 hours
- 3341 Caster's THAC0 is 25 for d6 hours
- 3342 Caster's THAC0 is permanently improved by 1
- 3343 Caster's THAC0 is permanently worsened by 1
- 3344 Caster's throws d4 shadows
- 3345 Caster's thumbs become non-opposable like his other fingers
- 3346 Caster's tongue appears forked
- 3347 Caster's tongue changes color
- 3348 Caster's tongue elongates d12 inches
- 3349 Caster's tongue explodes for 2d10 points of damage
- 3350 Caster's tongue glows like a firefly
- 3351 Caster's tongue leaps from his mouth and slithers away
- 3352 Caster's tongue looks like a blade whenever he is angry
- 3353 Caster's tongue loops into a knot; spellcasting impossible
- 3354 Caster's tongue turns to a snake (-d4 to CHA)
- 3355 Caster's tongue turns to glass
- 3356 Caster's tongue turns to leather
- 3357 Caster's tongue vanishes
- 3358 Caster's torso (not head or legs) rotates 180° without harm
- 3359 Caster's torso (not head or legs) rotates 360° without harm
- 3360 Caster's torso (not head or legs) rotates 90° without harm
- 3361 Caster's total existence in the present is eradicated
- 3362 Caster's touch can drain hit points, but he loses a like amount
- 3363 Caster's touch causes closed wounds to reopen
- 3364 Caster's touch causes cloth to fade in color
- 3365 Caster's touch causes damage as principal weapon, which is lost
- 3366 Caster's touch causes domesticated animals to become wild
- 3367 Caster's touch causes flowers to bloom out of season
- 3368 Caster's touch causes flowers to break into song
- 3369 Caster's touch causes glass to blacken
- 3370 Caster's touch causes glass to crack
- 3371 Caster's touch causes holy items to blaze with illusionary fire
- 3372 Caster's touch causes ink to change color
- 3373 Caster's touch causes magical items to discharge randomly
- 3374 Caster's touch causes metals to tarnish
- 3375 Caster's touch causes metals to vanish
- 3376 Caster's touch causes nonliving items to change color
- 3377 Caster's touch causes normal metals to tarnish
- 3378 Caster's touch causes normal plants to wilt
- 3379 Caster's touch causes trees to bear poisonous fruit
- 3380 Caster's touch causes water to become carbonated for 1d10 turns
- 3381 Caster's touch causes water to become poisonous for 1d10 turns
- 3382 Caster's touch causes water to taste soapy for 1d10 turns
- 3383 Caster's touch causes wax to melt into suggestive shapes
- 3384 Caster's touch causes wounds to seal but restores no hit points
- 3385 Caster's touch is like that of a rust monster
- 3386 Caster's touch robs plants of their color
- 3387 Caster's touch turns clothing inside-out
- 3388 Caster's touch warps normal plants and wood
- 3389 Caster's treasure turns to snow
- 3390 Caster's treasure turns to steam
- 3391 Caster's veins and arteries turn to iron
- 3392 Caster's vision extends only 100 yards in any direction
- 3393 Caster's visual perceptions are inverted; left-to-right
- 3394 Caster's voice causes fruit to fall from nearby trees
- 3395 Caster's voice causes nearby animals to howl
- 3396 Caster's voice comes from somewhere else when he speaks
- 3397 Caster's voice echoes for d4 rounds, casting times doubled
- 3398 Caster's voice matches that of each person with whom he speaks
- 3399 Caster's voice reverberates oddly when he speaks
- 3400 Caster's voice seems whiny and annoying to strangers
- 3401 Caster's voice sounds like gravel rattling in a tin box
- 3402 Caster's voice sounds like it's coming from down a long pipe

- 3403 Caster's voice sounds vaguely like buzzing insects
- 3404 Caster's weapon acquires the caster's personality
- 3405 Caster's weapon argues with him about who to attack next
- 3406 Caster's weapon attacks him as a fighter of caster's level
- 3407 Caster's weapon can discharge spell's effect (d4 uses)
- 3408 Caster's weapon crumbles to dust upon next usage
- 3409 Caster's weapon explodes, inflicting d6 damage to all within 10'
- 3410 Caster's weapon turns to adamantite; gains +2
- 3411 Caster's weapon turns to chocolate
- 3412 Caster's weapon turns to mithral; gains +1
- 3413 Caster's weapon turns to sponge; can cause no damage
- 3414 Caster's weapon twists into a knot
- 3415 Caster's weight doubles
- 3416 Caster's weight fluctuates by  $\pm 50\%$  every turn
- 3417 Caster's weight increases by a factor of 3d10
- 3418 Caster's weight lowers by d100 lbs; if less than 0, floats away
- 3419 Caster's Wisdom is increased by 1 for d4 turns
- 3420 Caster's Wisdom is reduced by d6 for d6 days
- 3421 Caster's word order is shuffled; verbal spellcasting impossible
- 3422 Children shriek in horror when the caster is near
- 3423 Clasps and buttons fall off clothing in the caster's presence
- 3424 Clothing feels like gritty sandpaper against caster's skin
- 3425 Clothing of caster and random ally is magically exchanged
- 3426 Clothing of caster and random foe is magically exchanged
- 3427 Clothing of caster and target is magically exchanged
- 3428 Clothing turns invisible 1d6 hours after the caster puts it on
- 3429 Color Spray strikes the caster
- 3430 Colored beads tumble from the caster's mouth when he lies
- 3431 Colored lights dance around the caster's head when he speaks
- 3432 Cream cheese oozes from the caster's nostrils
- 3433 Create Water drenches caster whenever he speaks his name
- 3434 Dairy products become poisonous after the caster handles them
- 3435 Darkness, 100' radius, centers on caster for d10 rounds
- 3436 Death appears, captures caster's soul, and disappears
- 3437 Death appears, hugs caster, and vanishes; caster unharmed
- 3438 Death appears, swings a mop at caster, and disappears
- 3439 Death appears, swings scythe, misses, curses, and disappears
- 3440 Death appears, taps caster on shoulder, chuckles, and vanishes
- 3441 Dust collects wherever the caster's shadow falls
- 3442 Each day caster ages half of the way to his life expectancy
- 3443 Each night caster dreams that Death is stalking him
- 3444 Each night caster dreams that he has been asleep for 100 years
- 3445 Each night caster dreams that he is unable to sleep
- 3446 Each night caster dreams that he is unable to use magic
- 3447 Each night caster dreams that he is unable to wake up
- 3448 Each night, caster dreams of bugs crawling into his mouth
- 3449 Each night, caster dreams that he's trying to fall asleep
- 3450 Each night, caster is rained on even if no one else is
- 3451 Each night, caster sleeps until someone wakes him
- 3452 Each of caster's boots weighs as much as he does
- 3453 Each of caster's hands weighs 1d10+10 pounds
- 3454 Each of caster's teeth is a different, bright color
- 3455 Each of caster's pockets accesses another
- 3456 Each piece of caster's equipment teleports to a random plane
- 3457 Earth Elemental appears and drags caster to the Plane of Earth
- 3458 Earthen wall d4 feet thick, d12 feet high encircles caster
- 3459 Electricity seems to spark in caster's mouth when he smiles
- 3460 Ellran's Absolute Abjuration is discharged at caster's location
- 3461 Every creature within 60' of caster rotates 180°
- 3462 Every spell cast by caster is accompanied by a loud drum roll
- 3463 Everyone appears sickly and sallow to caster
- 3464 Everyone caster touches knows his name
- 3465 Everyone in the world knows caster's deepest secret
- 3466 Everyone in the world knows that caster is a spell-user
- 3467 Everyone within 10 miles forgets caster's name (until reminded)
- 3468 Everyone within 10 miles suddenly knows caster's name
- 3469 Everyone within 100 yards feels he's known the caster for years
- 3470 Everyone within 100 yards forgets who the caster is for 1 week
- 3471 Everyone within 100 yards knows when the caster casts a spell
- 3472 Everything appears 2X as large to caster
- 3473 Everything that happened in previous round is negated
- 3474 Everything that happened in previous round recurs in the next
- 3475 Fire Elemental resides in caster's lungs; d10 HP damage/round
- 3476 Fog Cloud spews from caster's mouth when he tries to speak
- 3477 Food tastes like bile to the caster
- 3478 For d10 days, caster need only eat  $\frac{1}{2}$  the normal amount of food
- 3479 For d4 hours, caster's touch turns all precious metal to lead
- 3480 For d4 turns, caster's touch turns all solid matter to gold
- 3481 For d6 days, caster can find secret doors 9 out of 10 times
- 3482 For d6 hours, all within 10' of caster covet his spellbook
- 3483 For d6 hours, caster's touch turns all gems to colored ice
- 3484 For d6 turns caster's gains a bloodhound's olfactory acuity
- 3485 For some reason, the caster doesn't think steel can hurt him
- 3486 Foul-smelling foam oozes from caster's ears while he sleeps
- 3487 From now on, caster must roll ToHit with Magic Missiles
- 3488 Fruits and vegetables rot more rapidly in the caster's presence
- 3489 Gate to random outer plane; 50% extraplanar creature appears
- 3490 Gold becomes invisible to the caster
- 3491 Gold tarnishes at the caster's touch
- 3492 Golems become invisible to caster
- 3493 Grass grows on the palms of caster's hands
- 3494 Grass sprouts in caster's next 50 footprints
- 3495 Gust of Wind blows from caster's mouth when he tries to speak
- 3496 Half (left or right) of caster's footprints disappear
- 3497 Half of caster's body is Slowed
- 3498 Half of caster's head vanishes, though he is unharmed
- 3499 Half—either front or back—of caster's clothing is invisible
- 3500 Healing efforts have a 20% to inflict damage on caster
- 3501 Hysterical laughter echoes from above when caster says his name
- 3502 If anyone should ask
- 3503 If caster finds a bag of holding, he climbs into it
- 3504 If caster is slain, his k
- 3505 If caster is slain, his k
- 3506 If caster is slain, his k
- 3507 If caster is slain, his k
- 3508 If caster is slain, his k
- 3509 If caster is slain, his k
- 3510 If caster is slain, his k
- 3511 If caster is slain, his k
- 3512 If caster is slain, his k
- 3513 If caster is slain, his k
- 3514 If caster is slain, his k
- 3515 If struck
- 3516 If struck aster seems to shatter and reassemble quick
- 3517 If struck
- 3518 If struck
- 3519 If struck
- 3520 Images of birds surround caster when he casts a spell
- 3521 Images of caster stand in his footprints for d8 days
- 3522 Images of ghostly figures surround caster when he casts a spell
- 3523 Images of whirling blades surround caster when he casts a spell
- 3524 Immediate area around caster always seems slightly blurry
- 3525 Immediate area around caster always seems slightly brighter
- 3526 Immediate area around caster always seems slightly colder
- 3527 Immediate area around caster always seems slightly dark
- 3528 Immediate area around caster always seems slightly warmer



- 3529 Immediate area around caster smells slightly of brimstone
- 3530 In times of need, caster can get nourishment from topsoil
- 3531 Inanimate objects are easily misplaced in the caster's presence
- 3532 Inanimate objects fall from shelves in the caster's presence
- 3533 Inanimate objects rattle slightly when the caster passes by
- 3534 Inanimate objects seem slightly warmer in the caster's presence
- 3535 Intelligent weapons become stupid while the caster wields them
- 3536 Intelligent weapons hate the caster on sight
- 3537 Intelligent weapons refuse to speak in the caster's presence
- 3538 Invisible bells ring in the air when the caster casts a spell
- 3539 Jewelry burns the caster like fire
- 3540 Last spell used by caster returns to strike him next round
- 3541 Leaves and twigs whirl about caster like a cyclone
- 3542 Left half of caster's body ages at 5X normal rate
- 3543 Left half of caster's body gains +2 Strength
- 3544 Left half of caster's body shrinks by 50%
- 3545 Light shines from the back of caster's head
- 3546 Lightning strikes caster (6d6 HP) next time he kills something
- 3547 Liquids effervesce in the caster's hands
- 3548 Liquids turn opaque in the caster's hands
- 3549 Living creatures appear blurry and indistinct to caster
- 3550 Looking into one of caster's ears gives a view out the other
- 3551 Looking through caster's ears provides a view like a telescope
- 3552 Loud noises cause caster to bleed from the ears
- 3553 Magic Mouth appears on caster's back, shouting obscenities
- 3554 Magical healing efforts cause caster's age to fluctuate
- 3555 Magical healing efforts cause caster's sex to change
- 3556 Magical healing efforts work but cause great pain to caster
- 3557 Milk pours from caster's nose whenever he laughs
- 3558 Milk, cream, and butter spoil in the caster's presence
- 3559 Money looks counterfeit while in the caster's hands
- 3560 Mournful chanting fills the air when the caster speaks his name
- 3561 Nearest child claims the caster as its parent
- 3562 Nearest church accuses caster of robbing the poor box
- 3563 Nearest dragon claims caster as its familiar
- 3564 Nearest dragon's horde teleports to caster's home
- 3565 Nearest Druid thinks caster willingly started a forest fire
- 3566 Nearest fire animates as an Elemental obedient to the caster
- 3567 Nearest frog assumes human form (attributes/alignment random)
- 3568 Nearest Lich is teleported to within 120' of caster
- 3569 Nearest person of opposite sex tries to kill the caster
- 3570 Nearest royal of opposite sex develops intense hatred of caster
- 3571 Nearest royal of opposite sex falls in love with caster
- 3572 Nearest royal of opposite sex thinks caster kidnapped him/her
- 3573 Nearest royal of opposite sex thinks caster once saved him/her
- 3574 Nearest royal of opposite sex thinks caster stole from him/her
- 3575 Nearest royal of opposite sex thinks caster to be a relative
- 3576 Nearest scarecrow becomes animate and hunts caster relentlessly
- 3577 Nearest tree imprisons caster within its trunk
- 3578 Necromantic magic doesn't work on caster for one year
- 3579 Next 10 lbs. of food touched by caster turn to stone
- 3580 Next 1d10 spells used by caster have their effects reversed
- 3581 Next 25 gallons of water touched by caster become acid
- 3582 Next 25 gallons of water touched by caster become an Elemental
- 3583 Next 25 gallons of water touched by caster become blood
- 3584 Next 25 gallons of water touched by caster become cement
- 3585 Next 25 gallons of water touched by caster become Dwarven ale
- 3586 Next 25 gallons of water touched by caster become Elven wine
- 3587 Next 25 gallons of water touched by caster become fuel oil
- 3588 Next 25 gallons of water touched by caster become Gnome mead
- 3589 Next 25 gallons of water touched by caster become Halfling beer
- 3590 Next 25 gallons of water touched by caster become Liquid Evil
- 3591 Next 25 gallons of water touched by caster become magma
- 3592 Next 25 gallons of water touched by caster become mercury
- 3593 Next 25 gallons of water touched by caster become molten lead
- 3594 Next 25 gallons of water touched by caster become nitroglycerin
- 3595 Next 25 gallons of water touched by caster become Orc bathwater
- 3596 Next 25 gallons of water touched by caster evaporate
- 3597 Next 2d10 spells used by caster affect caster & target equally
- 3598 Next 2d4 spells used by caster automatically fail
- 3599 Next 2d4 Summonings by caster summon local Council Members
- 3600 Next 2d6 spells employed by caster conjure cute little rabbits
- 3601 Next ally touched by caster Blinks for 1 turn
- 3602 Next ally touched by caster burst into illusionary flame
- 3603 Next ally touched by caster does not require sleep for d6 days
- 3604 Next ally touched by caster drops to 1 Hit Point
- 3605 Next ally touched by caster falls unconscious
- 3606 Next ally touched by caster flies into a 2-turn berserker fury
- 3607 Next ally touched by caster forgets who caster is
- 3608 Next ally touched by caster is Healed
- 3609 Next ally touched by caster is surrounded by a swarm of hornets
- 3610 Next ally touched by caster levitates for d20 rounds
- 3611 Next ally touched by caster steals his memorized spells
- 3612 Next ally touched by caster triggers all his memorized spells
- 3613 Next attempt at teleportation sends caster to Astral Plane
- 3614 Next attempt at teleportation sends caster to current location
- 3615 Next beneficial enchantment by caster acts as equivalent curse
- 3616 Next beneficial enchantment on caster acts as equivalent curse
- 3617 Next boat or ship seen by caster sinks
- 3618 Next breath exhaled by caster becomes free willed Air Elemental
- 3619 Next creature caster touches absorbs damage caused by caster
- 3620 Next creature caster touches absorbs damage inflicted on caster
- 3621 Next creature caster touches cannot thereafter be harmed by him
- 3622 Next creature caster touches cannot thereafter harm him
- 3623 Next creature slain by caster resurrects as his ally
- 3624 Next creature slain by caster resurrects with double hit points
- 3625 Next creature touched by caster explodes; reforms in d20 rounds
- 3626 Next creature touched by caster flies into a berserker rage
- 3627 Next creature touched by caster randomly changes alignment
- 3628 Next creature touched by caster Saves vs Death or turns to ice
- 3629 Next Curse placed upon caster has no effect
- 3630 Next doorway passed through by caster becomes a Gate
- 3631 Next fire set by caster acts as a brazier of sleep smoke
- 3632 Next fire set by caster acts as a gate to Elemental Fire
- 3633 Next fire set by caster affects all near as Potion of Delusion
- 3634 Next fire set by caster appears 10 times larger, but is not
- 3635 Next fire set by caster appears 10 times smaller, but is not
- 3636 Next fire set by caster becomes free-willed fire elemental
- 3637 Next fire set by caster boils any water carried by him
- 3638 Next fire set by caster burns 10 times hotter
- 3639 Next fire set by caster burns a 10 yard crater into the ground
- 3640 Next fire set by caster burns in a corkscrew shape
- 3641 Next fire set by caster burns in a cube
- 3642 Next fire set by caster burns in a sphere
- 3643 Next fire set by caster burns in an inverted cone
- 3644 Next fire set by caster burns in the shape of his initials
- 3645 Next fire set by caster burns only in two dimensions
- 3646 Next fire set by caster can be seen for 1 mile
- 3647 Next fire set by caster cannot be extinguished normally
- 3648 Next fire set by caster causes a fountain to well up beneath it
- 3649 Next fire set by caster covers all who view it with black ash
- 3650 Next fire set by caster detonates as a 3 die Fireball
- 3651 Next fire set by caster duplicates his personality
- 3652 Next fire set by caster flies into the sky
- 3653 Next fire set by caster follows caster wherever he goes
- 3654 Next fire set by caster gives no light (normal or infra-visual)

3655 Next fire set by caster has sentience; won't want to be put out  
3656 Next fire set by caster ignites all water within 100 yards  
3657 Next fire set by caster ignites his clothing  
3658 Next fire set by caster makes all who view it itch violently  
3659 Next fire set by caster moans ominously while it burns  
3660 Next fire set by caster plays entertaining music while it burns  
3661 Next fire set by caster provides heat for him but no one else  
3662 Next fire set by caster provides no heat for him, only others  
3663 Next fire set by caster puts the scent of blood in the air  
3664 Next fire set by caster puts the scent of brimstone in the air  
3665 Next fire set by caster puts the scent of burnt skin in the air  
3666 Next fire set by caster puts the scent of decay in the air  
3667 Next fire set by caster puts the scent of fresh meat in the air  
3668 Next fire set by caster puts the scent of jasmine in the air  
3669 Next fire set by caster puts the scent of mold in the air  
3670 Next fire set by caster puts the scent of skunk in the air  
3671 Next fire set by caster radiates cold instead of heat  
3672 Next fire set by caster radiates darkness instead of light  
3673 Next fire set by caster rages out of control  
3674 Next fire set by caster rises and runs away; burns nothing else  
3675 Next fire set by caster scorches the earth in a 100 yard radius  
3676 Next fire set by caster shrieks like a Shrieker while it burns  
3677 Next fire set by caster sings like a robin while it burns  
3678 Next fire set by caster snuffs his sense of smell  
3679 Next fire set by caster snuffs oxygen in a 20 yard radius  
3680 Next fire set by caster sounds like distant, whispering voices  
3681 Next fire set by caster speaks insults to him while it burns  
3682 Next fire set by caster summons hostile air elementals  
3683 Next fire set by caster throws heat in only one direction  
3684 Next fire set by caster turns to iron after three turns  
3685 Next fire set by caster wafts its smoke to follow him  
3686 Next fire set by caster warms only those facing away from it  
3687 Next fire set by caster whispers horrible things to him  
3688 Next fire set by caster will not ignite  
3689 Next full pound of pepper touched by caster becomes gunpowder  
3690 Next horse ridden by caster ages one year per minute  
3691 Next horse ridden by caster bonds with him like a Warhorse  
3692 Next horse ridden by caster doesn't tire while he rides it  
3693 Next horse ridden by caster hurls him like an ejector seat  
3694 Next horse ridden by caster is a mechanical automaton  
3695 Next horse ridden by caster is as wild as a free mustang  
3696 Next horse ridden by caster is embarrassingly flutulent  
3697 Next horse ridden by caster shrinks to ½ its size  
3698 Next horse ridden by caster sings country music  
3699 Next horse ridden by caster throws him for 1d10 hit points  
3700 Next horse ridden by caster tries to walk on two legs  
3701 Next horse ridden by caster turns into a centaur  
3702 Next horse ridden by caster won't stop walking until dawn  
3703 Next illusion employed by caster becomes free-willed and real  
3704 Next Lich seen by caster is restored to true life  
3705 Next magical blade touching/touched by caster becomes inert  
3706 Next meal prepared by caster acts as a potion of extra healing  
3707 Next meal prepared by caster acts as a random-effect potion  
3708 Next meal prepared by caster acts as a random-strength poison  
3709 Next meal prepared by caster animates and attacks him  
3710 Next meal prepared by caster appears to radiate evil  
3711 Next meal prepared by caster attempts to eat him  
3712 Next meal prepared by caster causes mysterious hallucinations  
3713 Next meal prepared by caster causes violent nausea  
3714 Next meal prepared by caster consumes and digests itself  
3715 Next meal prepared by caster depletes a like nutritional amount  
3716 Next meal prepared by caster explodes as 3HD fireball when cut  
3717 Next meal prepared by caster freezes solid

3718 Next meal prepared by caster groans like a banshee for 1 round  
3719 Next meal prepared by caster has no taste whatsoever  
3720 Next meal prepared by caster induces vegetarianism  
3721 Next meal prepared by caster is covered in sores and boils  
3722 Next meal prepared by caster is pristine and beautiful  
3723 Next meal prepared by caster is scabrous and infected  
3724 Next meal prepared by caster is toxic to anyone but him  
3725 Next meal prepared by caster is toxic to him but no one else  
3726 Next meal prepared by caster levitates 10+d20 feet in the air  
3727 Next meal prepared by caster melts  
3728 Next meal prepared by caster provides nutrition for two weeks  
3729 Next meal prepared by caster resurrects and flees  
3730 Next meal prepared by caster screams when cut or bitten  
3731 Next meal prepared by caster sprouts cactus quills  
3732 Next meal prepared by caster sprouts hair  
3733 Next meal prepared by caster stays raw; cannot be cooked by him  
3734 Next meal prepared by caster tastes bad but gives 3X nutrition  
3735 Next meal prepared by caster tastes better than anything else  
3736 Next meal prepared by caster tastes like blood  
3737 Next meal prepared by caster tastes like blood  
3738 Next meal prepared by caster tastes like brimstone  
3739 Next meal prepared by caster tastes like chicken  
3740 Next meal prepared by caster tastes like demihuman flesh  
3741 Next meal prepared by caster tastes like honey  
3742 Next meal prepared by caster tastes like iron  
3743 Next meal prepared by caster tastes like liver  
3744 Next meal prepared by caster tastes like liver  
3745 Next meal prepared by caster tastes like the last meal he ate  
3746 Next meal prepared by caster turns to already-digested matter  
3747 Next meal prepared by caster turns to blood-red snow  
3748 Next meal prepared by caster turns to bone  
3749 Next meal prepared by caster turns to fat and gristle  
3750 Next meal prepared by caster turns to gold  
3751 Next meal prepared by caster turns to mercury  
3752 Next meal prepared by caster turns to sand  
3753 Next meal prepared by caster turns to steel  
3754 Next meal prepared by caster turns to stone  
3755 Next meal prepared by caster turns to wood  
3756 Next nonmagical blade touched by caster becomes magical  
3757 Next nonmagical blade touched by caster is blunted  
3758 Next ooze or slime seen by caster turns to chocolate pudding  
3759 Next PC caster touches adopts his physical form  
3760 Next person met for the first time by the caster hates him  
3761 Next pond caster enters asks him to leave immediately  
3762 Next pond caster enters becomes a 16HD water elemental  
3763 Next pond caster enters becomes a gate to Elemental Water  
3764 Next pond caster enters becomes Sweet Water (for 10 turns)  
3765 Next pond caster enters draws him to the bottom  
3766 Next pond caster enters endows him with water breathing  
3767 Next pond caster enters evaporates instantly  
3768 Next pond caster enters freezes solid  
3769 Next pond caster enters grants him water-only breathing  
3770 Next pond caster enters transports him to Elemental Water  
3771 Next pond caster enters turns him to water (Save vs Death)  
3772 Next pond caster enters turns to glass for d10 rounds  
3773 Next pond caster enters turns to mud in 20d10 rounds  
3774 Next pond caster enters vanishes; returns in d20 days  
3775 Next pond caster enters whirls in a spiral until he exits  
3776 Next profanity spoken by caster becomes a vile, living entity  
3777 Next spell used by caster returns to strike him in d10 rounds  
3778 Next summoning by caster summons present target  
3779 Next summoning spell employed by caster brings skunks instead  
3780 Next Summoning transports caster to location of the summoned

**3781** Next time caster nears a lake, he believes he can breathe water  
**3782** Next time caster stands atop a mountain, he believes he can fly  
**3783** Next Undead caster sees becomes caster's servant for d12 months  
**3784** Next undead that touches the caster is instantly destroyed  
**3785** Next weapon caster wields becomes razor keen (bludgeons, etc)  
**3786** Next weapon caster wields cannot be dropped at will  
**3787** Next weapon caster wields gains a +1 enchantment  
**3788** Next weapon caster wields grants him proficiency with it  
**3789** Next weapon caster wields inflicts equal damage on foe and him  
**3790** Next weapon caster wields loses +1 enchantment (-1 possible)  
**3791** Next weapon caster wields makes him attack an ally (d20 rnds)  
**3792** Next weapon caster wields makes him attack himself (d10 rnds)  
**3793** Next weapon caster wields sends him into a 2 turn berserk fury  
**3794** Next weapon caster wields strips his proficiency with it  
**3795** Next weapon caster wields vanishes  
**3796** Next wooden object caster touches gains life and starts to grow  
**3797** No nonmagical fire can be ignited within 10 yards of caster  
**3798** No one can sleep within 10 yards of caster  
**3799** No one takes caster seriously for 1d4 days  
**3800** Nothing in caster's home is familiar to him anymore  
**3801** Oak tree sprouts beneath caster; carries him 60' into the air  
**3802** Occupants of next mine caster enters think he causes quakes  
**3803** Occupants of next mine caster enters think he's a bad omen  
**3804** Occupants of next mine caster enters think he's a Dwarf  
**3805** Occupants of next mine caster enters think he's an Illithid  
**3806** Occupants of next mine caster enters think he's made of gold  
**3807** Occupants of next mine caster enters think he's the owner  
**3808** Ominous thunder rumbles overhead when caster says his name  
**3809** One half of caster's body turns invisible for d10 rounds  
**3810** One of caster's arms turns to cheese  
**3811** One of caster's eyes perceives things to be upside-down  
**3812** One of caster's teeth doubles in size  
**3813** One of caster's arms is doubled in length, the other is halved  
**3814** One of caster's arms tries to strangle him  
**3815** One of caster's dimensions (height, breadth, depth) is doubled  
**3816** One of caster's dimensions (height, breadth, depth) is halved  
**3817** One of caster's feet enlarges to his full height  
**3818** One of caster's limbs (random) doubles in length  
**3819** One of caster's limbs turns invisible for 2d12 hours  
**3820** One of caster's possessions turns out to be a priceless antique  
**3821** One of caster's possessions turns out to be a stolen artifact  
**3822** One plant within 60' of caster becomes a Shambling Mound  
**3823** Oxygen becomes violently toxic to the caster  
**3824** Pack animals shrug off their loads when the caster is nearby  
**3825** Pack animals strike up conversations with the caster  
**3826** People tend to react to caster like he just committed murder  
**3827** Pigeons react to caster as if he were a statue  
**3828** Pigeons react to caster as if he were coated by breadcrumbs  
**3829** Putrid meat is restored by the caster's touch  
**3830** Rain causes the caster to panic  
**3831** Random ally's consciousness is pushed into the caster's body  
**3832** Random creature in vicinity becomes amphibious  
**3833** Random creature within 60' of caster and caster exchange bodies  
**3834** Random facial feature of caster becomes invisible  
**3835** Random limb of caster is Withered as cleric spell  
**3836** Random limb of caster transforms into limb of another creature  
**3837** Random limb of caster turns to steam for d6 turns  
**3838** Random object within 30' of caster mimics caster's personality  
**3839** Random object within 60' of caster becomes sentient  
**3840** Raw meat becomes putrid at the caster's touch  
**3841** Raw meat squeals at the caster's touch  
**3842** Shadow of caster appears to make mocking gestures at him  
**3843** Shadow of caster radiates light in caster's shape

**3844** Shadows seem to make obscene gestures at the caster  
**3845** Shoes and boots will not stay on the caster's feet  
**3846** Slow spell centers on target  
**3847** Smoke from campfires causes the caster to hallucinate  
**3848** Smoke pours from caster's nose while he speaks  
**3849** Snakes seem to squirm within caster's flesh when he's angry  
**3850** Soft surfaces feel hard and rigid to the caster  
**3851** Some common smell acts as a diuretic to the caster  
**3852** Some common smell acts as an aphrodisiac to the caster  
**3853** Some common smell brings tears to caster's eyes  
**3854** Some common smell causes caster to fall asleep  
**3855** Some common smell is nauseating to the caster  
**3856** Some common smell is terrifying to the caster  
**3857** Some common smell is tranquilizing to the caster  
**3858** Some common smell makes the caster break into song  
**3859** Some common smell makes the caster cast a spell at random  
**3860** Some common smell makes the caster fly into a berserker rage  
**3861** Some common smell makes the caster want to cast a spell  
**3862** Some god/goddess of Love becomes infatuated with the caster  
**3863** Some nearby cult thinks it must sacrifice the caster  
**3864** Someone just insulted the caster, but he's not sure who  
**3865** Sounds of horrible moaning are heard when caster casts a spell  
**3866** Sounds of hysteric shrieking are heard if caster casts a spell  
**3867** Sounds of maniacal laughter are heard when caster casts a spell  
**3868** Sounds of raging waterfalls are heard when caster casts a spell  
**3869** Sounds of roaring flames are heard when caster casts a spell  
**3870** Speaking the caster's name renders animals unconscious  
**3871** Spectacular lightning flares overhead when caster says his name  
**3872** Spectacular lightning harmlessly grounds itself via the caster  
**3873** Spell cannot be recast by caster for 1d4 weeks  
**3874** Spell consumes caster's body as its material component  
**3875** Spell delayed until caster speaks his name, then it strikes him  
**3876** Spell duration lasts until caster dies  
**3877** Spell duration lasts until caster is injured  
**3878** Spell effect is doubled and centered on caster  
**3879** Spell effect is reversed and strikes caster  
**3880** Spell effect is reversed and strikes random ally of caster  
**3881** Spell effect occurs as another spell known to caster  
**3882** Spell effect seems to affect the caster equally but does not  
**3883** Spell hits the caster and the person standing nearest to him  
**3884** Spell strikes the next creature that attacks the caster  
**3885** Statues animate and speak to caster while he touches them  
**3886** Steam rolls from the caster's skin when he is angry  
**3887** Streams and rivers applaud when the caster crosses them  
**3888** Streams and rivers seem to be blood-red as caster crosses them  
**3889** Streams and rivers seem to flow uphill when caster crosses them  
**3890** Temperature of caster's principal weapon drops to -260° C  
**3891** Temperature of caster's principal weapon rises to 260° C  
**3892** The flesh of caster's hands is invisible for 1d8 days  
**3893** The next town caster enters greets him like a long-lost son  
**3894** The next town caster enters reviles him like liar and a thief  
**3895** The omelet caster ate yesterday was made with dragon eggs  
**3896** The person nearest to the caster will die if he dies  
**3897** The top half of caster's body is affected by Reverse Gravity  
**3898** The top of caster's head is flat as a table  
**3899** The top of caster's head is perfectly smooth and flat  
**3900** Tomorrow caster can memorize an extra 1d6 levels of spells  
**3901** Twelve stone columns sprout from ground within 10' of caster  
**3902** Two nearest demons vie for the caster's soul  
**3903** Undead react like caster is one of them, unless he attacks  
**3904** Vines grow from ground and bind caster until removed  
**3905** Wall of Fire appears in caster's home  
**3906** Wall of Stone appears in front of caster

- 3907 Water cannot boil in the caster's presence
- 3908 Water flows in caster's veins instead of blood
- 3909 Water tastes like blood to the caster
- 3910 Water tastes like gasoline to caster
- 3911 Whatever animal caster last ate reanimates and seeks vengeance
- 3912 Whatever the temperature, caster feels like he's in a sauna
- 3913 Whatever the temperature, caster feels like he's in an igloo
- 3914 When caster becomes invisible, some part of him does not
- 3915 When caster casts a spell, he loses the spell's Level in HP
- 3916 When caster dies he is instantly reincarnated
- 3917 When caster dies, 1d10 people claim to be his clones
- 3918 When caster dies, a chalk outline forms around his corpse
- 3919 When caster dies, a crops within one mile come to ripeness
- 3920 When caster dies, a nearby religious sect declares holy war
- 3921 When caster dies, all written record of him vanishes
- 3922 When caster dies, anyone not witnessing his death forgets him
- 3923 When caster dies, everyone nearby weeps mournfully
- 3924 When caster dies, he becomes horribly frightening to look at
- 3925 When caster dies, he becomes painfully beautiful to look at
- 3926 When caster dies, he is found to be a sophisticated android
- 3927 When caster dies, he shatters as though made of glass
- 3928 When caster dies, he takes root and becomes a tree
- 3929 When caster dies, his body is found to harbor countless bugs
- 3930 When caster dies, his Charisma score increases by 4
- 3931 When caster dies, his corpse appears to be 2d20 years younger
- 3932 When caster dies, his corpse becomes a scarecrow
- 3933 When caster dies, his corpse changes its sex
- 3934 When caster dies, his corpse decays in a matter of moments
- 3935 When caster dies, his corpse deflates like a balloon
- 3936 When caster dies, his corpse detonates as a 10 HD fireball
- 3937 When caster dies, his corpse digs a pit and lays itself to rest
- 3938 When caster dies, his corpse discharges his memorized spells
- 3939 When caster dies, his corpse dissolves into a foul mush
- 3940 When caster dies, his corpse doubles in size
- 3941 When caster dies, his corpse doubles its size
- 3942 When caster dies, his corpse freezes solid
- 3943 When caster dies, his corpse giggles if touched
- 3944 When caster dies, his corpse giggles until buried
- 3945 When caster dies, his corpse goes berserk for 1d10 rounds
- 3946 When caster dies, his corpse is consumed in a plume of fire
- 3947 When caster dies, his corpse is dressed in fine silks
- 3948 When caster dies, his corpse is found to be completely hollow
- 3949 When caster dies, his corpse is found to be filled with gold
- 3950 When caster dies, his corpse is wrapped in cellophane
- 3951 When caster dies, his corpse mummifies in a matter of moments
- 3952 When caster dies, his corpse races back to his place of birth
- 3953 When caster dies, his corpse recites a moving poem
- 3954 When caster dies, his corpse rises into the sky and is gone
- 3955 When caster dies, his corpse rises like a revenant and attacks
- 3956 When caster dies, his corpse smells of roses instead of decay
- 3957 When caster dies, his corpse turns inside out
- 3958 When caster dies, his corpse turns to chocolate
- 3959 When caster dies, his corpse turns to stone
- 3960 When caster dies, his corpse vanishes
- 3961 When caster dies, his death is believed to be a hoax
- 3962 When caster dies, his death is rumored to have been a suicide
- 3963 When caster dies, his hair and nails continue to grow
- 3964 When caster dies, his head vanishes
- 3965 When caster dies, his skin can be peeled like aluminum foil
- 3966 When caster dies, his slayer changes alignment
- 3967 When caster dies, his slayer claims the body as a trophy
- 3968 When caster dies, his slayer refuses to believe it
- 3969 When caster dies, his soul is trapped in his principal weapon
- 3970 When caster dies, his soul is trapped in his spellbook
- 3971 When caster dies, his soul transposes with his slayer's
- 3972 When caster dies, horrible laughter fills the air
- 3973 When caster dies, mournful dirges issue from the air around his
- 3974 When caster dies, nearby foliage withers
- 3975 When caster dies, no bird can ever again sing within 1 mile
- 3976 When caster dies, no birds sing for 48 hours
- 3977 When caster dies, no one recognizes the corpse
- 3978 When caster dies, people come for miles to see the body
- 3979 When caster dies, small animals gather to pay their respects
- 3980 When caster dies, the ambient temperature drops 30°
- 3981 When caster dies, the moon appears blood-red for one month
- 3982 When caster dies, the nearest royal bloodline dies out, too
- 3983 When caster dies, the sky appears overcast for one week
- 3984 When caster dies, the sun appears to weep tears of flame
- 3985 When caster dies, vicious rumors circulate about him
- 3986 When caster dies, vultures carry his corpse to his home
- 3987 When caster draws his weapon 2HD creatures check morale
- 3988 When caster draws his weapon all near him start laughing
- 3989 When caster draws his weapon birds circle his head
- 3990 When caster draws his weapon electricity sizzles in the air
- 3991 When caster draws his weapon he has second thoughts
- 3992 When caster draws his weapon he shrinks to ½ his height
- 3993 When caster draws his weapon his allies get a morale boost
- 3994 When caster draws his weapon his hair stands on end
- 3995 When caster draws his weapon his hands are coated in butter
- 3996 When caster draws his weapon it droops like a limp noodle
- 3997 When caster draws his weapon someone nearby faints
- 3998 When caster is hit, he's suddenly wearing a baseball cap
- 3999 Wild Surge occurs next time caster says his name
- 4000 Wizard Mark reading "Kick me" forms on caster's back
- 4001 12' iron statue of target sprouts from ground within 60' of him
- 4002 daisy grows from target's head, may be pruned without harm
- 4003 1d10 fingers fall from target's hands; regrow over d10 days
- 4004 1d10 Hit Die Fireball centers on target
- 4005 1d10 of target's fingers turn to steel
- 4006 1d10 sparrow eggs tumble from target's mouth
- 4007 1d100 small, harmless holes appear in target's body
- 4008 1d100 young children claim to be the target's offspring
- 4009 1d1000 flies swarm from target's mouth whenever he tells a lie
- 4010 1d4 people of same race/opposite sex fall in love with target
- 4011 1d6 birds flutter about target's head every time he is hit
- 4012 1d6 rounds of booing and hisses echo if target speaks his name
- 4013 1d6 rounds of dramatic music play when target speaks his name
- 4014 1d8-1 bones teleport from target's body; loses d10 HP per bone
- 4015 1d8-1 bones teleport into target's body; loses d12 HP per bone
- 4016 4d8 of target's teeth turn to gold
- 4017 hole penetrates target's torso; target remains unharmed
- 4018 8d4 of target's teeth become sentient
- 4019 A cuckoo pops from target's mouth 12 times like a clock
- 4020 A false but real-looking map is tattooed on target's skin
- 4021 A fountain springs up beneath target's feet
- 4022 A framed 8x10 photograph of the target drops at his feet
- 4023 A gaping hole forms under the target whenever he says his name
- 4024 A glaze of frost coats target's wounds
- 4025 A hand reaches down from the sky and snatches away the target
- 4026 A large cheese sculpture of the target appears nearby
- 4027 A large granite hand rises from the earth to grasp the target
- 4028 A late-model Ford suddenly appears in target's new driveway
- 4029 A light bulb appears over target's head when he casts a spell
- 4030 A light rain falls on the target when he casts a spell
- 4031 A light rain falls on the target when he's struck by a spell
- 4032 A pit 1d100 feet deep opens beneath target; DEX check or fall

- 4033 A rainbow springs from target's head and follows him everywhere
- 4034 A rattling sound is heard whenever target shakes his head
- 4035 A red dragon believes it owes the target a favor
- 4036 A Red Dragon believes that target is pursuing her
- 4037 A red dragon believes the target owes it a favor
- 4038 A red dragon covets something the target now possesses
- 4039 A red light flashes atop target's head for one turn
- 4040 A small elemental appears wherever the target spills blood
- 4041 A small elemental appears wherever the target's blood is spilt
- 4042 A small mouse falls from target's mouth when he speaks a lie
- 4043 A swarm of normal bees appears and attacks target
- 4044 A thick, foul-smelling discharge oozes from target's ears
- 4045 A wealthy investor wants to buy the target's nervous system
- 4046 Air cannot come within 10 feet of target's principal weapon
- 4047 Air Elemental resides in target's lungs; inhalation unnecessary
- 4048 All air between 1' and 10' of target turns to iron
- 4049 All air between 1' and 10' of target turns to water
- 4050 All air between 1' and 20' of target turns to fire
- 4051 All air within 1' of target turns to chlorine gas
- 4052 All air within 40' of target is evacuated
- 4053 All architecture within 120' of target is leveled
- 4054 All attacks target made in the last turn hurt one of his allies
- 4055 All attacks target makes in the next turn cause +4 damage
- 4056 All attacks target makes in the next turn cause half damage
- 4057 All attacks target makes in the next turn cause no damage
- 4058 All attacks target makes in the next turn harm him instead
- 4059 All attacks target makes in the next turn heal instead of harm
- 4060 All but 1 (player choice) of target's attributes rerolled daily
- 4061 All but one of target's fingers fall off
- 4062 All but one of target's attributes forever raised to 18
- 4063 All but one of target's attributes forever reduced to 3
- 4064 All clothing touched by target crumbles to dust
- 4065 All coins carried by target are turned to lead
- 4066 All coins within 100 yards bear the target's likeness
- 4067 All cooked meat seen by target for 5 days randomly polymorphs
- 4068 All cooked meat seen by target in next 5d20 days turns to liver
- 4069 All creatures viewed by target look and sound identical
- 4070 All creatures within 90' of target have a singalong for 1 turn
- 4071 All enchantments/charms upon target are dispelled
- 4072 All enemies appear identical to target for d12 rounds
- 4073 All enemies within 15 feet of target are turned to cast iron
- 4074 All external facial features of target disappear
- 4075 All fat in target's body turns to water: nerves, brain, etc.
- 4076 All flesh on target's face turns invisible when he smiles
- 4077 All foliage within 30' of target grows 3'
- 4078 All food and drink tastes utterly bland to the target
- 4079 All free water within 120' of target turns to molasses
- 4080 All gems carried by target are turned to ice
- 4081 All gems carried by target combust
- 4082 All ground within 60' of target is Greased, as spell
- 4083 All ground within 60' of target turns to glass, 10' deep
- 4084 All items carried by target affected as by the spell Item
- 4085 All items carried by target affected as by There/Not There
- 4086 All items carried by target age 1000 years
- 4087 All items carried by target appear in a single pocket
- 4088 All items carried by target appear in someone else's possession
- 4089 All items carried by target are desired by outer planes being
- 4090 All items carried by target are encased in bone
- 4091 All items carried by target are enchanted with Explosive Runes
- 4092 All items carried by target are immune to gravity 1d20 rounds
- 4093 All items carried by target become copies of one he carries
- 4094 All items carried by target become highly flammable; Save at -5
- 4095 All items carried by target become illusionary (10+d10 rounds)
- 4096 All items carried by target become resistant to fire; Saves +5
- 4097 All items carried by target become weightless; may float away
- 4098 All items carried by target double in size
- 4099 All items carried by target double their apparent weight
- 4100 All items carried by target drop 3d100°
- 4101 All items carried by target enchanted with Continual Light
- 4102 All items carried by target exchange their apparent weights
- 4103 All items carried by target fly 10 yards in random directions
- 4104 All items carried by target halve their apparent weight
- 4105 All items carried by target halve their size
- 4106 All items carried by target lose all color; turn bland grey
- 4107 All items carried by target polymorph into one random item
- 4108 All items carried by target quadruple in apparent weight
- 4109 All items carried by target sent to the Astral Plane
- 4110 All items carried by target suddenly weigh as much as target
- 4111 All items carried by target teleport to his home
- 4112 All items carried by target tie into knots
- 4113 All items carried by target triple their apparent weight
- 4114 All items carried by target turn invisible
- 4115 All items carried by target turn sentient and free-willed
- 4116 All items carried by target turn to flesh
- 4117 All items carried by target turn to gold
- 4118 All items carried by target turn to granite
- 4119 All items carried by target turn to ice
- 4120 All items carried by target turn to mercury
- 4121 All items carried by target turn to steam
- 4122 All items carried by target turn to water
- 4123 All items owned by target teleport to him from his home
- 4124 All liquid except water is poisonous to target
- 4125 All matter within 60' of target becomes invisible for d4 rounds
- 4126 All meat tastes blood-raw to the target
- 4127 All metal on or within target turns to wood
- 4128 All of target's clothing now bears his monogram
- 4129 All of target's fingers are broken
- 4130 All of target's attributes drop to 3
- 4131 All of target's equipment turns to platinum
- 4132 All of target's gold pieces turn to teeth
- 4133 All of target's precious metal turns to soap
- 4134 All plants and wildlife appear sickly to the target
- 4135 All rings worn by target turn to string but retain properties
- 4136 All rock within 10 feet of target turns to mud (and vice versa)
- 4137 All rodents within 2 miles will follow target for d10 days
- 4138 All sorts of vile noises issue from the target's stomach
- 4139 All spells cast on target take place 1d10 rounds after casting
- 4140 All target's attribute scores are halved
- 4141 All target's attribute scores drop to equal his worst score
- 4142 All target's attribute scores rise to equal his best score
- 4143 All target's clothing not currently worn grows to 2X its size
- 4144 All target's clothing not currently worn shrinks to ½ its size
- 4145 All target's gems become enchanted with Continual Light
- 4146 All ten of target's fingers are now on his dominant hand
- 4147 All the bones disappear from the target's hands and feet
- 4148 All trees within 100 yards of target are turned to cast iron
- 4149 All trees within 60' of target uproot and walk away
- 4150 All water between 1' and 100' of target turns to air
- 4151 All water between 1' and 100' of target turns to fire
- 4152 All weapons within 60' of target become ethereal for d8 rounds
- 4153 All who see target believe he precedes a great plague
- 4154 All who see target believe him to be a basilisk
- 4155 All who see target believe him to be a criminal
- 4156 All who see target believe him to be a doppelganger
- 4157 All who see target believe him to be a graverobber
- 4158 All who see target believe him to be a harbinger of great ill

