

THE SEMI-COMPREHENSIVE LIST OF RANDOM MAGICAL EFFECTS v1.00

by  
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LEGAL STUFF

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Yours in chaos,

NOIP

The table that follows presents three basic categories of wild surge; those affecting the caster, those affecting the target, and those affecting the nearby area. For purposes of this table, the caster is the one who triggers the wild surge, be it through the normal misfortune of wild magic or because of the bizarre nature of a wild magic region. The target, then, is the intended recipient of the magic; the one to be affected by the casting. The "nearby area" should 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 given radius about the area of effect of the intended magical event.

Most surges are reversible, so that a wild mage need not destroy himself with a miscast Read Magic. Remove Curse or Dispel Magic is sufficient in many cases, although Limited Wish or Wish might be necessary under more extreme circumstances. If the result of a surge closely resembles that of a known magical item, such as gender alteration, similar curative measures may eliminate the effect. When attempting to Dispel a result, the surge should be regarded as magic cast at twice the wild mage's level. Generally, the spell triggering a wild surge functions otherwise normally, unless the surge cancels or negates the spell's effect. In all cases, the surge should be considered more powerful than the spell.

In general, the result of any Wild Surge should be used without DM modification, unless such use would severely unbalance the game. The DM should likewise avoid the temptation to fudge the die roll, instead allowing random chance to determine the result of a surge.

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 a surge alters something in the spell's nature, the DM may reroll the result.

Finally, effects with invisible or inappropriate results should be kept secret by the DM 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 snake 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.

Some wild surges refer to spells which are not found in the standard rules; a listing of original spells and their descriptions follow the Table. It should be noted that the table includes those Surges found in the Tome of Magic, albeit in an abbreviated and re-arranged form.

0000 1 random magic item within 30' of caster is permanently drained  
0001 1 random normal item within 30' of caster is forever magical  
0002 10'x10' pit appears directly before caster, 5' deep per level  
0003 12" daisy grows from caster's head, may be pruned without harm  
0004 12' iron statue of caster sprouts from ground within 60' of him  
0005 1d10 of caster's fingers turn to steel  
0006 1d10 sparrow eggs tumble from caster's mouth  
0007 1d100 small, harmless holes appear in caster's body  
0008 1d1000 flies swarm from caster's mouth whenever he tells a lie  
0009 1d4 people of same race/opposite sex fall in love with caster  
0010 1d6 birds flutter about caster's head every time he is hit  
0011 1d6 rounds of booing and hisses echo if caster speaks his name  
0012 1d6 rounds of dramatic music play when caster speaks his name  
0013 1d8-1 bones teleported from caster; loses d10 HP per bone  
0014 1d8-1 bones teleported into caster; loses d12 HP per bone  
0015 3d10 gems shoot from caster's fingertips, each worth 1d6x10 gp  
0016 4d8 of caster's teeth turn to gold  
0017 6" hole penetrates caster's torso; caster remains unharmed  
0018 8d4 of caster's teeth become sentient  
0019 A fountain springs up beneath caster's feet  
0020 A gaping hole forms under the caster whenever he says his name  
0021 A hand reaches down from the sky and snatches the caster away  
0022 A large granite hand rises from the earth to grasp the caster  
0023 A light bulb appears over caster's head when he casts a spell  
0024 A light rain falls on the caster when he casts a spell  
0025 A light rain falls on the caster when he's targeted by a spell  
0026 A pit 1d100 feet deep opens beneath caster; DEX check or fall  
0027 A rainbow springs from caster's head and follows him everywhere  
0028 A Red Dragon believes that caster is pursuing her  
0029 A small elemental appears wherever the caster spills blood  
0030 A small elemental appears wherever the caster's blood is spilt  
0031 A small mouse falls from caster's mouth when he speaks a lie  
0032 A swarm of normal bees appears and attacks caster  
0033 Air cannot come within 10 feet of caster's principal weapon  
0034 Air Elemental resides in caster's lungs; inhalation unnecessary  
0035 All air between 1' and 10' of caster turns to iron  
0036 All air between 1' and 10' of caster turns to water  
0037 All air between 1' and 20' of caster turns to fire  
0038 All air within 1' of caster turns to chlorine gas  
0039 All allies appear identical to caster for d12 rounds  
0040 All allies appear identical to target for d4 rounds  
0041 All architecture within 120' of caster is leveled  
0042 All Bags of Holding within 120' of caster dump their contents  
0043 All but 1 (player choice) of caster's attributes rerolled daily  
0044 All but one of caster's attributes forever raised to 18  
0045 All but one of caster's attributes forever reduced to 3  
0046 All caster's attribute scores are halved  
0047 All caster's attribute scores drop to equal his worst score  
0048 All caster's attribute scores