- 4159 All who see target believe him to be a Lich
- 4160 All who see target believe him to be a neo-otyugh
- 4161 All who see target believe him to be an illusion
- 4162 All who see target believe him to be some kind of undead
- 4163 All who see target believe him to be the avatar of a minor god
- 4164 All who see target believe him to be the root of all evil
- 4165 All within 90' of target check INT or forget who the target is
- 4166 All wood on or within target turns to metal
- 4167 All writing in target's spellbook appears backward
- 4168 All writing in target's spellbook turns blurry
- 4169 All writing in target's spellbook turns invisible
- 4170 Alternating strips of target rendered invisible for d8 rounds
- 4171 An illusionary sign labeled "Buffoon" hangs above target's head
- 4172 An illusionary sign labeled "leper" hangs above target's head
- 4173 An illusory Lich rises from the ground and pursues target
- 4174 An Iron Golem in the target's image appears and attacks
- 4175 Any ally hearing target must Save or fall asleep with boredom
- 4176 Any animals owned by target are stricken bald forever
- 4177 Any charged magical item carried by target is fully charged
- 4178 Any charged magical item carried by target is wholly drained
- 4179 Any chronic ailments now afflicting the target are cured
- 4180 Any creatures summoned by target are bright orange
- 4181 Any Curse afflicting target is Removed
- 4182 Any fires lit in the target's home cannot be put out by him
- 4183 Any food prepared by target is poisonous to him
- 4184 Any glass carried by target turns to transparent steel
- 4185 Any magic now affecting target lasts until he ends it
- 4186 Any magic, good or bad, now affecting the target is Dispelled
- 4187 Any metal worn by target turns to opaque glass
- 4188 Any money now carried by target doubles in quantity
- 4189 Any potions carried by target become poisonous
- 4190 Any potions carried by target carry the intended spell effect
- 4191 Any resurrections thus far used on target are negated
- 4192 Any rings worn by target shrink in diameter by ½
- 4193 Any small item target needs is 30% likely to be in his pocket
- 4194 Any spells target has memorized discharge upon random targets
- 4195 Any water carried by target afflicts its imbiber with dysentery
- 4196 Any water carried by target becomes a free-willed elemental
- 4197 Any water carried by target becomes enchanted by Watery Double
- 4198 Any water carried by target burns like gasoline but is water
- 4199 Any water carried by target causes dehydration in its imbiber
- 4200 Any water carried by target doubles in volume
- 4201 Any water carried by target doubles size each of next 20 rnds.
- 4202 Any water carried by target drags him to Elemental Water
- 4203 Any water carried by target drops 100° but doesn't freeze
- 4204 Any water carried by target endows drinker with water breathing
- 4205 Any water carried by target fills with Dust of Sneezing/Choking
- 4206 Any water carried by target fills with gold pieces
- 4207 Any water carried by target fills with goldfish
- 4208 Any water carried by target fills with mosquito larvae
- 4209 Any water carried by target fills with rot grubs (d10)
- 4210 Any water carried by target fills with sodium chips
- 4211 Any water carried by target fills with sponges
- 4212 Any water carried by target has diuretic effect on its imbiber
- 4213 Any water carried by target ignites on contact with air
- 4214 Any water carried by target rises 200° but does not boil
- 4215 Any water carried by target tastes like gasoline and really is
- 4216 Any water carried by target tastes like gasoline but is pure
- 4217 Any water carried by target tastes pure but is gasoline
- 4218 Any water carried by target turns invisible
- 4219 Any water carried by target turns to acid (Ultimate Solvent)
- 4220 Any water carried by target turns to blood
- 4221 Any water carried by target turns to brine
- 4222 Any water carried by target turns to crystal ooze
- 4223 Any water carried by target turns to ice; may burst containers
- 4224 Any water carried by target turns to maple syrup
- 4225 Any water carried by target turns to mercury
- 4226 Any water carried by target turns to roast beef gravy
- 4227 Any water carried by target turns to solid steel
- 4228 Any water carried by target turns to steam of equal volume
- 4229 Any Wishes thus far used by target are nullified
- 4230 Any wood worn by target falls off him, takes root, and sprouts
- 4231 Anyone injuring the target in the next round Vanishes
- 4232 Anyone slain by the target can never be raised as undead
- 4233 Anyone slain by the target fossilizes instantly
- 4234 Anyone sleeping near target can't wake until he does
- 4235 Anyone who sleeps within 10 feet of target has nightmares
- 4236 At death, 1d100 of target's family appear and attack the caster
- 4237 At death, target becomes a flesh golem
- 4238 At death, target becomes an undead slave to the caster
- 4239 At death, target becomes the ruler of an unclaimed Outer Plane
- 4240 At death, target has a 10% chance to resurrect at full health
- 4241 At death, target is at once resurrected with opposite alignment
- 4242 At death, target is canonized by some obscure religion
- 4243 At death, target is resurrected and has gained a level
- 4244 At death, target is resurrected but can no longer read
- 4245 At death, target is resurrected but continues to decay
- 4246 At death, target is resurrected but doesn't believe he died
- 4247 At death, target is resurrected but doesn't know it
- 4248 At death, target is resurrected but forgets who he is
- 4249 At death, target is resurrected but has lost a level
- 4250 At death, target is resurrected but is mute
- 4251 At death, target is resurrected but is of the opposite sex
- 4252 At death, target is resurrected but is permanently blind
- 4253 At death, target is resurrected but must drink blood to live
- 4254 At death, target is resurrected with one week to live
- 4255 At death, target is revealed to have been an android
- 4256 At death, target is rumored to have been of the opposite sex
- 4257 At death, target transforms into a fire elemental
- 4258 At death, target's body instantly decays to a foul mush
- 4259 At death, target's body is claimed by a tanar'ri
- 4260 At death, target's body radiates Darkness, 1 mile radius
- 4261 At death, target's corpse animates and stalks the caster
- 4262 At death, target's corpse explodes for 1d6X100 HP of damage
- 4263 At death, target's corpse traps his soul within it
- 4264 At death, target's corpse turns to diamond
- 4265 At next Full Moon, target vanishes; witnesses forget who he was
- 4266 Bigby's Interposing Hand prevents target from attacking anyone
- 4267 Blades seem dull while target uses them
- 4268 Blades seem warped and rusty while the target uses them
- 4269 Blood drips from the walls of target's home
- 4270 Both of target's hands are now left hands
- 4271 Bread crumbs appear in target's footprints
- 4272 Candles are automatically snuffed in the target's presence
- 4273 Candles burn but are not consumed while target is nearby
- 4274 Candles cannot be ignited in the target's presence
- 4275 Candles spontaneously ignite in the target's presence
- 4276 Children shriek in horror when the target is near
- 4277 Clasps and buttons fall off clothing in the target's presence
- 4278 Clothing feels like gritty sandpaper against target's skin
- 4279 Clothing of random ally turns invisible for d6 rounds
- 4280 Clothing of target and random ally is magically exchanged
- 4281 Clothing of target and random foe is magically exchanged
- 4282 Clothing turns invisible 1d6 hours after the target puts it on
- 4283 Cream cheese oozes from the target's nostrils
- 4284 Create Water drenches target whenever he speaks his name

4285 Dairy products become poisonous after the target handles them  
4286 Darkness centers on target  
4287 Death appears, captures target's soul, and disappears  
4288 Death appears, high-fives target, and disappears  
4289 Death appears, hugs target, and vanishes; target is unharmed  
4290 Death appears, raises dead ally of target, and vanishes  
4291 Death appears, slays creature closest to target, and vanishes  
4292 Death appears, steals target's principal weapon, and disappears  
4293 Death appears, taps target on shoulder, chuckles, and vanishes  
4294 Death appears, watches until target is injured, then disappears  
4295 Dust collects wherever the target's shadow falls  
4296 Each creature within 100 yards generates d6 Mirror Images  
4297 Each day target ages half of the way to his life expectancy  
4298 Each night target dreams that Death is stalking him  
4299 Each night target dreams that he has been asleep for 100 years  
4300 Each night target dreams that he is unable to sleep  
4301 Each night target dreams that he is unable to use magic  
4302 Each night target dreams that he is unable to wake up  
4303 Each night, target dreams of bugs crawling into his mouth  
4304 Each night, target dreams that he's trying to fall asleep  
4305 Each night, target is rained on even if no one else is  
4306 Each night, target sleeps until someone wakes him  
4307 Each of target's boots weighs as much as he does  
4308 Each of target's hands weighs 1d10+10 pounds  
4309 Each of target's teeth is a different, bright color  
4310 Each of target's pockets accesses another  
4311 Each piece of target's equipment teleports to a random plane  
4312 Earth Elemental appears and drags target to the Plane of Earth  
4313 Earthen wall d4 feet thick, d12 feet high encircles target  
4314 Earthquake shakes target for 1d100 Hit Points of damage  
4315 Electricity seems to spark in target's mouth when he smiles  
4316 Every creature within 60' of target rotates 180°  
4317 Every potion within 100 yards turns to another type of potion  
4318 Everyone appears sickly and sallow to target  
4319 Everyone in the world knows target's deepest secret  
4320 Everyone in the world thinks that target is a spell-user  
4321 Everyone target touches knows his name  
4322 Everyone within 10 miles forgets target's name (until reminded)  
4323 Everyone within 10 miles suddenly knows target's name  
4324 Everyone within 100 yards feels he's known the target for years  
4325 Everyone within 100 yards forgets who the target is for 1 week  
4326 Everyone within 100 yards knows when the target makes an attack  
4327 Everything appears 2X as large to target  
4328 Fire Elemental resides in target's lungs; d10 HP damage/round  
4329 Fog Cloud spews from target's mouth when he tries to speak  
4330 Food tastes like bile to the target  
4331 For d10 days, target need only eat ½ the normal amount of food  
4332 For d10 days, target's weight is doubled; MR reduced to 50%  
4333 For d10 days, target's weight is quadrupled; MR reduced to 25%  
4334 For d10 days, target's weight is squared; MR reduced to 1  
4335 For d4 hours, target's touch turns all precious metal to lead  
4336 For d4 turns, target's touch turns all solid matter to gold  
4337 For d6 days, target can find secret doors 9 out of 10 times  
4338 For d6 hours, all within 10' of target covet his spellbook  
4339 For d6 hours, target's touch turns all gems to colored ice  
4340 For d6 turns target's gains a bloodhound's olfactory acuity  
4341 For some reason, the target doesn't think steel can hurt him  
4342 Foul-smelling foam oozes from target's ears while he sleeps  
4343 Fruits and vegetables rot more rapidly in the target's presence  
4344 Goblins and kobolds are invisible to the target  
4345 Gold becomes invisible to the target  
4346 Gold burns target's skin like a blowtorch  
4347 Gold tarnishes at the target's touch

4348 Golems become invisible to target  
4349 Grass grows on the palms of target's hands  
4350 Grass sprouts from target's next 50 footprints  
4351 Gust of Wind blows from target's mouth when he tries to speak  
4352 Half of target's body is Slowed  
4353 Half of target's body wishes to go in the opposite direction  
4354 Half of target's body randomly teleports; Save vs Death or die  
4355 Half of target's body turns invisible for 1d10 rounds  
4356 Half of target's body turns to sodium, the other ½ turns to ice  
4357 Half(left or right) of target's footprints disappear  
4358 Half—either front or back—of target's clothing is invisible  
4359 Healing efforts have a 20% to inflict damage on target  
4360 Hysterical laughter echoes from above when target says his name  
4361 If anyone should ask, target's favorite food is carrion  
4362 If struck, target resonates like a hollow bronze statue  
4363 If struck, target seems to shatter and reassemble quickly  
4364 If struck, target thumps like an empty barrel  
4365 If struck, target wobbles as though made of rubber  
4366 If struck, target yells "Timber" and falls over  
4367 If target finds a bag of holding, he climbs into it  
4368 If target is slain, his killer adopts his alignment  
4369 If target is slain, his killer ages one year each day  
4370 If target is slain, his killer has visions of the afterlife  
4371 If target is slain, his killer is Healed  
4372 If target is slain, his killer is stricken mute  
4373 If target is slain, his killer is stripped of weapons and armor  
4374 If target is slain, his killer is struck down by lightning  
4375 If target is slain, his killer must attempt to resurrect him  
4376 If target is slain, his killer must bury him honorably  
4377 If target is slain, his killer must Save vs. Death or also die  
4378 If target is slain, his killer polymorphs randomly  
4379 Images of target stand in his footprints for d8 days  
4380 Immediate area around target always seems slightly blurry  
4381 Immediate area around target always seems slightly brighter  
4382 Immediate area around target always seems slightly colder  
4383 Immediate area around target always seems slightly darker  
4384 Immediate area around target always seems slightly warmer  
4385 Immediate area around target smells slightly of brimstone  
4386 In times of need, target can get nourishment from topsoil  
4387 Inanimate objects are easily misplaced in the target's presence  
4388 Inanimate objects fall from shelves in the target's presence  
4389 Inanimate objects rattle slightly when the target passes by  
4390 Inanimate objects seem slightly warmer in the target's presence  
4391 Intelligent weapons become stupid while the target wields them  
4392 Intelligent weapons hate the target on sight  
4393 Intelligent weapons refuse to speak in the target's presence  
4394 Invisible bells ring in the air when the target's hit by magic  
4395 Jewelry burns the target like fire  
4396 Last creature killed by target is reanimated and hunts target  
4397 Last spell used by target returns to strike him next round  
4398 Leaves and twigs whirl about target like a cyclone  
4399 Left half of target's body ages at 5X normal rate  
4400 Left half of target's body gains +2 Strength  
4401 Left half of target's body shrinks by 50%  
4402 Light shines from the back of target's head  
4403 Lightning Bolt shoots toward target, normal Save applies  
4404 Lightning strikes target (6d6 HP) next time he kills something  
4405 Liquids effervesce in the target's hands  
4406 Liquids turn opaque in the target's hands  
4407 Living creatures appear blurry and indistinct to target  
4408 Loud noises cause target to bleed from the ears  
4409 Magic Mouth appears on target's back, shouting obscenities  
4410 Magical healing efforts cause target's age to fluctuate

- 4411 Magical healing efforts cause target's sex to change
- 4412 Magical healing efforts work but cause great pain to target
- 4413 Milk pours from target's nose whenever he laughs
- 4414 Milk, cream, and butter spoil in the target's presence
- 4415 Money looks counterfeit while in the target's hands
- 4416 Moss and fungus grow in the target's back
- 4417 Mournful chanting fills the air when the target speaks his name
- 4418 Nearest child claims the target as its parent
- 4419 Nearest church accuses target of robbing the poor box
- 4420 Nearest dragon claims target as its familiar
- 4421 Nearest Druid thinks target willingly started a forest fire
- 4422 Nearest fire animates as an Elemental obedient to the target
- 4423 Nearest frog turns into a human (attributes/alignment random)
- 4424 Nearest Lich is teleported to within 120' of target
- 4425 Nearest person of opposite sex tries to kill the target
- 4426 Nearest scarecrow becomes animate and hunts target relentlessly
- 4427 Nearest tree imprisons target within its trunk
- 4428 Necromantic magic doesn't work on target for one year
- 4429 Next 10 lbs. of food touched by target turn to stone
- 4430 Next 1d10 spells used by target have their effects reversed
- 4431 Next 1d100 pounds of ice touched by target turn to bone
- 4432 Next 25 gallons of water touched by target become acid
- 4433 Next 25 gallons of water touched by target become blood
- 4434 Next 25 gallons of water touched by target become Dwarven ale
- 4435 Next 25 gallons of water touched by target become Elven wine
- 4436 Next 25 gallons of water touched by target become fuel oil
- 4437 Next 25 gallons of water touched by target become Gnome mead
- 4438 Next 25 gallons of water touched by target become H2O elemental
- 4439 Next 25 gallons of water touched by target become Halfling beer
- 4440 Next 25 gallons of water touched by target become Liquid Evil
- 4441 Next 25 gallons of water touched by target become magma
- 4442 Next 25 gallons of water touched by target become mercury
- 4443 Next 25 gallons of water touched by target become molten lead
- 4444 Next 25 gallons of water touched by target become nitroglycerin
- 4445 Next 25 gallons of water touched by target become Orc bathwater
- 4446 Next 25 gallons of water touched by target become wet cement
- 4447 Next 25 gallons of water touched by target evaporate
- 4448 Next 2d4 spells used by target automatically fail
- 4449 Next ally touched by target Blinks for 1 turn
- 4450 Next ally touched by target burst into illusionary flame
- 4451 Next ally touched by target does not require sleep for d6 days
- 4452 Next ally touched by target drops to 1 Hit Point
- 4453 Next ally touched by target falls unconscious
- 4454 Next ally touched by target flies into a 2 turn berserker fury
- 4455 Next ally touched by target forgets who target is
- 4456 Next ally touched by target is Healed
- 4457 Next ally touched by target is surrounded by a swarm of hornets
- 4458 Next ally touched by target levitates for d20 rounds
- 4459 Next ally touched by target steals his memorized spells
- 4460 Next ally touched by target triggers all his memorized spells
- 4461 Next attempt at teleportation sends target to Astral Plane
- 4462 Next attempt at teleportation sends target to current location
- 4463 Next beneficial enchantment by target acts as equivalent curse
- 4464 Next boat or ship seen by target sinks
- 4465 Next breath exhaled by target becomes free willed Air Elemental
- 4466 Next creature slain by target resurrects as his ally
- 4467 Next creature slain by target resurrects with double hit points
- 4468 Next creature target touches absorbs damage done by target
- 4469 Next creature target touches absorbs damage done to target
- 4470 Next creature target touches adopts target's physical form
- 4471 Next creature target touches cannot thereafter be harmed by him
- 4472 Next creature target touches cannot thereafter harm him
- 4473 Next creature touched by target dies instantly
- 4474 Next creature touched by target explodes; reforms in d20 rounds
- 4475 Next creature touched by target flies into a berserker rage
- 4476 Next creature touched by target randomly changes alignment
- 4477 Next creature touched by target Saves vs Death or turns to ice
- 4478 Next Curse placed on target acts as equivalent beneficial charm
- 4479 Next Curse placed upon target has no effect
- 4480 Next doorway passed through by target becomes a Gate
- 4481 Next fire set by target acts as a brazier of sleep smoke
- 4482 Next fire set by target acts as a gate to Elemental Fire
- 4483 Next fire set by target affects any near as Potion of Delusion
- 4484 Next fire set by target appears 10 times larger, but is not
- 4485 Next fire set by target appears 10 times smaller, but is not
- 4486 Next fire set by target becomes free-willed fire elemental
- 4487 Next fire set by target boils any water carried by him
- 4488 Next fire set by target burns 10 times hotter
- 4489 Next fire set by target burns a 10 yard crater into the ground
- 4490 Next fire set by target burns in a corkscrew shape
- 4491 Next fire set by target burns in a cube
- 4492 Next fire set by target burns in a sphere
- 4493 Next fire set by target burns in an inverted cone
- 4494 Next fire set by target burns in the shape of his initials
- 4495 Next fire set by target burns only in two dimensions
- 4496 Next fire set by target can be seen for 1 mile
- 4497 Next fire set by target cannot be extinguished normally
- 4498 Next fire set by target causes a fountain to well up beneath it
- 4499 Next fire set by target covers all who view it with black ash
- 4500 Next fire set by target detonates as a 3 die Fireball
- 4501 Next fire set by target duplicates his personality
- 4502 Next fire set by target flies into the sky
- 4503 Next fire set by target follows target wherever he goes
- 4504 Next fire set by target gives no light (normal or infra-visual)
- 4505 Next fire set by target has sentience; won't want to be put out
- 4506 Next fire set by target ignites all water within 100 yards
- 4507 Next fire set by target ignites his clothing
- 4508 Next fire set by target makes all who view it itch violently
- 4509 Next fire set by target plays entertaining music while it burns
- 4510 Next fire set by target provides heat for him but no one else
- 4511 Next fire set by target provides no heat for him, only others
- 4512 Next fire set by target puts the scent of blood in the air
- 4513 Next fire set by target puts the scent of brimstone in the air
- 4514 Next fire set by target puts the scent of burnt skin in the air
- 4515 Next fire set by target puts the scent of decay in the air
- 4516 Next fire set by target puts the scent of fresh meat in the air
- 4517 Next fire set by target puts the scent of jasmine in the air
- 4518 Next fire set by target puts the scent of mold in the air
- 4519 Next fire set by target puts the scent of skunk in the air
- 4520 Next fire set by target radiates cold instead of heat
- 4521 Next fire set by target radiates darkness instead of light
- 4522 Next fire set by target rages out of control
- 4523 Next fire set by target rises and runs away; burns nothing else
- 4524 Next fire set by target scorches the earth in a 100 yard radius
- 4525 Next fire set by target shrieks like a Shrieker while it burns
- 4526 Next fire set by target sings like a robin while it burns
- 4527 Next fire set by target snuffs his sense of smell
- 4528 Next fire set by target snuffs oxygen in a 20 yard radius
- 4529 Next fire set by target sounds like distant, whispering voices
- 4530 Next fire set by target speaks insults to the him as it burns
- 4531 Next fire set by target summons hostile air elementals
- 4532 Next fire set by target throws heat in only one direction
- 4533 Next fire set by target turns to iron after three turns
- 4534 Next fire set by target wafts its smoke to follow him
- 4535 Next fire set by target wails like a banshee for one round
- 4536 Next fire set by target warms only those facing away from it



4537 Next fire set by target whispers horrible things to him  
 4538 Next fire set by target will not ignite  
 4539 Next full pound of pepper touched by target becomes gunpowder  
 4540 Next illusion seen by target becomes free-willed and real  
 4541 Next Lich seen by target is restored to life (might be angry)  
 4542 Next magical blade touched by target becomes nonmagical  
 4543 Next meal prepared by target acts as a potion of extra healing  
 4544 Next meal prepared by target acts as a random-effect potion  
 4545 Next meal prepared by target acts as a random-strength poison  
 4546 Next meal prepared by target animates and attacks him  
 4547 Next meal prepared by target appears to radiate evil  
 4548 Next meal prepared by target attempts to eat him  
 4549 Next meal prepared by target causes mysterious hallucinations  
 4550 Next meal prepared by target causes violent nausea  
 4551 Next meal prepared by target consumes and digests itself  
 4552 Next meal prepared by target depletes a like nutritional amount  
 4553 Next meal prepared by target explodes as 3HD fireball when cut  
 4554 Next meal prepared by target freezes solid  
 4555 Next meal prepared by target groans like a banshee for 1 round  
 4556 Next meal prepared by target has no taste whatsoever  
 4557 Next meal prepared by target induces vegetarianism  
 4558 Next meal prepared by target is covered in sores and boils  
 4559 Next meal prepared by target is pristine and beautiful  
 4560 Next meal prepared by target is scabrous and infected  
 4561 Next meal prepared by target is toxic to anyone but him  
 4562 Next meal prepared by target is toxic to him but no one else  
 4563 Next meal prepared by target levitates 10+d20 feet in the air  
 4564 Next meal prepared by target melts  
 4565 Next meal prepared by target provides nutrition for two weeks  
 4566 Next meal prepared by target resurrects and flees  
 4567 Next meal prepared by target screams when cut or bitten  
 4568 Next meal prepared by target sprouts cactus quills  
 4569 Next meal prepared by target sprouts hair  
 4570 Next meal prepared by target stays raw; cannot be cooked by him  
 4571 Next meal prepared by target tastes bad but gives 3X nutrition  
 4572 Next meal prepared by target tastes better than anything else  
 4573 Next meal prepared by target tastes like blood  
 4574 Next meal prepared by target tastes like blood  
 4575 Next meal prepared by target tastes like brimstone  
 4576 Next meal prepared by target tastes like chicken  
 4577 Next meal prepared by target tastes like demihuman flesh  
 4578 Next meal prepared by target tastes like honey  
 4579 Next meal prepared by target tastes like iron  
 4580 Next meal prepared by target tastes like liver  
 4581 Next meal prepared by target tastes like liver  
 4582 Next meal prepared by target tastes like the last meal he ate  
 4583 Next meal prepared by target turns to already-digested matter  
 4584 Next meal prepared by target turns to blood-red snow  
 4585 Next meal prepared by target turns to bone  
 4586 Next meal prepared by target turns to fat and gristle  
 4587 Next meal prepared by target turns to gold  
 4588 Next meal prepared by target turns to mercury  
 4589 Next meal prepared by target turns to sand  
 4590 Next meal prepared by target turns to steel  
 4591 Next meal prepared by target turns to stone  
 4592 Next meal prepared by target turns to wood  
 4593 Next mirror target passes acts as a Mirror of Opposition  
 4594 Next mirror target passes becomes a gate to another plane  
 4595 Next mirror target passes shatters; may appear to be an omen  
 4596 Next nonmagical blade touching by target is blunted  
 4597 Next nonmagical blade touching target becomes magical  
 4598 Next ooze or slime seen by target turns to chocolate pudding  
 4599 Next person met for the first time by the target hates him  
 4600 Next pond target enters becomes a 16HD water elemental  
 4601 Next pond target enters becomes a gate to Elemental Water  
 4602 Next pond target enters becomes Sweet Water (for 10 turns)  
 4603 Next pond target enters draws him to the bottom  
 4604 Next pond target enters endows him with water breathing  
 4605 Next pond target enters evaporates instantly  
 4606 Next pond target enters freezes solid  
 4607 Next pond target enters grants him water-only breathing  
 4608 Next pond target enters transports him to Elemental Water  
 4609 Next pond target enters turns him to water (Save vs Death)  
 4610 Next pond target enters turns to glass for d10 rounds  
 4611 Next pond target enters turns to mud in 20d10 rounds  
 4612 Next pond target enters vanishes; returns in d20 days  
 4613 Next pond target enters whirls in a spiral until he exits  
 4614 Next profanity spoken by target becomes a vile, living entity  
 4615 Next spell used by target returns to strike him in d10 rounds  
 4616 Next summoning spell employed near target summons 1d4 skunks  
 4617 Next time target nears a lake, he believes he can breathe water  
 4618 Next time target stands atop a mountain, he believes he can fly  
 4619 Next Undead seen by target is target's servant for d12 months  
 4620 Next undead that touches the target is instantly destroyed  
 4621 Next weapon target wields becomes razor keen  
 4622 Next weapon target wields cannot be dropped at will  
 4623 Next weapon target wields gains a +1 enchantment  
 4624 Next weapon target wields grants him proficiency with it  
 4625 Next weapon target wields inflicts equal damage on foe and him  
 4626 Next weapon target wields loses +1 enchantment (-1 possible)  
 4627 Next weapon target wields makes him attack an ally (d20 rnds)  
 4628 Next weapon target wields makes him attack himself(d10 rnds)  
 4629 Next weapon target wields sends him into a 2 turn berserk fury  
 4630 Next weapon target wields strips his proficiency with it  
 4631 Next weapon target wields vanishes  
 4632 Next wooden object target touches gains life and starts to grow  
 4633 No effect, but target is sure something awful will happen  
 4634 No nonmagical fire can be ignited within 10 yards of target  
 4635 No one can sleep within 10 yards of target  
 4636 No one takes target seriously for 1d4 days  
 4637 Noodles tumble from target's nostrils  
 4638 Nothing in target's home is familiar to him anymore  
 4639 Oak tree sprouts beneath target; carries him 60' into the air  
 4640 Ominous thunder rumbles overhead when target says his name  
 4641 One of target's arms turns to cheese  
 4642 One of target's eyes perceives things to be upside-down  
 4643 One of target's teeth doubles in size  
 4644 One of target's arms is doubled in length, the other is halved  
 4645 One of target's arms tries to strangle him  
 4646 One of target's dimensions (height, breadth, depth) is doubled  
 4647 One of target's dimensions (height, breadth, depth) is halved  
 4648 One of target's eyes becomes a Lens of Minute Seeing  
 4649 One of target's feet enlarges to his full height  
 4650 One of target's limbs (random) doubles in length  
 4651 One of target's limbs turns invisible for 2d12 hours  
 4652 One of target's possessions turns out to be a priceless antique  
 4653 One of target's possessions turns out to be a stolen artifact  
 4654 One plant within 60' of target becomes a Shambling Mound  
 4655 Oxygen becomes violently toxic to the target  
 4656 Pack animals shrug off their loads when the target is nearby  
 4657 Pack animals strike up conversations with the target  
 4658 People tend to react to target like he just committed murder  
 4659 Pigeons react to target as if he were a statue  
 4660 Pigeons react to target as if he were coated by breadcrumbs  
 4661 Plant become sickly at the target's touch  
 4662 Putrid meat is restored by the target's touch

- 4663 Rain causes the target to panic
- 4664 Random ally's consciousness is pushed into the target's body
- 4665 Random creature within 60' of target and target exchange bodies
- 4666 Random enemy turns invisible for d4 rounds
- 4667 Random facial feature of target becomes invisible
- 4668 Random limb of target is Withered as cleric spell
- 4669 Random limb of target turns to steam for d6 turns
- 4670 Random object within 30' of target mimics target's personality
- 4671 Random object within 60' of target becomes sentient
- 4672 Raw meat becomes putrid at the target's touch
- 4673 Rust monster appears in front of target
- 4674 Shadow of target radiates light in target's shape
- 4675 Shoes and boots will not stay on the target's feet
- 4676 Small animals cavort and prance at the target's feet
- 4677 Smoke pours from target's nose while he speaks
- 4678 Snakes seem to squirm within target's flesh when he's angry
- 4679 Soft surfaces feel hard and rigid to the target
- 4680 Some common smell acts as a diuretic to the target
- 4681 Some common smell acts as an aphrodisiac to the target
- 4682 Some common smell brings tears to target's eyes
- 4683 Some common smell causes target to fall asleep
- 4684 Some common smell is nauseating to the target
- 4685 Some common smell is terrifying to the target
- 4686 Some common smell is tranquilizing to the target
- 4687 Some common smell makes the target break into song
- 4688 Some common smell makes the target fly into a berserker rage
- 4689 Some common smell makes the target want to cast a spell
- 4690 Some common smell makes the target weep uncontrollably
- 4691 Some god/goddess of Love becomes infatuated with the target
- 4692 Some nearby cult thinks it must sacrifice the target
- 4693 Someone just insulted the target, but he's not sure who
- 4694 Speaking the target's name renders animals unconscious
- 4695 Spectacular lightning flares overhead when target says his name
- 4696 Spell causes target to suffer amnesia as well as its normal effect
- 4697 Spell consumes target's body as its material component
- 4698 Spell delayed until target speaks his name, then it strikes him
- 4699 Spell duration lasts until target dies
- 4700 Spell effect is reversed and strikes random ally of target
- 4701 Spell effect is reversed and strikes target
- 4702 Spell effect occurs as another spell known to target
- 4703 Spell effect ricochets off target and strikes random object
- 4704 Spell strikes the next creature that attacks the target
- 4705 Spell undershoots the mark and hits creature behind caster
- 4706 Statues animate and speak to target while he touches them
- 4707 Steam rolls from the target's skin when he is angry
- 4708 Stinking Cloud centers on target
- 4709 Streams and rivers seem to be blood-red as target crosses them
- 4710 Streams and rivers seem to flow uphill when target crosses them
- 4711 Target "gets" jokes an hour after he hears them
- 4712 Target absorbs all damage caused by next creature he touches
- 4713 Target absorbs all damage inflicted by target and vice versa
- 4714 Target absorbs all damage inflicted on caster in next turn
- 4715 Target absorbs all damage inflicted on next creature he touches
- 4716 Target absorbs damage as though he just fell d100 feet
- 4717 Target absorbs one level or hit die from next being he touches
- 4718 Target absorbs spell effect and can discharge it at will (once)
- 4719 Target accuses random ally of joining foe's party
- 4720 Target acknowledges no one's authority
- 4721 Target acquires a random language
- 4722 Target acquires his weapon's personality (i.e., perhaps none)
- 4723 Target acquires Mummy Rot after next 10 HP of fire damage
- 4724 Target acquires the deed to a castle in a far-off land
- 4725 Target acquires the deed to a castle on another plane
- 4726 Target activates Watery Double in next pool of water he sees
- 4727 Target adds 1 to one attribute but loses 2 from another
- 4728 Target adheres to next creature he touches for d8 turns
- 4729 Target administers Shocking Grasp to next creature he touches
- 4730 Target adopts caster's alignment
- 4731 Target adopts cute names for various parts of his body
- 4732 Target adopts physical form of next creature he touches
- 4733 Target adopts the alignment of each creature he touches
- 4734 Target affected as by a potion of super-heroism
- 4735 Target affected by a Command each time he hears his name
- 4736 Target affected by a Symbol of Fear each time he hears his name
- 4737 Target affected by Lifeproof; life is in random item he carries
- 4738 Target affected by Power Word, Silence when he speaks his name
- 4739 Target affected by Shocking Grasp each time he hears his name
- 4740 Target affected by Sleep, as spell, whenever he hears his name
- 4741 Target ages 1 year every time he's hit by a spell-like effect
- 4742 Target ages 1 year for each round spent in direct sunlight
- 4743 Target ages 1000 years over the course of the next turn
- 4744 Target ages at 10X normal rate while at full hit points
- 4745 Target ages halfway to his maximum life expectancy
- 4746 Target ages one year for every Hit Point he loses
- 4747 Target always answers yes-or-no questions truthfully
- 4748 Target always appears to lie when checked by Detect Lie
- 4749 Target always appears to speak truth when checked by Detect Lie
- 4750 Target always assumes people will react positively to him
- 4751 Target always fails all Saving Throws till rolling a natural 1
- 4752 Target always feels like he is being watched
- 4753 Target always has Initiative except on a 1, when he's last
- 4754 Target always loses Initiative except on a 10, when he's first
- 4755 Target always makes all Saving Throws till rolling a natural 1
- 4756 Target always screws up when precise timing is needed
- 4757 Target always tells truth; lies and prevarications impossible
- 4758 Target and allies all randomly exchange places
- 4759 Target and allies are teleported d6 miles in random direction
- 4760 Target and allies are Turned as Undead for d6 rounds each
- 4761 Target and allies cannot harm caster or allies for d4 rounds
- 4762 Target and allies lose ½ their hit points
- 4763 Target and allies regain ½ their hit points lost
- 4764 Target and ally swap personae; ally thinks he is the target
- 4765 Target and alternate Prime Material counterpart exchange places
- 4766 Target and caster exchange eyes
- 4767 Target and familiar exchange places
- 4768 Target and familiar exchange species
- 4769 Target and his entire family are stricken sterile
- 4770 Target and his possessions are sheathed in aluminum foil
- 4771 Target and nearest eagle exchange places
- 4772 Target and nearest earth elemental exchange places
- 4773 Target and nearest entombed corpse exchange places
- 4774 Target and nearest Lich exchange places
- 4775 Target and nearest merman exchange places
- 4776 Target and nearest mummy exchange clothing
- 4777 Target and nearest person of Noble status exchange places
- 4778 Target and nearest sacrificial virgin exchange places
- 4779 Target and nearest statue exchange places
- 4780 Target and nearest trapped genie exchange places
- 4781 Target and nearest tree exchange reflections
- 4782 Target and nearest vampire exchange places at dawn tomorrow
- 4783 Target and random ally exchange heads but retain personalities
- 4784 Target announces his presence before entering a dark room
- 4785 Target answers every question twice
- 4786 Target answers questions by starting "Back in my day..."
- 4787 Target apologizes to everyone he injures
- 4788 Target appears as beautiful as a nymph while he sleeps

- 4789 Target appears as member of the same race as whoever views him
- 4790 Target appears deformed or hideously ugly in sunlight
- 4791 Target appears horribly repulsive when he's struck by magic
- 4792 Target appears menacing and aggressive for 1d10 rounds
- 4793 Target appears obese when seen in profile
- 4794 Target appears painfully beautiful when he's struck by magic
- 4795 Target appears paper-thin while asleep
- 4796 Target appears slightly blurry whenever he's hit by magic
- 4797 Target appears to be a wooden statue while sleeping
- 4798 Target appears to be afflicted with some infectious disease
- 4799 Target appears to be black and white
- 4800 Target appears to be invisible when seen head-on
- 4801 Target appears to be levitating upside down
- 4802 Target appears to be made of glass while he sleeps
- 4803 Target appears to be made of rock and mud while sleeping
- 4804 Target appears to be naked while fully clothed and vice versa
- 4805 Target appears to be of opposite gender when naked
- 4806 Target appears to be standing beside himself
- 4807 Target appears to be standing three feet to his right
- 4808 Target appears to be the worst enemy of anyone viewing him
- 4809 Target appears to blaze like a bonfire when he's hit by magic
- 4810 Target appears to burst into flame but is Invisible (improved)
- 4811 Target appears to decay rapidly in his sleep
- 4812 Target appears to explode whenever he speaks his name
- 4813 Target appears to lack all blood and soft tissue when naked
- 4814 Target appears twenty pounds heavier than he actually is
- 4815 Target appears twenty pounds lighter than he actually is
- 4816 Target appears unspeakably beautiful while he sleeps
- 4817 Target appears, with knife in hand, behind the nearest king
- 4818 Target assumes the aircraft "crash position"
- 4819 Target attacks himself with his own weapon for 1d10 rounds
- 4820 Target attracts all Undead within 1 mile of him
- 4821 Target attracts lightning and electricity (Save at ½)
- 4822 Target attracts maggots, lice, and rot grubs
- 4823 Target attracts moths like a flame
- 4824 Target attracts moths like a flame whenever he speaks
- 4825 Target attracts the attention of a random tanar'ri
- 4826 Target attracts the attention of the nearest Great Wyrms
- 4827 Target attracts vermin
- 4828 Target automatically absorbs equal damage from any he damages
- 4829 Target automatically disbelieves illusions for next d100 days
- 4830 Target automatically fails his next d10 Saving Throws
- 4831 Target automatically fails his next d6 Saving Throws
- 4832 Target automatically inflicts equal damage on any harming him
- 4833 Target automatically knows the first name of everyone he meets
- 4834 Target automatically passes his next d6 Saving Throws
- 4835 Target automatically succeeds his next d10 Saving Throws
- 4836 Target automatically takes double damage from physical attacks
- 4837 Target barks like a dog but thinks he's speaking normally
- 4838 Target barks like a dog in the presence of royalty
- 4839 Target bears scars as though once riddled by gunfire
- 4840 Target bears scars of unspeakable torture
- 4841 Target becomes a lightning rod for 1d20 days
- 4842 Target becomes a missile attractor, as shield
- 4843 Target becomes a Thought Broadcaster for spell's duration
- 4844 Target becomes a turkey under every Full Moon
- 4845 Target becomes able to communicate with Earth Elementals
- 4846 Target becomes actively suicidal; seeks his death at any cost
- 4847 Target becomes afflicted with Mummy Rot
- 4848 Target becomes aluminum; is lightweight but immobile
- 4849 Target becomes an ambulatory oak of same size, shape and AC
- 4850 Target becomes an Illusion, unable to cause harm
- 4851 Target becomes bonded with a tree like a dryad
- 4852 Target becomes caster's personal slave for d4 days
- 4853 Target becomes dormant under both a full and a new moon
- 4854 Target becomes extraordinarily stingy with his money
- 4855 Target becomes fascinated by symbols of death
- 4856 Target becomes flat like parchment while he sleeps
- 4857 Target becomes flatulent in the presence of royalty
- 4858 Target becomes forgetful; must pass INT checks or castings fail
- 4859 Target becomes homesick for some place he's never been
- 4860 Target becomes hot-tempered in the presence of fire
- 4861 Target becomes immune to a random attack form
- 4862 Target becomes immune to Level Draining
- 4863 Target becomes immune to natural diseases
- 4864 Target becomes immune to the effects of cold for d10 days
- 4865 Target becomes immune to the effects of cold for d10 days
- 4866 Target becomes inebriated
- 4867 Target becomes inhumanly beautiful when angry
- 4868 Target becomes intensely afraid of snow
- 4869 Target becomes intensely weight-conscious
- 4870 Target becomes invisible to avians
- 4871 Target becomes invisible to golems
- 4872 Target becomes invisible when reduced to 50% of his hit points
- 4873 Target becomes invisible; only his reflection can be seen
- 4874 Target becomes jealous of anyone taller than he is
- 4875 Target becomes lost at crossroads unless directed by someone
- 4876 Target becomes magic-obsessed; uses magic whenever possible
- 4877 Target becomes magnetized; attracts all iron with d20 feet
- 4878 Target becomes morbidly fascinated with his own death
- 4879 Target becomes mute for d12 turns
- 4880 Target becomes nostalgic for the distant future
- 4881 Target becomes permanently invisible; clothing he wears is not
- 4882 Target becomes ravenously hungry after being struck by magic
- 4883 Target becomes ravenously hungry and must eat or pass out
- 4884 Target becomes ravenously hungry when he's wounded
- 4885 Target becomes striped like a candy cane
- 4886 Target becomes striped like a zebra
- 4887 Target becomes stupendously incontinent
- 4888 Target becomes suspicious of anyone offering food to him
- 4889 Target becomes translucent for d4 hours (remains solid)
- 4890 Target becomes transparent like glass
- 4891 Target becomes transparent like water, rippling as he moves
- 4892 Target becomes unable to see any living or undead creature
- 4893 Target becomes uncertain; must pass WIS checks or castings fail
- 4894 Target becomes Undead (if Undead, target's life is restored)
- 4895 Target becomes very aware of time's passage and is bored stiff
- 4896 Target becomes violently ill if he consumes alcohol
- 4897 Target begins remembering things that never actually happened
- 4898 Target begins tap-dancing loudly whenever stealth is required
- 4899 Target begins to age at a rate of one year per minute
- 4900 Target begins to hoard water for no apparent reason
- 4901 Target begins to look more and more like a leper
- 4902 Target begins to wonder aloud what human flesh tastes like
- 4903 Target believes all of his allies to be doppelgangers
- 4904 Target believes allies to be extensions of himself
- 4905 Target believes any injuries he has to be illusions
- 4906 Target believes any lie told by someone of the opposite sex
- 4907 Target believes as literal truth the next sentence he hears
- 4908 Target believes everyone else is insane
- 4909 Target believes foes in the area are extensions of himself
- 4910 Target believes he has been polymorphed
- 4911 Target believes he has forgotten something but actually has not
- 4912 Target believes he has just spoken with his deity
- 4913 Target believes he has remembered something but really has not
- 4914 Target believes he is from a random Lower Outer Plane

- 4915 Target believes he is insane but is not
- 4916 Target believes he is on a random Lower Outer Plane
- 4917 Target believes himself to be a doppelganger
- 4918 Target believes himself to be an illusion
- 4919 Target believes random ally or party member to be a deity
- 4920 Target believes random deity to be a party member or ally
- 4921 Target believes the next lie he hears is irrefutable truth
- 4922 Target believes the previous d20 days to be a dream
- 4923 Target bestows his alignment upon each creature he touches
- 4924 Target blacks out whenever he hears his name (1 round)
- 4925 Target blames all his failures on the nearest paladin
- 4926 Target blames his failures on his upbringing
- 4927 Target blasphemes the god of the nearest paladin
- 4928 Target blasts a d10 yard radius crater in the ground
- 4929 Target bleeds from the eyes whenever he casts a spell
- 4930 Target bleeds harmlessly from his nose for 1d12 hours
- 4931 Target Blinks (as spell) 1 round for each HP of damage he takes
- 4932 Target Blinks (as spell) whenever he blinks his eyes
- 4933 Target Blinks while awake for the rest of his life
- 4934 Target body (except head, hands, and feet) becomes invisible
- 4935 Target brays like a donkey in the presence of royalty
- 4936 Target brays like a donkey instead of laughing
- 4937 Target breaks into song whenever he is frightened
- 4938 Target breaks into song whenever struck by magic
- 4939 Target burned for 2d10 HP by next creature he touches
- 4940 Target burns next creature he touches for d10 HP
- 4941 Target bursts into heatless flame for d10 rounds
- 4942 Target bursts into illusionary flame whenever he hears his name
- 4943 Target bursts into tears when he tries to tell a lie
- 4944 Target cackles like a Bone Golem for d4 rounds; no other action
- 4945 Target can Affect Normal Fires at will for d10 days
- 4946 Target can always sense the direction of his home
- 4947 Target can appear enormously fat at will
- 4948 Target can appear to be 100 years older at will
- 4949 Target can appear to be any age he wishes
- 4950 Target can assume a second form at will (must be of same race)
- 4951 Target can assume gaseous form at will when naked
- 4952 Target can assume the form of the caster for 1 turn each day
- 4953 Target can attack 2X a round if he does nothing the next round
- 4954 Target can automatically read the next language he hears
- 4955 Target can automatically speak the next language he hears
- 4956 Target can automatically speak the next language he reads
- 4957 Target can be commanded by the next creature he summons
- 4958 Target can be Commanded by the next person he touches
- 4959 Target can become completely clean at will
- 4960 Target can become ethereal at will when naked
- 4961 Target can breathe underwater if he holds a fish in his mouth
- 4962 Target can carry his own weight with ease
- 4963 Target can cast 1 spell per day with no Saving Throw allowed
- 4964 Target can cast a randomly-chosen first level spell at will
- 4965 Target can cast light from his eyes but is blind when he does
- 4966 Target can cast Reverse Gravity on himself once each day
- 4967 Target can cause his scent to mimic that of any normal animal
- 4968 Target can change his eye color at will
- 4969 Target can choose to succeed any one roll in the next 24 hours
- 4970 Target can climb trees as nimbly as a cat or monkey
- 4971 Target can command demons: doesn't know how many times (1d6)
- 4972 Target can Command the caster, as by the spell
- 4973 Target can communicate with inanimate objects once per week
- 4974 Target can Comprehend all spoken languages for d10 days
- 4975 Target can Comprehend all written languages for d8 days
- 4976 Target can control the next Illusion he disbelieves
- 4977 Target can crush diamonds into coal with his bare hands
- 4978 Target can detach his right arm at will
- 4979 Target can detect poison in food just by touching it
- 4980 Target can disbelieve Necromancy but can't disbelieve Illusions
- 4981 Target can disbelieve spells cast against him like illusions
- 4982 Target can Dispel Evil (or Good) once at will
- 4983 Target can employ True Sight once per day
- 4984 Target can extend his tongue 3d4 inches at will
- 4985 Target can Feather Fall at will when naked
- 4986 Target can Feign Death at will when naked
- 4987 Target can fly at normal Movement Rate but can no longer walk
- 4988 Target can fly like an eagle when naked
- 4989 Target can give off the scent of pine or lemons at will
- 4990 Target can glow like a firefly at will
- 4991 Target can go without food for one day per point of CON
- 4992 Target can go without sleep for one day per point of WIS
- 4993 Target can grip with 18/00 strength
- 4994 Target can Heal himself once
- 4995 Target can Heal with a touch but is 80% likely to die
- 4996 Target can hear any conversation whose participants he can see
- 4997 Target can hear underwater as clearly as on land
- 4998 Target can hit creatures hit only by +1 or better (1d20 rounds)
- 4999 Target can hold his breath for 2 rounds per point of CON
- 5000 Target can hold his breath for up to three hours per day
- 5001 Target can identify gems and approximate their value on sight
- 5002 Target can identify natural animals on sight
- 5003 Target can identify natural plants on sight
- 5004 Target can ignite campfires and hearths with a touch
- 5005 Target can ignite twigs with his tongue
- 5006 Target can kill with a touch but is 80% likely to die as well
- 5007 Target can make his voice issue from some place nearby
- 5008 Target can make spells function without visible effect
- 5009 Target can memorize spells in ½ the normal required time
- 5010 Target can mimic animal noises with remarkable skill
- 5011 Target can move at 3X normal speed if naked and unencumbered
- 5012 Target can no longer bend his wrists
- 5013 Target can no longer see First Level spells
- 5014 Target can only be hit by +1 or better weapons for d20 rounds
- 5015 Target can only wield +1 or better weapons for d20 rounds
- 5016 Target can pass his arms through each other at will
- 5017 Target can Pass Without Trace as priest spell once per week
- 5018 Target can photosynthesize; does not need to eat, but is green
- 5019 Target can Polymorph Self(ONCE)
- 5020 Target can predict natural weather patterns 24 hours in advance
- 5021 Target can quench his thirst by soaking his feet
- 5022 Target can read a new language but cannot speak it
- 5023 Target can read other people's thoughts by biting them
- 5024 Target can remove his ears and still hear through them
- 5025 Target can remove his head for up to 1d6 rounds each day
- 5026 Target can remove his teeth, and they'll regrow normally
- 5027 Target can Resurrect one being but must sacrifice his own life
- 5028 Target can resurrect the dead once per year
- 5029 Target can retract his arms into his torso
- 5030 Target can retract his head into his torso like a turtle
- 5031 Target can see in subterranean darkness as though in daylight
- 5032 Target can see into Bags of Holding without opening them
- 5033 Target can see perfectly well in absolute darkness
- 5034 Target can see secret doors but cannot see normal ones
- 5035 Target can see through his nostrils in pitch darkness
- 5036 Target can sense the presence of any Artifact within 10 miles
- 5037 Target can sense undead within 100 yards
- 5038 Target can shine light out of his mouth at will
- 5039 Target can shrink his hands to 1/10 their size at will
- 5040 Target can speak in either a male or female voice at will

- 5041 Target can speak in either of two voices at will
- 5042 Target can speak through his nose when his mouth is shut
- 5043 Target can speak with plants once per day
- 5044 Target can speak with plants once per week
- 5045 Target can speak with the dead once per week
- 5046 Target can speak with waterfowl when he is wet
- 5047 Target can Spider Climb if he wears a red and blue costume
- 5048 Target can stretch his neck a length equal to his height
- 5049 Target can summon a demon but has only 50% chance to control it
- 5050 Target can swim like a fish and breathe underwater when naked
- 5051 Target can teleport at will, but arrives at current location
- 5052 Target can turn half of his body invisible at will
- 5053 Target can turn his bones to jelly at will, without harm
- 5054 Target can turn his fingers ethereal at will
- 5055 Target can turn his skin invisible at will
- 5056 Target can turn his skin matte-black at will
- 5057 Target can turn ice to diamonds that last for 1d12 hours
- 5058 Target can turn into a statue for 1d10 rounds at will
- 5059 Target can turn invisible while he holds his breath
- 5060 Target can turn invisible while underwater
- 5061 Target can turn to snow at will
- 5062 Target can undo normal knots just by touching them
- 5063 Target can unscrew his fingers without harm
- 5064 Target can use his index and middle finger like scissors
- 5065 Target can Wish the death of one being but will also die
- 5066 Target can't bend his elbows, shoulders, wrists, or fingers
- 5067 Target can't bring his hands within 2d4 inches of each other
- 5068 Target can't discern even the most obvious lies from truth
- 5069 Target can't go to sleep without kissing someone goodnight
- 5070 Target can't put both feet on the ground simultaneously
- 5071 Target can't raise his arms above his shoulder without pain
- 5072 Target can't speak if more than two people are present
- 5073 Target can't speak in metaphor; becomes literal-minded
- 5074 Target cannot attack creatures which do not see him
- 5075 Target cannot attack except on rounds when he wins Initiative
- 5076 Target cannot attack on rounds when he wins Initiative
- 5077 Target cannot be affected by priestly magic for 1 week
- 5078 Target cannot be attacked by any he does not see for 1d4 days
- 5079 Target cannot be burned by normal flame if his feet are wet
- 5080 Target cannot be frightened by any earthly creature
- 5081 Target cannot be harmed by a fall from any height
- 5082 Target cannot be harmed by any physical means for d10 rounds
- 5083 Target cannot be harmed by any physical means for d4 rounds
- 5084 Target cannot be harmed by any physical means for d6 rounds
- 5085 Target cannot be harmed by any physical means for d8 rounds
- 5086 Target cannot be hit by +1 or better weapons for d20 rounds
- 5087 Target cannot be injured by steel
- 5088 Target cannot be injured while he sleeps
- 5089 Target cannot be magically held
- 5090 Target cannot be seen in mirrors
- 5091 Target cannot be tracked by nonmagical means
- 5092 Target cannot breathe while exposed to direct sunlight
- 5093 Target cannot bring his hands closer together than one foot
- 5094 Target cannot cast a spell without first announcing his name
- 5095 Target cannot close his mouth
- 5096 Target cannot close his mouth until dawn
- 5097 Target cannot comprehend numbers greater than twenty
- 5098 Target cannot control Elementals summoned by him
- 5099 Target cannot control his own Illusion spells
- 5100 Target cannot cross a threshold without knocking
- 5101 Target cannot cross flowing water under his own power
- 5102 Target cannot die while the caster lives
- 5103 Target cannot digest meat
- 5104 Target cannot distinguish between left and right
- 5105 Target cannot distinguish between very hot and very cold
- 5106 Target cannot drown if he carries a torch
- 5107 Target cannot eat cooked meat except by moonlight
- 5108 Target cannot eat food unless he prepares it himself
- 5109 Target cannot eat or drink between dawn and dusk
- 5110 Target cannot enter a building unless invited
- 5111 Target cannot enter a room without announcing himself
- 5112 Target cannot exit a room through the door by which he entered
- 5113 Target cannot fall asleep except when standing up
- 5114 Target cannot fall asleep unless sung to
- 5115 Target cannot fall asleep unless told to do so
- 5116 Target cannot fall asleep while wearing clothing
- 5117 Target cannot inflict any form of physical harm for d10 rounds
- 5118 Target cannot inflict any form of physical harm for d4 rounds
- 5119 Target cannot inflict any form of physical harm for d6 rounds
- 5120 Target cannot inflict any form of physical harm for d8 rounds
- 5121 Target cannot leave a building unless told to do so
- 5122 Target cannot leave a room while others' eyes are upon him
- 5123 Target cannot leave his home without first casting a spell
- 5124 Target cannot open both eyes simultaneously
- 5125 Target cannot open doors for himself
- 5126 Target cannot open doors without first saying "Open sesame"
- 5127 Target cannot open his eyes
- 5128 Target cannot open his mouth
- 5129 Target cannot open his mouth until nightfall
- 5130 Target cannot pierce his own flesh with knives or blades
- 5131 Target cannot refuse a request for his aid
- 5132 Target cannot remember his name, even if reminded
- 5133 Target cannot see magical effects until he gains a level
- 5134 Target cannot see through glass
- 5135 Target cannot shut up until someone inflicts damage upon him
- 5136 Target cannot sleep unless naked
- 5137 Target cannot speak during one day of each week
- 5138 Target cannot speak except in direct sunlight
- 5139 Target cannot speak except under moonlight
- 5140 Target cannot speak normally but must shout or whisper
- 5141 Target cannot speak the truth for 1d6+1 days
- 5142 Target cannot speak unless spoken to
- 5143 Target cannot speak until he has ridden a horse
- 5144 Target cannot speak until he is burned by fire
- 5145 Target cannot speak until no one is within 60' of him
- 5146 Target cannot speak until rained upon
- 5147 Target cannot speak until someone inflicts damage upon him
- 5148 Target cannot speak until someone says his name
- 5149 Target cannot speak until sunrise tomorrow
- 5150 Target cannot speak when at less than full hit points
- 5151 Target cannot speak when underground
- 5152 Target cannot stand upright for 1d4 hours
- 5153 Target cannot study spells if he still has any memorized
- 5154 Target cannot teleport or be teleported
- 5155 Target cannot tell a deliberate lie
- 5156 Target cannot tolerate metal worn next to his skin
- 5157 Target cannot turn invisible by any means
- 5158 Target cannot use magical items for 8d4 hours
- 5159 Target cannot wake until he is sneezed upon
- 5160 Target can't make attacks during the dark of the moon
- 5161 Target can't make attacks except under direct sunlight
- 5162 Target can't make attacks on the first day of the week
- 5163 Target can't make attacks unless barefoot
- 5164 Target can't make attacks unless he carries a small flame
- 5165 Target can't make attacks unless he crosses his fingers
- 5166 Target can't make attacks unless he first turns in a circle

5167 Target can't make attacks unless he holds a pebble in his mouth  
5168 Target can't make attacks unless he pokes himself with a needle  
5169 Target can't make attacks unless he puts his thumbs in his ears  
5170 Target can't make attacks unless he sees his reflection  
5171 Target can't make attacks unless his eyes are closed  
5172 Target can't make attacks unless his hair is wet  
5173 Target can't make attacks unless holding a piece of ice  
5174 Target can't make attacks unless wearing a hat  
5175 Target can't make attacks until tomorrow morning  
5176 Target can't make attacks while he has full hit points  
5177 Target can't make attacks while wearing clothing  
5178 Target can't make attacks without first announcing his intent  
5179 Target can't make attacks without saying "Abra Cadabra"  
5180 Target causes damage one round after he inflicts it  
5181 Target changes alignment randomly under every Full Moon  
5182 Target changes clothes randomly every time he casts a spell  
5183 Target changes color every time he hears his name  
5184 Target changes color randomly every time he casts a spell  
5185 Target changes gender randomly every time he casts a spell  
5186 Target changes his mind every time he decides to cast a spell  
5187 Target changes his name but won't reveal his new one  
5188 Target changes his name under every Full Moon  
5189 Target changes race randomly every time he casts a spell  
5190 Target changes sex every morning  
5191 Target changes sex randomly under one Full Moon till the next  
5192 Target changes shape randomly every time he casts a spell  
5193 Target checks WIS each round or decides it's pointless  
5194 Target claims nearest dragon as a familiar  
5195 Target closes his eyes and counts to 1000  
5196 Target combusts at 32° Fahrenheit  
5197 Target combusts at room temperature  
5198 Target combusts when exposed to direct sunlight  
5199 Target complains of persecution when things don't go his way  
5200 Target constantly doubts himself; +2 to Initiative rolls  
5201 Target constantly hears a ticking as from an alarm clock  
5202 Target contracts a random nonfatal, nonmagical disease  
5203 Target contracts a random non-magical disease each day  
5204 Target convinced he is possessed by some horrid entity  
5205 Target coughs up strange items: needles, spiders, pebbles, etc.  
5206 Target crows like a rooster at sunrise  
5207 Target crumbles to dust; reappears next sunrise unharmed  
5208 Target degenerates 1 HP per round for the next 20+d20 rounds  
5209 Target delivers Shocking Grasp to the next person he kisses  
5210 Target Deluded  
5211 Target desires to change his name each morning  
5212 Target desires to circumnavigate the planet  
5213 Target desires to leap from the next bridge he crosses  
5214 Target desires to walk on his hands instead of feet  
5215 Target desperately hopes to avoid his current destination  
5216 Target develops a blind spot over d100% of his view  
5217 Target develops a compulsion to be struck by lightning  
5218 Target develops a craving for slugs, maggots, and leeches  
5219 Target develops a fear of elementals  
5220 Target develops a fear of kobolds, those mighty creatures  
5221 Target develops a fear of rabbits  
5222 Target develops a fear of rocks; they might be earth elementals  
5223 Target develops a fear of the caster  
5224 Target develops a fear of trees; they might be treants  
5225 Target develops a fear of wild surges  
5226 Target develops a morbid desire to see his own heart  
5227 Target develops a phobia about Wild Surges  
5228 Target develops a severe phobia, randomly determined  
5229 Target develops a terrific thirst for alcohol

5230 Target develops a terrific thirst for blood  
5231 Target develops a terrific thirst for cobra venom  
5232 Target develops a terrific thirst for egg whites  
5233 Target develops a terrific thirst for egg yolks  
5234 Target develops a terrific thirst for holy water  
5235 Target develops a terrific thirst for ink  
5236 Target develops a terrific thirst for lamp oil  
5237 Target develops a terrific thirst for magic potions  
5238 Target develops a terrific thirst for pine tree sap  
5239 Target develops a terrific thirst for poison  
5240 Target develops a terrific thirst for sea water  
5241 Target develops a terrific thirst for sovereign glue  
5242 Target develops a terrific thirst for stagnant water  
5243 Target develops a terrific thirst for unholy water  
5244 Target develops a terrific thirst for universal solvent  
5245 Target develops advanced arthritis; Movement rate is halved  
5246 Target develops ambidexterity  
5247 Target develops an aversion to clothing  
5248 Target develops an awful fear of speech  
5249 Target develops an intense craving for charcoal  
5250 Target develops an intense craving for dirt and mud  
5251 Target develops an intense desire to swim upstream and spawn  
5252 Target develops an intense phobia of fish and marine life  
5253 Target develops another joint between his shoulder and elbow  
5254 Target develops d4 new personalities  
5255 Target develops irritating, elusive itch somewhere on his body  
5256 Target develops radial symmetry, like a starfish  
5257 Target develops Thaumaphilia, a fascination with magic  
5258 Target develops Thaumaphobia, an intense fear of magic  
5259 Target dies immediately if he is ever cut by his own dagger  
5260 Target dies nightly and is resurrected each following morning  
5261 Target discovers a tombstone nearby inscribed with his name  
5262 Target discovers the secret for manufacturing plastic  
5263 Target disgorges 1d1000 bats  
5264 Target disgorges 1d1000 blasphemies  
5265 Target disgorges 1d1000 canaries  
5266 Target disgorges 1d1000 copper pieces  
5267 Target disgorges 1d1000 counterfeit gold coins  
5268 Target disgorges 1d1000 cubic yards of smoke  
5269 Target disgorges 1d1000 feathers  
5270 Target disgorges 1d1000 frogs  
5271 Target disgorges 1d1000 hailstones  
5272 Target disgorges 1d1000 hot embers  
5273 Target disgorges 1d1000 locusts  
5274 Target disgorges 1d1000 maggots  
5275 Target disgorges 1d1000 minnows  
5276 Target disgorges 1d1000 needles  
5277 Target disgorges 1d1000 non-poisonous snakes  
5278 Target disgorges 1d1000 pints of blood  
5279 Target disgorges 1d1000 pints of water  
5280 Target disgorges 1d1000 rotten apples  
5281 Target disgorges 1d1000 small pebbles every morning  
5282 Target disgorges 1d1000 spiders  
5283 Target disgorges 1d1000 sugar cubes  
5284 Target disgorges 1d1000 sunflower seeds  
5285 Target disgorges 1d1000 teeth  
5286 Target disgorges a black pudding  
5287 Target disgorges a complete human skeleton  
5288 Target disgorges a large python  
5289 Target disgorges a scroll containing a random 7th level spell  
5290 Target disgorges everything he ate during the last week  
5291 Target disgorges his own digestive tract  
5292 Target disgorges the last meal he ate

- 5293 Target does not age while asleep; aging is slowed by 1/3  
5294 Target does not age while awake; aging is slowed by 2/3  
5295 Target does not heal while exposed to direct sunlight  
5296 Target does not need to breathe when exposed to direct sunlight  
5297 Target does not need to eat while he has his full hit points  
5298 Target does not need to open his eyes to see (lasts d4 days)  
5299 Target does not produce lachrymose for d4 rounds  
5300 Target does not reflect or emit any form of light for d6 days  
5301 Target doesn't believe that his body is his actual form  
5302 Target doesn't know when he's lying  
5303 Target doubles his size when he is asleep  
5304 Target drools constantly  
5305 Target electrically charged & shocks the next person touched  
5306 Target emits no scent whatsoever; cannot be tracked by hounds  
5307 Target Enlarged by a factor of d20  
5308 Target exchanges personae with each being he touches  
5309 Target exchanges personalities and abilities with nearest Lich  
5310 Target exchanges personalities with some distant (demi)human  
5311 Target exchanges places with himself one hour in the future  
5312 Target exchanges teeth with the next creature to bite him  
5313 Target experiences horrifying nightmares tonight  
5314 Target experiences pain at the sight of blood  
5315 Target experiences pain when complimented  
5316 Target experiences sublimely beautiful dreams tonight  
5317 Target experiences vertigo when he looks at the stars  
5318 Target experiences vertigo whenever he looks at the moon  
5319 Target explodes and dies (Save vs Death to prevent explosion)  
5320 Target explodes as a Fireball of Hit Dice equal to 2x his Level  
5321 Target explodes permanently when hit points fall to ½ total  
5322 Target explodes under every Full Moon; reforms at dawn  
5323 Target explodes; reforms 2d20 turns later unharmed  
5324 Target faints at the sight of his own blood  
5325 Target faints at the sight of his own reflection  
5326 Target falls asleep and cannot be roused  
5327 Target falls asleep when exposed to direct sunlight  
5328 Target falls asleep whenever he's hit by magic  
5329 Target falls in love with d4 people of same race/opposite sex  
5330 Target falls in love with his own reflection  
5331 Target falls in love with random ally of caster of opposite sex  
5332 Target falls in love with someone entirely inappropriate  
5333 Target falls into a heap of unconnected cells  
5334 Target falls madly in love with his own reflection  
5335 Target falls over  
5336 Target fears clothing except when naked, when he fears nudity  
5337 Target fears communists are after his precious bodily fluids  
5338 Target fears he is a vampire and will be injured by sunlight  
5339 Target fears he is a werewolf temporarily in human form  
5340 Target fears he'll turn to stone if he sees his reflection  
5341 Target fears his body does strange things when he's asleep  
5342 Target fears lightning but is drawn to trees during storms  
5343 Target fears rainfall  
5344 Target fears sentient weapons, thinking they're out to get him  
5345 Target fears small woodland creatures  
5346 Target fears that the moment of reckoning is close at hand  
5347 Target feels a mild ache between his eyes when facing north  
5348 Target feels a sense of real urgency in his bladder  
5349 Target feels an intense desire to stare at the sun  
5350 Target feels an intense urge to drop his weapons  
5351 Target feels an intense urge to hide  
5352 Target feels an intense urge to reveal any secret he knows  
5353 Target feels an intense urge to run to the nearest well  
5354 Target feels an intense urge to sing at the top of his lungs  
5355 Target feels an urge to mark trees in the manner of a wolf  
5356 Target feels crampy and bloated  
5357 Target feels deja vu whenever he hears his name  
5358 Target feels euphoric; +2 to ability checks for 2d4 turns  
5359 Target feels hopeless; -2 to ability checks for 2d4 turns  
5360 Target feels horrible embarrassment whenever he's hit by magic  
5361 Target feels intense ecstasy whenever he's wounded  
5362 Target feels intensely guilty whenever he eats meat  
5363 Target feels intensely hung-over  
5364 Target feels like gravity has shifted by 45°  
5365 Target feels like he has been spinning in a circle for hours  
5366 Target feels like he just bearhugged a cactus  
5367 Target feels like he's been folded, spindled, and mutilated  
5368 Target feels like he's been manipulated all this time  
5369 Target feels like he's just come off a huge drinking binge  
5370 Target feels like he's in freefall whenever he's hit by magic  
5371 Target feels naked unless wearing a tiara  
5372 Target feels phantom itch in his "third" and "fourth" arms  
5373 Target feels uncomfortably cold for the next 2d12 hours  
5374 Target feels wholly alone in the universe  
5375 Target finds clothing uncomfortable in the presence of royalty  
5376 Target finds himself insufferably pretentious  
5377 Target finds his own head at the bottom of a nearby hole  
5378 Target finds some mundane food irresistible  
5379 Target finds the taste of cooked meat offensive  
5380 Target flares like burning magnesium for one round  
5381 Target flatly refuses to believe that he's alive  
5382 Target flees in a random direction as fast as he can  
5383 Target flies into a rage after dinner  
5384 Target flies into hysterics whenever he is wounded  
5385 Target forgets a random language  
5386 Target forgets all spells he currently has memorized  
5387 Target forgets everything since yesterday morning  
5388 Target forgets his name in the presence of royalty  
5389 Target forgets how to use his principle weapon  
5390 Target forgets how to walk  
5391 Target forgets one language but learns two others  
5392 Target forgets the Common Tongue  
5393 Target forgets the location of everything he currently carries  
5394 Target forgets whatever he was about to do  
5395 Target forgives his current worst enemy  
5396 Target freezes at room temperature  
5397 Target freezes solid for d8 rounds; thaws unharmed  
5398 Target gains (at will) use of one spell of level 4d3-3  
5399 Target gains 1 HP/round until exploding as on Positive Material  
5400 Target gains 1 point of Wisdom but forfeits 5 hit points  
5401 Target gains 2 points of INT but his CON is halved  
5402 Target gains 3X daily use of a spell never seen before  
5403 Target gains a 10% Magic Resistance  
5404 Target gains a large Keep, but it is made of cardboard  
5405 Target gains amazing ability with an unusual musical instrument  
5406 Target gains an additional attack every round  
5407 Target gains an experience level but ages 10 years  
5408 Target gains Animal Control as potion  
5409 Target gains Clairaudience as potion  
5410 Target gains d10 followers who believe him to be a deity  
5411 Target gains danger sense; -2 to surprise rolls  
5412 Target gains Flight as potion  
5413 Target gains improved depth perception; all attacks at +2  
5414 Target gains Madness as Elixir  
5415 Target gains no bonuses from magical weapons  
5416 Target gains one Wish, which must be used within 3 rounds  
5417 Target gains physical repulsiveness equal to that of a medusa  
5418 Target gains proficiency in the next weapon type he touches

- 5419 Target gains proficiency in the use of the Mancatcher
- 5420 Target gains quadrophonic hearing: +2 bonus on Surprise rolls
- 5421 Target gains Red Dragon's breath weapon but takes same damage
- 5422 Target gains the ability to burrow at ¼ normal Movement Rate
- 5423 Target gains the ability to read any language
- 5424 Target gains the ability to see at will into the Ethereal Plane
- 5425 Target gains the ability to see through metals
- 5426 Target gains the friendship of a legendary arch-mage
- 5427 Target gains the friendship of a legendary warrior
- 5428 Target gains the friendship of a prominent merchant
- 5429 Target gains the friendship of a thieves' guildmaster
- 5430 Target gains the friendship of a well-respected mercenary
- 5431 Target gains the friendship of the owner of a major brothel
- 5432 Target gains the friendship of the ruler of a major country
- 5433 Target gains the lasting enmity of a legendary arch-mage
- 5434 Target gains the lasting enmity of a legendary warrior
- 5435 Target gains the lasting enmity of a prominent merchant
- 5436 Target gains the lasting enmity of a thieves' guildmaster
- 5437 Target gains the lasting enmity of a well-respected mercenary
- 5438 Target gains the lasting enmity of the owner of a major brothel
- 5439 Target gains the lasting enmity of the ruler of a major country
- 5440 Target gains the power of clairaudience to a range of five feet
- 5441 Target gains the power to grant one Wish to someone else
- 5442 Target gains troglodyte's breath weapon but also falls asleep
- 5443 Target gains use (at will) of one spell of level 4d3-3
- 5444 Target gains Water Breathing as potion
- 5445 Target gains Water Walking, but only on one side
- 5446 Target gets a strong urge to cast spells whenever he is angered
- 5447 Target gets a Wish, (50% likely to grant the opposite)
- 5448 Target giggles for d10 rounds, spellcasting impossible
- 5449 Target giggles in the presence of royalty
- 5450 Target giggles whenever he hears a lie, but doesn't know why
- 5451 Target giggles whenever he tries to tell a lie
- 5452 Target glimpses infinity; unable to act for 1d6 days
- 5453 Target glimpses Paradise and is forever changed
- 5454 Target glimpses The Pit and is forever changed
- 5455 Target glows as though on fire internally
- 5456 Target glows for 1d10 rounds after being struck by magic
- 5457 Target glows in the dark for next d4 years
- 5458 Target glows like a campfire when he tries to hide in shadow
- 5459 Target glows like a firefly but can stop while he concentrates
- 5460 Target glows like a firefly in moonlight
- 5461 Target goes mad for 1 week if he ever again witness this spell
- 5462 Target grabs his ankles and can't let go until tomorrow
- 5463 Target greatly desires to cross the nearest stream or river
- 5464 Target growls like a lion whenever he is upset
- 5465 Target grows ½ inch each day
- 5466 Target grows a finger on each foot
- 5467 Target grows a third eye in the center of his forehead
- 5468 Target grows a third eye that can see the Ethereal Plane
- 5469 Target grows a toe on each hand
- 5470 Target grows another arm from the wrist of one arm
- 5471 Target grows another eye in the center of his forehead
- 5472 Target grows another finger on each hand
- 5473 Target grows another leg from the ankle of one leg
- 5474 Target grows another toe on each foot
- 5475 Target grows fangs and develops a marked aversion to sunlight
- 5476 Target grows hair on his palms and is stricken blind
- 5477 Target grows nonfunctional vampire fangs
- 5478 Target grows thick, luxurious fleece from his skin
- 5479 Target hallucinates in the presence of royalty
- 5480 Target hallucinates wildly for 1d12 hours
- 5481 Target has 19 Strength on one side of his body
- 5482 Target has 50% chance for min/max damage by any physical attack
- 5483 Target has a +2 Reaction Bonus whenever courtesy is needed
- 5484 Target has a 55% chance to know history of any region he enters
- 5485 Target has a bad feeling that he just made a big mistake
- 5486 Target has a barcode tattooed somewhere on his body
- 5487 Target has a birthmark identifying him as a royal heir
- 5488 Target has a birthmark identifying him as an agent of evil
- 5489 Target has a box of 10-gauge shotgun shells
- 5490 Target has a burning need to cast his spells as soon as he can
- 5491 Target has a candle which he fears will explode if snuffed
- 5492 Target has a copy of his unauthorized, up-to-date biography
- 5493 Target has a full-body tattoo of a full suit of chainmail
- 5494 Target has a grenade from which the pin's been pulled
- 5495 Target has a heavy steel ball chained to his ankle
- 5496 Target has a nose like a mole
- 5497 Target has a nose like a tapir
- 5498 Target has a nose like a thumb
- 5499 Target has a porcupine in his pocket
- 5500 Target has a remarkably quick temper for 1d4 days
- 5501 Target has a scar he attributes to a close call with a dragon
- 5502 Target has a seizure for the spell's duration or for 1 turn
- 5503 Target has a terrible fear that he's just fooling everybody
- 5504 Target has a terrific thirst for stagnant water
- 5505 Target has a working clock embedded in his forehead
- 5506 Target has all the symptoms of Plague but not the disease
- 5507 Target has an extra action in each of the next 1d10 rounds
- 5508 Target has an intense desire to burn his clothes
- 5509 Target has faulty depth perception; all attacks are made at -2
- 5510 Target has flat vision; has no depth perception; -8 ToHit
- 5511 Target has hair like Albert Einstein
- 5512 Target has hair like Don King
- 5513 Target has hair like Rapunzel
- 5514 Target has hair like Yul Brynner
- 5515 Target has magic intuition; +25% to learn spells
- 5516 Target has mirror vision; sees everything backwards
- 5517 Target has misplaced his feet
- 5518 Target has no desire for vengeance of any kind
- 5519 Target has no fear of death whatsoever
- 5520 Target has no HP; each attack is (dmg x 10)% likely to kill him
- 5521 Target has no neck; his head perches on his shoulders
- 5522 Target has no vital signs while he is asleep
- 5523 Target has scars on his chest as from open-heart surgery
- 5524 Target has strong urge to head south next winter
- 5525 Target has the distinct impression he's been buried alive
- 5526 Target has the same dream each night; may think it's prophetic
- 5527 Target has the voice of a young child
- 5528 Target has the wind knocked out of him; stunned 2d4 rounds
- 5529 Target has tiny compartments under his fingernails
- 5530 Target has to write his name every time he hears or says it
- 5531 Target has two HP totals; each is in effect on alternate rounds
- 5532 Target has two thumbs on one hand and none on the other
- 5533 Target hasn't slept in two weeks
- 5534 Target hates his nose and thinks he's better off without it
- 5535 Target hates his principal weapon and wishes not to use it
- 5536 Target hates magic and uses it only reluctantly
- 5537 Target hates next person who meets him for the first time
- 5538 Target hates the next person he mentions by name
- 5539 Target head is invisible from his cheeks up
- 5540 Target heals ½ normal rate but takes ½ damage from attacks
- 5541 Target heals ½ normal rate but takes 2X damage from attacks
- 5542 Target heals 2X normal rate but takes 2X damage from attacks
- 5543 Target hears echoes when people speak to him
- 5544 Target hears through his nose and smells through his ears



- 5545 Target hears voices that aren't there
- 5546 Target hoards coal in the hope that one day it will be diamonds
- 5547 Target howls at the moon or at any similar circular image
- 5548 Target immune to 1 random Mage spell of random (2d5-1) level
- 5549 Target immune to 1 random Priest spell of random (2d4-1) level
- 5550 Target inflates like balloon to 1d12 feet across for 1 turn
- 5551 Target inherits a sizable fortune from a deceased relative
- 5552 Target insists his name is something it is not
- 5553 Target insists that he be referred to as a prestidigitator
- 5554 Target insists that he is a dragon in humanoid form
- 5555 Target inspires jealousy in all but those who know him well
- 5556 Target invites random foe to join his party
- 5557 Target involuntarily repels all water to a distance of 10 feet
- 5558 Target is able to Detect Magic once per turn at will
- 5559 Target is able to Know Time at will
- 5560 Target is able to see with his eyes closed
- 5561 Target is able to succeed any one roll automatically each day
- 5562 Target is able to survive one death (resurrection unnecessary)
- 5563 Target is absolutely silent when naked
- 5564 Target is accompanied by the clip-clop of coconut shells
- 5565 Target is acutely sensitive to taste; must eat bland foods
- 5566 Target is addicted to magic; needs some spell cast on him daily
- 5567 Target is affected as by a Brooch of Number Numbing
- 5568 Target is affected as by a permanent Haste spell
- 5569 Target is affected as by a permanent Slow spell
- 5573 Target is affected as by a powerful diuretic
- 5570 Target is affected as by a Ring of Contrariness
- 5571 Target is affected as by a Wand of Misplaced objects
- 5574 Target is affected as by a strong hallucinogen
- 5572 Target is affected as by terrible stagefright
- 5575 Target is affected as by virulent neurotoxins
- 5576 Target is affected by Blink and Mirror Image for 1d10 turns
- 5577 Target is affected by Feign Death the next time he is injured
- 5578 Target is affected by Improved Haste for 1 day
- 5579 Target is affected by Improved Slow for 1 day
- 5580 Target is affected by silver like a lycanthrope
- 5581 Target is affected by the spell Blur for the next 10 turns
- 5582 Target is affected by Timelessness until caster gains a level
- 5583 Target is afraid of his own reflection
- 5584 Target is afraid to touch money
- 5585 Target is alarmed now by a bustle in his hedgerow
- 5586 Target is alert and coherent the instant he wakes up
- 5587 Target is always able to know the location of the caster
- 5588 Target is an illusion every other round and can cause no damage
- 5589 Target is as buoyant as a block of iron
- 5590 Target is as buoyant as styrofoam
- 5591 Target is at the center of a Blade Barrier
- 5592 Target is at the center of a whirlwind of ping-pong balls
- 5593 Target is attended by 1d4 skeletons with no combat ability
- 5594 Target is aware of every object now within 50 feet of him
- 5595 Target is base AC 4 for d4 days; DEX/armor bonuses still apply
- 5596 Target is befriended by a family in each town within 100 miles
- 5597 Target is befriended by a popular local leader
- 5598 Target is befriended by all the members of a single species
- 5599 Target is befriended by nearest Lich
- 5600 Target is befriended by the nearest nymph or sylph
- 5601 Target is believed to bathe in the blood of innocents
- 5602 Target is believed to be a leper
- 5603 Target is believed to be a practicing cannibal
- 5604 Target is believed to be a town elder by nearest village
- 5605 Target is believed to be an agent of evil
- 5606 Target is believed to be an escaped murderer by nearest village
- 5607 Target is believed to be carrying a powerful artifact
- 5608 Target is believed to be carrying an especially virulent plague
- 5609 Target is believed to be possessed by a demon
- 5610 Target is believed to have risen from the dead recently
- 5611 Target is believed to have the power to heal
- 5612 Target is blamed for crop failure in the next town he enters
- 5613 Target is blamed for the death of some forgotten relative
- 5614 Target is blasted to ashes
- 5615 Target is blinded but gains clairvoyance of the area he is in
- 5616 Target is bound head to toe in coaxial cable
- 5617 Target is bulletproof, as he'll discover if he's ever shot
- 5618 Target is buried up to his waist in hot dogs
- 5619 Target is burned by a large magical explosion; loses 16 HP
- 5620 Target is burned by holy symbols
- 5621 Target is burned by Holy Water as if he were undead
- 5622 Target is certain he'll meet his fate within the next week
- 5623 Target is charmed as per Charm Monster (or appropriate Charm)
- 5624 Target is Cloned
- 5625 Target is completely immune to beneficial clerical magic
- 5626 Target is completely unable to save money
- 5627 Target is confident he'll resurrect instantly when he dies
- 5628 Target is confident that his enemies trust and respect him
- 5629 Target is confident that his magic is better than anyone else's
- 5630 Target is constantly mistaken for someone else
- 5631 Target is constantly surrounded by a cloud of bees
- 5632 Target is convinced he'll be dead by tomorrow morning
- 5633 Target is convinced he'll die in a cave or mine
- 5634 Target is convinced that 10 days have just passed
- 5635 Target is convinced that he invented magic
- 5636 Target is convinced that someone's lurking right behind him
- 5637 Target is covered in a chocolate shell
- 5638 Target is covered in a sugary glaze like a doughnut
- 5639 Target is covered in formic acid and ants
- 5640 Target is covered in ice cream and hot fudge
- 5641 Target is covered in ketchup, though he believes it's blood
- 5642 Target is covered in pollen and bees
- 5643 Target is covered in scars as if he were once badly burned
- 5644 Target is covered in wet spaghetti
- 5645 Target is covered with butter every time he's hit by magic
- 5646 Target is covered with painful-looking bruises
- 5647 Target is covered with scales which fall off in 1d4 days
- 5648 Target is deafened but gains clairauidience of the area he is in
- 5649 Target is deeply embarrassed by the sound of his voice
- 5650 Target is despised by all the members of a single species
- 5651 Target is determined to pull off his ears
- 5652 Target is dispatched to a random plane, as spell
- 5653 Target is distracted easily by shiny objects
- 5654 Target is doused in whipped cream
- 5655 Target is drenched in pig's blood
- 5656 Target is dressed like a ballerina
- 5657 Target is dressed like a pimp
- 5658 Target is driven insane, as Mindshatter spell
- 5659 Target is encased in a box made of bulletproof glass
- 5660 Target is ensnared by someone else's Monster Summoning
- 5661 Target is equally affected by every attack he makes on others
- 5662 Target is Feebleminded as by spell and Enfeebled as by Ray
- 5663 Target is Feebleminded but is also affected by Strength
- 5664 Target is filled with straw, not blood or internal organs
- 5665 Target is fused into the trunk of the nearest tree
- 5666 Target is granted one wish during each of the next 1d4 years
- 5667 Target is hallucinates wildly for 1d12 hours
- 5668 Target is haunted by ghastly visions of his own death
- 5669 Target is Healed (not resurrected) under next 2d6 Full Moons
- 5670 Target is Healed the next time he suffers 10 HP of fire damage

**5671** Target is Held d6 rounds each time he hears his name  
**5672** Target is Held for d10 rounds  
**5673** Target is Held until someone speaks his name  
**5674** Target is henceforth 50% likely to go berserk after eating  
**5675** Target is henceforth 50% likely to vomit after eating  
**5676** Target is henceforth 50% likely to weep after eating  
**5677** Target is heroic; immune to fear and confusion  
**5678** Target is hideously allergic to his own blood  
**5679** Target is hit by 1 HD lightning bolt whenever he hears his name  
**5680** Target is holding a stick of dynamite with a burning fuse  
**5681** Target is holding a tray full of hors d'oeuvres  
**5682** Target is holding an enormous basket of turnips  
**5683** Target is holding an ice cream sandwich in each hand  
**5684** Target is immortal for the next 1d8 days  
**5685** Target is immortal, but has a fatal weakness (ie., cannot move)  
**5686** Target is immune to 1 Mage spell of random (2d5-1) level  
**5687** Target is immune to 1 Priest spell of random (2d4-1) level  
**5688** Target is immune to all injury except fire  
**5689** Target is immune to all injury except that caused by the caster  
**5690** Target is immune to all injury inflicted by the caster  
**5691** Target is immune to all magical healing efforts for d4 days  
**5692** Target is immune to all non-magical disease  
**5693** Target is immune to all nonmagical snake venom  
**5694** Target is immune to any spells cast at him by the caster  
**5695** Target is immune to area-effects not specifically targeting him  
**5696** Target is immune to bludgeoning attacks (mace, etc) for d4 days  
**5697** Target is immune to fire for d6 hours  
**5698** Target is immune to gaze attacks  
**5699** Target is immune to gaze attacks for d100 days  
**5700** Target is immune to lycanthropy  
**5701** Target is immune to magical scrying or detection  
**5702** Target is immune to natural extremes of weather when naked  
**5703** Target is immune to next 10 olfactory (gas) attacks against him  
**5704** Target is immune to nonmagical disease for one year  
**5705** Target is immune to normal fire while chanting "icy-nicey"  
**5706** Target is immune to piercing attacks for 1d4 days  
**5707** Target is immune to slashing attacks (sickle, etc) for 1d4 days  
**5708** Target is immune to sonic attacks  
**5709** Target is immune to touch-based spells  
**5710** Target is implicated in a local property dispute  
**5711** Target is implicated in a tawdry scandal in a nearby town  
**5712** Target is instantly liked by those with the same color of hair  
**5713** Target is invisible except while he speaks  
**5714** Target is invisible from the back but visible from the front  
**5715** Target is invisible from the front but visible from the back  
**5716** Target is invisible in daylight but illuminated in darkness  
**5717** Target is invisible to himself  
**5718** Target is invisible to the caster  
**5719** Target is invisible to undead, who are also invisible to him  
**5720** Target is invisible to vampires until he speaks or attacks  
**5721** Target is invisible when naked and unencumbered  
**5722** Target is invisible when no one is looking  
**5723** Target is invisible whenever he shoves his fist in his mouth  
**5724** Target is invisible while he speaks  
**5725** Target is invisible, intangible, and silenced for 10d6 rounds  
**5726** Target is invulnerable to all harm for 1d6-1 rounds  
**5727** Target is invulnerable until he harms someone  
**5728** Target is just out of sight and earshot of his allies  
**5729** Target is killed and butchered like a deer  
**5730** Target is knocked unconscious and cannot be roused until dawn  
**5731** Target is lightly seasoned and coated in breadcrumbs  
**5732** Target is mistaken for someone else wherever he goes  
**5733** Target is morbidly fascinated with undead  
**5734** Target is naturally careful; never makes a Critical Fumble  
**5735** Target is neon pink for the intended spell's duration  
**5736** Target is next in line for the throne  
**5737** Target is not affected by any First Level spells  
**5738** Target is not harmed by ingested poisons  
**5739** Target is not injured by attacks against him; his attackers are  
**5740** Target is nourished by grass instead of food for d10 days  
**5741** Target is now dressed in full football padding  
**5742** Target is now dressed like a hockey goalie  
**5743** Target is now dressed like a Hollywood viking  
**5744** Target is obsessed with an image of a mesa in the desert  
**5745** Target is obsessed with removing one of his vital organs  
**5746** Target is obsessed with the idea of assassinating the king  
**5747** Target is only able to hear that which he can see  
**5748** Target is only able to hear when his eyes are closed  
**5749** Target is only able to hear when his mouth is open  
**5750** Target is only able to open his mouth when his eyes are closed  
**5751** Target is only able to see in 2 dimensions; -4 ToHit  
**5752** Target is only able to see when his eyes are closed  
**5753** Target is painfully and messily disemboweled  
**5754** Target is Paralyzed  
**5755** Target is paralyzed by intense pain for 1d4 rounds  
**5756** Target is perceived to be a bully  
**5757** Target is permanently Held  
**5758** Target is pretty sure he can breathe underwater  
**5759** Target is prone to ridiculous exaggeration  
**5760** Target is Protected from Self, as spell, for 10d10 days  
**5761** Target is pummeled by hail for 1 turn, losing 4d4 hit points  
**5762** Target is quarantined by local health authorities  
**5763** Target is randomly teleported 10 miles (50% chance Up or Down)  
**5764** Target is reduced to 1 Hit Point  
**5765** Target is reduced to Level One for 5 turns  
**5766** Target is refreshed as from a good night's sleep  
**5767** Target is reluctant to use magic for fear of Wild Surges  
**5768** Target is rendered mute and bursts into invisible flame  
**5769** Target is rendered Timeless, as priest spell, for d10 days  
**5770** Target is repulsed by holy symbols  
**5771** Target is resurrected the next time he is slain (NO CON loss)  
**5772** Target is roasted by a huge magical explosion; loses 32 HP  
**5773** Target is rumored to have a terribly embarrassing disease  
**5774** Target is sadistic and cruel to royalty  
**5775** Target is scarred as though he was disassembled and rebuilt  
**5776** Target is scorched by a tiny magical explosion; loses 2 HP  
**5777** Target is sent to alternate Prime Material plane  
**5778** Target is singed by a medium magical explosion; loses 8 HP  
**5779** Target is smashed flat as if pounded by a giant hammer  
**5780** Target is standing atop a rickety ladder  
**5781** Target is standing atop the nearest hill  
**5782** Target is standing in a bucket of oatmeal  
**5783** Target is standing upon a rickety tower of orange crates  
**5784** Target is Stoneskinned  
**5785** Target is stricken mute in the presence of royalty  
**5786** Target is stricken permanently insane  
**5787** Target is stricken permanently mute  
**5788** Target is stunned by the true expanse of the universe  
**5789** Target is stunned for d10 rounds  
**5790** Target is Stunned whenever he's hit by magic  
**5791** Target is suddenly carrying a sophisticated laptop computer  
**5792** Target is suddenly encased in a full body cast  
**5793** Target is suddenly holding his kidneys in his hands  
**5794** Target is suddenly lying face-down on the ground  
**5795** Target is suddenly sitting atop a lamppost  
**5796** Target is suddenly standing at the nearest crossroads

- 5797 Target is suddenly standing in a construction site toilet
- 5798 Target is suddenly standing in the middle of a bonfire
- 5799 Target is suddenly standing knee-deep in snow
- 5800 Target is suddenly standing on his head
- 5801 Target is suddenly wearing a construction helmet
- 5802 Target is suddenly wearing a large diaper
- 5803 Target is suddenly wearing a suit of aluminum chainmail
- 5804 Target is suddenly wearing a top-of-the-line kevlar helmet
- 5805 Target is suddenly wearing all the clothes he owns
- 5806 Target is suddenly wearing nothing but a fishing net
- 5807 Target is suddenly wearing nothing but fig leaves
- 5808 Target is suddenly wearing two large oysters on his feet
- 5809 Target is suffering from advanced hypothermia
- 5810 Target is suffering from severe stomach cramps
- 5811 Target is sure an artifact is buried around here somewhere
- 5812 Target is sure that the world ended last night at midnight
- 5813 Target is sure that the world will end at midnight
- 5814 Target is surrounded by fireflies and can be seen at all times
- 5815 Target is surrounded by ostriches
- 5816 Target is suspected in an assassination plot
- 5817 Target is suspended upside down in a water-filled glass box
- 5818 Target is suspicious of any who light a fire in his presence
- 5819 Target is tapped on the shoulder once every d10 rounds
- 5820 Target is tarred and feathered
- 5821 Target is teleported into the nearest keep
- 5822 Target is teleported onto his own shoulders
- 5823 Target is teleported onto the shoulders of caster
- 5824 Target is teleported to the bottom of the nearest well
- 5825 Target is temporarily blinded whenever he tells a lie
- 5826 Target is temporarily immune to the spells memorized by caster
- 5827 Target is terrified of becoming invisible
- 5828 Target is terrified of death and broods upon it constantly
- 5829 Target is terrified of getting his feet wet
- 5830 Target is terrified of the caster for 1d6 rounds
- 5831 Target is thoroughly humiliated and demoralized
- 5832 Target is thought by local villagers to be a prophesized savior
- 5833 Target is thought by local villagers to be a vampire
- 5834 Target is thought to be a minor official in a major country
- 5835 Target is thought to be a prominent official in a major country
- 5836 Target is thought to be a successful merchant or guildmaster
- 5837 Target is thought to be some random dweeb from a far-off land
- 5838 Target is thought to be the ruler of an empire
- 5839 Target is thought to be the sole ruler of a major country
- 5840 Target is thought to be the sole ruler of a minor country
- 5841 Target is thought to be the sole ruler of a spot on the map
- 5842 Target is thought to be the sole survivor of a royal family
- 5843 Target is toasted by a small magical explosion; loses 4 HP
- 5844 Target is transported to an Outer Plane for d10 rounds
- 5845 Target is trapped in a stack of tires
- 5846 Target is unable to cast non-illusion spells for 24 hours
- 5847 Target is unable to consume or digest solid foods
- 5848 Target is unable to create Illusions for 24 hours
- 5849 Target is unable to heal through magical means
- 5850 Target is unable to heal through non-magical means
- 5851 Target is unable to hear his own voice
- 5852 Target is unable to perceive illusions for 1d12 hours
- 5853 Target is unable to read except while exposed to sunlight
- 5854 Target is unable to read while exposed to sunlight
- 5855 Target is unable to remain quiet where silence is required
- 5856 Target is unable to speak except in a booming shout
- 5857 Target is unable to swallow food in the presence of others
- 5858 Target is unable to tell when he is lying
- 5859 Target is unaffected by gravity when his eyes are closed
- 5860 Target is unaffected by gravity when lying face down
- 5861 Target is unaffected by the next Abjuration cast against him
- 5862 Target is unaffected by the next Alteration cast against him
- 5863 Target is unaffected by the next Conjunction cast against him
- 5864 Target is unaffected by the next Divination cast against him
- 5865 Target is unaffected by the next Enchantment cast against him
- 5866 Target is unaffected by the next Evocation cast against him
- 5867 Target is unaffected by the next Illusion cast against him
- 5868 Target is unaffected by the next Necromancy cast against him
- 5869 Target is unharmed by next 1d20 hit points of damage he suffers
- 5870 Target is visible to infravision like a lighthouse beacon
- 5871 Target is vulnerable to rust monsters like metal
- 5872 Target is wearing an old deep-sea diving suit
- 5873 Target is wearing ballet slippers
- 5874 Target is wearing carbon steel handcuffs
- 5875 Target is wearing red suspenders (to keep his pants up)
- 5876 Target is wholly unwilling to compromise in matters of food
- 5877 Target is wracked with guilt whenever he's hit by magic
- 5878 Target is wrapped head to toe in a coil of chain
- 5879 Target is wrapped in a cocoon like a caterpillar
- 5880 Target isn't entirely sure that he exists
- 5881 Target jumps up and down whenever he's hit by magic
- 5882 Target keeps mushrooms and fungus as pets
- 5883 Target kicks like a mule whenever he hears his name
- 5884 Target knows the complete Pittsburgh bus schedule for 1974
- 5885 Target knows the first name of everyone now within 100 yards
- 5886 Target knows the meaning of life briefly, then forgets it
- 5887 Target knows the meaning of life but can't articulate it
- 5888 Target knows the meaning of life but doesn't believe it
- 5889 Target lashes out at nearby ally and attacks until subdued
- 5890 Target laughs disconcertingly when he is injured
- 5891 Target laughs like a hyena at the sight of blood
- 5892 Target laughs like a madman in the presence of royalty
- 5893 Target laughs like a madman whenever he's hit by magic
- 5894 Target leaps 1,000,000 miles into space
- 5895 Target leaps 1,000,000 years into the future
- 5896 Target leaps 90' straight up and lands without harm
- 5897 Target learns 1d3 languages during the next 2 months
- 5898 Target leaves no footprints for d8 weeks
- 5899 Target leaves strange, disquieting odors in his wake
- 5900 Target leaves wet footprints wherever he goes
- 5901 Target left a fire in his fireplace; house is now ablaze
- 5902 Target levitates 1' above ground, retains normal Movement Rate
- 5903 Target levitates slightly when he suffers damage
- 5904 Target levitates slightly when he's hit by magic
- 5905 Target looks and sounds different to each creature viewing him
- 5906 Target looks drastically different to everyone but himself
- 5907 Target looks like a badly decayed corpse while he's asleep
- 5908 Target looks like a cute little forest animal while asleep
- 5909 Target looks like a murder victim while he's asleep
- 5910 Target looks like a stereotypical 1950's Hollywood Martian
- 5911 Target looks like an Impressionist painting while asleep
- 5912 Target looks like he repeatedly cut himself shaving
- 5913 Target looks more and more like a burned-out hippie
- 5914 Target looks sickly and emaciated but is not
- 5915 Target loses 1 HP/round until dying as on Negative Material
- 5916 Target loses 1 Level/Hit Die per day until becoming Juju zombie
- 5917 Target loses 1d4 additional hit points from all fire damage
- 5918 Target loses 1d4 fewer hit points from all fire damage
- 5919 Target loses 1d6 hit points whenever he says a pun
- 5920 Target loses 2d4 Experience Levels (and appropriate abilities)
- 5921 Target loses a tooth during each of the next 4d8 nights
- 5922 Target loses a tooth each time he tells a lie

- 5923 Target loses access to a school of magic till he rises a level
- 5924 Target loses access to ALL knowledge held in his mind
- 5925 Target loses access to one school of magic
- 5926 Target loses all depth perception; missile attacks at -10
- 5927 Target loses all proficiency in all weapons
- 5928 Target loses d4 HP whenever he tries to cast a spell
- 5929 Target loses hair and all facial features, but retains senses
- 5930 Target loses one hit point each time he tells a lie
- 5931 Target loses one hit point per hour
- 5932 Target loses one point of Constitution each day
- 5933 Target loses power of autonomic breathing
- 5934 Target loses stereophonic hearing: -1 penalty on Surprise rolls
- 5935 Target loses the ability to Read/Write a random language
- 5936 Target loses the sense of smell
- 5937 Target loses the sense of taste
- 5938 Target loses the sense of touch
- 5939 Target loses/gains spellcasting ability for d6 days
- 5940 Target loves to tell preposterous stories of his youth
- 5941 Target makes a spirited attempt to swallow his own head
- 5942 Target makes enemies easily; -2 to all reaction rolls
- 5943 Target may be turned, as 1 Hit Die Undead, for next 6 rounds
- 5944 Target may call down one 3HD lightning bolt per day; no Saves
- 5945 Target may cast any spells currently memorized by caster
- 5946 Target may Command one being; it must obey as far as it is able
- 5947 Target may Teleport without Error twice
- 5948 Target melts over next d6 rounds unless Remove Curse is cast
- 5949 Target metamorphoses into a Bodak over next d6 months
- 5950 Target mimics the facial features of each person he touches
- 5951 Target mistakenly Gated by a random Outer Plane being
- 5952 Target mistakenly Gates a random Outer Planes being
- 5953 Target mistakenly Gates himself to a random Outer Plane
- 5954 Target moves as though balancing a serving tray on his head
- 5955 Target moves as though he is underwater
- 5956 Target moves as though standing knee-deep in water
- 5957 Target moves d10 rounds into future; loses intervening rounds
- 5958 Target moves jerkily, as though he's in a silent film
- 5959 Target must check CON every morning or fall asleep again
- 5960 Target must eat 2x the normal amount of food to be nourished
- 5961 Target must graze like a cow for food
- 5962 Target must roll a STR check: if successful, he gains 1d4 STR
- 5963 Target must roll for System Shock for each wound or pass out
- 5964 Target must Save vs Death AND Spell or become a Lich
- 5965 Target must Save vs Death or be disintegrated
- 5966 Target must Save vs Death or implode and perish
- 5967 Target must Save vs Death or turn inside out and die instantly
- 5968 Target must Save vs Death or turn into a snowman
- 5969 Target must Save vs Disintegration or be disintegrated
- 5970 Target must Save vs Petrification or turn to diamond
- 5971 Target must Save vs Poison, or all of target's blood coagulates
- 5972 Target never misplaces his possessions
- 5973 Target never needs to bathe
- 5974 Target never needs to bathe to remain clean
- 5975 Target no longer feels hunger and must be reminded to eat
- 5976 Target no longer feels pain and can't tell if he's injured
- 5977 Target no longer has any concept of personal space
- 5978 Target no longer has to move his mouth in order to speak
- 5979 Target no longer needs to breathe (as Ioun Stone)
- 5980 Target no longer throws a shadow
- 5981 Target now has tusks like a walrus
- 5982 Target omniscient for 1 round then forgets everything
- 5983 Target only needs to eat once per week
- 5984 Target oozes blood from beneath his fingernails
- 5985 Target or random female ally becomes as beautiful as a nymph
- 5986 Target or random male ally becomes as beautiful as a nymph
- 5987 Target owns a widescreen color television
- 5988 Target owns two long-range, solar-powered walkie-talkies
- 5989 Target panics at the sight of his own blood
- 5990 Target perceives creatures to be facing 180° from/toward him
- 5991 Target perceives hidden demonic meaning in everyday events
- 5992 Target perceives sculptures to portray only horrifying images
- 5993 Target perceives those around him to be naked
- 5994 Target permanently affected as by Nahal's Nonsensical Nullifier
- 5995 Target permanently gains +1 to DEX
- 5996 Target polymorphs into a frog (retains attributes)
- 5997 Target polymorphs into a frog-sized human (retains attributes)
- 5998 Target polymorphs into a human-sized frog (retains attributes)
- 5999 Target polymorphs into a physical duplicate of his worst enemy
- 6000 Target polymorphs into an orangutan
- 6001 Target polymorphs into two dozen roses
- 6002 Target polymorphs randomly every d4 hours
- 6003 Target polymorphs randomly every time it hears its name
- 6004 Target polymorphs randomly, permanently; Wishes have no effect
- 6005 Target Possesses caster for d10 rounds
- 6006 Target professes intense jealousy of an imaginary sibling
- 6007 Target punches himself in the jaw: 50% to knock himself out
- 6008 Target punches the person standing nearest to him
- 6009 Target quacks like a duck when he's angry
- 6010 Target questions himself before using magic: +4 to Casting Time
- 6011 Target radiates antilife; drains 1 HP/round from all within 10'
- 6012 Target raises a d10 yard radius hemisphere of stone from ground
- 6013 Target randomly teleported 1 mile (N,S,E,W,NE,SE,SW,NW)
- 6014 Target reacts to criticism with hysterical sobbing
- 6015 Target reacts violently to displays of pity or compassion
- 6016 Target realizes he carries a small but powerful magic item
- 6017 Target realizes he has a knife stuck in his thigh
- 6018 Target realizes he hasn't slept in three weeks
- 6019 Target realizes he was assembled out of dismembered corpses
- 6020 Target realizes he's carrying a lich's phylactery
- 6021 Target realizes he's never worn clothing in his life
- 6022 Target realizes that the universe was born in a huge explosion
- 6023 Target realizes that the universe was hatched from a giant egg
- 6024 Target receives Shocking Grasp from next creature he touches
- 6025 Target recoils from holy symbols as if he were undead
- 6026 Target recovers an additional 2 hit points each day
- 6027 Target reeks of ammonia whenever he's hit by magic
- 6028 Target refuses to accept that he's ever triggered a Wild Surge
- 6029 Target refuses to admit that anything occurred before his birth
- 6030 Target refuses to drink healing potions
- 6031 Target refuses to eat meat which he did not kill himself
- 6032 Target refuses to talk for 1d10+10 rounds after seeing magic
- 6033 Target regains all spells he cast within last 24 hours
- 6034 Target regards any missed attack as a personal failure
- 6035 Target regenerates 1 HP/round for the next 20+d20 rounds
- 6036 Target remembers the name of everyone he meets
- 6037 Target renounces magic until he's next affected by a spell
- 6038 Target rises on a column of stone 100' into the air
- 6039 Target roars like a lion after particularly good meals
- 6040 Target roars like a lion when angered
- 6041 Target runs amok
- 6042 Target runs in his sleep
- 6043 Target Saves vs Death or becomes flesh-hued ooze (ie grey ooze)
- 6044 Target Saves vs Death or skull shrinks by half, causing death
- 6045 Target Saves vs Magic or becomes a duplicate of the caster
- 6046 Target Saves vs petrify or petrifies on seeing his reflection
- 6047 Target Saves vs Petrify or turns to clay
- 6048 Target Saves vs Petrify or turns to glass

- 6049 Target Saves vs Petrify or turns to ice  
6050 Target Saves vs Petrify or turns to lifeless diamond  
6051 Target Saves vs Petrify or turns to mithral  
6052 Target Saves vs Petrify or turns to mud  
6053 Target Saves vs Petrify or turns to non-sentient platinum  
6054 Target Saves vs Petrify or turns to sentient gold  
6055 Target Saves vs Petrify or turns to steel  
6056 Target Saves vs Petrify or turns to wood  
6057 Target sealed in a bubble which air cannot penetrate  
6058 Target seeks his long lost twin sibling (who might not exist)  
6059 Target seems to speak in the voice of each who hears him  
6060 Target seems untrustworthy; suffers -3 on Reaction Rolls  
6061 Target seems vaguely familiar to everyone who meets him  
6062 Target seems very trustworthy; receives +3 on Reaction Rolls  
6063 Target sees all others to be affected by Nonsensical Nullifier  
6064 Target sees everything backward like a mirror image  
6065 Target sees into the Ethereal Plane but can't see in the Prime  
6066 Target sees omens of the pending apocalypse in everyday events  
6067 Target sees perfectly in the dark but is blind in the light  
6068 Target sees strange figures out of the corner of his eye  
6069 Target sees the plane tapped by magic; WIS check or go nuts  
6070 Target sees through caster's eyes and vice versa  
6071 Target shatters into countless little cubes; reforms in 1 turn  
6072 Target sheds his skin like a snake every d6 days  
6073 Target sheds tears every time he's hit by magic  
6074 Target shines like a lighthouse beacon when he is asleep  
6075 Target shouts as though others can barely hear him  
6076 Target shouts profanity in the presence of royalty  
6077 Target shows all signs of having been struck by lightning  
6078 Target shows no reflection in mirrors  
6079 Target shrinks ½ inch each day  
6080 Target shrinks by 10%  
6081 Target shrinks by 10% for every 10% of his hit points he loses  
6082 Target shrinks to 1/10 his height while invisible  
6083 Target sinks into ground up to his knees  
6084 Target sinks into the ground up to his ankles for d6 rounds  
6085 Target sinks into the ground up to his chest for d6 rounds  
6086 Target sinks into the ground up to his neck for d6 rounds  
6087 Target sinks into the ground up to his waist for d6 rounds  
6088 Target skips every other round for next 1+1d20 rounds  
6089 Target smells like a badly decayed corpse while he's asleep  
6090 Target smells like a skunk for 1d10 rounds after bathing  
6091 Target smells like brimstone for the spell's duration  
6092 Target smells like goat cheese but without the subtlety  
6093 Target smells of roses and lavender while he sleeps  
6094 Target smells strongly of blood in the presence of vampires  
6095 Target smells strongly of catnip  
6096 Target smells strongly of garlic in the presence of vampires  
6097 Target smiles at oddly inappropriate times  
6098 Target sneezes every time he tries to be stealthy  
6099 Target sneezes whenever he hears his name  
6100 Target soon has an opportunity to save a god's life  
6101 Target speaks an unknown tongue for 1 turn after seeing magic  
6102 Target speaks gibberish but believes he is speaking Common  
6103 Target speaks in a whisper whenever he tells a lie  
6104 Target speaks in rhyme in the presence of royalty  
6105 Target speaks in rhyme; spellcasting impossible  
6106 Target speaks in three-part harmony for d8 turns  
6107 Target speaks like a scratched record  
6108 Target speaks shocking blasphemies in the presence of clergy  
6109 Target speaks through his ears and hears through his mouth  
6110 Target spends 1d10 rounds ridiculing his best friend  
6111 Target spends 24 hours in hell; gains a level when he returns  
6112 Target spins a cocoon & emerges fully healed after 1 week  
6113 Target spins like a top for d6 rounds; DEX check or fall over  
6114 Target spontaneously combusts; loses 1d4 HP/round until death  
6115 Target sprouts a new nose in the center of his forehead  
6116 Target sprouts a new nose right next to his original one  
6117 Target sprouts an ugly face on the back of his head  
6118 Target sprouts another arm from his sternum  
6119 Target sprouts butterfly wings (Fl 6, MC C); remain for d6 days  
6120 Target sprouts deer antlers  
6121 Target sprouts elephant ears  
6122 Target sprouts feathers  
6123 Target sprouts giraffe horns  
6124 Target sprouts mushrooms on his head  
6125 Target sprouts one wing from his shoulder blade  
6126 Target sprouts porcupine quills  
6127 Target sprouts rabbit ears  
6128 Target squeaks like a mouse when he is frightened  
6129 Target stares vacantly into space for 1d4 rounds  
6130 Target sticks his fingers in his ears and can't remove them  
6131 Target stinks of rotting fish  
6132 Target strikes his thumb whenever he uses a hammer  
6133 Target struck as by Magic Missile each time he hears his name  
6134 Target stutters through time, existing only every other round  
6135 Target sucks his thumb like an infant for 1d4 turns  
6136 Target suddenly doesn't believe in magic  
6137 Target suddenly finds himself inside a 55-gallon steel drum  
6138 Target suddenly finds himself standing within an igloo  
6139 Target suddenly gains 50 pounds of baby fat  
6140 Target suffers Blindness  
6141 Target suffers financial ruin over the next few months  
6142 Target suffers full effect of the intended spell: no Save  
6143 Target suffers great embarrassment whenever he's hit by magic  
6144 Target suffers illusionary wounds identical to those he causes  
6145 Target suffers insomnia; can't sleep for next 5d4 days  
6146 Target suffers no damage from one attack each round  
6147 Target suffers real damage illusions cause him for 24 hours  
6148 Target suffers reverse of magical healing efforts for d4 days  
6149 Target suffers reversed effect of the intended spell: no Save  
6150 Target suffers withdrawal unless he eats mud each day  
6151 Target suspects his brain was transplanted into this body  
6152 Target suspects some great entity is hiding nearby  
6153 Target suspects that he's not who everyone says he is  
6154 Target suspects that his allies don't really trust him  
6155 Target swaps personae with the next sentient weapon he touches  
6156 Target sweats acid, destroying clothes but not harming him  
6157 Target sweats profusely in the presence of royalty  
6158 Target takes full possible damage from attacks by the caster  
6159 Target takes illusory damage next 2d10 rounds; doesn't know it  
6160 Target takes least possible damage from attacks by the caster  
6161 Target takes normal damage from illusions for next 2d10 rounds  
6162 Target teleports (in Assassin's gear) to the nearest castle  
6163 Target teleports 1 mile; stone replica appears in his place  
6164 Target teleports 1d100 feet down, displacing any obstructions  
6165 Target teleports 1d6 miles straight up  
6166 Target teleports anywhere, anytime, randomly  
6167 Target teleports into caster's home  
6168 Target teleports into his own home  
6169 Target teleports into nearest hollow but standing tree  
6170 Target teleports into nearest Monastery  
6171 Target teleports into the bathing pool of the nearest nymph  
6172 Target teleports into the lair of the nearest medusa  
6173 Target teleports into the nearest cave  
6174 Target teleports into the nearest prison

6175 Target teleports into the nearest shark's stomach  
6176 Target teleports onto the branches of the nearest tree  
6177 Target teleports randomly whenever he hears or speaks his name  
6178 Target teleports to his current location when he says his name  
6179 Target teleports to nearest dragon's horde for 1d8 rounds  
6180 Target teleports to the 3d6th layer of the Abyss  
6181 Target teleports to the bottom of the sea  
6182 Target teleports to the lair of the tarrasque  
6183 Target teleports to the nearest convent  
6184 Target teleports to the place from which he last teleported  
6185 Target teleports to the place he slept the previous night  
6186 Target teleports to the place of his birth, returns in d4 days  
6187 Target teleports to within 10' of nearest Lich  
6188 Target tends to giggle at inappropriate times  
6189 Target thinks a big bad wolf wants to blow his house down  
6190 Target thinks a nearby king is a clone of himself  
6191 Target thinks a nearby king is reincarnated from a dead dragon  
6192 Target thinks all around him are children  
6193 Target thinks all bath water is really strong acid  
6194 Target thinks all non-human humanoids have been polymorphed  
6195 Target thinks an earthquake is going on  
6196 Target thinks any Illusions he casts are real for next 24 hours  
6197 Target thinks cockroaches are burrowing through his flesh  
6198 Target thinks cowardice and stupidity are virtues  
6199 Target thinks demons hound him at every turn  
6200 Target thinks dragons are allies who've been polymorphed  
6201 Target thinks Ethereal monsters are all around him  
6202 Target thinks every question he is asked is a riddle  
6203 Target thinks every town he enters is the town of his birth  
6204 Target thinks every weapon he wields is intelligent  
6205 Target thinks everyone around him is dreaming  
6206 Target thinks everyone he meets looks vaguely familiar  
6207 Target thinks everyone in the world knows his secrets  
6208 Target thinks everyone is trustworthy until proven otherwise  
6209 Target thinks everyone thinks he's an impostor  
6210 Target thinks everyone who speaks Common is speaking gibberish  
6211 Target thinks everyone who speaks to him has his voice  
6212 Target thinks everyone's name is the same as his  
6213 Target thinks everything he does is part of a holy quest  
6214 Target thinks everything is invisible when he closes his eyes  
6215 Target thinks hair is evil and must be shorn from his body  
6216 Target thinks he ages a year (decade?) each day  
6217 Target thinks he can beat his addiction to air  
6218 Target thinks he can cause death with a touch  
6219 Target thinks he can change his skin color like a chameleon  
6220 Target thinks he can command undead  
6221 Target thinks he can communicate with inanimate objects at will  
6222 Target thinks he can control others by chanting "blinky"  
6223 Target thinks he can interpret dreams as omens  
6224 Target thinks he can snuff campfires with his bare hands  
6225 Target thinks he can unscrew his head at the neck  
6226 Target thinks he did something dreadful last night  
6227 Target thinks he dies each night and resurrects each dawn  
6228 Target thinks he exists only in the dreams of others  
6229 Target thinks he founded the nearest town  
6230 Target thinks he had a deeply mystical experience as a child  
6231 Target thinks he has an evil twin who's plotting his death  
6232 Target thinks he has been Geased by a high-level cleric  
6233 Target thinks he has been poisoned  
6234 Target thinks he has been polymorphed  
6235 Target thinks he has been polymorphed into his current form  
6236 Target thinks he has been Summoned here by powerful magic  
6237 Target thinks he has far too much blood in his body

6238 Target thinks he has journeyed here from the distant future  
6239 Target thinks he has just returned from 24 hours spent in hell  
6240 Target thinks he has just returned from a pilgrimage  
6241 Target thinks he has only twenty minutes to live  
6242 Target thinks he has recently committed a horrible crime  
6243 Target thinks he has recently offended some god of Death  
6244 Target thinks he has shrunk to half his height  
6245 Target thinks he has the gift of prophecy  
6246 Target thinks he invented magic  
6247 Target thinks he is a clone of someone else  
6248 Target thinks he is a deity  
6249 Target thinks he is a deity when in the presence of royalty  
6250 Target thinks he is a demon in mortal form  
6251 Target thinks he is a demon possessing himself  
6252 Target thinks he is a dragon who's forgotten how to polymorph  
6253 Target thinks he is a false personality  
6254 Target thinks he is a flesh golem  
6255 Target thinks he is a reformed cold-blooded killer  
6256 Target thinks he is affected by the spell Haste  
6257 Target thinks he is affected by the spell Slow  
6258 Target thinks he is after Them (whoever They are)  
6259 Target thinks he is an avatar of a minor deity  
6260 Target thinks he is an elemental  
6261 Target thinks he is an emperor with in the presence of royalty  
6262 Target thinks he is an illusion  
6263 Target thinks he is as beautiful as a nymph  
6264 Target thinks he is as beautiful as a nymph  
6265 Target thinks he is at death's door  
6266 Target thinks he is being tested by his deity  
6267 Target thinks he is bleeding at a tremendous rate  
6268 Target thinks he is blessed with eternal youth  
6269 Target thinks he is bound by a demonic pact  
6270 Target thinks he is controlled by someone  
6271 Target thinks he is covered with ants  
6272 Target thinks he is currently living in a past life  
6273 Target thinks he is deeply in love with one of his allies  
6274 Target thinks he is destined to be king  
6275 Target thinks he is drowning  
6276 Target thinks he is fated to be slain by his own son  
6277 Target thinks he is hunted by religious zealots  
6278 Target thinks he is immortal  
6279 Target thinks he is immune to fire  
6280 Target thinks he is insane  
6281 Target thinks he is laboring under some horrible curse  
6282 Target thinks he is literally the center of the universe  
6283 Target thinks he is married (or single, if he's married)  
6284 Target thinks he is naked while in the presence of royalty  
6285 Target thinks he is next in line for the nearest throne  
6286 Target thinks he is on a quest to find his real parents  
6287 Target thinks he is possessed by a demon  
6288 Target thinks he is the product of a mirror of opposition  
6289 Target thinks he is the reincarnation of a long-dead king  
6290 Target thinks he is the reincarnation of his own dead clone  
6291 Target thinks he is the rightful ruler of this kingdom  
6292 Target thinks he is the subject of an elaborate conspiracy  
6293 Target thinks he is under a Geas but doesn't know why  
6294 Target thinks he is untrustworthy  
6295 Target thinks he is very charming to those of opposite sex  
6296 Target thinks he just committed a major faux pas  
6297 Target thinks he just forgot the meaning of life  
6298 Target thinks he knows an ancient and forgotten language  
6299 Target thinks he knows how to swallow swords  
6300 Target thinks he knows the first name of everyone he meets

6301 Target thinks he knows the Fly spell  
6302 Target thinks he knows where to find the Fountain of Youth  
6303 Target thinks he may Teleport at will but cannot  
6304 Target thinks he must avenge the death of an imagined sibling  
6305 Target thinks he owes a favor to some random demon  
6306 Target thinks he owes the caster a great deal of money  
6307 Target thinks he owns and rules the surrounding property  
6308 Target thinks he owns and rules the surrounding property  
6309 Target thinks he plays a pivotal roll in the fate of the world  
6310 Target thinks he recently murdered someone and is on the run  
6311 Target thinks he recently passed a Mirror of Opposition  
6312 Target thinks he regenerates like a troll  
6313 Target thinks he sees a pile of gold from the corner of his eye  
6314 Target thinks he sees a Red Dragon from the corner of his eye  
6315 Target thinks he sees himself from the corner of his eye  
6316 Target thinks he sees his worst foe from the corner of his eye  
6317 Target thinks he smells terrible  
6318 Target thinks he used to be immortal  
6319 Target thinks he was abducted by mysterious gray beings  
6320 Target thinks he was omnipotent in a past life  
6321 Target thinks he was recently murdered  
6322 Target thinks he was recently tortured but can't recall when  
6323 Target thinks he was Siamese twins in a past life  
6324 Target thinks he was slain by the caster in a past life  
6325 Target thinks he was the caster in a past life  
6326 Target thinks he went back in time to kill his grandfather  
6327 Target thinks he will automatically resurrect when he is slain  
6328 Target thinks he will die unless he burns his principal weapon  
6329 Target thinks he will die with the next spell that hits him  
6330 Target thinks he will die with the next Wild Surge he witnesses  
6331 Target thinks he will explode if jostled too harshly  
6332 Target thinks he will turn to a wolf under the next full moon  
6333 Target thinks he'd live longer without arms  
6334 Target thinks he'll become a god if he completes a great quest  
6335 Target thinks he'll die unless he shaves off all his hair  
6336 Target thinks he'll fall dead at sunset  
6337 Target thinks he's a balloon and will pop if stabbed or cut  
6338 Target thinks he's a bard  
6339 Target thinks he's a skeleton trapped in a suit of flesh  
6340 Target thinks he's an escaped slave  
6341 Target thinks he's an intelligent horse  
6342 Target thinks he's been alive for millennia  
6343 Target thinks he's being attacked by an invisible octopus  
6344 Target thinks he's descended from Earth Elementals  
6345 Target thinks he's destined to bring about the apocalypse  
6346 Target thinks he's foreseen his death in the near future  
6347 Target thinks he's going to do something dreadful tonight  
6348 Target thinks he's ingested a potent toxin  
6349 Target thinks he's invisible if he has an egg in his mouth  
6350 Target thinks he's journeyed here from the far future  
6351 Target thinks he's literally the center of the universe  
6352 Target thinks he's made of snow and in danger of melting  
6353 Target thinks he's more charming with his finger in his nose  
6354 Target thinks he's not living up to his potential  
6355 Target thinks he's owed some kind of divine birthright  
6356 Target thinks he's posing for a sculpture of him  
6357 Target thinks he's pregnant  
6358 Target thinks he's standing in the middle of a raging river  
6359 Target thinks he's standing on a precipice  
6360 Target thinks he's standing on a tall, narrow pedestal  
6361 Target thinks he's superior and demands to be treated so  
6362 Target thinks he's surrounded by vermin  
6363 Target thinks he's the King of the World

6364 Target thinks he's the only one still alive in the world  
6365 Target thinks he's turning into a wolf  
6366 Target thinks he's wearing a wig  
6367 Target thinks he's wrongly imprisoned in his body  
6368 Target thinks he'll be immortal again later  
6369 Target thinks he's the only one in the world who can use magic  
6370 Target thinks himself to be his own clone  
6371 Target thinks himself to be invisible, despite what anyone says  
6372 Target thinks himself to be two people (1 Lawful/1 Good, etc)  
6373 Target thinks his allies are dead  
6374 Target thinks his allies are dragons in humanoid form  
6375 Target thinks his allies are hiding his principal weapon  
6376 Target thinks his allies are mocking him  
6377 Target thinks his allies are polymorphed orcs or goblins  
6378 Target thinks his allies can resurrect him if he's slain  
6379 Target thinks his allies cannot see him, whatever they say  
6380 Target thinks his allies distrust his use of magic  
6381 Target thinks his allies don't take him seriously  
6382 Target thinks his allies fear him  
6383 Target thinks his allies revere him as a god  
6384 Target thinks his allies should revere him as a god  
6385 Target thinks his allies suspect him of being undead  
6386 Target thinks his allies suspect him of plotting against them  
6387 Target thinks his allies think he plans to use them as undead  
6388 Target thinks his allies think he's crazy  
6389 Target thinks his allies think he's dead  
6390 Target thinks his allies will kill him if he's hit by a spell  
6391 Target thinks his allies will kill him unless he's hit by magic  
6392 Target thinks his birth was prophesized by an obscure religion  
6393 Target thinks his brain is at home in a jar on a shelf  
6394 Target thinks his brain is leaking out his nose  
6395 Target thinks his clothes are a part of his body  
6396 Target thinks his clothing is alive and is out to get him  
6397 Target thinks his deity has told him not to bother anymore  
6398 Target thinks his destiny is to leap into a volcano  
6399 Target thinks his enemies are all immortal  
6400 Target thinks his enemies are also his allies  
6401 Target thinks his enemies' attacks are good-natured joking  
6402 Target thinks his friends are after his money  
6403 Target thinks his hands are twice their actual size  
6404 Target thinks his left hand is dreadfully evil  
6405 Target thinks his life until now has just been a dream  
6406 Target thinks his mouth can store things like a bag of holding  
6407 Target thinks his name can cause undead to fear him  
6408 Target thinks his name is a Power Word and is afraid to say it  
6409 Target thinks his name is a Power Word and says it often  
6410 Target thinks his name is Lord (Lady) So-and-So the Magnificent  
6411 Target thinks his name is the True Name of a demon  
6412 Target thinks his nose is running like a faucet  
6413 Target thinks his reflection is plotting against him  
6414 Target thinks his skin is a foreign organism  
6415 Target thinks his skin is actually someone else's  
6416 Target thinks his skin is some sort of ill-fitting suit  
6417 Target thinks his skin is vulnerable to rust  
6418 Target thinks his touch can cure illness  
6419 Target thinks his touch can cure leather  
6420 Target thinks his touch can heal injuries  
6421 Target thinks his touch turns metal into gold  
6422 Target thinks his weapon is an ancient and powerful artifact  
6423 Target thinks his weapon is cursed  
6424 Target thinks his weapon is plotting against him  
6425 Target thinks his worst fears have been realized  
6426 Target thinks immorality will grant him immortality

- 6427 Target thinks it is twenty degrees cooler than it really is  
6428 Target thinks it is twenty degrees hotter than it really is  
6429 Target thinks light is shining from the back of his head  
6430 Target thinks maggots infest every wound he suffers  
6431 Target thinks mud has significant monetary value  
6432 Target thinks one of his allies is deeply in love with him  
6433 Target thinks others can barely see him  
6434 Target thinks pack animals are unreliable and will not use them  
6435 Target thinks rats are wriggling within his clothing  
6436 Target thinks some random demon owes him a favor  
6437 Target thinks someone is shooting a machine gun at him  
6438 Target thinks someone nearby is an avatar of his deity  
6439 Target thinks someone nearby is his child  
6440 Target thinks something amazing is hidden in a nearby cave  
6441 Target thinks that air is poisonous  
6442 Target thinks that all werewolves are just angry dogs  
6443 Target thinks that all wolves and dogs are werewolves  
6444 Target thinks that any food he now carries is poisonous  
6445 Target thinks that dirt is an aphrodisiac  
6446 Target thinks that fire heals injury  
6447 Target thinks that he has enlarged by 50%  
6448 Target thinks that he has shrunk by 50%  
6449 Target thinks that he left a fire burning in his fireplace  
6450 Target thinks that his body is sand and must not get wet  
6451 Target thinks that his body will rust if it gets wet  
6452 Target thinks that his clothes are alive & trying to choke him  
6453 Target thinks that his clothes are wise & trying to advise him  
6454 Target thinks that his skeleton is made of glass  
6455 Target thinks that humor and comedy are blasphemous  
6456 Target thinks that ice is more precious than diamond  
6457 Target thinks that magic is actually impossible  
6458 Target thinks that people think he's a murderer  
6459 Target thinks that someone nearby is his secret admirer  
6460 Target thinks that something is breathing down his neck  
6461 Target thinks that spellbooks are edible and very tasty  
6462 Target thinks that the stars are getting closer all the time  
6463 Target thinks that water is in short supply and must be hoarded  
6464 Target thinks that water is poisonous  
6465 Target thinks that water turns to diamond at 32° Fahrenheit  
6466 Target thinks that, somewhere, his clone has become sentient  
6467 Target thinks the caster owes him a great deal of money  
6468 Target thinks the next corpse he sees is his own  
6469 Target thinks They (whoever They are) are after him  
6470 Target throws a monster's shadow  
6471 Target transmits a non-magical disease to whomever he touches  
6472 Target travels 2d10 minutes into the future  
6473 Target tries to remove his feet  
6474 Target triggers Surges in next d6 spells cast at or by him  
6475 Target trumpets like an elephant when angry  
6476 Target tumbles through rift into alternate Prime Material Plane  
6477 Target tumbles through rift into Elemental Air  
6478 Target tumbles through rift into Elemental Earth  
6479 Target tumbles through rift into Elemental Fire  
6480 Target tumbles through rift into Elemental Water  
6481 Target turns ethereal each time he draws his weapon  
6482 Target turns ethereal when reduced to 5 hit points  
6483 Target turns inside out; Saves vs Death to resist effect or dies  
6484 Target turns into an ambulatory plant of similar shape  
6485 Target turns into caster under every Full Moon  
6486 Target turns into granite  
6487 Target turns into iron  
6488 Target turns into wood  
6489 Target turns invisible and is rendered mute  
6490 Target turns invisible when he closes his eyes  
6491 Target turns to a statue while he sleeps and reverts on waking  
6492 Target turns to glass for d4 rounds  
6493 Target turns to iron d6 rounds; retains mobility and HP (AC -4)  
6494 Target turns to sand  
6495 Target turns to smoke each time he comes within 10' of flame  
6496 Target turns to steam under every Full Moon  
6497 Target turns to stone  
6498 Target turns to stone and reverts every other round  
6499 Target turns to stone every dusk; reverts every dawn  
6500 Target turns to water the next time he's submerged  
6501 Target understands the universe a little better: +1 to Wisdom  
6502 Target utters shocking blasphemy when he enters a church  
6503 Target vaguely recalls a treasure hidden somewhere nearby  
6504 Target vanishes at next sunrise until subsequent sunset  
6505 Target vanishes at next sunset until subsequent sunrise  
6506 Target vanishes until caster casts the same spell again  
6507 Target vanishes until caster gains a level  
6508 Target vanishes until caster speaks his own name  
6509 Target vanishes until caster suffers damage  
6510 Target vanishes until caster triggers another wild surge  
6511 Target vanishes until caster uses a randomly chosen spell  
6512 Target vanishes until next sunrise  
6513 Target vanishes until next sunset  
6514 Target vanishes until someone in the area is slain  
6515 Target vanishes until someone speaks his name  
6516 Target vanishes when he falls asleep; reappears on waking  
6517 Target vanishes while asleep; reappears when he wakes  
6518 Target vanishes, leaving a dead clone of the caster instead  
6519 Target vanishes, leaving a Delayed Blast Fireball of 2X his HD  
6520 Target vanishes, leaving a desiccated corpse in his place  
6521 Target vanishes, leaving a patch of scorched earth in his place  
6522 Target vanishes, leaving a rust monster in his place  
6523 Target vanishes, leaving a small marble replica of him behind  
6524 Target vanishes, leaving a worthless treasure map in his place  
6525 Target vanishes, leaving caster's nearest relative in his place  
6526 Target vanishes, leaving earth elemental of equal HD behind  
6527 Target vanishes, leaving his equipment behind  
6528 Target vanishes, leaving the caster in his place  
6529 Target vanishes, leaving the smell of brimstone behind  
6530 Target vanishes; caster's next Summoning summons target instead  
6531 Target vanishes; reappears d4 hours later  
6532 Target vomits a startling quantity of butterscotch pudding  
6533 Target vomits messily  
6534 Target vows revenge against cuddly forest animals  
6535 Target wakes at dawn and falls asleep at dusk  
6536 Target wakes each day already standing  
6537 Target wakes each day and crows like a rooster  
6538 Target wakes each day at the bottom of a small crater  
6539 Target wakes each day blood-soaked as from a vicious battle  
6540 Target wakes each day clutching a small stuffed bear  
6541 Target wakes each day covered by honey and ants  
6542 Target wakes each day covered by peas and carrots  
6543 Target wakes each day covered by severed human ears  
6544 Target wakes each day covered by small lizards  
6545 Target wakes each day covered by soft, newly-grown moss  
6546 Target wakes each day covered with cobwebs  
6547 Target wakes each day covered with snow  
6548 Target wakes each day covered with spiders  
6549 Target wakes each day entangled by overgrown grass  
6550 Target wakes each day ethereal; takes 1d4-½ hours to reform  
6551 Target wakes each day facing north  
6552 Target wakes each day half-sunken into the ground



6553 Target wakes each day in a giant toad's mouth  
6554 Target wakes each day in a tree  
6555 Target wakes each day in an unfamiliar location  
6556 Target wakes each day in an unfamiliar position  
6557 Target wakes each day levitating 10 feet above the ground  
6558 Target wakes each day more tired than the night before  
6559 Target wakes each day naked, clothes hanging in a tall tree  
6560 Target wakes each day naked, clothes neatly folded nearby  
6561 Target wakes each day naked, clothes nowhere to be found  
6562 Target wakes each day naked, clothes standing nearby  
6563 Target wakes each day naked, clothes torn to shreds  
6564 Target wakes each day seated in the lotus position  
6565 Target wakes each day singing an opera  
6566 Target wakes each day soaking wet as from a rainstorm  
6567 Target wakes each day standing on his head  
6568 Target wakes each day standing on somebody else's head  
6569 Target wakes each day thinking he is still asleep  
6570 Target wakes each day thinking he was just attacked  
6571 Target wakes each day tied in ropes, vines, or the like  
6572 Target wakes each day with a toad in his mouth  
6573 Target wakes each day with a toe in his mouth  
6574 Target wakes each day with clothes burned as if by acid  
6575 Target wakes each day with clothes smoking as ion fire  
6576 Target wakes each day with his clothes on backwards  
6577 Target wakes each day with his clothing frozen solid  
6578 Target wakes each day within a patch of scorched earth  
6579 Target walks in his sleep every night  
6580 Target wants to sell his soul to the nearest fishmonger  
6581 Target was Cloned d4 times eight months ago  
6582 Target wears corks in his ears so his brain won't leak out  
6583 Target will go to great lengths to prove he's not a coward  
6584 Target will quickly forget the next 24 hours  
6585 Target will try to claw out his eyes unless restrained  
6586 Target wishes the apocalypse would hurry up and get here  
6587 Target would tell his deity a thing or two, given the chance  
6588 Target: flesh to stone/rock to mud/water to dust/gust of wind  
6589 Target's age is halved, but he looks twice as old  
6590 Target's anger manifests as a little raincloud over his head  
6591 Target's arm is bent 90° halfway between his wrist and elbow  
6592 Target's arms and legs vanish for 1d10 rounds  
6593 Target's arms are stricken totally numb for 2d10 turns  
6594 Target's arms grow to the size of his legs  
6595 Target's arms polymorph each morning  
6596 Target's attributes are halved for 1d12 hours  
6597 Target's big toes can become prehensile at will  
6598 Target's blood is a strong contact poison to anyone else  
6599 Target's blood reeks of sulfur when it is spilt  
6600 Target's blood traces out arcane signs where it spills  
6601 Target's blood turns to chocolate on contact with air  
6602 Target's body is covered with octopus sucker-marks  
6603 Target's body no longer produces saliva  
6604 Target's body rotates 360°, though his head remains still  
6605 Target's bones are brittle when he's in direct moonlight  
6606 Target's bones cannot be broken by nonmagical means  
6607 Target's boots are stuck to the ground with railroad spikes  
6608 Target's boots fill with milk  
6609 Target's boots fill with petroleum jelly  
6610 Target's brain explodes, killing him  
6611 Target's can issue one Command (as spell) per day  
6612 Target's cannot hear his own voice  
6613 Target's chest is scarred by a sword-cut "Z"  
6614 Target's childhood pet appears in the vicinity  
6615 Target's clothes are tailored for someone half his weight

6616 Target's clothes are tailored for someone of opposite sex  
6617 Target's clothes are tailored for someone twice his weight  
6618 Target's clothes are tailored for someone with six arms  
6619 Target's clothes cannot be removed by him  
6620 Target's clothes reek of stale cigarette smoke  
6621 Target's clothes smell like he's worn them all summer  
6622 Target's clothing appears laundered and pressed  
6623 Target's clothing appears to combust while he's asleep  
6624 Target's clothing becomes perfectly transparent when wet  
6625 Target's clothing cannot be stained or made dirty  
6626 Target's clothing cannot bend or fold  
6627 Target's clothing clings to him as though wet  
6628 Target's clothing is drenched in doe musk  
6629 Target's clothing is extraordinarily flammable  
6630 Target's clothing is filled with sharp metal barbs  
6631 Target's clothing looks like he fell into a sewer  
6632 Target's clothing looks like he's been shot with a shotgun  
6633 Target's clothing resembles a patchwork quilt  
6634 Target's clothing smells like a skunk died in it  
6635 Target's clothing turns to cellophane  
6636 Target's clothing turns to plastic  
6637 Target's clothing turns to porcelain  
6638 Target's cranium is transparent like smoked glass  
6639 Target's cranium seems to be attached by screws  
6640 Target's current clothes protect against bludgeons  
6641 Target's dead clone is found in a nearby well  
6642 Target's diary, written years from now, appears at his feet  
6643 Target's dominant hand ages one year each day  
6644 Target's dominant hand explodes as a 10 Die fireball  
6645 Target's dominant hand has no bones  
6646 Target's dominant hand inflates like a rubber glove  
6647 Target's dominant hand tries to choke him while he sleeps  
6648 Target's earlobes grow 1d12 inches  
6649 Target's ears appear to be on fire  
6650 Target's ears fall off and regrow 1d10 days later  
6651 Target's ears glow in the dark  
6652 Target's ears glow in the presence of undead  
6653 Target's ears look like noses  
6654 Target's ears migrate to the top of his head  
6655 Target's ears resemble bat wings  
6656 Target's enemies all think he's dead  
6657 Target's eyelashes are actually tiny snakes  
6658 Target's eyelids are invisible while he's wet  
6659 Target's eyelids open and shut like camera shutters  
6660 Target's eyelids turn invisible  
6661 Target's eyes appear 50% larger than they really are  
6662 Target's eyes appear to have tiny fish swimming in them  
6663 Target's eyes shrink to ½ their size  
6664 Target's face is tattooed to resemble the face of a clock  
6665 Target's features appear melted like hot wax  
6666 Target's feet are trapped in concrete blocks  
6667 Target's feet feel like they're on fire if he tries to walk  
6668 Target's feet turn to cheese  
6669 Target's feet turn to sugar  
6670 Target's fingernails and toenails don't grow anymore  
6671 Target's fingernails are black, like holes in the universe  
6672 Target's fingernails turn duck-egg-blue  
6673 Target's fingers are replaced by toes (-2 manual dexterity)  
6674 Target's fingers grow to twice their normal length  
6675 Target's fingers suffer mild frostbite  
6676 Target's flesh seems to rot from his body  
6677 Target's footprints resemble directional arrows  
6678 Target's forehead is marked like a canceled stamp

6679 Target's gains a +2 bonus for tasks of manual dexterity  
6680 Target's hair grows two inches each day  
6681 Target's hair looks like melted candle wax  
6682 Target's hair turns to steel  
6683 Target's hands and feet are encased in blocks of ice  
6684 Target's hands appear blood-soaked  
6685 Target's hands appear skeletal  
6686 Target's hands are immune to nonmagical cold  
6687 Target's hands are palsied and arthritic  
6688 Target's hands become invisible to him  
6689 Target's hands cannot be burned by nonmagical fire  
6690 Target's hands fuse together at the palms  
6691 Target's hands lock in their current position for 1d10 turns  
6692 Target's hands vanish until tomorrow afternoon  
6693 Target's head appears to be a few feet away while he sleeps  
6694 Target's head appears to have been cut off and reattached  
6695 Target's head flashes like a disco ball for 1d4 turns  
6696 Target's head is a featureless ovoid while he sleeps  
6697 Target's head rings like a church bell 1d12 times  
6698 Target's head shrinks to half its width  
6699 Target's head turns into a cylinder  
6700 Target's head, hands, and feet become invisible  
6701 Target's home and all his possessions are bronzed  
6702 Target's home begins to digest him the next time he enters  
6703 Target's home causes anyone who enters it to shrink by 50%  
6704 Target's home connects directly to an open sewer or midden  
6705 Target's home fills with cottage cheese  
6706 Target's home fills with latex paint  
6707 Target's home has hot and cold running water, but no sink  
6708 Target's home is barricaded by concertina wire  
6709 Target's home is destroyed when an airplane crashes into it  
6710 Target's home is made of sodium, and it's starting to rain  
6711 Target's home is packed full of trash  
6712 Target's home is perpetually shrouded in fog  
6713 Target's home is razed and the ground salted  
6714 Target's home looks like it was built by angry children  
6715 Target's home now has aluminum siding  
6716 Target's home resembles a huge sculpted bust of him  
6717 Target's home rotates 90° each time he enters it  
6718 Target's home rotates 90° each time he uses the door  
6719 Target's home rotates 90° forward or back  
6720 Target's home smells distressingly of vomit  
6721 Target's Intelligence drops by 2/3 while he's invisible  
6722 Target's Intelligence is halved under moonlight  
6723 Target's internal organs are thoroughly cooked  
6724 Target's items appear on the ground in alphabetical order  
6725 Target's items are evenly distributed among those nearby  
6726 Target's jaw is hinged like a snake's  
6727 Target's joints bend forward and backward with equal ease  
6728 Target's knees vanish  
6729 Target's knuckles swell to the size of ping-pong balls  
6730 Target's left and right half appear to be one inch apart  
6731 Target's left arm and leg shrink by 50%  
6732 Target's left arm is twice as long as his body  
6733 Target's left hand grips his right wrist and won't let go  
6734 Target's left wrist is chained to his right ankle  
6735 Target's legs fuse into one for 1d4 hours  
6736 Target's limbs recede into his body while he sleeps  
6737 Target's lips and cheeks turn invisible  
6738 Target's lungs cease functioning in 2d12 hours  
6739 Target's mind cannot be read by others  
6740 Target's mouth appears to contain a miniature galaxy  
6741 Target's mouth fills with ice

6742 Target's mouth fills with tiny pebbles  
6743 Target's mouth is stuffed full of salt  
6744 Target's nails grow 2d12 inches  
6745 Target's name appears on every leaf of a nearby tree  
6746 Target's name is a racist slur in some demihuman tongue  
6747 Target's name is actually the Dwarfish word for feces  
6748 Target's nasal cavity is stuffed full of pepper  
6749 Target's neck bears a scar as though he was once hanged  
6750 Target's neck shortens to ½ its length  
6751 Target's normal body temperature is now 112° Fahrenheit  
6752 Target's normal body temperature is now 74° Fahrenheit  
6753 Target's nose and mouth switch places  
6754 Target's nose appears to be made of flint  
6755 Target's nose becomes prehensile  
6756 Target's nose dangles from his face on a loose spring  
6757 Target's nose falls off and explodes in 1d6 rounds  
6758 Target's nose falls off, leaving an ugly hole in its place  
6759 Target's nose launches from his face like a rocket  
6760 Target's nose migrates to another part of his body  
6761 Target's nose rotates 90°  
6762 Target's nose seems to hover six inches in front of his face  
6763 Target's nose triples its size  
6764 Target's organs can be seen faintly through his skin  
6765 Target's palms and fingers can't be cut by metal  
6766 Target's palms are covered with painful sores and blisters  
6767 Target's pelvis crumbles to dust  
6768 Target's pocket fill with popcorn, which starts popping  
6769 Target's pockets fill with chicken giblets  
6770 Target's pockets fill with dry ice  
6771 Target's pockets fill with manure  
6772 Target's pockets jingle as though full of coins  
6773 Target's reputation for courtesy precedes him everywhere  
6774 Target's reputation for rudeness precedes him everywhere  
6775 Target's shoes smolder and smell of sulfur  
6776 Target's skin appears shriveled as if he's had a long bath  
6777 Target's skin appears smooth, clear, and unblemished  
6778 Target's skin appears to rub in contact with blood  
6779 Target's skin appears translucent blue in direct sunlight  
6780 Target's skin becomes stiff and brittle  
6781 Target's skin burns under moonlight  
6782 Target's skin cannot be cut by steel weapons  
6783 Target's skin glows a cool blue when he's naked  
6784 Target's skin glows the color of sunrise  
6785 Target's skin grows lighter each day until he's cloud-white  
6786 Target's skin is badly and painfully sunburned  
6787 Target's skin is dyed in a pretty paisley pattern  
6788 Target's skin is stained with indelible pink dye  
6789 Target's skin itches terribly for 1 week  
6790 Target's skin looks like it's been plucked of feathers  
6791 Target's skull cannot be breached by non-magical means  
6792 Target's skull deforms into a rough cube  
6793 Target's skull is hard enough to act as a helmet; -1 to AC  
6794 Target's skull is spongy and soft for 1d10 rounds  
6795 Target's smile puts people in mind of a shark  
6796 Target's spine shortens to ½ its length  
6797 Target's spine, ribs, and skull are strong as steel  
6798 Target's staff turns into a saxophone  
6799 Target's stomach rumbles when in the presence of royalty  
6800 Target's tears are flammable  
6801 Target's tears are poisonous if ingested or used on a blade  
6802 Target's tears burn his face  
6803 Target's tears can heal injuries once per week  
6804 Target's tears run up his face instead of down

- 6805 Target's teeth chatter when he faces north  
6806 Target's teeth fall out and regrow each night  
6807 Target's teeth flash like a disco ball when he speaks  
6808 Target's teeth have braces on them  
6809 Target's teeth jut from his jaw at odd and painful angles  
6810 Target's teeth look like dirty gravel  
6811 Target's teeth shine like mirrors  
6812 Target's teeth tumble from his mouth one-by-one  
6813 Target's teeth turn to sponge  
6814 Target's thighs shrink by 50%  
6815 Target's toenails grow 1d12 inches each night  
6816 Target's toes are now as long as his fingers  
6817 Target's tongue becomes furry  
6818 Target's tongue glows like a firefly  
6819 Target's tongue grows to a length of 1d12 feet  
6820 Target's tongue, nose, lip, eyebrow, and navel are pierced  
6821 Target's top teeth turn invisible  
6822 Target's touch can cause nonmagical cloth to disintegrate  
6823 Target's touch causes frostbite in reptiles and amphibians  
6824 Target's touch leaves temporary, painless bruises in others  
6825 Target's undergarments begin constricting about him  
6826 Target's undergarments begin smoldering  
6827 Target's undergarments freeze solid  
6828 Target's vision is clouded (-2 ToHit) for 2d4-1 days  
6829 Target's voice becomes high-pitched when he's angry  
6830 Target's voice creates the sound of speaker feedback  
6831 Target's voice makes people nearby want to be elsewhere  
6832 Target's voice seems to issue from his ears  
6833 Target's voice seems to issue from some object he carries  
6834 Target's voice sounds like groans of mourning  
6835 Target's weight doubles when he's wet  
6836 Target's weight is doubled while he stands on grass  
6837 Target's weight is halved, but his mass is doubled  
6838 Target's ability scores equal one ability, determined randomly  
6839 Target's actions may be disbelieved as illusions  
6840 Target's age cycle reverses and doubles: begins aging backwards  
6841 Target's age decreases two years for every Hit Point he loses  
6842 Target's age fluctuates  $\pm$ 20 years each day  
6843 Target's age is doubled  
6844 Target's age is reduced by 1d20 years  
6845 Target's age is reduced by one half  
6846 Target's aging rate doubles each round; dies within the hour  
6847 Target's alignment cannot be detected by magic  
6848 Target's alignment changes randomly each hour  
6849 Target's alignment reads as evil when detected by magic  
6850 Target's alignment seems different to each person checking it  
6851 Target's allies think that he plans to use them as slaves  
6852 Target's and nearest person of Noble status exchange clothing  
6853 Target's apparent CHA to one member of opposite sex is halved  
6854 Target's apparent CHA to one member of the opposite sex doubles  
6855 Target's apparent CHA to opposite sex is raised to 19  
6856 Target's apparent CHA to opposite sex is reduced to 1  
6857 Target's appearance changes to that of a zombie  
6858 Target's armor (or metal gear) heats to 5d1000° for d10 rounds  
6859 Target's armor and weapons become ethereal for d10 rounds  
6860 Target's armor turns to silk (AC 10)  
6861 Target's armor turns to snow  
6862 Target's armor turns to steam  
6863 Target's armor turns to wood  
6864 Target's armor/clothing leaps from target and is sentient  
6865 Target's arms and legs exchange places  
6866 Target's arms are broken  
6867 Target's arms become rubbery like tentacles  
6868 Target's arms become tentacles  
6869 Target's arms begin flapping like a dragonfly's wings  
6870 Target's arms disappear; hands are attached to shoulders  
6871 Target's arms elongate like those of an ape  
6872 Target's arms elongate to 1½ times their normal length  
6873 Target's arms shrink to ½ their normal length  
6874 Target's arms start bludgeoning him; 1d4 HP each per round  
6875 Target's arms tie themselves in a knot  
6876 Target's arms try to strangle him  
6877 Target's arms turn into wings like a dragonfly's  
6878 Target's arms turn into wings like a sparrow's  
6879 Target's arms turn to dorsal fins  
6880 Target's arms turn to snakes and attack him  
6881 Target's arms turn to tree branches  
6882 Target's arms vanish  
6883 Target's astral form leaves his body whenever he's hit by magic  
6884 Target's astral form pushed from body for 1d8 days  
6885 Target's attacks damage him but do not damage intended victim  
6886 Target's attribute scores are shuffled  
6887 Target's attribute scores shuffle randomly each day  
6888 Target's attribute scores shuffle randomly each hour  
6889 Target's auditory perceptions are inverted, left-to-right  
6890 Target's bare footprints blight the ground  
6891 Target's belongings are teleported into the nearest cave  
6892 Target's best attribute score is exchanged for his worst  
6893 Target's blood and internal organs turn invisible  
6894 Target's blood boils; CON check at -d4 and Save vs Death or die  
6895 Target's blood causes strange plants to grow where it is spilt  
6896 Target's blood freezes; CON check and Save vs Death or die  
6897 Target's blood glows like embers when it is spilt  
6898 Target's blood has the power to close the wounds of others  
6899 Target's blood hisses like steam when it strikes the ground  
6900 Target's blood howls like a cat when it is spilt  
6901 Target's blood is acidic, corroding weapons which cut him  
6902 Target's blood is flammable  
6903 Target's blood scorches the ground where it is spilt  
6904 Target's blood scribes runes into the ground where it is spilt  
6905 Target's blood seems thick and gummy when it is spilt  
6906 Target's blood smells like skunk musk  
6907 Target's blood teleported out of his body  
6908 Target's blood turns to acid but functions normally  
6909 Target's blood turns to chocolate as it leaves his body  
6910 Target's blood turns to gold where it is spilt  
6911 Target's blood turns to lava  
6912 Target's blood turns to mercury  
6913 Target's blood turns to milk  
6914 Target's blood turns to sand  
6915 Target's blood turns to soap  
6916 Target's blood turns to Universal Solvent  
6917 Target's body appears to face opposite direction  
6918 Target's body becomes a Gate to a Lower Outer Plane  
6919 Target's body becomes a humanoid mirror; immune to gaze attacks  
6920 Target's body becomes hollow and skin turns to ¼" steel  
6921 Target's body except circulatory system turns transparent  
6922 Target's body except his circulatory system turns invisible  
6923 Target's body except his digestive system turns invisible  
6924 Target's body except his muscular system turns invisible  
6925 Target's body except his nervous system turns invisible  
6926 Target's body except his respiratory system turns invisible  
6927 Target's body explodes into a swarm of nonmagical killer bees  
6928 Target's body is fireproof; takes damage but will not combust  
6929 Target's body is stricken numb whenever he's hit by magic  
6930 Target's body is transmuted to an equal volume of gold

6931 Target's body seems to have no muscle; skin sags from his bones  
6932 Target's body shrinks by 75%, but his head remains normal sized  
6933 Target's body temperature falls d20° for d10 rounds  
6934 Target's body temperature rises d10° for d20 rounds  
6935 Target's body turns matte-black, but his shadow is full-color  
6936 Target's body turns to a coherent, ambulatory water-form  
6937 Target's bones are adamantite; max. 1 HP damage from bludgeons  
6938 Target's bones are glass; min. 8 HP damage from bludgeonings  
6939 Target's bones become as flexible as rubber  
6940 Target's bones become glass; shatter when stuck for 2 HP damage  
6941 Target's bones become mithral; gains -1 to bludgeoning damage  
6942 Target's bones glow in the dark (through his skin)  
6943 Target's bones turn to ice; collapses in d10 rounds  
6944 Target's boots advise him on personal matters  
6945 Target's boots allow him to walk on water with every other step  
6946 Target's boots allow the wearer to climb trees like a monkey  
6947 Target's boots allow the wearer to go without sleep  
6948 Target's boots allow the wearer to kick like a mule  
6949 Target's boots appear to be made of leathered human skin  
6950 Target's boots are affected as by the spell Frisky Chest  
6951 Target's boots are affected as by the spell Grease  
6952 Target's boots are coveted by invertebrates  
6953 Target's boots are restored to better-than-new condition  
6954 Target's boots become sentient  
6955 Target's boots blare like trumpets as they are removed  
6956 Target's boots bray like mules when used to kick  
6957 Target's boots cannot be removed by him  
6958 Target's boots cannot be removed in daylight  
6959 Target's boots cannot be removed under moonlight  
6960 Target's boots chase cats whenever they are near  
6961 Target's boots clang like cymbals when he walks on grass  
6962 Target's boots each weigh as much as the wearer  
6963 Target's boots fill with coal  
6964 Target's boots fill with fleas and ticks  
6965 Target's boots fill with nails and tacks  
6966 Target's boots have false bottoms which may conceal small items  
6967 Target's boots have the power to regenerate severed feet  
6968 Target's boots induce shaking palsy in any who wear them  
6969 Target's boots make the wearer appear to have leprosy  
6970 Target's boots make the wearer seem to weigh 2X what he does  
6971 Target's boots make the wearer tingle with pins and needles  
6972 Target's boots may be sold for 10X their actual value  
6973 Target's boots must be fed daily or they refuse to walk  
6974 Target's boots mutter obscenities with every step  
6975 Target's boots protect the wearer from fear  
6976 Target's boots race off toward their place of manufacture  
6977 Target's boots resent being walked all over  
6978 Target's boots ring like church bells when he's hit by magic  
6979 Target's boots seem red-hot to anyone else touching them  
6980 Target's boots shine like beacons after twilight  
6981 Target's boots snuff any fire he steps upon  
6982 Target's boots take root  
6983 Target's boots tickle any feet within them  
6984 Target's boots triple their size  
6985 Target's boots turn to paper  
6986 Target's boots turn to tennis shoes  
6987 Target's boots vanish and reappear, one inside the other  
6988 Target's brain swells; Save vs Death or die (if passed, INT +1)  
6989 Target's breath coats objects with frost  
6990 Target's Charisma increases by (18-present CHA)/2  
6991 Target's Charisma increases by 1d6 for 1d10 days  
6992 Target's Charisma increases by 3 when naked  
6993 Target's Charisma increases by 6 when he's struck by magic

6994 Target's Charisma is increased by 1 for 1d4 turns  
6995 Target's Charisma is reduced by 1d6 for 1d6 days  
6996 Target's Charisma is reduced by 3  
6997 Target's Charisma is rerolled every morning  
6998 Target's Charisma rises to 19 while in the presence of royalty  
6999 Target's Charisma tumbles to 2d4 in the presence of royalty  
7000 Target's chest cavity becomes invisible except for his heart  
7001 Target's circulatory system appears on the surface of his skin  
7002 Target's circulatory system appears to be 5 feet ahead of him  
7003 Target's circulatory system is emptied of all contents  
7004 Target's circulatory system leaps from his body; he is unharmed  
7005 Target's circulatory system seems to be outside of his body  
7006 Target's circulatory system straightens to its full length  
7007 Target's clavicles become Ethereal  
7008 Target's cloak becomes a Cloaker  
7009 Target's clothing and/or armor are absorbed into his body  
7010 Target's clothing animates as a 3HD monster and attacks him  
7011 Target's clothing animates when exposed to sunlight  
7012 Target's clothing becomes animated and sentient  
7013 Target's clothing becomes Evil, and radiates as such  
7014 Target's clothing becomes filthy the instant he puts it on  
7015 Target's clothing becomes infested with lice  
7016 Target's clothing bonds with his skin  
7017 Target's clothing disintegrates when it is removed  
7018 Target's clothing fuses into one solid mass as hard as iron  
7019 Target's clothing has the same effect as a displacer cloak  
7020 Target's clothing heats to 5d100 degrees  
7021 Target's clothing is affected by the spell Timelessness  
7022 Target's clothing is Held immobile for 1d100 rounds  
7023 Target's clothing is suddenly soaked in blood  
7024 Target's clothing levitates at a rate of 100 yards per round  
7025 Target's clothing looks like it's been shredded  
7026 Target's clothing melts from his body like ice  
7027 Target's clothing provides 15% Magic Resistance  
7028 Target's clothing shrieks like a Shrieker  
7029 Target's clothing shrinks to one-half its size  
7030 Target's clothing smells like a zombie has been wearing it  
7031 Target's clothing smells like carrion to all of INT 5 or less  
7032 Target's clothing stinks like sewage  
7033 Target's clothing suddenly weighs 500 pounds  
7034 Target's clothing triples in size  
7035 Target's clothing turns around and runs away with him  
7036 Target's clothing turns inside out  
7037 Target's clothing turns invisible to members of opposite sex  
7038 Target's clothing turns invisible under moonlight  
7039 Target's clothing turns invisible when he's hit by magic  
7040 Target's clothing turns pitch black at twilight  
7041 Target's clothing turns to acid  
7042 Target's clothing turns to an exquisitely tailored tuxedo  
7043 Target's clothing turns to blood  
7044 Target's clothing turns to bone  
7045 Target's clothing turns to cobweb  
7046 Target's clothing turns to fiberglass  
7047 Target's clothing turns to flowers  
7048 Target's clothing turns to green slime  
7049 Target's clothing turns to honey  
7050 Target's clothing turns to ice  
7051 Target's clothing turns to lead  
7052 Target's clothing turns to one-piece full field plate armor  
7053 Target's clothing turns to other, inappropriate clothing  
7054 Target's clothing turns to paper  
7055 Target's clothing turns to pitch  
7056 Target's clothing turns to skin

- 7057 Target's clothing turns to snow  
7058 Target's clothing turns to Sovereign Glue  
7059 Target's clothing turns to steam  
7060 Target's clothing turns to steel wool  
7061 Target's clothing turns to stone  
7062 Target's clothing turns to thick oak bark  
7063 Target's clothing turns to tight-fitting chain mail  
7064 Target's clothing turns to water  
7065 Target's clothing turns to wood  
7066 Target's clothing turns to woven grass  
7067 Target's clothing turns to woven human hair  
7068 Target's clothing turns to woven magnesium filaments  
7069 Target's clothing turns upside-down  
7070 Target's clothing twists and constricts his movement  
7071 Target's coinage assembles into an intricate 3-D collage  
7072 Target's coinage becomes worthless  
7073 Target's coinage teleports into a random ally's possession  
7074 Target's coinage turns invisible  
7075 Target's consciousness is pushed into the body of a random ally  
7076 Target's Constitution is increased by 1 for d4 turns  
7077 Target's Constitution is reduced by d6 for d6 days  
7078 Target's current worst enemy forgives him  
7079 Target's Dexterity increases by 2 when naked  
7080 Target's Dexterity is increased by 1 for d4 turns  
7081 Target's Dexterity is reduced by d6 for d6 days  
7082 Target's digestive system fills with air  
7083 Target's digestive system fills with powdered lead  
7084 Target's digestive system fills with sand  
7085 Target's digestive tract is emptied of all contents  
7086 Target's digestive tract straightens to its full length  
7087 Target's dominant hand ages at twice the normal rate  
7088 Target's dominant hand becomes a foot  
7089 Target's dominant hand becomes a wolf's paw under the full moon  
7090 Target's dominant hand becomes an exact copy of his other hand  
7091 Target's dominant hand becomes covered in cellophane  
7092 Target's dominant hand becomes covered in reptilian scales  
7093 Target's dominant hand becomes Ethereal  
7094 Target's dominant hand becomes gnarled like an ancient oak  
7095 Target's dominant hand becomes immune to normal acid  
7096 Target's dominant hand becomes immune to normal cold  
7097 Target's dominant hand becomes immune to normal fire  
7098 Target's dominant hand becomes magnetized  
7099 Target's dominant hand becomes overly sensitive to heat  
7100 Target's dominant hand becomes paralyzed under the full moon  
7101 Target's dominant hand becomes webbed  
7102 Target's dominant hand bleeds from beneath its fingernails  
7103 Target's dominant hand blisters when it touches metal  
7104 Target's dominant hand burns rapidly when exposed to sunlight  
7105 Target's dominant hand can be detached at will  
7106 Target's dominant hand can grip with a Strength of 20  
7107 Target's dominant hand can handle red-hot metal without injury  
7108 Target's dominant hand can never become dirty  
7109 Target's dominant hand can no longer wear magical rings  
7110 Target's dominant hand can pick locks with a 50% chance  
7111 Target's dominant hand can sense magic in any item it handles  
7112 Target's dominant hand can store and release one spell at will  
7113 Target's dominant hand can strike as hard as iron  
7114 Target's dominant hand can swing from his wrist like a flail  
7115 Target's dominant hand can write in a language unknown to him  
7116 Target's dominant hand cannot touch or be touched by metal  
7117 Target's dominant hand detaches and falls to the ground  
7118 Target's dominant hand develops a highly sensitive touch  
7119 Target's dominant hand doubles in size  
7120 Target's dominant hand explodes, causing 2d10 points of damage  
7121 Target's dominant hand falsely senses magic in items it handles  
7122 Target's dominant hand gains an extra joint on each finger  
7123 Target's dominant hand gestures obscenely  
7124 Target's dominant hand grows a finger in its palm  
7125 Target's dominant hand grows a mouth in its palm  
7126 Target's dominant hand grows an eyeball in its palm  
7127 Target's dominant hand grows claws in place of fingernails  
7128 Target's dominant hand halves its size  
7129 Target's dominant hand inflates to a one-foot diameter  
7130 Target's dominant hand is affected by Continual Light  
7131 Target's dominant hand is affected by Spider Climb  
7132 Target's dominant hand is as durable as a steel gauntlet  
7133 Target's dominant hand is burned with an imprint of an amulet  
7134 Target's dominant hand is covered in suggestive tattoos  
7135 Target's dominant hand is detachable  
7136 Target's dominant hand is impervious to small missile weapons  
7137 Target's dominant hand is insulated against electricity  
7138 Target's dominant hand is nowhere to be found  
7139 Target's dominant hand is resistant to cuts and lacerations  
7140 Target's dominant hand is scarred as though immersed in acid  
7141 Target's dominant hand knots in pain whenever he's hit by magic  
7142 Target's dominant hand locks in its current position  
7143 Target's dominant hand loses all feeling  
7144 Target's dominant hand loses all feeling after sunset  
7145 Target's dominant hand provides normal vision in total darkness  
7146 Target's dominant hand radiates magic  
7147 Target's dominant hand remains dry even when immersed in water  
7148 Target's dominant hand resembles a hawk's talon  
7149 Target's dominant hand resembles a horse's hoof  
7150 Target's dominant hand smolders when he's hit by magic  
7151 Target's dominant hand sweats uncontrollably  
7152 Target's dominant hand tries to strangle him  
7153 Target's dominant hand turns invisible to all but him  
7154 Target's dominant hand turns invisible to him  
7155 Target's dominant hand turns the color of whatever it handles  
7156 Target's dominant hand turns to glass  
7157 Target's dominant hand turns to rubber  
7158 Target's dominant hand weighs as much as he does  
7159 Target's dominant hand will not tolerate the wearing of gloves  
7160 Target's ears and eyes exchange places  
7161 Target's ears appear to be on fire but are not  
7162 Target's ears exchange places  
7163 Target's ears exude smoke whenever he thinks  
7164 Target's ears flap like banners whenever he speaks a lie  
7165 Target's ears move to his forehead and to the back of his head  
7166 Target's ears ring whenever someone speaks about him  
7167 Target's ears seal shut; is 95% deaf  
7168 Target's ears turn upside down  
7169 Target's elbows invert; bend in opposite direction  
7170 Target's entire body appears to throb in time with his heart  
7171 Target's entire body is Withered as cleric spell  
7172 Target's entire internal structure become invisible  
7173 Target's entire internal structure seems to be 2 feet away  
7174 Target's eyeballs turn invisible for d6 days  
7175 Target's eyelashes tangle for d6 rounds; -2 ToHit  
7176 Target's eyelashes turn to grass  
7177 Target's eyelids heal shut; he is blinded (-4 ToHit, -4 AC)  
7178 Target's eyes always seem in shadow; can't be blinded by light  
7179 Target's eyes appear to be two empty sockets  
7180 Target's eyes appear to be two tiny heads  
7181 Target's eyes appear to emanate light  
7182 Target's eyes appear to hover about 6 inches in front of him

**7183** Target's eyes become compound like those of a bee  
**7184** Target's eyes become invisible for d10 rounds  
**7185** Target's eyes become Lenses of Minute Seeing  
**7186** Target's eyes become pearls but retain normal vision  
**7187** Target's eyes become two different colors  
**7188** Target's eyes bug out comically when he is startled  
**7189** Target's eyes bulge from his skull like those of a fish  
**7190** Target's eyes change color every time he blinks  
**7191** Target's eyes extend on 12" stalks (-1d10 to Charisma)  
**7192** Target's eyes fall out and roll away (regrow in d20 rounds)  
**7193** Target's eyes fill with sand when he sleeps  
**7194** Target's eyes glow red when he is angry  
**7195** Target's eyes glow red when he's hit by magic  
**7196** Target's eyes merge like that of a cyclops  
**7197** Target's eyes move to the same side of his face; -1 ToHit  
**7198** Target's eyes open sideways instead of up and down  
**7199** Target's eyes orbit his head like Ioun Stones; vision is normal  
**7200** Target's eyes project green light for d4 days  
**7201** Target's eyes seem to be aflame when he's hit by magic  
**7202** Target's eyes spin clockwise for d4 rounds (-1 ToHit)  
**7203** Target's eyes spin counter-clockwise for d4 rounds (-1 ToHit)  
**7204** Target's eyes turn to gold; target is rendered Blind  
**7205** Target's eyes turn to ivory spheres; vision functions normally  
**7206** Target's eyes turn to obsidian spheres, retaining normal sight  
**7207** Target's eyes turn to opal spheres; vision functions normally  
**7208** Target's eyes turn to round rubies, retaining normal sight  
**7209** Target's eyes turn to spherical mirrors, retaining normal sight  
**7210** Target's eyes water uncontrollably  
**7211** Target's eyes weep blood when he suffers injury  
**7212** Target's eyes work as Eyes of the Eagle; +2 to missile attacks  
**7213** Target's eyes, ears, and nose shuffle places  
**7214** Target's eyes, ears, and teeth turn invisible for d6 days  
**7215** Target's eyeteeth become able to see  
**7216** Target's eyeteeth grow into boar's tusks  
**7217** Target's familiar adopts another mage as its master  
**7218** Target's familiar and random ally of target exchange bodies  
**7219** Target's familiar attacks one of target's allies at random  
**7220** Target's familiar becomes invisible to him  
**7221** Target's familiar doubles in size  
**7222** Target's familiar gains access to a language unknown to target  
**7223** Target's familiar gains use of the intended spell (1 per day)  
**7224** Target's familiar gets smart and claims target as its familiar  
**7225** Target's familiar increases in size by a factor of 10  
**7226** Target's familiar is polymorphed into a demihuman (at random)  
**7227** Target's familiar is released from its bond to him  
**7228** Target's familiar is turned to immobile gold statuette  
**7229** Target's familiar is turned to mobile gold statuette (alive)  
**7230** Target's familiar turns invisible  
**7231** Target's feet become cloven hooves  
**7232** Target's feet become hands  
**7233** Target's feet become prehensile  
**7234** Target's feet covered in adhesive; Movement Rate cut by 3/4  
**7235** Target's feet covered in boils and loses 1 HP per round walking  
**7236** Target's feet covered in ice; DEX check each round of walking  
**7237** Target's feet enlarge to his full height; Movement Rate is 1  
**7238** Target's feet explode if he stands in water  
**7239** Target's feet explode; all within 10' lose 2d10 hit points  
**7240** Target's feet feel like they are being tickled  
**7241** Target's feet grow springs; bounces d4 feet high with each step  
**7242** Target's feet levitate; target is suspended in air, feetfirst  
**7243** Target's feet rotate 180°  
**7244** Target's feet rotate 90°  
**7245** Target's feet shrink to ½ normal size; MR cut to ½ normal

**7246** Target's feet sprout wings; function like Boots of Flying  
**7247** Target's feet take root; Movement Rate drops to zero  
**7248** Target's feet try to out-pace each other  
**7249** Target's feet try to walk in opposite directions  
**7250** Target's feet turn ethereal  
**7251** Target's feet turn to lead; Movement Rate drops to ½ normal  
**7252** Target's fingernails become carpenter's nails  
**7253** Target's fingers and toes switch places  
**7254** Target's fingers turn 90°; somatic components impossible  
**7255** Target's fingers turn to carrots for d12 turns, no spellcasting  
**7256** Target's fingers turn to steam for d10 rounds; no spellcasting  
**7257** Target's flesh and clothing become invisible when he is asleep  
**7258** Target's flesh and clothing turn invisible  
**7259** Target's flesh appears to be on fire  
**7260** Target's flesh appears to be rotting from his body  
**7261** Target's flesh appears to erupt into boils and lesions  
**7262** Target's flesh appears to turn into bone  
**7263** Target's flesh appears to turn into glass  
**7264** Target's flesh appears to turn into honey  
**7265** Target's flesh appears to turn into ice cream  
**7266** Target's flesh appears to turn into mucus  
**7267** Target's flesh appears to turn into tree bark  
**7268** Target's flesh turns invisible whenever he's hit by magic  
**7269** Target's footprints appear 10 feet left of where he steps  
**7270** Target's footprints appear to have been made by his hands  
**7271** Target's footprints appear to have been made weeks earlier  
**7272** Target's footprints appear twice as big as his feet  
**7273** Target's footprints become two feet deep as he steps from them  
**7274** Target's footprints exude swamp gas  
**7275** Target's footprints face 90° from his direction of travel  
**7276** Target's footprints fill with ice  
**7277** Target's footprints for d12 weeks face wrong direction  
**7278** Target's footprints fossilize, making tracking confusing  
**7279** Target's footprints give off steam  
**7280** Target's footprints glow faintly in darkness  
**7281** Target's footprints glow in the dark  
**7282** Target's footprints hum and glow, making tracking simple  
**7283** Target's footprints rise two feet high when he steps from them  
**7284** Target's footprints seem to indicate that he has three feet  
**7285** Target's footprints switch left-for-right  
**7286** Target's footprints teleport any standing in them to his home  
**7287** Target's full Hit Points are restored  
**7288** Target's gender changes every time he's hit by magic  
**7289** Target's gender changes when he loses 50% of his hit points  
**7290** Target's gender fluctuates each turn for the next d100 turns  
**7291** Target's gloves turn to boots  
**7292** Target's gloves turn to cast iron  
**7293** Target's gloves turn to mittens  
**7294** Target's gloves turn to Reglar's Gloves of Freedom  
**7295** Target's gold is transmuted to an equal volume of flesh  
**7296** Target's hair and clothes are blown by wind only he can feel  
**7297** Target's hair and skin exchange color  
**7298** Target's hair appears white in moonlight  
**7299** Target's hair crackles with electricity when he's hit by magic  
**7300** Target's hair doubles its length  
**7301** Target's hair falls out  
**7302** Target's hair falls out each morning; regrows each night  
**7303** Target's hair falls out each night; regrows each morning  
**7304** Target's hair freezes solid for d4 turns  
**7305** Target's hair grows 1 inch per hour for the next three days  
**7306** Target's hair grows 1d4 inches every time he casts a spell  
**7307** Target's hair grows to two feet long and begins strangling him  
**7308** Target's hair ignites

- 7309 Target's hair seems to be aflame when he is angered  
7310 Target's hair stands on end when he's hit by magic  
7311 Target's hair turns to air  
7312 Target's hair turns to blue, non-caloric magical fire  
7313 Target's hair turns to glass when cut  
7314 Target's hair turns to grass  
7315 Target's hair turns to harmless snakes  
7316 Target's hair turns to ice  
7317 Target's hair turns to metal when cut  
7318 Target's hand and foot disappear; limbs fuse at the stumps  
7319 Target's hand locks onto his principal weapon; no spellcasting  
7320 Target's handedness (left or right) is reversed  
7321 Target's handedness (left or right) switches daily  
7322 Target's hands and feet grow webbing; casting times are doubled  
7323 Target's hands and feet switch places  
7324 Target's hands close into fists, no Somatic spells may be cast  
7325 Target's hands disappear; arms fuse at the wrists  
7326 Target's hat, hood, or helmet becomes affixed to his head  
7327 Target's head adopts a mirror-like sheen  
7328 Target's head and one limb exchange places  
7329 Target's head appears like a throbbing human heart  
7330 Target's head appears to be a huge hand with a face in the palm  
7331 Target's head appears to be a single huge eye  
7332 Target's head appears to be inside out  
7333 Target's head appears to be that of an earthworm or snail  
7334 Target's head appears to have a 1" diameter hole through it  
7335 Target's head appears to throb in time with his heart  
7336 Target's head attaches to his arm where his hand should be  
7337 Target's head orbits him like an Ioun Stone; target is unharmed  
7338 Target's head pops like a balloon if a 20 is rolled ToHit him  
7339 Target's head rotates 180° laterally without harming him  
7340 Target's head rotates 180° longitudinally without harming him  
7341 Target's head rotates 360° laterally without harming him  
7342 Target's head rotates 360° longitudinally without harming him  
7343 Target's head seems to double in size when he's angered  
7344 Target's head seems to double in size when he's hit by magic  
7345 Target's head shrinks by 75%; likely to be looked at strangely  
7346 Target's head snaps off and rolls away; returns in d12 rounds  
7347 Target's head turns into a large grapefruit; target is dead  
7348 Target's head turns invisible  
7349 Target's head turns to a cube (-d8 to CHA)  
7350 Target's head vanishes d6 rounds; body is lifeless in this time  
7351 Target's heart bursts from his chest, killing him  
7352 Target's heart stops beating but his blood still flows normally  
7353 Target's heartbeat is audible to all within 10 yards  
7354 Target's height fluctuates by 1d10 inches each day  
7355 Target's height is halved during each of the next 1d4 rounds  
7356 Target's Hit Points are halved  
7357 Target's home attracts lightning  
7358 Target's home becomes invisible when he enters it  
7359 Target's home contains a recently-stolen royal treasury  
7360 Target's home contains the full skeleton of an elephant  
7361 Target's home doubles its height  
7362 Target's home doubles its internal dimensions  
7363 Target's home erupts like a volcano  
7364 Target's home fills with cement  
7365 Target's home fills with chocolate  
7366 Target's home fills with eggs  
7367 Target's home fills with marshmallows  
7368 Target's home fills with popcorn  
7369 Target's home fills with rabbits who do not wish to leave  
7370 Target's home grows by 80+d20%  
7371 Target's home has a painting of the Creation on its ceiling  
7372 Target's home has a secret back entrance  
7373 Target's home has been rented out while he's been away  
7374 Target's home is affected by Distance Distortion  
7375 Target's home is also someone else's  
7376 Target's home is buried by snow  
7377 Target's home is decorated with classic Victorian furniture  
7378 Target's home is destroyed by a meteor strike  
7379 Target's home is invisible except while he is within it  
7380 Target's home is permanently enchanted with Guards and Wards  
7381 Target's home is purchased for 10X its actual value  
7382 Target's home is stolen  
7383 Target's home is swept up by a tornado  
7384 Target's home is transported to the Elemental Plane of Earth  
7385 Target's home rests atop an active volcano  
7386 Target's home rises into the air  
7387 Target's home shrinks by 80+d20%  
7388 Target's home sinks into the ground  
7389 Target's home suddenly appears in the vicinity  
7390 Target's home suddenly contains a lifesize portrait of him  
7391 Target's home suddenly has no doors or doorways  
7392 Target's home suddenly has two sub-basements  
7393 Target's home turns to a house of straw  
7394 Target's home turns to gingerbread  
7395 Target's home turns to gold  
7396 Target's home vanishes without a trace  
7397 Target's illusions automatically disbelieved  
7398 Target's image remains etched into any mirror he gazes into  
7399 Target's INT drops by 1d6 after sunset and is restored at dawn  
7400 Target's INT rises to 19, but his WIS falls by a like amount  
7401 Target's INT, WIS, & CHR switch with DEX, STR, & CON  
7402 Target's Intelligence doubles for d4 rounds  
7403 Target's Intelligence is halved for d4 turns  
7404 Target's Intelligence is increased by 1 for d4 turns  
7405 Target's Intelligence is reduced by d6 for d6 days  
7406 Target's intestine springs from his abdomen and strangles him  
7407 Target's jawbone teleports 1 mile away  
7408 Target's jawbone teleports three feet to the right  
7409 Target's knees and elbows fuse and cannot be bent for d8 turns  
7410 Target's knees invert; bend in opposite direction  
7411 Target's left and right hands switch arms  
7412 Target's left thumb and index finger switch places  
7413 Target's legs become ethereal for d4 rounds  
7414 Target's legs can double their length once per day  
7415 Target's legs fuse into one  
7416 Target's legs merge into a fish tail like a merman's  
7417 Target's legs shorten to ½ their normal length  
7418 Target's legs tie in a knot  
7419 Target's legs turn to tree trunks and take root  
7420 Target's legs vanish d6 rounds; body falls to ground, no damage  
7421 Target's Level increases by 2 for d10 turns  
7422 Target's limbs change proportion to match those of a fish  
7423 Target's limbs change proportion to match those of a giraffe  
7424 Target's limbs change proportion to match those of a gorilla  
7425 Target's limbs change proportion to match those of a starfish  
7426 Target's limbs change proportion to match those of an elephant  
7427 Target's limbs change proportion to match those of an octopus  
7428 Target's long bones (femur, radius, etc) shrink by ½  
7429 Target's lower jaw vanishes d10 rounds; speech impossible  
7430 Target's mind becomes trapped in nearest precious gem  
7431 Target's most hated enemy appears before target  
7432 Target's mount becomes a unicorn; departs to nearest woods  
7433 Target's mount becomes an ostrich, keeping original attributes  
7434 Target's mount must Save vs Petrification or turn to stone

- 7435 Target's mount turns to snow
- 7436 Target's mouth becomes a portal to the Abyss
- 7437 Target's mouth becomes a portal to the Elemental Plane of Water
- 7438 Target's mouth can store things like a Bag of Holding
- 7439 Target's mouth fills with feathers
- 7440 Target's mouth fills with spiders
- 7441 Target's mouth is Wizard Locked as by a 20th Level mage
- 7442 Target's mouth opens sideways instead of up and down
- 7443 Target's mouth projects a 60'x20' cone of green light when open
- 7444 Target's mouth radiates Light, as spell
- 7445 Target's mouth turns invisible, except his teeth
- 7446 Target's muscles bulge; Save vs Death to gain 1 Strength or die
- 7447 Target's muscular system is ripped from his body
- 7448 Target's name affects him as Power Word, Stun
- 7449 Target's natural AC drops to 5
- 7450 Target's natural AC drops to 5, but has a fatal Achilles' heel
- 7451 Target's natural AC is rerolled (1d10) each morning
- 7452 Target's natural AC rises to 15
- 7453 Target's nervous system replaced by wires and electronics
- 7454 Target's nervous system vanishes, but target is unharmed
- 7455 Target's next 100 footprints fossilize in d4 days
- 7456 Target's next 1d10 attacks succeed, but cause 1 point of damage
- 7457 Target's next 1d6 attacks heal hit points rather than take them
- 7458 Target's next 3d10 attacks heal damage instead of causing it
- 7459 Target's next attack affects him & not its target
- 7460 Target's next attack automatically inflicts 4x damage
- 7461 Target's next attack mimics the spell that caused this Surge
- 7462 Target's next reflection becomes sentient and free-willed
- 7463 Target's next sneeze acts like a dragon's breath weapon
- 7464 Target's nose acquires the effect of a Horn of Blasting
- 7465 Target's nose and mouth seal shut; cannot breathe
- 7466 Target's nose and one ear exchange places
- 7467 Target's nose and one eye exchange places
- 7468 Target's nose detaches and becomes sentient
- 7469 Target's nose enlarges every time he hears his name
- 7470 Target's nose enlarges whenever he tells a lie
- 7471 Target's nose falls off; regrows in d6 days
- 7472 Target's nose turns red and spherical
- 7473 Target's nose turns spherical and bright red
- 7474 Target's nose turns upside down
- 7475 Target's nostrils merge into one (-d4 to Charisma)
- 7476 Target's perception of "left" and "right" becomes inverted
- 7477 Target's pockets are linked with someone else's (who knows?)
- 7478 Target's pockets are linked; all reach to one space
- 7479 Target's pockets are suddenly full of snail shells
- 7480 Target's pockets become Holey
- 7481 Target's pockets continually fill with sand
- 7482 Target's pockets double their capacity
- 7483 Target's pockets double their interior dimensions
- 7484 Target's pockets dump their contents
- 7485 Target's pockets each contain a small figurine of him
- 7486 Target's pockets exchange contents with each other
- 7487 Target's pockets exchange contents with random ally's
- 7488 Target's pockets fill with ants
- 7489 Target's pockets fill with blood
- 7490 Target's pockets fill with butter
- 7491 Target's pockets fill with diamond dust
- 7492 Target's pockets fill with eggs
- 7493 Target's pockets fill with fingernail clippings
- 7494 Target's pockets fill with gold dust
- 7495 Target's pockets fill with green slime
- 7496 Target's pockets fill with ice cream
- 7497 Target's pockets fill with iron filings
- 7498 Target's pockets fill with leaves
- 7499 Target's pockets fill with lint and fluff
- 7500 Target's pockets fill with mercury
- 7501 Target's pockets fill with mice
- 7502 Target's pockets fill with pins and needles
- 7503 Target's pockets fill with rot grubs
- 7504 Target's pockets fill with salmon
- 7505 Target's pockets fill with sand
- 7506 Target's pockets fill with sodium
- 7507 Target's pockets fill with sodium and water
- 7508 Target's pockets fill with tar and feathers
- 7509 Target's pockets fill with thorns and thistles
- 7510 Target's pockets fill with water
- 7511 Target's pockets preserve the temperature of anything in them
- 7512 Target's pockets seal shut
- 7513 Target's pockets sprout sharp teeth
- 7514 Target's pockets turn invisible
- 7515 Target's pockets won't release him after he reaches into them
- 7516 Target's pores exude fuel oil for next d8 days
- 7517 Target's pores exude water, 1 gallon per turn
- 7518 Target's possessions burst into flame
- 7519 Target's possessions have no weight
- 7520 Target's possessions Save vs Acid or melt
- 7521 Target's presence causes animals to become aggressive
- 7522 Target's presence causes candles to burn blue
- 7523 Target's presence causes children to cry
- 7524 Target's presence causes fires to attract wild animals
- 7525 Target's presence causes fires to burn an unusual color
- 7526 Target's presence causes fires to stink like carrion
- 7527 Target's presence causes flame to burn cold
- 7528 Target's presence causes holy symbols to glow blood red
- 7529 Target's presence causes ice to form on nearby water
- 7530 Target's presence causes light to dim
- 7531 Target's presence causes metal to sweat oily water
- 7532 Target's presence causes musical instruments to go out of tune
- 7533 Target's presence causes normal doors and shutters to jam
- 7534 Target's presence causes normal doors and shutters to slam
- 7535 Target's presence causes objects to become lost
- 7536 Target's presence causes rooms to clutter and grow disorganized
- 7537 Target's presence causes severe discomfort to undead
- 7538 Target's presence causes voices to issue from metal around him
- 7539 Target's presence enrages elementals
- 7540 Target's presence gives goose-bumps to those around him
- 7541 Target's presence incites ravenous hunger in animals
- 7542 Target's presence is soothing to wild animals
- 7543 Target's present HPs flip; 07 HPs become 70 HPs
- 7544 Target's principal weapon adopts his personality for d6 years
- 7545 Target's principal weapon attacks him like a Sword of Dancing
- 7546 Target's principal weapon attracts demons
- 7547 Target's principal weapon bonds to target's hand for d6 days
- 7548 Target's principal weapon crumbles to sawdust
- 7549 Target's principal weapon grows wings and flies away
- 7550 Target's principal weapon is greatly sought after by undead
- 7551 Target's principal weapon is invisible to all but him: +1 ToHit
- 7552 Target's principal weapon is rendered hollow; shatters easily
- 7553 Target's principal weapon is revealed to be Intelligent
- 7554 Target's principal weapon is sought for use in a holy war
- 7555 Target's principal weapon lodges in his esophagus
- 7556 Target's principal weapon negates darkness in a 10 foot radius
- 7557 Target's principal weapon negates light in a 10 foot radius
- 7558 Target's principal weapon seems to detect evil everywhere
- 7559 Target's principal weapon shrinks to ½ its size
- 7560 Target's principal weapon smells of rotting meat



7561 Target's principal weapon teleports to his principal dwelling  
7562 Target's principal weapon triples in mass:-6 ToHit, +6 damage  
7563 Target's principal weapon turns into a shovel  
7564 Target's principal weapon turns into aluminum  
7565 Target's principal weapon turns to adamantite  
7566 Target's principal weapon turns to butter  
7567 Target's principal weapon turns to chocolate  
7568 Target's principal weapon turns to clay  
7569 Target's principal weapon turns to diamond  
7570 Target's principal weapon turns to flesh  
7571 Target's principal weapon turns to glass  
7572 Target's principal weapon turns to ice  
7573 Target's principal weapon turns to leather  
7574 Target's principal weapon turns to magnesium and ignites  
7575 Target's principal weapon turns to rubber  
7576 Target's principal weapon turns to silk  
7577 Target's principal weapon turns to snow  
7578 Target's principal weapon turns to soap  
7579 Target's principal weapon turns to steam  
7580 Target's principal weapon turns to wax  
7581 Target's principal weapon turns to wood  
7582 Target's principal weapon turns to wool  
7583 Target's principal weapon vanishes next time it strikes someone  
7584 Target's principal weapon winds itself around target's arms  
7585 Target's principal weapon winds itself around target's head  
7586 Target's principal weapon winds itself around target's legs  
7587 Target's pupils become purple; may unsettle the superstitious  
7588 Target's pupils become slitted like those of a cat  
7589 Target's race changes randomly, hourly  
7590 Target's reflection animates as in a Mirror of Opposition  
7591 Target's reflection appears subtly wrong  
7592 Target's reflection shows the target's back instead of front  
7593 Target's right arm is immobilized by a plaster cast  
7594 Target's right knee is no longer able to bend  
7595 Target's right thumb and index finger switch places  
7596 Target's rings all link into a chain  
7597 Target's rings develop a series of sharp projections inside  
7598 Target's rings drop to -30° Fahrenheit  
7599 Target's rings ring like church bells when he speaks his name  
7600 Target's rings suddenly appear in his stomach  
7601 Target's rings suddenly appear on his toes  
7602 Target's rings suddenly appear piercing his earlobes  
7603 Target's rings suddenly appear piercing his nose  
7604 Target's rings suddenly double in diameter  
7605 Target's rings turn his fingers to the metal they are made of  
7606 Target's saliva becomes highly viscous  
7607 Target's saliva freezes  
7608 Target's saliva froths like a rabid dog's  
7609 Target's saliva sprays from his mouth like a geyser  
7610 Target's saliva turns phosphorescent  
7611 Target's saliva turns to a 4HD fire elemental  
7612 Target's saliva turns to a 4HD water elemental  
7613 Target's saliva turns to acid; target is unharmed  
7614 Target's saliva turns to blood  
7615 Target's saliva turns to fuel oil  
7616 Target's saliva turns to ink  
7617 Target's saliva turns to mercury  
7618 Target's saliva turns to roast beef gravy  
7619 Target's saliva turns to salt  
7620 Target's saliva turns to sand  
7621 Target's saliva turns to Sovereign Glue  
7622 Target's saliva turns to Universal Solvent  
7623 Target's Saves "flip" relative to 10; 11 becomes 9, etc.

7624 Target's scent is soothing to hounds  
7625 Target's scent is terrifying to hounds  
7626 Target's sclerae turn black; pupils and irises turn white  
7627 Target's sense of balance is shifted 180°  
7628 Target's sense of balance is shifted 90°  
7629 Target's sense of beauty and ugliness is reversed  
7630 Target's sentences are appended with hallucinatory vulgarities  
7631 Target's sentences spoken as questions, spellcasting impossible  
7632 Target's sex changes daily (female,male,hermaphrodite,neuter)  
7633 Target's shadow always falls in the same direction  
7634 Target's shadow appears to be outlined with chalk  
7635 Target's shadow appears to be wearing target's clothing  
7636 Target's shadow appears to have a tail (or not, if target does)  
7637 Target's shadow appears to have glowing red eyes  
7638 Target's shadow appears to have twice as many limbs as target  
7639 Target's shadow becomes a full color picture of target  
7640 Target's shadow becomes a separate entity when target is slain  
7641 Target's shadow becomes twice as tall as it should be  
7642 Target's shadow becomes twice as thick as it should be  
7643 Target's shadow circles him at a radius equal to his height  
7644 Target's shadow defends him from attacks; gives AC bonus o+4  
7645 Target's shadow does not appear to be connected to him  
7646 Target's shadow falls in opposite direction  
7647 Target's shadow gestures obscenely when he is not looking  
7648 Target's shadow gets the hiccups for 1d10 days  
7649 Target's shadow has a gaping hole in its torso  
7650 Target's shadow is a mirror image of what it should be  
7651 Target's shadow is afraid of the dark  
7652 Target's shadow is separated from target by 1d10 feet  
7653 Target's shadow is solid black; conceals whatever is within it  
7654 Target's shadow is Turned, as an undead; takes target with it  
7655 Target's shadow is twice the size it should be  
7656 Target's shadow is visible even when he is not  
7657 Target's shadow lacks a head  
7658 Target's shadow moves as it likes but remains attached to him  
7659 Target's shadow pushes other shadows out of its way  
7660 Target's shadow rattles as it slides across the ground  
7661 Target's shadow rises and attacks target as Shadow Monster  
7662 Target's shadow rises and walks away  
7663 Target's shadow rises up and tries to strangle him  
7664 Target's shadow screams whenever the target is hit  
7665 Target's shadow weighs as much as the target; Move Rate halved  
7666 Target's shield becomes enchanted with Continual Light  
7667 Target's shield turns to adamantite; gains +2  
7668 Target's shield turns to glass; receives -6 until broken  
7669 Target's shield turns to ice; receives -3 until broken  
7670 Target's shield turns to mithral; gains +1  
7671 Target's short-term memory is lost but recalls long-past events  
7672 Target's size doubles each time target is struck  
7673 Target's size doubles each turn, but his mass the same  
7674 Target's size is reduced by 50% each time he is struck  
7675 Target's skeleton appears to be standing three feet to his left  
7676 Target's skeleton becomes Undead while still in his body  
7677 Target's skeleton glows through his skin when he casts a spell  
7678 Target's skeleton glows through his skin when he says his name  
7679 Target's skeleton glows through his skin whenever he is angry  
7680 Target's skeleton polymorphs to that of another random creature  
7681 Target's skeleton rotates 360°; target reduced to 1 HP  
7682 Target's skeleton teleported d4 yards away  
7683 Target's skeleton tries to claw free of his body  
7684 Target's skeleton turns to diamond but retains vitality  
7685 Target's skin alternates red-to-white as his heart beats  
7686 Target's skin and armor merge; looks normal but AC is retained

**7687** Target's skin appears scorched like he was burned at the stake  
**7688** Target's skin appears to be tight-fitting chain mail  
**7689** Target's skin cannot be cut by non-magical metal  
**7690** Target's skin color fluctuates randomly for d20 days  
**7691** Target's skin feels like bark but looks normal  
**7692** Target's skin feels like feathers but looks normal  
**7693** Target's skin feels like fur but looks normal  
**7694** Target's skin feels like sandpaper but looks normal  
**7695** Target's skin feels like scales but looks normal  
**7696** Target's skin feels like warm wax  
**7697** Target's skin forms an insect-like exoskeleton (-2d6 to CHA)  
**7698** Target's skin grows to cover any rings he's wearing  
**7699** Target's skin has a number of suctioncup welts on it  
**7700** Target's skin has an odd tint to it  
**7701** Target's skin is blasted from his body, though he is unharmed  
**7702** Target's skin is burned by nonmagical rain  
**7703** Target's skin is imprinted with a cryptic-looking map  
**7704** Target's skin is resistant to cuts and lacerations  
**7705** Target's skin is uncomfortably cold to the touch  
**7706** Target's skin looks dusty but feels normal  
**7707** Target's skin looks like porcelain but feels normal  
**7708** Target's skin looks like stone but feels normal  
**7709** Target's skin looks like wet paint but feels normal  
**7710** Target's skin pulsates as though infested with maggots  
**7711** Target's skin seems to glisten with slime  
**7712** Target's skin seems to off of him when he's hit by magic  
**7713** Target's skin sprouts quills like a cactus  
**7714** Target's skin sprouts quills like a goose  
**7715** Target's skin sprouts quills like a porcupine  
**7716** Target's skin turns inside-out  
**7717** Target's skin turns to black pudding  
**7718** Target's skin turns to bone; lasts d4 rounds  
**7719** Target's skin turns to cloth  
**7720** Target's skin turns to flexible gold-like material  
**7721** Target's skin turns to grey ooze  
**7722** Target's skin turns to mithral for d10 rounds; AC-3, MR 0  
**7723** Target's skin turns to snow  
**7724** Target's skin turns to steel while he sleeps  
**7725** Target's skull becomes Ethereal  
**7726** Target's skull is dimly visible through his flesh  
**7727** Target's skull shrinks by 50%; Save vs Death or die  
**7728** Target's skull turns to iron; AC bonus +2; shields vs. psionics  
**7729** Target's smile appears rotten and decayed  
**7730** Target's smile appears superhumanly perfect  
**7731** Target's smile causes fear in children  
**7732** Target's smile is disconcerting to those of opposite sex  
**7733** Target's smile is personally offensive to those of opposite sex  
**7734** Target's smile is strangely attractive to those of opposite sex  
**7735** Target's speech is delayed by 4 segments; +4 to casting times  
**7736** Target's spellbook appears to be ablaze whenever he opens it  
**7737** Target's spellbook becomes a stone tablet engraved with spells  
**7738** Target's spellbook becomes sentient, with INT 11+d8  
**7739** Target's spellbook starts flapping and tries to fly away  
**7740** Target's spellbook turns invisible for d4 days  
**7741** Target's spellbook turns to a mundane item when not in use  
**7742** Target's spellbook turns to steam  
**7743** Target's spellbook turns to steel  
**7744** Target's spells always rebound on him and harm no one else  
**7745** Target's spilt blood swarms with maggots and mosquitoes  
**7746** Target's spine doubles its length  
**7747** Target's spine fuses into a single bone  
**7748** Target's spine turns to rubber  
**7749** Target's spine vanishes

**7750** Target's staff is replaced by a Winchester 30.06, unloaded  
**7751** Target's staff turns to an umbrella  
**7752** Target's stomach and nearest set of bagpipes exchange places  
**7753** Target's stomach becomes Bag of Holding; dehydrates in d4 days  
**7754** Target's stomach fills with water, 1 gallon per turn  
**7755** Target's stomach teleports three feet behind him; death follows  
**7756** Target's Strength drops by one every turn till it reaches 3  
**7757** Target's Strength is increased by 1 for d4 turns  
**7758** Target's Strength is reduced by d6 for d6 days  
**7759** Target's teeth appear blood-red  
**7760** Target's teeth become false; may be removed at will  
**7761** Target's teeth become sentient  
**7762** Target's teeth chatter constantly while he is asleep  
**7763** Target's teeth double in size when he tells a lie  
**7764** Target's teeth explode, causing him 3d10 points of damage  
**7765** Target's teeth fall out; gets 1 GP for each left under pillow.  
**7766** Target's teeth fuse together for d4 hours; speech is impossible  
**7767** Target's teeth fuse together when he tells a lie  
**7768** Target's teeth glow in the dark  
**7769** Target's teeth heat to 110° when he tells a lie  
**7770** Target's teeth heat to 180°  
**7771** Target's teeth leap from his mouth and chatter away from him  
**7772** Target's teeth receive unintelligible radio transmissions  
**7773** Target's teeth rotate 180°  
**7774** Target's teeth shoot from him like bullets, injuring all nearby  
**7775** Target's teeth turn needle-sharp; may bite for 1d6+1 HP damage  
**7776** Target's teeth turn to diamonds  
**7777** Target's teeth turn to glass  
**7778** Target's teeth turn to ice and melt; regrow in 1d10 days  
**7779** Target's teeth vanish at sunset and reappear at sunrise  
**7780** Target's teeth vanish when he tells a lie  
**7781** Target's THAC0 becomes 1, but his attacks inflict only 1 HP  
**7782** Target's THAC0 is 0 for d6 hours  
**7783** Target's THAC0 is 25 for d6 hours  
**7784** Target's THAC0 is 25, but successful attacks cause full damage  
**7785** Target's THAC0 is permanently improved by 1  
**7786** Target's THAC0 is permanently worsened by 1  
**7787** Target's throws d4 shadows  
**7788** Target's tongue appears forked  
**7789** Target's tongue becomes forked like that of a cobra  
**7790** Target's tongue becomes razor-sharp  
**7791** Target's tongue becomes sentient  
**7792** Target's tongue becomes stuck to the roof of his mouth  
**7793** Target's tongue changes color  
**7794** Target's tongue develops a sandpaper-like texture  
**7795** Target's tongue elongates d12 inches  
**7796** Target's tongue explodes for 2d10 points of damage  
**7797** Target's tongue gains the power of independent speech  
**7798** Target's tongue glows like a firefly  
**7799** Target's tongue leaps from his mouth and slithers away  
**7800** Target's tongue looks like a blade whenever he is angry  
**7801** Target's tongue loops around his neck to strangle him  
**7802** Target's tongue loops into a knot; spellcasting impossible  
**7803** Target's tongue quadruples in thickness; suffocation danger  
**7804** Target's tongue sprouts spikes  
**7805** Target's tongue teleports into his nose  
**7806** Target's tongue turns to a snake (-d4 to CHA)  
**7807** Target's tongue turns to glass  
**7808** Target's tongue turns to leather  
**7809** Target's tongue turns to silk  
**7810** Target's tongue vanishes  
**7811** Target's torches, lanterns, etc. turn to magnesium and ignite  
**7812** Target's torso (not head or legs) rotates 180° without harm

7813 Target's torso (not head or legs) rotates 360° without harm  
7814 Target's torso (not head or legs) rotates 90° without harm  
7815 Target's total existence in the present is eradicated  
7816 Target's touch can drain hit points, but he loses a like amount  
7817 Target's touch causes closed wounds to reopen  
7818 Target's touch causes cloth to fade in color  
7819 Target's touch causes damage as principal weapon, which is lost  
7820 Target's touch causes domesticated animals to become wild  
7821 Target's touch causes flowers to bloom out of season  
7822 Target's touch causes flowers to break into song  
7823 Target's touch causes glass to blacken  
7824 Target's touch causes glass to crack  
7825 Target's touch causes holy items to burn with illusionary fire  
7826 Target's touch causes ink to change color  
7827 Target's touch causes magical items to discharge randomly  
7828 Target's touch causes nonliving items to change color  
7829 Target's touch causes normal metals to tarnish  
7830 Target's touch causes normal plants to wilt  
7831 Target's touch causes trees to bear poisonous fruit  
7832 Target's touch causes water to become carbonated for 1d10 turns  
7833 Target's touch causes water to become poisonous for 1d10 turns  
7834 Target's touch causes water to taste soapy for 1d10 turns  
7835 Target's touch causes wax to melt into suggestive shapes  
7836 Target's touch causes wounds to seal but restores no hit points  
7837 Target's touch is like that of a rust monster  
7838 Target's touch robs plants of their color  
7839 Target's touch turns clothing inside-out  
7840 Target's touch warps normal plants and wood  
7841 Target's treasure turns to snow  
7842 Target's treasure turns to steam  
7843 Target's treasure turns to wood  
7844 Target's veins and arteries turn to iron  
7845 Target's vision extends only 100 yards in any direction  
7846 Target's visual perceptions are inverted, left-to-right  
7847 Target's voice causes fruit to fall from nearby trees  
7848 Target's voice causes nearby animals to howl  
7849 Target's voice comes from somewhere else when he speaks  
7850 Target's voice echoes for d4 rounds, casting times doubled  
7851 Target's voice matches that of each person with whom he speaks  
7852 Target's voice reverberates oddly when he speaks  
7853 Target's voice seems whiny and annoying to strangers  
7854 Target's voice sounds like gravel rattling in a tin box  
7855 Target's voice sounds like it's coming from down a long pipe  
7856 Target's voice sounds vaguely like buzzing insects  
7857 Target's weapon acquires his personality  
7858 Target's weapon acquires the target's personality  
7859 Target's weapon attacks him as a fighter of target's level  
7860 Target's weapon breaks on a Natural 20 ToHit roll  
7861 Target's weapon can discharge spell's effect (d4 uses)  
7862 Target's weapon cannot be wielded by any but him  
7863 Target's weapon causes insanity in anyone else wielding it  
7864 Target's weapon crumbles to dust upon next usage  
7865 Target's weapon explodes, causing 1d6 damage to all within 10'  
7866 Target's weapon giggles maniacally when it is sheathed  
7867 Target's weapon heats to 4d1000°, may melt or combust  
7868 Target's weapon turns inside out  
7869 Target's weapon turns to adamantite; gains +2  
7870 Target's weapon turns to lead  
7871 Target's weapon turns to mithral; gains +1  
7872 Target's weapon turns to sponge; can cause no damage  
7873 Target's weapon twists into a knot  
7874 Target's weapon vanishes if anyone but him wields it  
7875 Target's weight doubles

7876 Target's weight fluctuates by ±50% every turn  
7877 Target's weight increases by a factor of 3d10  
7878 Target's weight is reduced to zero; floats away if not caught  
7879 Target's weight lowers by d100 lbs; if less than 0, floats away  
7880 Target's Wisdom exceeds the caster's by 1d4  
7881 Target's Wisdom is increased by 1 for d4 turns  
7882 Target's Wisdom is reduced by d6 for d6 days  
7883 Target's word order is shuffled; verbal spellcasting impossible  
7884 Temperature of target's principal weapon drops to -260° C  
7885 The flesh of target's hands is invisible for 1d8 days  
7886 The ground beneath target's feet turns ethereal  
7887 The ground beneath target's feet turns to an earth elemental  
7888 The ground beneath target's feet turns to lava  
7889 The ground beneath target's feet turns to quicksand  
7890 The ground beneath target's feet turns to water  
7891 The most valuable item now carried by target disintegrates  
7892 The next creature slain by target rises as his undead slave  
7893 The next town target enters greets him like a long-lost son  
7894 The next town target enters reviles him like liar and a thief  
7895 The omelet target ate yesterday was made with dragon eggs  
7896 The person nearest to the target will die if he dies  
7897 The top half of target's body is affected by Reverse Gravity  
7898 The top of target's head is flat as a table  
7899 The top of target's head is perfectly smooth and flat  
7900 Twelve stone columns sprout from ground within 10' of target  
7901 Two nearest demons vie for the target's soul  
7902 Undead react like target is one of them, unless he attacks  
7903 Vines grow from ground and bind target until removed  
7904 Vines tie the target to the nearest tree  
7905 Water cannot boil in the target's presence  
7906 Water flows in target's veins instead of blood  
7907 Water tastes like blood to the target  
7908 Water tastes like gasoline to target  
7909 Whatever animal target last ate reanimates and seeks vengeance  
7910 Whatever the temperature, target feels like he's in a sauna  
7911 Whatever the temperature, target feels like he's in an igloo  
7912 When target becomes invisible, some part of him does not  
7913 When target casts a spell, he loses the spell's Level in HP  
7914 When target dies he is instantly reincarnated  
7915 When target dies, 1d10 people claim to be his clones  
7916 When target dies, a chalk outline forms around his corpse  
7917 When target dies, a crops within one mile come to ripeness  
7918 When target dies, a nearby religious sect declares holy war  
7919 When target dies, all written record of him vanishes  
7920 When target dies, anyone not witnessing his death forgets him  
7921 When target dies, everyone nearby weeps mournfully  
7922 When target dies, he becomes horribly frightening to look at  
7923 When target dies, he becomes painfully beautiful to look at  
7924 When target dies, he is found to be a sophisticated android  
7925 When target dies, he shatters as though made of glass  
7926 When target dies, he takes root and becomes a tree  
7927 When target dies, his body is found to harbor countless bugs  
7928 When target dies, his Charisma score increases by 4  
7929 When target dies, his corpse appears to be 2d20 years younger  
7930 When target dies, his corpse becomes a scarecrow  
7931 When target dies, his corpse changes its sex  
7932 When target dies, his corpse decays in a matter of moments  
7933 When target dies, his corpse deflates like a balloon  
7934 When target dies, his corpse detonates as a 10 HD fireball  
7935 When target dies, his corpse digs a pit & lays itself to rest  
7936 When target dies, his corpse discharges all memorized spells  
7937 When target dies, his corpse dissolves into a foul mush  
7938 When target dies, his corpse doubles in size

**7939** When target dies, his corpse doubles its size  
**7940** When target dies, his corpse freezes solid  
**7941** When target dies, his corpse giggles if touched  
**7942** When target dies, his corpse giggles until buried  
**7943** When target dies, his corpse goes berserk for 1d10 rounds  
**7944** When target dies, his corpse is consumed in a plume of fire  
**7945** When target dies, his corpse is dressed in fine silks  
**7946** When target dies, his corpse is found to be completely hollow  
**7947** When target dies, his corpse is found to be filled with gold  
**7948** When target dies, his corpse is wrapped in cellophane  
**7949** When target dies, his corpse mummifies in a matter of moments  
**7950** When target dies, his corpse races back to his place of birth  
**7951** When target dies, his corpse recites a moving poem  
**7952** When target dies, his corpse rises into the sky and is gone  
**7953** When target dies, his corpse rises like a revenant and attacks  
**7954** When target dies, his corpse smells of roses instead of decay  
**7955** When target dies, his corpse turns inside out  
**7956** When target dies, his corpse turns to chocolate  
**7957** When target dies, his corpse turns to stone  
**7958** When target dies, his corpse vanishes  
**7959** When target dies, his death is believed to be a hoax  
**7960** When target dies, his death is rumored to have been a suicide  
**7961** When target dies, his hair and nails continue to grow  
**7962** When target dies, his head vanishes  
**7963** When target dies, his skeleton turns to gold  
**7964** When target dies, his skin can be peeled like aluminum foil  
**7965** When target dies, his slayer changes alignment  
**7966** When target dies, his slayer claims the body as a trophy  
**7967** When target dies, his slayer refuses to believe it  
**7968** When target dies, his soul is trapped in a nearby tree  
**7969** When target dies, his soul is trapped in his principal weapon  
**7970** When target dies, his soul transposes with his slayer's  
**7971** When target dies, horrible laughter fills the air  
**7972** When target dies, mournful dirges issue from the air around him  
**7973** When target dies, nearby foliage withers  
**7974** When target dies, no bird can ever again sing within 1 mile  
**7975** When target dies, no birds sing for 48 hours  
**7976** When target dies, no one recognizes the corpse  
**7977** When target dies, people come for miles to see the body  
**7978** When target dies, small animals gather to pay their respects  
**7979** When target dies, the ambient temperature drops 30°  
**7980** When target dies, the moon appears blood-red for one month  
**7981** When target dies, the nearest royal bloodline dies out, too  
**7982** When target dies, the sky appears overcast for one week  
**7983** When target dies, the sun appears to weep tears of flame  
**7984** When target dies, vicious rumors circulate about him  
**7985** When target dies, vultures carry his corpse to his home  
**7986** When target draws his weapon 2HD creatures check morale  
**7987** When target draws his weapon all near him start laughing  
**7988** When target draws his weapon birds circle his head  
**7989** When target draws his weapon electricity sizzles in the air  
**7990** When target draws his weapon he has second thoughts  
**7991** When target draws his weapon he shrinks to ½ his height  
**7992** When target draws his weapon his allies get a morale boost  
**7993** When target draws his weapon his hair stands on end  
**7994** When target draws his weapon his hands are coated in butter  
**7995** When target draws his weapon it animates and attacks him  
**7996** When target draws his weapon it droops like a limp noodle  
**7997** When target draws his weapon someone nearby faints  
**7998** When target is hit, he's suddenly wearing a baseball cap  
**7999** Wild Surge occurs next time target says his name  
**8000** Wizard Mark reading "Kick me" forms on target's back  
**8001** 1 being nearby is split into two morally-opposing halves

**8002** 1 item within 60 yards forever charged with intended spell  
**8003** 1 item within 60 yards permanently charged with random spell  
**8004** 1 mile radius becomes an open Gate to some plane of hell  
**8005** 1 mile radius enjoys uninterrupted daylight for 1 week  
**8006** 1 mile radius forms a sinkhole  
**8007** 1 mile radius is affected by Grease for 1d6 turns  
**8008** 1 mile radius is blanketed with thick smog  
**8009** 1 mile radius is darkened by an eclipse for 1d20 rounds  
**8010** 1 mile radius looks like a color negative for spell duration  
**8011** 1 mile radius receives no precipitation in the next year  
**8012** 1 mile radius suffers uninterrupted night for 1 week  
**8013** 1 mile radius turns black-and-white for thespell duration  
**8014** 1 random creature in area becomes an Elemental  
**8015** 1 random creature in the area vanishes forever  
**8016** 1 random creature nearby doesn't age but doesn't realize it  
**8017** 1 random creature nearby drops to absolute zero  
**8018** 1 random creature nearby is crushed as if on the sea floor  
**8019** 1 random creature nearby is rendered Timeless while it sleeps  
**8020** 1 random creature nearby is stretched as though on a rack  
**8021** 1 random creature nearby turns to gold  
**8022** 1 random creature within 60 yards is banished to some hell  
**8023** 1 random creature within 60 yards is welcomed into some heaven  
**8024** 1 random elemental in area becomes a Prime Material native  
**8025** 1 random female nearby acts as though possessed by a demon  
**8026** 1 random female nearby ages at 10X normal rate  
**8027** 1 random female nearby becomes terrifyingly ugly when angry  
**8028** 1 random female nearby bursts into flame  
**8029** 1 random female nearby can brachiate like a gibbon  
**8030** 1 random female nearby can breathe water when naked  
**8031** 1 random female nearby can kill rodents with a glance  
**8032** 1 random female nearby can pick locks with her toes  
**8033** 1 random female nearby can snuff small fires with a touch  
**8034** 1 random female nearby can turn invisible while naked  
**8035** 1 random female nearby cannot attack unless she is attacked  
**8036** 1 random female nearby cannot be harmed by metal while naked  
**8037** 1 random female nearby cannot be harmed by scalding water  
**8038** 1 random female nearby cannot be slain by any male  
**8039** 1 random female nearby cannot close her eyes  
**8040** 1 random female nearby cannot slay any male  
**8041** 1 random female nearby cannot sleep except standing upright  
**8042** 1 random female nearby cannot walk unless carrying a pebble  
**8043** 1 random female nearby does not age  
**8044** 1 random female nearby doubles in age each morning  
**8045** 1 random female nearby drowns as her lungs fill with mud  
**8046** 1 random female nearby exhales smoke whenever she tells a lie  
**8047** 1 random female nearby explodes as a 10HD fireball  
**8048** 1 random female nearby fears all who look anything like her  
**8049** 1 random female nearby fears her allies distrust her  
**8050** 1 random female nearby gains 1d4 CHA  
**8051** 1 random female nearby gains 2 points of STR  
**8052** 1 random female nearby gains a minor psionic ability  
**8053** 1 random female nearby gains proficiency in the chakram  
**8054** 1 random female nearby goes berserk  
**8055** 1 random female nearby has a huge craving for dirt  
**8056** 1 random female nearby has hair made of gold  
**8057** 1 random female nearby has invisible eyelids  
**8058** 1 random female nearby has nonpoisonous snakes for hair  
**8059** 1 random female nearby has prehensile feet  
**8060** 1 random female nearby has titanium steel for bones  
**8061** 1 random female nearby is a carrier of the black death  
**8062** 1 random female nearby is coated in disgusting, viscous slime  
**8063** 1 random female nearby is consumed from within by maggots  
**8064** 1 random female nearby is convinced she doesn't exist

**8065** 1 random female nearby is covered in cuts and scrapes  
**8066** 1 random female nearby is covered in lamp oil  
**8067** 1 random female nearby is covered in paper mache  
**8068** 1 random female nearby is covered in volcanic ash  
**8069** 1 random female nearby is cured of all diseases  
**8070** 1 random female nearby is Enfeebled  
**8071** 1 random female nearby is fabulously rich but doesn't know it  
**8072** 1 random female nearby is immune to nonmagical diseases  
**8073** 1 random female nearby is paralyzed for 1 turn  
**8074** 1 random female nearby is swept clean of memories  
**8075** 1 random female nearby is unharmed by natural weather  
**8076** 1 random female nearby looks like a demon when angry  
**8077** 1 random female nearby loses 1 pound per round  
**8078** 1 random female nearby loses 1d4 CHA  
**8079** 1 random female nearby melts like snow  
**8080** 1 random female nearby must Save vs. Death or turn to gold  
**8081** 1 random female nearby never wants to wear boots again  
**8082** 1 random female nearby realizes she's a Clone  
**8083** 1 random female nearby realizes she's a nymph's daughter  
**8084** 1 random female nearby refuses to believe she's not dreaming  
**8085** 1 random female nearby refuses to believe she's not undead  
**8086** 1 random female nearby seems to be afflicted with black death  
**8087** 1 random female nearby sheds her skin like a snake  
**8088** 1 random female nearby smells strongly of roses  
**8089** 1 random female nearby sprouts feathers  
**8090** 1 random female nearby suddenly has no skeleton  
**8091** 1 random female nearby sweats profusely and smells like lemons  
**8092** 1 random female nearby teleports 100 feet straight up  
**8093** 1 random female nearby thinks all her memories are false  
**8094** 1 random female nearby thinks she can breathe water  
**8095** 1 random female nearby thinks she can speak a new language  
**8096** 1 random female nearby thinks she has no freewill  
**8097** 1 random female nearby thinks she's a paladin on a quest  
**8098** 1 random female nearby thinks she's as beautiful as a nymph  
**8099** 1 random female nearby thinks she's only 6 years old  
**8100** 1 random female nearby thinks she's immune to fire  
**8101** 1 random female nearby turns bright green when she tells a lie  
**8102** 1 random female nearby turns to snow for 1 hour, then reforms  
**8103** 1 random female nearby will die unless she removes her boots  
**8104** 1 random female within 60 yards loses 1 hit point per round  
**8105** 1 random humanoid nearby acquires Strength of 25  
**8106** 1 random humanoid nearby believes he is his deity's avatar  
**8107** 1 random humanoid nearby can understand all spoken languages  
**8108** 1 random humanoid nearby can understand all written languages  
**8109** 1 random humanoid nearby doubles in height but not mass  
**8110** 1 random humanoid nearby gains 1d100% Magic Resistance  
**8111** 1 random magic item within 100' gains another enchantment  
**8112** 1 random male nearby always thinks he has 10 minutes to live  
**8113** 1 random male nearby becomes incredibly beautiful when angry  
**8114** 1 random male nearby becomes striped like a candy cane  
**8115** 1 random male nearby becomes striped like a zebra  
**8116** 1 random male nearby begins aging backward at 365X normal rate  
**8117** 1 random male nearby begins turning inside-out very slowly  
**8118** 1 random male nearby bursts into illusory flame when angry  
**8119** 1 random male nearby can cast 1 one random spell 1d10 times  
**8120** 1 random male nearby can jump 10 feet straight up at will  
**8121** 1 random male nearby can read the next language he sees  
**8122** 1 random male nearby can remain awake for 1d4 weeks at a time  
**8123** 1 random male nearby cannot be affected by magical acid  
**8124** 1 random male nearby cannot close his mouth  
**8125** 1 random male nearby cannot speak until sunset  
**8126** 1 random male nearby cannot teleport  
**8127** 1 random male nearby declares a holy crusade against kobolds  
**8128** 1 random male nearby declares himself king  
**8129** 1 random male nearby declares himself the king's champion  
**8130** 1 random male nearby declares himself the king's enemy  
**8131** 1 random male nearby dehydrates rapidly  
**8132** 1 random male nearby falls to dust; reforms if water is added  
**8133** 1 random male nearby fears clothing  
**8134** 1 random male nearby fears he will die if he tells a lie  
**8135** 1 random male nearby feels horrific agony when he touches gold  
**8136** 1 random male nearby feels like he hasn't eaten in 10 years  
**8137** 1 random male nearby finds his esophagus full of earthworms  
**8138** 1 random male nearby forgets how to speak  
**8139** 1 random male nearby gains +one STR  
**8140** 1 random male nearby gains 1 point to his primary attribute  
**8141** 1 random male nearby giggles hideously when wounded  
**8142** 1 random male nearby greatly desires to meet the king  
**8143** 1 random male nearby greatly desires to slay the king  
**8144** 1 random male nearby has a mouthful of sand  
**8145** 1 random male nearby has difficulty with the idea of "future"  
**8146** 1 random male nearby has his feet encased in blocks of quartz  
**8147** 1 random male nearby hates the next person he meets  
**8148** 1 random male nearby howls at the full moon like a coyote  
**8149** 1 random male nearby is affected by Fool's Speech  
**8150** 1 random male nearby is compelled to tithe 90% of his income  
**8151** 1 random male nearby is covered in densely-packed leaves  
**8152** 1 random male nearby is enraged at the sight of blood  
**8153** 1 random male nearby is mesmerized by spellcasting  
**8154** 1 random male nearby is orbited by inert ioun stones  
**8155** 1 random male nearby is rendered Timeless for 1 day  
**8156** 1 random male nearby is suddenly standing in a pool of acid  
**8157** 1 random male nearby is surrounded by a cloud of feathers  
**8158** 1 random male nearby looks emaciated while asleep  
**8159** 1 random male nearby looks like a decayed corpse while asleep  
**8160** 1 random male nearby loses half of his strength  
**8161** 1 random male nearby must reroll all his attributes  
**8162** 1 random male nearby must Save vs. Death or turn to charcoal  
**8163** 1 random male nearby obeys the next instruction he receives  
**8164** 1 random male nearby refuse to ask directions while lost  
**8165** 1 random male nearby refuses to answer any questions  
**8166** 1 random male nearby runs in a straight line for 1 full day  
**8167** 1 random male nearby Saves vs Death or dissolve into goo  
**8168** 1 random male nearby sees something absolutely horrifying  
**8169** 1 random male nearby sees something absolutely hysterical  
**8170** 1 random male nearby shines brightly when hiding in shadows  
**8171** 1 random male nearby smells like carrion to everyone else  
**8172** 1 random male nearby speaks in 3 part harmony when angry  
**8173** 1 random male nearby suddenly has no elbows  
**8174** 1 random male nearby suddenly stands at the edge of a chasm  
**8175** 1 random male nearby tells everyone where the treasure is  
**8176** 1 random male nearby thinks he can predict the future  
**8177** 1 random male nearby thinks he is a vampire  
**8178** 1 random male nearby thinks he is his own child  
**8179** 1 random male nearby thinks he's aging 1 year per round  
**8180** 1 random male nearby thinks he's as attractive as a nymph  
**8181** 1 random male nearby thinks he's shrunk to 1/12 his height  
**8182** 1 random male nearby thinks he's an escaped slave  
**8183** 1 random male nearby thinks he's breathing chlorine gas  
**8184** 1 random male nearby thinks he's fated to die by a wild surge  
**8185** 1 random male nearby thinks he's naked  
**8186** 1 random male nearby thinks he's twice his actual age  
**8187** 1 random male nearby thinks vampires are stalking him  
**8188** 1 random male nearby vanishes for 1 year  
**8189** 1 random male nearby weeps like a baby when wounded  
**8190** 1 random male nearby will die unless he drops all weapons

**8191** 1 random mammal in vicinity acquires INT 19 and speech  
**8192** 1 random mammal in vicinity becomes a random reptile  
**8193** 1 random mammal in vicinity becomes amphibious  
**8194** 1 random mammal in vicinity becomes Minimal  
**8195** 1 random mammal in vicinity gains human INT and speech  
**8196** 1 random potion nearby turns its drinker inside out  
**8197** 1 random potion within 10 yards turns to nitroglycerin  
**8198** 1 suit of ring mail nearby bears 1d4 random magic rings  
**8199** 1 ton of matter from vicinity is transported into Limbo  
**8200** 1 ton of matter is transported from Limbo into vicinity  
**8201** yard radius is affected by permanent Cloudkill  
**8202** yard radius is affected by permanent Stinking Cloud  
**8203** 10d1000 birds flock to the vicinity  
**8204** 1d10 nearby humanoids are affected by Timelessness for 1 week  
**8205** 1d10 ostriches appear in the area  
**8206** 1d10 people teleport to vicinity; vanish after 1d8 rounds  
**8207** 1d10 Stirges appear in vicinity  
**8208** 1d100 drops of distilled Universal Solvent rain from the sky  
**8209** 1d100 drops of Sovereign Glue rain from the sky  
**8210** 1d100 large, mysterious, granite heads rise from the ground  
**8211** 1d100 Skeletons appear and attack everyone in sight  
**8212** 1d100 skeletons appear in the area but don't do anything  
**8213** 1d1000 eggs fall from the sky; all lose 1d6 HP  
**8214** 1d100000 bees swarm through the area  
**8215** 1d20 hungry trolls appear in the area  
**8216** 1d6 creatures in the area are Cloned  
**8217** 1d6 umber hulks appear in the area  
**8218** random beings in the area merge into 1 creature  
**8219** 3d20 statues rise up and stare accusingly at everyone  
**8220** foot high Wall of Iron encircles the area (40 foot radius)  
**8221** yard radius affected by permanent Vacancy, as spell  
**8222** yard radius affected by There/Not There  
**8223** yard radius affected by Timestop, except 1 random creature  
**8224** yard radius appears frozen in time to those outside it  
**8225** yard radius appears gloomy and depressing  
**8226** yard radius appears two-dimensional from outside it  
**8227** yard radius appears vastly different to those outside it  
**8228** yard radius appears vastly distant to those outside it  
**8229** yard radius area becomes invisible to those outside it  
**8230** yard radius becomes a Dead Magic region  
**8231** yard radius becomes a summoning circle for a tanar'ri  
**8232** yard radius becomes an island in the nearest large lake  
**8233** yard radius becomes swampy and water-logged like a marsh  
**8234** yard radius begins to form a sinkhole  
**8235** yard radius cannot support plant life  
**8236** yard radius expands to a 200 yard radius  
**8237** yard radius experiences 1 hour of daylight each night  
**8238** yard radius fills with dense water vapor  
**8239** yard radius fills with lizards, snakes, and turtles  
**8240** yard radius fills with ominous and frightening whispers  
**8241** yard radius fills with vermin  
**8242** yard radius forms a basin and gradually becomes a lake  
**8243** yard radius has a Fear aura like a Great Wyrn  
**8244** yard radius hemisphere of ground rotates 180°  
**8245** yard radius intensifies the emotions of those within it  
**8246** yard radius is affected by Continual Light  
**8247** yard radius is affected by Distance Distortion for 1 hour  
**8248** yard radius is affected by Estate Transference  
**8249** yard radius is affected by Guards and Wards for 1 year  
**8250** yard radius is always 10 degrees colder its surroundings  
**8251** yard radius is circled by a river of magma  
**8252** yard radius is circled by a wall of iron  
**8253** yard radius is covered by 1 foot of volcanic ash  
**8254** yard radius is covered by 2 feet of sand  
**8255** yard radius is covered by 3 feet of water  
**8256** yard radius is covered by 4 feet of snow  
**8257** yard radius is covered by a 3 inch thick sheet of ice  
**8258** yard radius is covered by astroturf  
**8259** yard radius is covered by dead crickets  
**8260** yard radius is covered by live crickets  
**8261** yard radius is covered by paint  
**8262** yard radius is covered by roast beef gravy  
**8263** yard radius is covered by worms, which die after 1 turn  
**8264** yard radius is covered in plush carpet  
**8265** yard radius is encircled by a ring of melting snowmen  
**8266** yard radius is encircled by a tall barbed-wire fence  
**8267** yard radius is encircled by a tall electric fence  
**8268** yard radius is encircled by closely-spaced oak trees  
**8269** yard radius is paved-over by asphalt  
**8270** yard radius is reduced in size to 50 yard radius  
**8271** yard radius is ringed by monolithic Standing Stones  
**8272** yard radius is seared clean of plants, rocks, and wildlife  
**8273** yard radius is six months out-of-sync with normal seasons  
**8274** yard radius is stripped of topsoil  
**8275** yard radius is wracked by an Earthquake  
**8276** yard radius laid waste by explosion; all must Save vs Death  
**8277** yard radius makes all those within it feel uncomfortable  
**8278** yard radius ripples like the surface of a pond for 1 turn  
**8279** yard radius rises 10 feet into the air  
**8280** yard radius rises 3d20 feet in the air on a mound of earth  
**8281** yard radius rises like a mesa from the ground  
**8282** yard radius rotates slowly every day  
**8283** yard radius seems distorted, like looking into a fishbowl  
**8284** yard radius shows all signs of hideous, bloody carnage  
**8285** yard radius slowly loses oxygen  
**8286** yard radius stinks like a sewer  
**8287** yard radius suppresses the emotions of those within it  
**8288** yard radius swaps weather conditions with some distant area  
**8289** yard radius turns to quicksand, 1d10+10 feet deep  
**8290** yard radius will erupt like a volcano in 1d10 days  
**8291** yard sphere is transposed with a distant 60 yard sphere  
**8292** 8X10 photographs appear of everyone within 60 yards  
**8293** A 1957 DeSoto appears at the target point, engine running  
**8294** A 1957 DeSoto appears at the target point, out of gas  
**8295** A box of .50 caliber hollow point rounds appears nearby  
**8296** A cruise missile appears nearby, lacking its payload  
**8297** A cryptic message appears scrawled on the nearest mountainside  
**8298** A Deck of Many Things falls from the sky  
**8299** A Deck of Normal Pinochle Cards falls from the sky  
**8300** A disturbing whistling fills the air; Morale Checks at -1  
**8301** A fire burns the nearest forest to the ground in 24 hours  
**8302** A five-piece dining room set appears at the target point  
**8303** A four-cycle internal combustion engine appears in the area  
**8304** A fully-furnished but unpopulated town springs up in the area  
**8305** A geyser springs up from the ground beneath the target point  
**8306** A gigantic herd of buffalo stampedes through the area  
**8307** A herd of gigantic buffalo stampedes through the area  
**8308** A horde of kobolds erupts from nearest cave to establish trade  
**8309** A horde of kobolds erupts from nearest cave to wreak havoc  
**8310** A huge hand rises from nearby lake to point angrily at the sky  
**8311** A large circle of megalithic stone blocks rises from the ground  
**8312** A large, flat-topped pyramid sprouts from the ground  
**8313** A meteor strikes the nearest monastery  
**8314** A nearby pond is thought to be holy; draws countless pilgrims  
**8315** A new deity is rumored to be gaining power in a local pantheon  
**8316** A new religion arises to condemn the purveyors of wild surges

- 8317 A new religion arises to condemn the randomness of wild surges
- 8318 A new religion arises to worship the purveyors of wild surges
- 8319 A new religion arises to worship the randomness of wild surges
- 8320 A pit 5 feet across, 1 mile deep opens under the target point
- 8321 A pit 5 feet deep, 1 mile across opens under the target point
- 8322 A shrub or bush nearest the target point bursts into flame
- 8323 A Sphere of Annihilation appears at the target point
- 8324 A swarm of locusts descends upon the surrounding countryside
- 8325 A tornado spins into existence at the intended target point
- 8326 A tree falls nearby and doesn't make a sound
- 8327 A tribe of locathah takes up residence in the nearest lake
- 8328 A tsunami crashes into the nearest coastline
- 8329 A Type V demon appears, intent on killing everyone nearby
- 8330 A witch hunt forms in nearby town, seeking death to all wizards
- 8331 Acid Storm rains down on a 60 yard radius for 3d6 turns
- 8332 Acrid smoke billows from the nearest well, filling the area
- 8333 After 1d3 turns, spell becomes 1d4x8HD Elemental
- 8334 After 1d6 turns, a 50-Die Fireball detonates at the site
- 8335 Air Elemental appears, inflates all water skins, and disappears
- 8336 Air temperature around the world drops 10 degrees for 1 week
- 8337 Air within 60 yard radius affects voices like helium
- 8338 Air within 60 yard radius distorts light like water
- 8339 All within 60 yards lose 1d4 points of CON for 1d4 days
- 8340 All above-ground rock begins to erode, 1 inch per minute
- 8341 All above-ground rock within 60 yards disappears
- 8342 All adverse effects of time accelerate within 60 yard radius
- 8343 All adverse effects of time are halted within 60 yard radius
- 8344 All air elementals within 1 mile become clearly visible
- 8345 All air elementals within 1 mile become earth elementals
- 8346 All air elementals within 1 mile become vacuum elementals
- 8347 All air within 10 yards of target point is forever evacuated
- 8348 All air within 60 yards of the target point becomes opaque
- 8349 All air within 60 yards of the target point is evacuated
- 8350 All air within 60 yards of the target point turns to sand
- 8351 All ants in the nearest colony form a collective intelligence
- 8352 All ants within 1 mile are covered with chocolate
- 8353 All ants within 1 mile become gi-ant for 1d100 rounds
- 8354 All armor within 60 yards becomes porous like a sponge
- 8355 All arrows within 60 yards bend into circles
- 8356 All arrows within 60 yards burst into flame on impact
- 8357 All arrows within 60 yards take root in whomever they hit
- 8358 All axes within 60 yards turn to glass
- 8359 All Bags of Holding within 60 yards become Bags of Devouring
- 8360 All Bags of Holding within 60 yards become chainmail-lined
- 8361 All Bags of Holding within 60 yards become normal bags
- 8362 All Bags of Holding within 60 yards become red hot inside
- 8363 All Bags of Holding within 60 yards double their capacity
- 8364 All Bags of Holding within 60 yards dump their contents
- 8365 All Bags of Holding within 60 yards fill with lint and fluff
- 8366 All Bags of Holding within 60 yards fill with razor blades
- 8367 All Bags of Holding within 60 yards fill with water
- 8368 All Bags of Holding within 60 yards interconnect
- 8369 All Bags of Holding within 60 yards quadruple their weight
- 8370 All Bags of Holding within 60 yards shrink by 50%
- 8371 All Bags of Holding within 60 yards vanish
- 8372 All birds within 1 mile are bleached bone-white
- 8373 All birds within 1 mile are suddenly encased in eggs
- 8374 All birds within 1 mile attack anyone near them
- 8375 All birds within 1 mile become amphibious
- 8376 All birds within 1 mile become fish
- 8377 All birds within 1 mile become pitch-black
- 8378 All birds within 1 mile become savagely carnivorous
- 8379 All birds within 1 mile become Stingers
- 8380 All birds within 1 mile combust
- 8381 All birds within 1 mile disgorge valuable gizzard stones
- 8382 All birds within 1 mile erupt from the spell's target point
- 8383 All birds within 1 mile fly north next winter instead of south
- 8384 All birds within 1 mile fly south for winter right now
- 8385 All birds within 1 mile gain power of speech
- 8386 All birds within 1 mile glow in the dark
- 8387 All birds within 1 mile grow leaves instead of feathers
- 8388 All birds within 1 mile grow steel plates instead of feathers
- 8389 All birds within 1 mile periodically say "nevermore"
- 8390 All birds within 1 mile quadruple in size
- 8391 All birds within 1 mile quadruple in weight
- 8392 All birds within 1 mile radiate auras of intense Evil
- 8393 All birds within 1 mile rise as undead after they die
- 8394 All birds within 1 mile roost in the nearest dragon's den
- 8395 All birds within 1 mile scream like torture victims for 1 day
- 8396 All birds within 1 mile sing "The Ride of the Valkyries"
- 8397 All birds within 1 mile sing melancholy dirges for 1 week
- 8398 All birds within 1 mile sing 1 octave higher from now on
- 8399 All birds within 1 mile sound like kazoos when they sing
- 8400 All birds within 1 mile sound like pianos when they sing
- 8401 All birds within 1 mile terrify any nearby with their singing
- 8402 All birds within 1 mile turn invisible
- 8403 All birds within 60 yards explode as 1-Die fireballs
- 8404 All bladed/thrusting weapons within 60 yards are blunted
- 8405 All blood spilled within 60 yards glows deep red
- 8406 All blood spilled within 60 yards hisses and steams
- 8407 All bludgeons within 60 yards become sponge for 1d10 turns
- 8408 All bodies in nearest graveyard can never rise as Undead
- 8409 All bodies in nearest graveyard rise as Undead
- 8410 All bodies in nearest graveyard rise to the surface
- 8411 All boots within 60 yards resemble ridiculous clown feet
- 8412 All bridges within 1 mile collapse or are washed away
- 8413 All bridges within 500 yards turn to eggshell
- 8414 All buildings in the nearest town stack into a giant high-rise
- 8415 All buildings within 60 yards sink into the ground
- 8416 All burning logs within 60 yards turn to sticks of dynamite
- 8417 All canteens within 60 yards fill with blood
- 8418 All chain links within 60 yards turn to sausage links
- 8419 All chain mail within 60 yards loses 1/2 its links
- 8420 All chain mail within 60 yards turns to aluminum
- 8421 All chain mail within 60 yards turns to plate
- 8422 All chain mail within 60 yards turns to porcelain
- 8423 All charged magic items in the area discharge on their bearers
- 8424 All charged magic items in the area discharge once, randomly
- 8425 All charms upon creatures within 60 yards are nullified
- 8426 All chipmunks in 1 mile area begin to crave fresh meat
- 8427 All chocolate within 1 mile fills with ants
- 8428 All cloth within 1d10 miles turns invisible for 1d100 rounds
- 8429 All clothing within 60 yards turns invisible
- 8430 All clouds over 1 mile radius turn to spider web
- 8431 All clouds within 10 miles turn to cotton candy
- 8432 All controlled undead within 1 mile are controlled no longer
- 8433 All controlled undead within 1 mile collapse, inert
- 8434 All cows within 1 mile appear in the nearest town square
- 8435 All cows within 1 mile are suddenly clad in leather armor
- 8436 All cows within 1 mile become carnivorous
- 8437 All cows within 1 mile become poisonous
- 8438 All cows within 1 mile demand equal government representation
- 8439 All cows within 1 mile gain human intelligence
- 8440 All cows within 1 mile give ice cream instead of milk
- 8441 All cows within 1 mile give potions of healing instead of milk
- 8442 All cows within 1 mile give powdered milk for next week

8443 All cows within 1 mile levitate 1d3 feet off the ground  
8444 All cows within 1 mile preach the merits of vegetarianism  
8445 All cows within 1 mile stampede  
8446 All cows within 1 mile turn into caribou  
8447 All cows within 1 mile turn into llamas  
8448 All creatures currently awake in vicinity fall asleep  
8449 All creatures smaller than size M within 60 yards are Held  
8450 All crops planted within 10 miles ripen twice as quickly  
8451 All crops within 10 miles become poisonous  
8452 All crops within 10 miles die; may be replanted next season  
8453 All curses within 60 yard radius are negated  
8454 All cut diamonds within 1 mile turn to semi-precious quartz  
8455 All dead within 60 yards become hostile earth elementals  
8456 All dead within 60 yards begin chanting  
8457 All demihumans within 1 mile are tattooed with a cryptic rune  
8458 All dogs within 1 mile are covered with bark  
8459 All dogs within 1 mile change into cats under the full moon  
8460 All dogs within 1 mile change into humans under the full moon  
8461 All dwarves within 1 mile grow 6 inches for 1 week  
8462 All earth and rock within 60 yards turns to water  
8463 All elementals in area are healed of all damage  
8464 All elementals in area are Held until touched by a Prime native  
8465 All elementals in area are returned to their home planes  
8466 All elementals in area attack each other, blind to all else  
8467 All elementals in area become elementals of opposite matter  
8468 All elementals in area flee in terror  
8469 All elementals in area turn on those controlling them  
8470 All elementals in area turn to mundane elemental matter  
8471 All elementals in area turn to Negative Quasi-Plane matter  
8472 All elementals in area turn to Positive Quasi-Plane matter  
8473 All enchantments within 60 yards become inert for 1d10 turns  
8474 All females within 60 yards appear to bleed from the eyes  
8475 All females within 60 yards are cannot speak until touched  
8476 All females within 60 yards are covered in mustard  
8477 All females within 60 yards are deaf for 1d10 rounds  
8478 All females within 60 yards are Hasted  
8479 All females within 60 yards are now wearing baseball caps  
8480 All females within 60 yards are suddenly 5 inches taller  
8481 All females within 60 yards are suddenly 5 years younger  
8482 All females within 60 yards are suddenly carrying their boots  
8483 All females within 60 yards are suddenly stricken bald  
8484 All females within 60 yards are transformed into elves  
8485 All females within 60 yards are transparent in firelight  
8486 All females within 60 yards become illusory for 1d6 turns  
8487 All females within 60 yards cackle at the sight of blood  
8488 All females within 60 yards can lie with impunity while naked  
8489 All females within 60 yards change their name to Arianna  
8490 All females within 60 yards change their name to Chuck  
8491 All females within 60 yards double in height but not mass  
8492 All females within 60 yards face the opposite direction  
8493 All females within 60 yards face the spell's target point  
8494 All females within 60 yards feel the urge to sing  
8495 All females within 60 yards gain +one STR for 1d10 days  
8496 All females within 60 yards get hungry when they see blood  
8497 All females within 60 yards have Deep pockets  
8498 All females within 60 yards have Direction Sense  
8499 All females within 60 yards have eyes like cats  
8500 All females within 60 yards have faulty Direction Sense  
8501 All females within 60 yards have glowing red eyes when angry  
8502 All females within 60 yards have horrible dreams of snowmen  
8503 All females within 60 yards hear haunting, disturbing music  
8504 All females within 60 yards must Save or be Held until touched  
8505 All females within 60 yards must Save or go mad until sunset

8506 All females within 60 yards see ghostly shapes in firelight  
8507 All females within 60 yards shriek in terror for 1d4 rounds  
8508 All females within 60 yards shun the use of ranged weapons  
8509 All females within 60 yards sneeze for 1d10 rounds  
8510 All females within 60 yards spin like tops for 1d4 rounds  
8511 All females within 60 yards suddenly have sky-blue skin  
8512 All females within 60 yards think everyone's forgotten them  
8513 All females within 60 yards think they have the same name  
8514 All females within 60 yards think they're 20 years older  
8515 All females within 60 yards think they're cats until sunset  
8516 All females within 60 yards think they're covered in blood  
8517 All females within 60 yards think they're covered in bugs  
8518 All females within 60 yards think they're drowning  
8519 All females within 60 yards think they're invisible  
8520 All females within 60 yards think they're naked  
8521 All females within 60 yards think they're on fire  
8522 All females within 60 yards think they're pregnant  
8523 All females within 60 yards think they're sisters  
8524 All females within 60 yards think they've been Charmed  
8525 All females within 60 yards think they've been polymorphed  
8526 All females within 60 yards turn invisible for 2d10 rounds  
8527 All females within 60 yards turn male under the full moon  
8528 All females within 60 yards vanish for 1d4 rounds  
8529 All fire within 60 yards causes sunburn in all who see it  
8530 All fire within 60 yards is invisible  
8531 All fire within 60 yards produces Sleep Smoke as a Brazier  
8532 All fire within 60 yards produces thick, acrid smoke  
8533 All fires within 10 miles turn to ice of equal temperature  
8534 All fires within 60 yards become minor fire elementals  
8535 All fires within 60 yards burn as bright as the sun  
8536 All fires within 60 yards burn at 10X normal brightness  
8537 All fires within 60 yards erupt as fireballs of appropriate HD  
8538 All fires within 60 yards turn to steam  
8539 All flowers within 60 yards appear sickly and vile  
8540 All flowers within 60 yards attack those nearby  
8541 All flowers within 60 yards berate any who approach them  
8542 All flowers within 60 yards die within 10 rounds  
8543 All flowers within 60 yards double in size  
8544 All flowers within 60 yards exude acidic vapor  
8545 All flowers within 60 yards giggle when people approach  
8546 All flowers within 60 yards give off noxious gases  
8547 All flowers within 60 yards smell like cabbage  
8548 All flowers within 60 yards turn to glass  
8549 All foliage within 60 yards appears gnarled and twisted  
8550 All foliage within 60 yards becomes phosphorescent  
8551 All foliage within 60 yards bleeds when cut  
8552 All foliage within 60 yards combusts  
8553 All foliage within 60 yards is covered by cryptic scrawls  
8554 All foliage within 60 yards radiates intense evil  
8555 All foliage within 60 yards screams when cut  
8556 All foliage within 60 yards turns dingy gray  
8557 All food within 1 mile has no nutritional value  
8558 All food within 1 mile tastes like sawdust  
8559 All food within 10 miles vanishes  
8560 All food within 60 yards becomes hideously toxic  
8561 All food within 60 yards becomes highly toxic  
8562 All food within 60 yards combusts  
8563 All food within 60 yards reeks with putrescence  
8564 All food within 60 yards tastes like ashes  
8565 All food within 60 yards turns to stone  
8566 All food within 60 yards turns to water  
8567 All food within 60 yards vanishes  
8568 All food within 60 yards vanishes



- 8569 All free-standing water within 1 mile freezes solid
- 8570 All free-willed undead within 1 mile become mindless for 1 day
- 8571 All free-willed undead within 1 mile return to life
- 8572 All geese within 1 mile covered in Grease, as spell
- 8573 All geese within 1 mile fall under a Geas, as spell
- 8574 All geese within 1 mile turn to gas and dissipate
- 8575 All geese within 1 mile turn to ghosts and haunt their lake
- 8576 All glass within 10 yards turns to gold
- 8577 All glass within 60 yards is affected by Glassteel
- 8578 All glass within 60 yards turns to eggshell
- 8579 All glass within 60 yards turns to ice
- 8580 All gold within 60 yards combines into 1 large mass
- 8581 All gold within 60 yards doubles in volume
- 8582 All gold within 60 yards heats by 1000°
- 8583 All gold within 60 yards is teleported into nearest temple
- 8584 All gold within 60 yards turns to glass
- 8585 All gold within 60 yards turns to lead
- 8586 All gold within 60 yards turns to platinum
- 8587 All gold within 60 yards vanishes
- 8588 All gold within nearest temple is teleported into the area
- 8589 All grass within 1 mile turns to healthy, fragrant human hair
- 8590 All grass within 60 yards exudes dust of sneezing and choking
- 8591 All grass within 60 yards exudes hallucinogenic gas
- 8592 All grass within 60 yards exudes regurgitant gas
- 8593 All grass within 60 yards exudes sleeping gas
- 8594 All grass within 60 yards grows to entangle anyone upon it
- 8595 All grass within 60 yards ignites
- 8596 All grass within 60 yards tickles anyone walking on it
- 8597 All grass within 60 yards turns to glass
- 8598 All grass within 60 yards turns to spaghetti
- 8599 All grass within 60 yards turns to steel
- 8600 All ground within 10 yards turns to cheese, 1 foot deep
- 8601 All Held creatures within 60 yards are freed
- 8602 All helmets within 60 yards begin shrinking by 1% per round
- 8603 All helmets within 60 yards double in size
- 8604 All henchmen within 60 yards must check Morale or flee
- 8605 All henchmen within 60 yards suddenly resent their leaders
- 8606 All horses within 1 mile are striped like zebras
- 8607 All horses within 60 yards turn to motorcycles for 1d10 turns
- 8608 All Huge spiders within 1 mile explode
- 8609 All in the area lose 1 point of each ability score for 2d4 days
- 8610 All ink within 60 yards becomes wet as though just written
- 8611 All ink, dry or otherwise, within 60 yards turns to blood
- 8612 All insects within 60 yards double in size
- 8613 All insects within 60 yards swarm aggressively
- 8614 All iron within 20 yards turns to aluminum
- 8615 All iron within 20 yards turns to magnesium
- 8616 All iron within 60 yards becomes impervious to magnetism
- 8617 All lamps and torches within 60 yards burn at 2X brightness
- 8618 All lamps and torches within 60 yards ignite
- 8619 All lamps and torches within 60 yards shed darkness, not light
- 8620 All leather within 60 yards is sheathed in aluminum foil
- 8621 All lids within 60 yards fall off their containers
- 8622 All lids within 60 yards seal tightly on their containers
- 8623 All linen cloth within 60 yards reverts to raw flax
- 8624 All living feet within 60 yards grow 1d4 plants
- 8625 All living plants within 60 yards grow 1d4 feet
- 8626 All magic (enchantments, etc.) within 1 mile is Dispelled
- 8627 All magic cast in area for next turn fails automatically
- 8628 All magic items for yards are invisible for spell duration
- 8629 All magic items for yards nonfunctional for spell duration
- 8630 All magic light sources within 60 yards are snuffed
- 8631 All magic light sources within 60 yards flare 2X as brightly
- 8632 All magical armor within 60 yards gains 1 plus of protection
- 8633 All magical armor within 60 yards loses 1 plus of protection
- 8634 All magical fires within 1d10 miles are extinguished
- 8635 All magical rings now active within 60 yards deactivate
- 8636 All magical rings within 60 yards activate, if possible
- 8637 All magical rings within 60 yards become inert for 3d10 rounds
- 8638 All magical rings within 60 yards link into a chain
- 8639 All magically invisible creatures within 1 mile become visible
- 8640 All males within 60 yards age 20 years until sunset tomorrow
- 8641 All males within 60 yards appear to be 1/2 their actual age
- 8642 All males within 60 yards appear to be 2x older than they are
- 8643 All males within 60 yards are affected by Cure Light Wounds
- 8644 All males within 60 yards are affected by Fools' Speech
- 8645 All males within 60 yards are affected by Slow
- 8646 All males within 60 yards are covered in blood
- 8647 All males within 60 yards are covered in green slime
- 8648 All males within 60 yards are covered in ketchup
- 8649 All males within 60 yards are covered in sovereign glue
- 8650 All males within 60 yards are Held for 1d4 rounds
- 8651 All males within 60 yards are stricken bald
- 8652 All males within 60 yards are stricken mute for 1d10 rounds
- 8653 All males within 60 yards are stricken with ravenous hunger
- 8654 All males within 60 yards become Ethereal for 1 turn
- 8655 All males within 60 yards Blink randomly for 1d10 rounds
- 8656 All males within 60 yards cannot harm each other for 1d4 days
- 8657 All males within 60 yards develop a craving for grass
- 8658 All males within 60 yards develop a random, minor phobia
- 8659 All males within 60 yards drop their weapons & can't find them
- 8660 All males within 60 yards exchange places other randomly
- 8661 All males within 60 yards fall asleep
- 8662 All males within 60 yards forget everyone's name till reminded
- 8663 All males within 60 yards forget their names until reminded
- 8664 All males within 60 yards levitate 1d4 feet in the air
- 8665 All males within 60 yards look identical till sunset tomorrow
- 8666 All males within 60 yards lose 1d8 hit points
- 8667 All males within 60 yards lose all weapon skill for 2d10 turns
- 8668 All males within 60 yards lose interest in combat for 1 day
- 8669 All males within 60 yards run to a central point & link hands
- 8670 All males within 60 yards scream like children for 1d4 rounds
- 8671 All males within 60 yards shrink to 1/2 normal size for 1 day
- 8672 All males within 60 yards sink in the ground up to their knees
- 8673 All males within 60 yards smell like sulfur until they bathe
- 8674 All males within 60 yards spin like tops for 1d4 rounds
- 8675 All males within 60 yards suddenly grow beards
- 8676 All males within 60 yards they see their worst enemy nearby
- 8677 All males within 60 yards think their touch turns lead to gold
- 8678 All males within 60 yards think they are all dreaming together
- 8679 All males within 60 yards think they are distantly related
- 8680 All males within 60 yards think they carry some awful plague
- 8681 All males within 60 yards think they taste blood
- 8682 All males within 60 yards think they're 1/2 their actual age
- 8683 All males within 60 yards think they're 2x their actual age
- 8684 All males within 60 yards think they're at full hit points
- 8685 All males within 60 yards think they're bleeding profusely
- 8686 All males within 60 yards think they're fabulously wealthy
- 8687 All males within 60 yards think they're knee-deep in water
- 8688 All males within 60 yards think they're on death's door
- 8689 All males within 60 yards think they're on fire
- 8690 All males within 60 yards think they're powerful wizards
- 8691 All males within 60 yards think they're pregnant
- 8692 All males within 60 yards think they've forgotten 1 week
- 8693 All males within 60 yards turn into rabbits for 1d10 turns
- 8694 All males within 60 yards vanish for 1 turn

- 8695 All mammals within 60 yards are stripped of all hair
- 8696 All matter within 10' of target point vanishes
- 8697 All melee weapons within 60 yards become ethereal
- 8698 All members of nearest ant colony gain human size and intellect
- 8699 All metal armor within 60 yards animates & becomes free-willed
- 8700 All metal armor within 60 yards engages in combat
- 8701 All metal armor within 60 yards enlarges by 50%
- 8702 All metal armor within 60 yards flees the area
- 8703 All metal armor within 60 yards heats to 180°
- 8704 All metal armor within 60 yards must Save or turn to burlap
- 8705 All metal armor within 60 yards piles in a heap at target point
- 8706 All metal armor within 60 yards shrinks 10%; crushing damage
- 8707 All metal armor within 60 yards turns 180°
- 8708 All metal armor within 60 yards turns inside out
- 8709 All metal armor within 60 yards turns invisible
- 8710 All metal armor within 60 yards turns to gold
- 8711 All metal armor within 60 yards turns to ice; reverts in 1 hour
- 8712 All metal armor within 60 yards turns to mercury
- 8713 All metal armor within 60 yards turns to rubber
- 8714 All metal armor within 60 yards turns to stone
- 8715 All metal armor within 60 yards turns to uranium
- 8716 All metal armor within 60 yards turns upside down
- 8717 All metal within 60 yards appears pitted and rusty but is not
- 8718 All metal within 60 yards becomes as pliable as rubber
- 8719 All metal within 60 yards becomes electrically non-conductive
- 8720 All metal within 60 yards becomes rust-proof
- 8721 All metal within 60 yards becomes toxic to its owner
- 8722 All metal within 60 yards begins to rust at an alarming rate
- 8723 All metal within 60 yards drops to -200° Fahrenheit
- 8724 All metal within 60 yards is affected by Heat Metal
- 8725 All metal within 60 yards is polished to mirror brightness
- 8726 All metal within 60 yards is sheathed in thin leather
- 8727 All metal within 60 yards is silenced
- 8728 All missile weapons within 60 yards shrink by 75%
- 8729 All missile weapons within 60 yards snap their strings
- 8730 All missile weapons within 60 yards spontaneously discharge
- 8731 All missile weapons within 60 yards strike their owners
- 8732 All missile weapons within 60 yards turn to rubber
- 8733 All mounts & pack animals within 60 yards are panic stricken
- 8734 All mounts & pack animals within 60 yards glow in the dark
- 8735 All mounts & pack animals within 60 yards hate their jobs
- 8736 All mounts & pack animals within 60 yards reek of manure
- 8737 All mounts & pack animals within 60 yards revolt
- 8738 All mounts & pack animals within 60 yards start singing
- 8739 All mounts & pack animals within 60 yards turn carnivorous
- 8740 All mounts & pack animals within 60 yards turn invisible
- 8741 All mounts & pack animals within 60 yards vanish at sunset
- 8742 All mounts within 60 yards are stricken dead
- 8743 All mounts within 60 yards flee the area at top speed
- 8744 All mounts within 60 yards polymorph into humanoid equivalents
- 8745 All mounts within 60 yards polymorph into other quadrupeds
- 8746 All mounts, pets, & familiars in the area attack their masters
- 8747 All nearby are familiar with spell & can identify it on sight
- 8748 All nearby with metal armor lose 4d6 HP to electrical damage
- 8749 All nearby without metal armor lose 4d6 HP to electrical damage
- 8750 All necromantic magic within 60 yards suddenly fails
- 8751 All nitrogen slowly bleeds away from a 60 yard radius
- 8752 All nonliving matter within 1 mile is coated in a glaze of ice
- 8753 All nonliving matter within 60 yards is Disintegrated
- 8754 All nonliving wood within 1 mile begins to grow again
- 8755 All nonliving wood within 1 mile turns to high quality steel
- 8756 All nonliving wood within 60 yards turns to bone
- 8757 All nonliving wood within 60 yards vanishes
- 8758 All nonliving, unowned matter within 100 feet turns to gold
- 8759 All nonmagic light sources within 60 yards are snuffed
- 8760 All nonmagical armor within 60 yards gains +one protection
- 8761 All nonmagical clothing within 60 yards combusts
- 8762 All nonmagical clothing within 60 yards crumbles to dust
- 8763 All nonmagical clothing within 60 yards is animated
- 8764 All nonmagical clothing within 60 yards shrinks by 80%
- 8765 All nonmagical clothing within 60 yards turns to glass
- 8766 All nonmagical fires within 1d10 miles are extinguished
- 8767 All nonmagical weapons now sheathed can never be removed
- 8768 All NPC's in the area lose Morale and wish to flee
- 8769 All objects within 60 yards not carried or worn disintegrate
- 8770 All oil and greek fire within 60 yards ignites
- 8771 All open wounds within 60 yards become gangrene unless treated
- 8772 All open wounds within 60 yards leave distinct scars
- 8773 All open wounds within 60 yards reek of sulfur
- 8774 All open wounds within 60 yards swarm with maggots
- 8775 All paper within 60 yards ages 1000 years
- 8776 All paper within 60 yards becomes fireproof
- 8777 All paper within 60 yards smolders for 1d10 rounds
- 8778 All plants within 60 yards become perfectly reflective
- 8779 All plants within 60 yards blanch in direct sunlight
- 8780 All plants within 60 yards grow better under moonlight
- 8781 All potions for 60 yards affect the being beside the imbiber
- 8782 All potions within 60 yards become potions of Delusion
- 8783 All potions within 60 yards become unpleasantly malodorous
- 8784 All potions within 60 yards become unpleasantly viscous
- 8785 All potions within 60 yards cause a second, beneficial effect
- 8786 All potions within 60 yards cause a second, comical effect
- 8787 All potions within 60 yards cause a second, delusional effect
- 8788 All potions within 60 yards cause a second, detrimental effect
- 8789 All potions within 60 yards cause a second, random effect
- 8790 All potions within 60 yards cause their drinkers to rust
- 8791 All potions within 60 yards combust at 85° Fahrenheit.
- 8792 All potions within 60 yards double in duration of effect
- 8793 All potions within 60 yards double in potency
- 8794 All potions within 60 yards double in volume 1d4 times
- 8795 All potions within 60 yards duplicate a single potion's effect
- 8796 All potions within 60 yards function but also induce blindness
- 8797 All potions within 60 yards have a 10% chance to be permanent
- 8798 All potions within 60 yards mix at the spell's target point
- 8799 All potions within 60 yards mix in a barrel in the target area
- 8800 All potions within 60 yards mix in a random creature's stomach
- 8801 All potions within 60 yards stink like death but work normally
- 8802 All potions within 60 yards take effect on those carrying them
- 8803 All potions within 60 yards taste like honey but work normally
- 8804 All potions within 60 yards transform into small, edible pills
- 8805 All potions within 60 yards turn to acid
- 8806 All potions within 60 yards turn to chocolate syrup
- 8807 All potions within 60 yards turn to Class J poison
- 8808 All potions within 60 yards turn to gasoline
- 8809 All potions within 60 yards turn to Oil of Timelessness
- 8810 All potions within 60 yards turn to Potions of Gender-changing
- 8811 All potions within 60 yards turn to Potions of Healing
- 8812 All potions within 60 yards turn to roast beef gravy
- 8813 All potions within 60 yards turn to skunk musk
- 8814 All potions within 60 yards turn to Sovereign Glue
- 8815 All potions within 60 yards turn to Sweetwater
- 8816 All potions within 60 yards vanish
- 8817 All potions within 60 yards work but also induce invisibility
- 8818 All potions within 60 yards work but also induce lycanthropy
- 8819 All rabbits within 60 yards are reincarnated, as spell
- 8820 All rabbits within 60 yards attack those nearest to them

**8821** All rabbits within 60 yards become Chaotic Evil  
**8822** All rabbits within 60 yards become humanoid rabbits  
**8823** All rabbits within 60 yards converge on the area  
**8824** All rabbits within 60 yards crave human flesh  
**8825** All rabbits within 60 yards explode violently for 2d6 HP each  
**8826** All rabbits within 60 yards gain human INT and power of speech  
**8827** All rabbits within 60 yards gain human INT and spellcasting  
**8828** All rabbits within 60 yards gain the power of flight  
**8829** All rabbits within 60 yards increase in size by 100X  
**8830** All rabbits within 60 yards induce lycanthropy with a bite  
**8831** All rabbits within 60 yards think and act like dragons  
**8832** All rabbits within 60 yards turn carnivorous and hungry  
**8833** All rabbits within 60 yards turn to chocolate  
**8834** All reptiles within 60 yards become mammals  
**8835** All reptiles within 60 yards become warm blooded  
**8836** All reptiles within 60 yards begin smoldering  
**8837** All residents of the nearest village become nocturnal  
**8838** All residents of the nearest village choose live in the woods  
**8839** All residents of the nearest village turn to friendly kobolds  
**8840** All residents of the nearest village vanish without a trace  
**8841** All rocks within 60 yards are covered with bark  
**8842** All rocks within 60 yards roll toward the area of effect  
**8843** All rodents within 1 mile appear in the area  
**8844** All rodents within 1 mile double in size  
**8845** All rods/staves/wands within 60 yards are recharged  
**8846** All rods/staves/wands within 60 yards become sentient  
**8847** All rods/staves/wands within 60 yards discharge randomly  
**8848** All rods/staves/wands within 60 yards gain 1d10 charges  
**8849** All rods/staves/wands within 60 yards lose 1d10 charges  
**8850** All rods/staves/wands within 60 yards turn to balsa wood  
**8851** All rods/staves/wands within 60 yards twist like corkscrews  
**8852** All scabbards and sheaths within 60 yards fill with butter  
**8853** All shapeshifters for 5 miles are stuck in the current forms  
**8854** All shapeshifters for 5 miles assume true forms for 1d8 turns  
**8855** All shapeshifters for 5 miles can assume yet another form  
**8856** All slain within 60 yards stand at attention where they fall  
**8857** All sleeping creatures within 1 mile awaken  
**8858** All sling stones and the like within 60 yards turn to ice  
**8859** All soil within 30' becomes sodium; rain falls for 5d4 rounds  
**8860** All soil within 60 yards turns to concrete  
**8861** All soil, rocks, and minerals in 10,000 square yard area vanish  
**8862** All sound generated within 60 yards doubles in volume  
**8863** All sound within 60 yards is distorted as though underwater  
**8864** All spellbooks within 60 yards now hold an additional spell  
**8865** All spells cast during the next round become permanent  
**8866** All spells cast in area function as if cast at 2x actual level  
**8867** All spells cast in area function at only 1/2 power  
**8868** All spells cast within 60 yards have their durations halved  
**8869** All spells cast within the next turn function randomly  
**8870** All spider web in 1 mile radius turns to cloud and dissipates  
**8871** All spider web in 60 yard radius turns to nylon thread  
**8872** All spiders within 50 yards become Huge  
**8873** All statues within 1 mile animate  
**8874** All statues within 1 mile animate and depart  
**8875** All statues within 1 mile appear in the area  
**8876** All statues within 1 mile appear to be grossly overweight  
**8877** All statues within 1 mile appear to be of opposite gender  
**8878** All statues within 1 mile appear to be terror-stricken  
**8879** All statues within 1 mile appear to have been carved naked  
**8880** All statues within 1 mile assume obscene postures  
**8881** All statues within 1 mile attack the person nearest to them  
**8882** All statues within 1 mile bleed if rained upon  
**8883** All statues within 1 mile grow so ugly they cause mental harm  
**8884** All statues within 1 mile laugh for 1d4 days  
**8885** All statues within 1 mile now resemble their sculptors  
**8886** All statues within 1 mile race to the area at MR 24  
**8887** All statues within 1 mile turn to chocolate  
**8888** All statues within 1 mile turn to glass  
**8889** All statues within 1 mile turn to golems  
**8890** All statues within 1 mile weep for 1d4 days  
**8891** All stone within 60 yards becomes soft as clay for 1 turn  
**8892** All stone within 60 yards bursts into flame  
**8893** All stones above ground within 60 yard area turn to styrofoam  
**8894** All stones above ground within 60 yard radius vanish  
**8895** All stones within 60 yards are arranged in a complex pattern  
**8896** All stones within 60 yards converge on the target point  
**8897** All summoned beings within 60 yards turn on their summoners  
**8898** All summoned creatures within 60 yards ally with each other  
**8899** All summoned creatures within 60 yards are dismissed  
**8900** All summoned creatures within 60 yards are freed of control  
**8901** All surfaces within 60 yards are smeared with egg yolks  
**8902** All swords for 60 yards retract into their hilts 2d10 rounds  
**8903** All swords within 60 yards attack their bearers for 1d4 rounds  
**8904** All temples within 1 mile are defiled  
**8905** All temples within 1 mile are re-consecrated to a single deity  
**8906** All trees for 60 yards bend from the area as from an explosion  
**8907** All trees for 60 yards bend into area as toward sunlight  
**8908** All trees within 60 yard radius drop their leaves  
**8909** All trees within 60 yard radius grow feathers  
**8910** All trees within 60 yard radius keep their leaves next autumn  
**8911** All trees within 60 yard radius shine with Continual Light  
**8912** All trees within 60 yard radius turn invisible for 1 day  
**8913** All trees within 60 yards appear invisible in sunlight  
**8914** All trees within 60 yards appear slightly out of focus  
**8915** All trees within 60 yards appear to be made of metal  
**8916** All trees within 60 yards appear two-dimensional  
**8917** All trees within 60 yards are believed to be sentient  
**8918** All trees within 60 yards are Cloned  
**8919** All trees within 60 yards are covered in oozing pustules  
**8920** All trees within 60 yards are covered in thorns and barbs  
**8921** All trees within 60 yards are engraved with risqué images  
**8922** All trees within 60 yards are fireproof  
**8923** All trees within 60 yards are invisible from twilight to dawn  
**8924** All trees within 60 yards are now part of the same tree  
**8925** All trees within 60 yards are strewn with bathroom tissue  
**8926** All trees within 60 yards are stripped of bark  
**8927** All trees within 60 yards are suddenly the same species  
**8928** All trees within 60 yards bark like dogs  
**8929** All trees within 60 yards bay at the moon  
**8930** All trees within 60 yards become carnivorous  
**8931** All trees within 60 yards become humanoid in shape  
**8932** All trees within 60 yards begin applauding  
**8933** All trees within 60 yards begin laughing diabolically  
**8934** All trees within 60 yards begin moaning ominously  
**8935** All trees within 60 yards begin snoring peacefully  
**8936** All trees within 60 yards can polymorph at will  
**8937** All trees within 60 yards crumble to dust if touched  
**8938** All trees within 60 yards crumble to sawdust  
**8939** All trees within 60 yards decide to form a government  
**8940** All trees within 60 yards explode if used for firewood  
**8941** All trees within 60 yards extrude limbs that look like arms  
**8942** All trees within 60 yards fall when no 1 is there to hear  
**8943** All trees within 60 yards form a collective consciousness  
**8944** All trees within 60 yards form a line to the horizon  
**8945** All trees within 60 yards frighten those of LG alignment  
**8946** All trees within 60 yards gain arcane insight into magic

- 8947** All trees within 60 yards gather in a tight circle
- 8948** All trees within 60 yards giggle when no 1 is looking
- 8949** All trees within 60 yards grow face-shaped protrusions
- 8950** All trees within 60 yards have nooses hanging in their limbs
- 8951** All trees within 60 yards look to be covered in snow all year
- 8952** All trees within 60 yards make angry faces at people
- 8953** All trees within 60 yards march in a circle before taking root
- 8954** All trees within 60 yards point mysteriously in 1 direction
- 8955** All trees within 60 yards project Silence in their shade
- 8956** All trees within 60 yards quadruple in height
- 8957** All trees within 60 yards reassemble as a big log cabin
- 8958** All trees within 60 yards rotate slowly each day
- 8959** All trees within 60 yards run like lemmings to the sea
- 8960** All trees within 60 yards rush to the nearest druid's dwelling
- 8961** All trees within 60 yards rush to the spell's target point
- 8962** All trees within 60 yards sing when they drop their leaves
- 8963** All trees within 60 yards stack themselves like lumber
- 8964** All trees within 60 yards turn to cheese
- 8965** All trees within 60 yards turn to sponge
- 8966** All trees within 60 yards turn to stone
- 8967** All trees within 60 yards walk 1 mile south
- 8968** All trees within 60 yards weep when they drop their leaves
- 8969** All trees within 60 yards whisper to each other
- 8970** All undead of fewer than 8 HD are Turned from the target point
- 8971** All undead skeletons within 60 yards can regenerate
- 8972** All undead skeletons within 60 yards turn to steel
- 8973** All undead skeletons within 60 yards turn to wood
- 8974** All undead within 1 mile are drawn to the spell's target point
- 8975** All undead within 1 mile become free-willed
- 8976** All undead within 1 mile become highly flammable
- 8977** All undead within 1 mile fear all other undead
- 8978** All undead within 1 mile forget that they are undead
- 8979** All undead within 1 mile function at 2X strength until sunset
- 8980** All undead within 1 mile glow in the dark
- 8981** All undead within 1 mile shrink by 50%
- 8982** All undead within 60 yards are struck by lighting
- 8983** All undead within 90' cut off from Negative Plane for 5 rounds
- 8984** All vegetation within 1 mile shrinks by 90%
- 8985** All vegetation within 1 mile turns blood-red
- 8986** All vegetation within 1 mile turns carnivorous
- 8987** All vegetation within 1 mile turns invisible
- 8988** All vegetation within 100 foot radius is stripped of moisture
- 8989** All vegetation within 60 yards crumbles to ash
- 8990** All vegetation within 60 yards grows to full size and maturity
- 8991** All voices within 60 yards echo 1d10 rounds after they're said
- 8992** All water within 1 mile is rendered absolutely pure
- 8993** All water within 1 mile is rendered absolutely toxic
- 8994** All water within 1 mile turns orange but remains drinkable
- 8995** All water within 60 yards becomes brackish and foul
- 8996** All water within 60 yards boils
- 8997** All water within 60 yards causes flesh to rust like metal
- 8998** All water within 60 yards causes metal to decay like flesh
- 8999** All water within 60 yards is poisonous for 1d10 days
- 9000** All water within 60 yards starts to boil
- 9001** All water within 60 yards tastes like blood
- 9002** All water within 60 yards turns to an equal mass of snow
- 9003** All water within 60 yards turns to stone
- 9004** All water within 60 yards vanishes
- 9005** All weapons within 60 yards become ethereal for 10d10 rounds
- 9006** All weapons within 60 yards shrink by 50% for 10d10 rounds
- 9007** All weapons within 60 yards triple in weight for 10d10 rounds
- 9008** All within 10 miles distrust gold as a medium of exchange
- 9009** All within 60 yards acquire the same new language
- 9010** All within 60 yards affected by a random alteration spell
- 9011** All within 60 yards affected by a random necromantic spell
- 9012** All within 60 yards affected by Abi-Dalzim's Horrid Wilting
- 9013** All within 60 yards appear black & white for 1 hour
- 9014** All within 60 yards appear to lack skin
- 9015** All within 60 yards appears uniformly gray for spell duration
- 9016** All within 60 yards are affected by Continual Light
- 9017** All within 60 yards are affected by Feather Fall
- 9018** All within 60 yards are affected by Friends
- 9019** All within 60 yards are affected by massmorph for 18 hours
- 9020** All within 60 yards are beset with seizures
- 9021** All within 60 yards are carrying 10 pounds of mashed potatoes
- 9022** All within 60 yards are covered in tomato paste
- 9023** All within 60 yards are drenched
- 9024** All within 60 yards are Feebleminded
- 9025** All within 60 yards are Healed, as by the spell
- 9026** All within 60 yards are Held for 1d10 rounds each
- 9027** All within 60 yards are Held until tomorrow
- 9028** All within 60 yards are immune to the intended spell for 1 day
- 9029** All within 60 yards are invulnerable for 1d10 rounds
- 9030** All within 60 yards are polymorphed into Kobolds for 1d6 days
- 9031** All within 60 yards are protected from wild surges for 1 day
- 9032** All within 60 yards are rendered Timeless for 1 week
- 9033** All within 60 yards are sheathed in cellophane
- 9034** All within 60 yards are sheathed in Faerie Fire
- 9035** All within 60 yards are stricken blind
- 9036** All within 60 yards are stricken by a Symbol of Pain
- 9037** All within 60 yards are stricken by Fear
- 9038** All within 60 yards are stricken deaf
- 9039** All within 60 yards are stricken deaf, dumb, and blind
- 9040** All within 60 yards are stricken sterile
- 9041** All within 60 yards are stricken sterile for 1d10 years
- 9042** All within 60 yards are stricken unconscious
- 9043** All within 60 yards are struck by 1d4 magic missiles
- 9044** All within 60 yards are suddenly barefoot
- 9045** All within 60 yards are suddenly standing beside their clones
- 9046** All within 60 yards are suddenly standing in an orderly line
- 9047** All within 60 yards are teleported into nearest cave
- 9048** All within 60 yards are teleported onto the nearest mountain
- 9049** All within 60 yards are teleported to nearest castle
- 9050** All within 60 yards are unable to sleep for 3d6 days
- 9051** All within 60 yards are unable to speak in direct sunlight
- 9052** All within 60 yards assume gaseous form for 1d10 rounds
- 9053** All within 60 yards become badly sunburned
- 9054** All within 60 yards become carriers of a terrible disease
- 9055** All within 60 yards become immune to nonmagical disease
- 9056** All within 60 yards become ravenously hungry
- 9057** All within 60 yards become supernaturally fertile
- 9058** All within 60 yards become thoroughly drunk
- 9059** All within 60 yards begin to dehydrate, 1 HP every other round
- 9060** All within 60 yards believe they are alone
- 9061** All within 60 yards believe they are musically gifted
- 9062** All within 60 yards believe they have 1 hit point left
- 9063** All within 60 yards believe they share common ancestry
- 9064** All within 60 yards change alignment for 1 hour
- 9065** All within 60 yards collapse under Feign Death spell
- 9066** All within 60 yards contract a terrible disease
- 9067** All within 60 yards double in weight for 1d6 hours
- 9068** All within 60 yards fall asleep until dawn tomorrow
- 9069** All within 60 yards fall to their knees
- 9070** All within 60 yards fear daylight like vampires
- 9071** All within 60 yards fear music
- 9072** All within 60 yards feel anxious when reptiles are nearby

- 9073 All within 60 yards feel itchy and uncomfortable  
9074 All within 60 yards feel only 75% of gravity's effect  
9075 All within 60 yards feel pain when they hear music  
9076 All within 60 yards feel violent hatred toward 1 being nearby  
9077 All within 60 yards forget how to make fire  
9078 All within 60 yards gain 1 point to STR  
9079 All within 60 yards gain infravision (or double range)  
9080 All within 60 yards have nightmares about penguins  
9081 All within 60 yards have the feeling this happened before  
9082 All within 60 yards have the feeling this will happen again  
9083 All within 60 yards know each other's true name  
9084 All within 60 yards lose 1 point of INT for 1d12+12 hours  
9085 All within 60 yards lose 1d6 CON points for 1d4 days  
9086 All within 60 yards lose 2 HP/round until leaving the area  
9087 All within 60 yards lose all skin and hair pigmentation  
9088 All within 60 yards lose all weapon proficiency for 1 day  
9089 All within 60 yards lose infravision if they have it  
9090 All within 60 yards lose the sense of taste and smell  
9091 All within 60 yards may be resurrected once without CON loss  
9092 All within 60 yards must Save or be Slowed  
9093 All within 60 yards must Save or be Stunned for 1d10 rounds  
9094 All within 60 yards must Save or change gender for 1d20 days  
9095 All within 60 yards must Save or forget the last 10 rounds  
9096 All within 60 yards must Save or go mad for 1d10 rounds  
9097 All within 60 yards must Save or teleport to random locations  
9098 All within 60 yards rise 10 feet in the air  
9099 All within 60 yards Save or teleport to Negative Material  
9100 All within 60 yards Save or teleport to Positive Material  
9101 All within 60 yards Save vs. Fire at +2  
9102 All within 60 yards Save vs. Fire at -2  
9103 All within 60 yards shine as with Continual Light  
9104 All within 60 yards shriek each time they see blood  
9105 All within 60 yards shriek until they see blood  
9106 All within 60 yards shrink to half their height  
9107 All within 60 yards smell like skunks  
9108 All within 60 yards sound like they're on helium  
9109 All within 60 yards stop aging, though they may still be slain  
9110 All within 60 yards suddenly form into a large circle  
9111 All within 60 yards suffer 1d20 HP from magical discharge  
9112 All within 60 yards suffer Leomund's Lamentable Belaborment  
9113 All within 60 yards swear fealty to the nearest nymph  
9114 All within 60 yards sweat coffee  
9115 All within 60 yards teleported into nearest temple  
9116 All within 60 yards think someone nearby is a doppelganger  
9117 All within 60 yards think the Apocalypse is nigh  
9118 All within 60 yards think the nearest town's been destroyed  
9119 All within 60 yards think they are affected by Blink  
9120 All within 60 yards unite in some greater purpose  
9121 All within 60 yards wake tomorrow where they are now standing  
9122 All within 60 yards wake tomorrow where they now stand  
9123 All within 60 yards who are bleeding are stricken mute  
9124 All within 60 yards who are bleeding become panic-stricken  
9125 All within 60 yards who are bleeding fall asleep  
9126 All within 60 yards who are bleeding gain 1d6 hit points  
9127 All within 60 yards who are bleeding lose 1d6 hit points  
9128 All within 60 yards who are bleeding shrink by 50%  
9129 All within 60 yards who are bleeding suffer horrible pain  
9130 All within 60 yards who are bleeding think they're dying  
9131 All within 60 yards who are bleeding think they're vampires  
9132 All within 60 yards who are not bleeding fall asleep  
9133 All within armor within 60 yards wishes to swim in it now  
9134 All within spell's area of effect affected by Fools' Speech  
9135 All wood structures within 1 mile swarm with termites  
9136 All wood within 60 yards is affected by crystalbrittle  
9137 All wood within 60 yards turns to plastic  
9138 All wood within 60 yards vanishes until sometime tomorrow  
9139 All wooden weapons within 60 yards turn to balsa wood  
9140 All wool within 60 yards ignites  
9141 All worked stone within 60 yards turns to sand  
9142 All writing within 60 yards becomes illegible for 1d4 days  
9143 All written text within spell's area of effect turns backward  
9144 All zombies within 60 yards suddenly have no legs  
9145 Ambient temperature decreases by 10d10° for 1d10 rounds  
9146 Ambient temperature decreases by 20d10° for 1d4 rounds  
9147 Ambient temperature decreases by 5d10° for 1d20 rounds  
9148 Ambient temperature increases by 10d10° for 1d10 rounds  
9149 Ambient temperature increases by 20d10° for 1d4 rounds  
9150 Ambient temperature increases by 50° at nightfall  
9151 Ambient temperature increases by 5d10° for 1d20 rounds  
9152 An anonymous corpse appears nearby, riddled with bullets  
9153 An explosion flattens the nearest castle  
9154 An illusory Red Dragon appears and attacks everyone nearby  
9155 An incredibly thick fog obscures the entire area until sunset  
9156 An oil well springs up from the ground beneath the target point  
9157 An unusual & terribly harsh tax is imposed on the nearest town  
9158 Animals flock to the target point as though it were a salt lick  
9159 Animals forever shun an area 100 feet from the target point  
9160 Any animal skins within 60 yards bond to those wearing them  
9161 Any animal skins within 60 yards reanimate  
9162 Any artifacts within 1 mile decide they've had it and vanish  
9163 Any creatures resurrected in area in the last 5 years are slain  
9164 Any creatures slain in area within last 5 turns are resurrected  
9165 Any magical items within 10 yards are inert for 1d6 turns  
9166 Any snow within 60 yards turns to diamond dust  
9167 Any summoned beings within 60 yards do not vanish when freed  
9168 Anyone in armor within 60 yards becomes sharply paranoid  
9169 Anyone in armor within 60 yards can only eat while wearing it  
9170 Anyone in armor within 60 yards cannot eat while wearing it  
9171 Anyone in armor within 60 yards cannot remove it unaided  
9172 Anyone in armor within 60 yards cannot see the color green  
9173 Anyone in armor within 60 yards craves raw meat  
9174 Anyone in armor within 60 yards doesn't wish to remove it  
9175 Anyone in armor within 60 yards faces the opposite way  
9176 Anyone in armor within 60 yards fears magic for 1 week  
9177 Anyone in armor within 60 yards fears spiders and snakes  
9178 Anyone in armor within 60 yards gains 1d6 hit points  
9179 Anyone in armor within 60 yards hears terrifying music  
9180 Anyone in armor within 60 yards is affected by Friends  
9181 Anyone in armor within 60 yards is covered in cobwebs  
9182 Anyone in armor within 60 yards is Enfeebled  
9183 Anyone in armor within 60 yards is Held  
9184 Anyone in armor within 60 yards is immune to cantrips  
9185 Anyone in armor within 60 yards is suspicious of wizards  
9186 Anyone in armor within 60 yards itches uncontrollably  
9187 Anyone in armor within 60 yards lays flat on his back  
9188 Anyone in armor within 60 yards learns a demon's true name  
9189 Anyone in armor within 60 yards loses 1d10 hit points  
9190 Anyone in armor within 60 yards must check morale or flee  
9191 Anyone in armor within 60 yards must Save or combust  
9192 Anyone in armor within 60 yards must Save or fall asleep  
9193 Anyone in armor within 60 yards must Save or go berserk  
9194 Anyone in armor within 60 yards must Save or go blind  
9195 Anyone in armor within 60 yards removes it in a panic  
9196 Anyone in armor within 60 yards seems naked for 1d8 turns  
9197 Anyone in armor within 60 yards seems to be of opposite sex  
9198 Anyone in armor within 60 yards suddenly stands next to it

- 9199 Anyone in armor within 60 yards switches handedness  
9200 Anyone in armor within 60 yards thinks he's enchanted  
9201 Anyone in armor within 60 yards thinks he's invisible  
9202 Anyone in armor within 60 yards thinks he's rusting  
9203 Anyone in armor within 60 yards thinks it's alive  
9204 Anyone in armor within 60 yards thinks it's demonic  
9205 Anyone in armor within 60 yards thinks it's on backwards  
9206 Anyone in armor within 60 yards thinks it's out to get him  
9207 Anyone in armor within 60 yards thinks it's part of him  
9208 Anyone in armor within 60 yards thinks it's upside down  
9209 Anyone in armor within 60 yards thinks that they aren't  
9210 Anyone now barefoot within 60 yards can never wear boots again  
9211 Anyone slain in the last turn within 60 yards is resurrected  
9212 Anyone slain within 60 yards disintegrates upon death  
9213 Anyone within 60 yards resurrected during the last year dies  
9214 Anyone within 60 yards Save vs Spell or be stunned 1d3 turns  
9215 Bark of all trees within 1 mile becomes hard as steel  
9216 Bells, chimes, and gongs echo through the area  
9217 Call Lightning hits target point 1 per turn for next 20 turns  
9218 Call Lightning strikes the tallest creature in the area  
9219 Chain Lightning streaks through area; hits 1d10 random targets  
9220 Chain Lightning strikes nearby; hits 1 random target 1d10 times  
9221 Civil unrest erupts in nearby town; spreads through the kingdom  
9222 Cleric abilities do not work within 60 yards of target point  
9223 Cleric abilities function at 2X potency in a 60 yard radius  
9224 Clerical error: no priest spells function in a 60 yard radius  
9225 Clouds of finely ground flour fill the air  
9226 Confetti and jubilant music pour from the sky  
9227 Construction begins on a huge statue of a woman with a torch  
9228 Creeping Doom o(1d6+4)X1000 insects sweeps through the area  
9229 Creeping Doom sweeps through the area in 1d4 hours  
9230 Dancing Lights whirl around anyone with injuries within 60 yards  
9231 Darkness seems to flow like liquid from the nearest well  
9232 Death appears, captures soul of a random being, and disappears  
9233 Death appears, gives a random object to someone, and vanishes  
9234 Death appears, grabs a random object from someone, and vanishes  
9235 Death appears, watches scene with interest, then vanishes  
9236 Death appears; all who see her must Save or fall unconscious  
9237 Death decides to erect a summer cottage in the vicinity  
9238 Dense fog fills the air, smelling of brimstone  
9239 Ducks fall from sky for 1d6 rounds  
9240 Each creature within 60 yards is enclosed in a forcecage  
9241 Eerie winds howl through the area; Morale checks at -3  
9242 Entire region is forever impenetrable to Divinations  
9243 Everyone in area believes everyone else in area is undead  
9244 Everyone who saw the casting thinks they're affected by it  
9245 Everything in area appears black & white for spell's duration  
9246 Everything in area appears invisible for spell's duration  
9247 Everything in area appears uniformly black for spell's duration  
9248 Everything in area appears uniformly white for spell's duration  
9249 Everything that happened last round recurs in the next  
9250 Everything within 1 mile is coated with a fine yellow powder  
9251 Everything within 60 yards is fireproof until noon tomorrow  
9252 Evidence of the Apocalypse is seen throughout the land  
9253 Explosion at target point; 30d6HP damage to all within 30 yards  
9254 Fire Elemental appears, ignites all torches, etc, and vanishes  
9255 For next 1d10 rounds beans, peanuts, and legumes rain from sky  
9256 For next 1d10 rounds eggs rain from the sky  
9257 For next 1d10 rounds frogs & toads fall from the sky & hop away  
9258 For next 1d10 rounds frogs & toads hop into area & into the sky  
9259 For next 1d10 rounds gumdrops and jellybeans fall from sky  
9260 For next 1d10 rounds maple syrup rains from the sky  
9261 For next 1d10 rounds marbles rain from the sky  
9262 For next 1d10 rounds mints and chocolate chips rain from sky  
9263 For next 1d10 rounds raisins, dates, and walnuts rain from sky  
9264 For next d20 days, the sun rises in the west & sets in the east  
9265 Frogs fall from the sky for 1d6 rounds; all -2 ToHit  
9266 Gale force winds blow for 1d20 rounds; missile fire impossible  
9267 Gate opens to random Lower Outer Plane  
9268 Gate to the Abyss opens at the target point of the spell  
9269 Gentle rain falls for 1d10 rounds  
9270 Gravity in a 60 yard radius is reduced by 50%  
9271 Hail falls from the sky for 1d6 rounds; all -one ToHit  
9272 Half the populace thinks the continent is sinking into the sea  
9273 Heavy flooding occurs throughout a ten mile radius  
9274 Heavy rain falls for 1d10 rounds; all -2 ToHit, no missile fire  
9275 Illusions cast in the area are free-willed for their duration  
9276 In the next 2 turns, 3d10 feet of snow cover a 60 yard radius  
9277 Internal dimensions of nearest dwelling are doubled  
9278 Internal gravity of nearest dwelling increases 1d4X  
9279 Internal gravity of nearest dwelling is flipped 90°  
9280 Internal gravity of nearest dwelling is halved  
9281 Internal gravity of nearest dwelling is lost  
9282 Internal gravity of nearest dwelling is reversed (flipped 180°)  
9283 Invisible bells chime loudly for 1d6 hours  
9284 Light drizzle falls for 1d10 weeks  
9285 Local gravity doubles during each of the next 1d4 rounds  
9286 Loud music plays in the air when anyone tries to cast a spell  
9287 Millions of moths cloud the area, blinding all within 60 yards  
9288 Minor Death appears; attacks 1 being till missing, then leaves  
9289 Missiles fired within 60 yards circle & hit whoever fired them  
9290 Missiles fired within 60 yards ricochet and hit random targets  
9291 Mist from a nearby river has a 10% chance to lead to Ravenloft  
9292 Monster Summoning 2d4-one (rolled each time) occurs 5d4 times  
9293 Monster Summoning 2d4-one occurs  
9294 Monster Summoning I occurs 1d10 times  
9295 Monster Summoning II occurs 4d3-3 times  
9296 Monster Summoning III occurs 1d8 times  
9297 Monster Summoning IV occurs 2d4-one times  
9298 Monster Summoning V occurs 1d6 times  
9299 Monster Summoning VI occurs 1d4 times  
9300 Monster Summoning VII occurs 2d3-one times  
9301 Motes of light swirl through the area, giving everyone -one ToHit  
9302 Motes of light whirl about any open wounds in the area  
9303 Music fills the air so loudly that spells cannot be cast  
9304 Nearby town has festival to honor all in the area of effect  
9305 Nearby town seeks death of all within 60 yards of target point  
9306 Nearest 1d1000 rabbits link into a hive-mind and form a colony  
9307 Nearest 500 lb. stone becomes a statue of creature near it  
9308 Nearest 500 lb. stone becomes perfectly spherical  
9309 Nearest 500 lb. stone engulfs creature nearest to it  
9310 Nearest 500 lb. stone hurl itself into the sky and vanishes  
9311 Nearest 500 lb. stone turns to 5000 lb. stone  
9312 Nearest 500 lb. stone turns to a Galeb Duhr  
9313 Nearest 500 lb. stone turns to an 8 HD earth elemental  
9314 Nearest 500 lb. stone turns to diamond  
9315 Nearest 500 lb. stone turns to steam  
9316 Nearest banshee is teleported into vicinity for 1d10 rounds  
9317 Nearest boat appears in the area  
9318 Nearest bridge collapses  
9319 Nearest building crumbles to dust  
9320 Nearest building inverts  
9321 Nearest butterfly polymorphs into a Gold Dragon  
9322 Nearest castle becomes a sandcastle; owner likely to be upset  
9323 Nearest castle becomes sentient  
9324 Nearest castle fills with cattle

- 9325 Nearest castle fills with cheese  
9326 Nearest castle fills with skunks  
9327 Nearest castle is made of interlocking plastic bricks  
9328 Nearest castle is transported into the area  
9329 Nearest castle is transported to the Plane of Fire unharmed  
9330 Nearest castle rises into the air 1d20 feet  
9331 Nearest castle sinks into the ground 1d20 feet  
9332 Nearest castle suffers explosive decompression  
9333 Nearest castle turns to bone  
9334 Nearest castle turns to chocolate  
9335 Nearest castle turns to sand  
9336 Nearest castle turns to steel  
9337 Nearest castle vanishes from the Prime Material Plane  
9338 Nearest castle's throne room is piled high with skulls  
9339 Nearest castle's tower becomes volcanically active  
9340 Nearest castle's tower blasts off into orbit  
9341 Nearest castle's treasury fills with seashells  
9342 Nearest cave becomes a Gate to the demi-plane of shadow  
9343 Nearest cave collapses  
9344 Nearest cave fills with toxic volcanic gasses  
9345 Nearest cave takes on the features of a huge mouth  
9346 Nearest convict is teleported out of prison into vicinity  
9347 Nearest cultivated field yields highly toxic crops  
9348 Nearest doorway becomes a Gate to another Prime Material  
9349 Nearest doorway becomes a lasting Portal to Elemental Air  
9350 Nearest doorway becomes a lasting Portal to Elemental Earth  
9351 Nearest doorway becomes a lasting Portal to Elemental Fire  
9352 Nearest doorway becomes a lasting Portal to Elemental Water  
9353 Nearest doorway becomes a lasting Portal to the Astral Plane  
9354 Nearest doorway becomes a lasting Portal to the Ethereal Plane  
9355 Nearest doorway causes any entering it to exit via another door  
9356 Nearest doorway causes any traversing it to age 5d10 years  
9357 Nearest doorway causes any traversing it to lose 1/2 their HP  
9358 Nearest doorway flips any traversing it 180° laterally  
9359 Nearest doorway restores 1/2 lost HP to any traversing it  
9360 Nearest dragon appears in the area  
9361 Nearest dragon desperately wants to be human  
9362 Nearest dragon dies instantly when struck by a magical weapon  
9363 Nearest dragon polymorphs into a rabbit of equal size  
9364 Nearest dragon shrinks by 90%  
9365 Nearest dragon thinks it's a human  
9366 Nearest dragon turns into a helicopter  
9367 Nearest dragon's eyes appear in the vicinity  
9368 Nearest druid adopts a "scorched earth policy"  
9369 Nearest druid attracts grasshoppers and other insects  
9370 Nearest druid attracts honeybees with his sweat  
9371 Nearest druid attracts lightning like a tall tree  
9372 Nearest druid becomes as skittish as a rabbit  
9373 Nearest druid becomes bioluminescent like a firefly  
9374 Nearest druid becomes catatonic when he sees animal blood  
9375 Nearest druid becomes nocturnal  
9376 Nearest druid becomes violently ill if he touches anyone  
9377 Nearest druid begins preaching the merits of strip-mining  
9378 Nearest druid can cause plants to wilt with a touch  
9379 Nearest druid can heal damage to vegetable matter  
9380 Nearest druid can Heal himself if he slays an innocent animal  
9381 Nearest druid can speak with crickets and grasshoppers  
9382 Nearest druid can summon 1d6 squirrels per level at will  
9383 Nearest druid can turn invisible while touching living wood  
9384 Nearest druid can warp wood with a touch  
9385 Nearest druid cannot abide the presence of carved wood  
9386 Nearest druid cannot control his next Treewalk  
9387 Nearest druid can't resume his true form after polymorphing  
9388 Nearest druid causes campfires nearby to rage out of control  
9389 Nearest druid coughs up sawdust when angry  
9390 Nearest druid craves raw meat at every sunset  
9391 Nearest druid desires to shoot squirrels on sight  
9392 Nearest druid develops pyromania  
9393 Nearest druid emerges from a random tree when he Treewalks  
9394 Nearest druid faints at the sight of tree sap  
9395 Nearest druid fears plants and wildlife  
9396 Nearest druid firmly believes he can breathe water  
9397 Nearest druid flies into a rage if he sees untended fires  
9398 Nearest druid flies into a rage when he smells roast meat  
9399 Nearest druid gains access to 1 school of wizardly magic  
9400 Nearest druid goes on a random killing spree  
9401 Nearest druid is a carrier of Dutch Elm Disease  
9402 Nearest druid kills plantlife like a Defiler when casting magic  
9403 Nearest druid leaves footprints which blight the ground  
9404 Nearest druid sheds tree sap instead of blood when injured  
9405 Nearest druid smells and gives off heat like compost  
9406 Nearest druid sprouts antlers like a deer  
9407 Nearest druid teleports into the nearest tree  
9408 Nearest druid teleports to the bottom of the nearest lake  
9409 Nearest druid thinks a catastrophic earthquake is imminent  
9410 Nearest druid thinks he can speak with birds  
9411 Nearest druid thinks he's a robot  
9412 Nearest druid thinks Nature is his own private garbage dump  
9413 Nearest druid thinks Nature is out to get us  
9414 Nearest druid thinks Nature speaks to him through rainbows  
9415 Nearest druid turns into a rabbit whenever he sleeps  
9416 Nearest druid turns leaf-green when angry  
9417 Nearest druid wants to carve his name in every oak he sees  
9418 Nearest druid wants to cut down the biggest oak he can find  
9419 Nearest druid weeps herbicide when angry  
9420 Nearest druid's presence causes campfires to go out  
9421 Nearest druid's presence causes plants to weep blood  
9422 Nearest dryad and her tree teleport into the vicinity  
9423 Nearest female can remove her eyes and still see through them  
9424 Nearest female is surrounded by statues of her  
9425 Nearest field is marked with crop circles  
9426 Nearest field is mown and painted like a baseball field  
9427 Nearest fire burns without fuel until extinguished  
9428 Nearest fire detonates as a 10 Die fireball  
9429 Nearest fire explodes as a fireball of 1d20 Hit Dice  
9430 Nearest fire fills the area with thick, acrid smoke  
9431 Nearest fire re-ignites 1d10+10 turns after it is extinguished  
9432 Nearest fire resurrects as an elemental the 1st corpse it burns  
9433 Nearest fire resurrects first corpse thrown into it  
9434 Nearest fire rises and flees the area  
9435 Nearest fire streaks into the sky like a reversed meteor  
9436 Nearest fire takes 1HP per round from all within 10' of it  
9437 Nearest Giant is summoned; appears in 2d10 rounds  
9438 Nearest goat turns into a boat  
9439 Nearest Gold Dragon polymorphs into a butterfly; retains memory  
9440 Nearest Golem becomes a statue of appropriate composition  
9441 Nearest government official is found to be a 5 year old child  
9442 Nearest government official is found to be a colony of insects  
9443 Nearest government official is found to be a demigod  
9444 Nearest government official is found to be a medusa  
9445 Nearest government official is found to be a nymph  
9446 Nearest government official is found to be a tanar'ri  
9447 Nearest government official is found to be a vampire  
9448 Nearest government official is found to be an illithid  
9449 Nearest government official is revealed to have died last year  
9450 Nearest governmental unit collapses amid scandals of wrongdoing

9451 Nearest hill giant appears at the spell's target point  
9452 Nearest horse turns to a pegasus and flies away  
9453 Nearest hourglass becomes a magic-powered quartz digital clock;  
9454 Nearest house appears at the spell's target point  
9455 Nearest house explodes as a 50HD fireball  
9456 Nearest house is the entrance to a maze of underground passages  
9457 Nearest ice berg becomes volcanically active  
9458 Nearest king dies of a bullet wound to the head  
9459 Nearest king drowns in his sleep tonight  
9460 Nearest king or queen appears in the vicinity  
9461 Nearest lake contains salt water instead of fresh  
9462 Nearest lake drains mysteriously  
9463 Nearest lake forms a tsunami and devastates its shores  
9464 Nearest lake imparts medusa-like beauty to any drinking from it  
9465 Nearest lake imparts nymph-like beauty to any drinking from it  
9466 Nearest lake is suddenly populated by bullywugs  
9467 Nearest lich appears, deposits its phylactery, and vanishes  
9468 Nearest lich appears, disembowels someone, and vanishes  
9469 Nearest lich appears, sings part of an opera, and vanishes  
9470 Nearest lich develops affection for someone in the vicinity  
9471 Nearest lich develops an intense fear of darkness  
9472 Nearest lich is wracked with remorse when it slays anybody  
9473 Nearest lich sails away in a hot air balloon  
9474 Nearest magic sword draws wasps and hornets to its wielder  
9475 Nearest magic sword explodes, causing its wielder 3d10 damage  
9476 Nearest magic sword stinks like rotting fish  
9477 Nearest magical Gate gates to the spell's target point  
9478 Nearest male fears he has been targeted by a fireball spell  
9479 Nearest medusa teleports into the nearest city  
9480 Nearest medusa teleports into the vicinity  
9481 Nearest medusa turns into a nymph (alignment Neutral Good)  
9482 Nearest mining operation unearths a long-buried and evil entity  
9483 Nearest monster of less than 6HD turns to stone  
9484 Nearest mountain bears huge likenesses of the caster and target  
9485 Nearest mountain becomes a huge but benevolent earth elemental  
9486 Nearest mountain becomes a valley  
9487 Nearest mountain becomes an ice berg  
9488 Nearest mountain becomes as smooth as glass  
9489 Nearest mountain becomes invisible  
9490 Nearest mountain becomes volcanically active  
9491 Nearest mountain inverts; remains structurally sound  
9492 Nearest mountain levitates 1 mile  
9493 Nearest mountain rises into the sky and vanishes  
9494 Nearest mountain shifts 1d4 miles to the right  
9495 Nearest mountain turns out to be the site of an illithid city  
9496 Nearest mountain vanishes  
9497 Nearest mountain vanishes and is replaced by a pyramid  
9498 Nearest nymph becomes chaotic evil  
9499 Nearest nymph claims friendship with someone within 60 yards  
9500 Nearest nymph claims great hatred of someone within 60 yards  
9501 Nearest nymph claims kinship with someone within 60 yards  
9502 Nearest nymph claims nearest pond as her bathing pool  
9503 Nearest nymph claims someone within 60 yards as her consort  
9504 Nearest nymph develops an intense crush on someone nearby  
9505 Nearest nymph develops an intense wanderlust  
9506 Nearest nymph develops intense jealousy of the nearest female  
9507 Nearest nymph exchanges clothing with someone in the area  
9508 Nearest nymph exchanges physical forms with someone in the area  
9509 Nearest nymph has a major impact on next year's summer fashions  
9510 Nearest nymph lobbies for position in the local governmental  
9511 Nearest nymph teleports into the nearest castle's moat  
9512 Nearest nymph teleports into the nearest monastery  
9513 Nearest nymph teleports into the nearest town square

9514 Nearest nymph teleports into the nearest well  
9515 Nearest nymph teleports into vicinity for 1d10 rounds  
9516 Nearest nymph turns into a medusa (likely to be somewhat upset)  
9517 Nearest ocean has a direct connection within the nearest well  
9518 Nearest ocean-going vessel turns to a submarine  
9519 Nearest ocean-going vessel turns to cesium  
9520 Nearest orc's blood appears in the vicinity  
9521 Nearest orc's blood freezes solid  
9522 Nearest paladin acquires 1d4 undead followers  
9523 Nearest paladin acquires a random phobia  
9524 Nearest paladin appears, naked, in the nearest queen's chamber  
9525 Nearest paladin becomes hideously ugly (CHA 4)  
9526 Nearest paladin becomes immune to magical diseases  
9527 Nearest paladin becomes immune to pain  
9528 Nearest paladin becomes noticeably more extreme in his belief  
9529 Nearest paladin becomes obsessed with the thought of his death  
9530 Nearest paladin becomes stunningly attractive (CHA 19)  
9531 Nearest paladin becomes suicidally depressed  
9532 Nearest paladin befriends the nearest nymph  
9533 Nearest paladin bleeds from his eyes when he Turns Undead  
9534 Nearest paladin can create holy water once per day  
9535 Nearest paladin can lie with impunity while naked  
9536 Nearest paladin can Pick Pockets as a thief of equal level  
9537 Nearest paladin cannot address any whose name he doesn't know  
9538 Nearest paladin cannot attempt stealthy movement or trickery  
9539 Nearest paladin cannot be bound by nonmagical rope or chains  
9540 Nearest paladin cannot willingly harm any of opposite gender  
9541 Nearest paladin develops a natural Armor Class of 6  
9542 Nearest paladin dislikes swords and prefers axes  
9543 Nearest paladin fears death and seeks to avoid it  
9544 Nearest paladin fears everyone will realize he's a coward  
9545 Nearest paladin fears he'll be slain by his best friend  
9546 Nearest paladin fears he'll combust if he lights a fire  
9547 Nearest paladin fears he'll combust unless soaked in water  
9548 Nearest paladin fears he'll die if he removes his clothes  
9549 Nearest paladin fears he'll die unless he drinks poison  
9550 Nearest paladin fears he'll melt if immersed in water  
9551 Nearest paladin fears he'll slay his best friend  
9552 Nearest paladin fears he's the child of an angel and a demon  
9553 Nearest paladin gains 1 points to CHA while injured  
9554 Nearest paladin giggles like a child at the sight of blood  
9555 Nearest paladin giggles when he sees a spell cast  
9556 Nearest paladin has a map tattooed somewhere embarrassing  
9557 Nearest paladin has nightmares about penguins every night  
9558 Nearest paladin is compelled to taunt his opponents  
9559 Nearest paladin is mute while at full hit points  
9560 Nearest paladin is reduced to 1 hit point  
9561 Nearest paladin is said to practice awful rites while alone  
9562 Nearest paladin is thought to be lying if he tells the truth  
9563 Nearest paladin isn't taken seriously if his sword is drawn  
9564 Nearest paladin isn't taken seriously if his sword isn't drawn  
9565 Nearest paladin loses his immunity to disease  
9566 Nearest paladin refuses to acknowledge fealty of the king  
9567 Nearest paladin shoots first and asks questions later  
9568 Nearest paladin smells of manure while near royalty  
9569 Nearest paladin sprouts useless tentacles from his scalp  
9570 Nearest paladin suffers a permanent -one to Initiative  
9571 Nearest paladin takes some new, extreme vow  
9572 Nearest paladin thinks a demon is trying to possess him  
9573 Nearest paladin thinks he accidentally slew his god's avatar  
9574 Nearest paladin thinks he holds the deed to a nearby town  
9575 Nearest paladin thinks he is a centaur while on horseback  
9576 Nearest paladin thinks he is a zombie who's "awakened"



9577 Nearest paladin thinks he is an avatar of his god  
9578 Nearest paladin thinks he is destined for kingship  
9579 Nearest paladin thinks he is just impersonating himself  
9580 Nearest paladin thinks he is some sort of Divine messenger  
9581 Nearest paladin thinks he just suffered an alignment change  
9582 Nearest paladin thinks he polymorphed into his current form  
9583 Nearest paladin thinks he smells of manure while near royalty  
9584 Nearest paladin thinks he's undead  
9585 Nearest paladin thinks he's a demon's offspring  
9586 Nearest paladin thinks he's been stripped of his paladinhood  
9587 Nearest paladin thinks he's committed a terrible sin  
9588 Nearest paladin thinks he's just received Divine Inspiration  
9589 Nearest paladin thinks he's the target of a great conspiracy  
9590 Nearest paladin thinks his own skeleton is Undead  
9591 Nearest paladin thinks his sword is a Holy Avenger  
9592 Nearest paladin undertakes a quest to eradicate all undead  
9593 Nearest paladin's eyes shine brightly when he is angry  
9594 Nearest paladin's arms become illusionary  
9595 Nearest paladin's arms turn ethereal below the elbow  
9596 Nearest paladin's arms turn invisible below the elbow  
9597 Nearest paladin's blood levitates for 1 turn when spilled  
9598 Nearest paladin's blood spells out his name when spilled  
9599 Nearest paladin's blood turns to chocolate when spilled  
9600 Nearest paladin's bones turn to high-grade titanium steel  
9601 Nearest paladin's eyes bug out whenever he is surprised  
9602 Nearest paladin's feet vanish when he takes off his shoes  
9603 Nearest paladin's hands adhere to each other if they touch  
9604 Nearest paladin's pockets fill with fortune cookies  
9605 Nearest pond acts as a bowl of watery death  
9606 Nearest pond acts as a Mirror of Life Trapping  
9607 Nearest pond acts as a Mirror of Opposition  
9608 Nearest pond acts as a Mirror of Scrying  
9609 Nearest pond acts as a Mirror of Simple Order  
9610 Nearest pond acts as a random potion to those drinking it  
9611 Nearest pond becomes a Gate to a cloud high overhead  
9612 Nearest pond becomes a Gate to a nearby bonfire  
9613 Nearest pond becomes a Gate to a pond of similar size  
9614 Nearest pond becomes a water elemental; attacks all near  
9615 Nearest pond becomes highly acidic but doesn't harm its fauna  
9616 Nearest pond becomes permanently electrically charged  
9617 Nearest pond burns like gasoline for 1d10 rounds  
9618 Nearest pond can be trodden across like solid earth  
9619 Nearest pond contains 1d4 water weirds  
9620 Nearest pond doubles the amount of water it contains  
9621 Nearest pond drains 1d10 HP from any drinking from it  
9622 Nearest pond drains and becomes volcanically active  
9623 Nearest pond erupts into a geyser  
9624 Nearest pond exerts pressure like the bottom of the ocean  
9625 Nearest pond explodes into fog, blanketing 1 mile radius  
9626 Nearest pond flows in a steady counter-clockwise current  
9627 Nearest pond forms a whirlpool, accessing Elemental Water  
9628 Nearest pond freezes solid  
9629 Nearest pond heals 1d10 HP for any drinking from it  
9630 Nearest pond increases in depth by a factor of 1d100  
9631 Nearest pond is enchanted with Watery Double  
9632 Nearest pond is filled by an ice berg  
9633 Nearest pond levitates 1d10 feet  
9634 Nearest pond poisons those drinking from it  
9635 Nearest pond swallows all boats currently upon it  
9636 Nearest pond teleports any drinking from it to the ocean  
9637 Nearest pond teleports 1 mile east  
9638 Nearest pond transforms into a pool of lava  
9639 Nearest pond turns into an above-ground pool

9640 Nearest pond turns those drinking from it into water  
9641 Nearest pond's floor rises to ground level  
9642 Nearest potion becomes carbonated and tastes like rootbeer  
9643 Nearest potion causes its drinker to change gender  
9644 Nearest potion causes its drinker to crave the taste of blood  
9645 Nearest potion explodes like a vial of nitroglycerin  
9646 Nearest potion grants its drinker permanent infravision  
9647 Nearest potion kills the person next to the 1 who drinks it  
9648 Nearest pregnant woman also bears a demonic twin of her child  
9649 Nearest priest believes he's his deity incarnate  
9650 Nearest priest vomits forth 1d1000 cockroaches  
9651 Nearest rabbit gains the Intelligence and powers of a lich  
9652 Nearest rabbit goes on a bloodthirsty rampage  
9653 Nearest ravine or crevice clamps shut forcefully  
9654 Nearest ravine or crevice is spanned by a normal bridge  
9655 Nearest Red Dragon is summoned; appears in 5d10 rounds  
9656 Nearest river alters its course to sweep through the area  
9657 Nearest river becomes a huge but sluggish water elemental  
9658 Nearest river becomes charged with electricity  
9659 Nearest river becomes filled with fresh-water sharks  
9660 Nearest river becomes filled with locathah  
9661 Nearest river becomes filled with piranha  
9662 Nearest river becomes highly flammable  
9663 Nearest river becomes sentient  
9664 Nearest river becomes stagnant  
9665 Nearest river boils  
9666 Nearest river connects somewhere with the river Styx  
9667 Nearest river dissolves all within it like acid  
9668 Nearest river divides its course; 1/2 flows 1 way, 1/2 the other  
9669 Nearest river doubles its depth  
9670 Nearest river doubles its width  
9671 Nearest river drops to the temperature of liquid nitrogen  
9672 Nearest river drowns all within it  
9673 Nearest river fills with molasses  
9674 Nearest river fills with peas  
9675 Nearest river fills with water elementals  
9676 Nearest river flows at 10 times normal rate  
9677 Nearest river flows backward along its entire length for 1 day  
9678 Nearest river freezes solid  
9679 Nearest river halves its width  
9680 Nearest river heats by 80°, killing any aquatic life within it  
9681 Nearest river hurls all fish within it onto its banks  
9682 Nearest river ignites  
9683 Nearest river is covered by a layer of stone  
9684 Nearest river is cut off from its tributaries  
9685 Nearest river levitates ten feet  
9686 Nearest river parts mysteriously at some significant location  
9687 Nearest river parts mysteriously down the middle  
9688 Nearest river stops flowing for 1d6 days  
9689 Nearest river swallows any craft upon it  
9690 Nearest river turns to glass  
9691 Nearest river vanishes  
9692 Nearest sea-worthy ship gains the power of flight  
9693 Nearest sea-worthy ship sinks like a stone  
9694 Nearest siege engine turns into a Sherman tank  
9695 Nearest spellbook becomes sentient and resents its owner  
9696 Nearest statue becomes a Golem of appropriate composition  
9697 Nearest suit of chain mail is insulated like electrical wire  
9698 Nearest suit of chain mail turns to 24 Karat gold  
9699 Nearest suit of plate armor becomes a deep-sea diving suit  
9700 Nearest suit of plate armor encloses its wearer like a tin can  
9701 Nearest suit of plate armor turns to adamantite  
9702 Nearest suit of plate armor turns to silk

9703 Nearest sunken continent rises to the surface for 3d12 months  
9704 Nearest sunken ship rises to the surface, dry and good as new  
9705 Nearest sycamore tree becomes volcanically active  
9706 Nearest temple cannot be entered by any of Evil alignment  
9707 Nearest temple collapses, crushing all within it  
9708 Nearest temple conceals a Gate to an Outer Plane  
9709 Nearest temple crumbles to the ground & is seen as an omen  
9710 Nearest temple echoes with sounds of torture and suffering  
9711 Nearest temple flies into the sky and is gone forever  
9712 Nearest temple has unknowingly granted Sanctuary to a demon  
9713 Nearest temple is feared as a Place of Evil  
9714 Nearest temple is hailed as a Place of Good  
9715 Nearest temple is leveled in an act of Divine Will  
9716 Nearest temple is profaned by unholy rites  
9717 Nearest temple is reputed to have vast healing power  
9718 Nearest temple is rumored to harbor evil entities  
9719 Nearest temple reeks of carrion  
9720 Nearest temple smells of incense and myrrh  
9721 Nearest temple summons an avatar of its deity  
9722 Nearest temple teems with vermin  
9723 Nearest temple teleports 1d100 miles away  
9724 Nearest town erupts into frenzied celebration & heads this way  
9725 Nearest town forms a pool of lava at its center  
9726 Nearest town is entirely populated by undead  
9727 Nearest tree begins strangling the person nearest to it  
9728 Nearest tree turns into a vast beach umbrella  
9729 Nearest troll loses its regeneration ability for 1d10 days  
9730 Nearest valley fills with a glacier over the next 1d12 months  
9731 Nearest valley rises into a mountain; flora and fauna unharmed  
9732 Nearest vampire develops an intense craving for garlic  
9733 Nearest vampire gains an immunity to direct sunlight  
9734 Nearest vampire thinks it's impervious to sunlight  
9735 Nearest village sinks into the ground  
9736 Nearest village teleports to nearest island of comparable size  
9737 Nearest well acts as a Fountain of Youth for next 2d12 hours  
9738 Nearest well becomes a Well of Many Worlds  
9739 Nearest well becomes an oil well  
9740 Nearest well becomes infested with small sharks  
9741 Nearest well becomes unwell; poisons any who drink from it  
9742 Nearest well becomes volcanically active  
9743 Nearest well connects with the Elemental Plane of Water  
9744 Nearest well grants 1 Wish to anyone dropping a coin in it  
9745 Nearest well hurls lightning bolts at any taking water from it  
9746 Nearest well projects a huge Cone of Cold  
9747 Nearest well's water dissolves living flesh on contact  
9748 Necromantic spells do not work within 60 yards of target point  
9749 New religious movement seeks "ethnic cleansing" of the region  
9750 Next 1d6 spells cast in the area trigger Wild Surges  
9751 Next fire started in area burns a 10 foot pit into the ground  
9752 Next fire started in area causes lava to well up beneath it  
9753 Next fire started in area explodes like Melf's Minute Meteors  
9754 Next fire started in area opens a Gate to Elemental Fire  
9755 Next fire started in area summons a friendly fire elemental  
9756 Next fire started in area summons a hostile 16HD fire elemental  
9757 Next fire started in area triggers a firestorm in 1 mile radius  
9758 Next fire started in area triggers a hailstorm lasting 1 hour  
9759 Next fire started in area triggers a rainstorm lasting 40 days  
9760 Next fire started in area triggers a sandstorm lasting 1/2 hour  
9761 Next fire started in area triggers a snowstorm lasting 4 days  
9762 Next fire started in area triggers a windstorm lasting 5 days  
9763 Next 1 to cast a spell in area teleports 1d100 miles randomly  
9764 Night turns to day, or vice versa, for 1d4 hours  
9765 No aging occurs within 60 yard radius of target point of spell

9766 No artificially-sown crops can ever again grow within 10 miles  
9767 No fire can burn within 100' of target point for 1 whole year  
9768 No fire-based magic can be cast within 60 yards  
9769 No fresh air circulates into a 60 yard radius of target point  
9770 No healing, magical or otherwise, works within 60 yard radius  
9771 No illusions can manifest within 60 yards  
9772 No magic functions within 1 mile for 1d10 turns  
9773 No necromancy spells function in the area until sunset tomorrow  
9774 No nocturnal creatures can come within 60 yards  
9775 No 1 may approach within 100' of target point for 1 year  
9776 No 1 who saw the casting can attack anyone else who saw it  
9777 No 1 who saw the casting can eat while in direct sunlight  
9778 No 1 who saw the casting can ignite fires for 1d10 days  
9779 No 1 who saw the casting can remember who cast it  
9780 No 1 who saw the casting can see anyone else who saw it  
9781 No 1 who saw the casting can speak for 2d12 hours  
9782 No 1 who saw the casting can speak until spoken to  
9783 No 1 within 60 yards can cast magic during the next 48 hours  
9784 No 1 within 60 yards can speak until they drop their weapons  
9785 No 1 within 60 yards has any desire to hurt anyone near them  
9786 No paladin can come within 60 yards of the target point  
9787 No rain ever again falls within 1 mile radius  
9788 No speech is heard in 60 yard radius; other sound unchanged  
9789 No spoken words can be heard within 60 yards  
9790 No summoning magic functions within 60 yards  
9791 No sword can draw blood within 60 yards for the next turn  
9792 No teleportation, magical or otherwise, is possible in the area  
9793 No voice louder than a whisper can be heard within 60 yards  
9794 No voice softer than a shout can be heard within 60 yards  
9795 No words may be spoken in 60 yard radius  
9796 None within 60 yards may ever be resurrected  
9797 Nonmagical fire can't be ignited or sustained within 60 yards  
9798 Nothing for 1 turn, then 1d20 zombies appear & attack everyone  
9799 Nothing for 1 turn, then all within 60 yard radius Sleep  
9800 Nothing for 1 turn, then all within 60 yards turn Invisible  
9801 Nothing for 1 turn, then everyone within 60 yards is Held  
9802 Nothing for 1 turn, then suddenly it's twelve hours later  
9803 Nothing for 1 turn, then suddenly three feet of snow appear  
9804 Nothing for 1 turn, then the earth is scorched for 60 yards  
9805 Nothing for 1 turn, then the Surge (roll again) occurs  
9806 Occupants of the nearest brothel appear in the nearest abbey  
9807 Ominous thunder rumbles in the distance; roll again  
9808 Organic matter within 60 yard radius corrodes as with rust  
9809 Pebbles fall from sky for one turn; all -3 ToHit, 1HP dmg/rnd  
9810 Peculiar crimes begin to be committed within a 10 mile radius  
9811 Powerful Outer Planes entity appears in vicinity  
9812 Psionics are impossible within 60 yard radius  
9813 Rain falls from ground to sky for 1d10 rounds; all -one ToHit  
9814 Rain falls in 10 mile area for a year; destroys local ecosystem  
9815 Rain falls on 1/2 the people within a 60 yard radius  
9816 Rain never again falls in a 60 yard radius  
9817 Random artifact appears in vicinity  
9818 Random container nearby becomes a Container of Holding  
9819 Random creature in vicinity becomes amphibious  
9820 Random creature nearby dies immediately upon resurrection  
9821 Random creature nearby is cloned on next death  
9822 Random creature nearby is cloned on next resurrection  
9823 Random creature nearby is consumed like a material component  
9824 Random creature nearby is turned to gold  
9825 Random creature nearby is turned to snow  
9826 Random creature nearby resurrects immediately upon death  
9827 Random creature nearby vanishes  
9828 Random living creature in vicinity becomes Undead

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

**9955** The moon appears to be a huge eye until the next new moon  
**9956** The mouth of the nearest well becomes a portable hole  
**9957** The sky over a 1 mile radius is forever bright and sunny  
**9958** The sky over a 1 mile radius is forever cloudy and overcast  
**9959** The sky over a 1 mile radius shows both sun & stars in daytime  
**9960** The spellcaster nearest the target area drops 1 casting level  
**9961** The spellcaster nearest the target area fires all his spells  
**9962** The spellcaster nearest the target area rises 1 casting level  
**9963** The sun appears to be a big yellow smiley-face until nightfall  
**9964** The sun appears to be a cube for the next 1d20 days  
**9965** The sun appears to be a huge black hole until nightfall  
**9966** The sun appears to be blood red until nightfall  
**9967** The sun never sets in a 60 yard radius  
**9968** The sun turns invisible but still provides light  
**9969** The target point becomes a Gate into the nearest bonfire  
**9970** The target point becomes a Gate into the nearest brothel  
**9971** The tarrasque appears in the vicinity  
**9972** The tarrasque is rumored to be heading for the vicinity  
**9973** The thigh bones of 1 random female nearby shorten by 50%  
**9974** Thick fog envelops the region permanently  
**9975** Thick frogs plague the area permanently  
**9976** Thunder and lightning boom and flash within a 1 mile radius  
**9977** Time has no effect in 60 yard radius for 1 year

**9978** Time stops for 1 true day within 60 yards of target point  
**9979** Time's effect in 60 yard radius occurs at 2X normal rate  
**9980** Tornado or hurricane buffets the region, causing untold damage  
**9981** Travel to or from the Plane becomes easy in a 60 yard radius  
**9982** Travel to or from the Plane is impossible in a 60 yard radius  
**9983** Trees grow aggressively within a 60 yard radius  
**9984** Tremendous riots crumble the nearest town into ruin  
**9985** Undead shun a 60 yard radius from the spell's target point  
**9986** Visibility is reduced to 5 feet within a 60 yard radius  
**9987** Wall of Fire encircles 10 yard radius or spell's area of effect  
**9988** Water Elemental appears & tries to befriend someone nearby  
**9989** Water Elemental appears and acts like a Watery Double  
**9990** Water Elemental appears and extinguishes all nonmagical fires  
**9991** Water Elemental appears, drains all canteens, and disappears  
**9992** Water Elemental appears, drenches everyone, and disappears  
**9993** Water Elemental appears, drowns someone, and disappears  
**9994** Water Elemental appears, fills all canteens, and disappears  
**9995** Water Elemental appears, grabs someone, and vanishes with him  
**9996** White picket fences spring up around a 60 yard radius  
**9997** Wild Surge occurs whenever a spell is miscast in the area  
**9998** Wild Surges are henceforth twice as likely to occur in the area  
**9999** Winter starts now and lasts until it should naturally end  
**0000** The nearest star explodes in a massive supernova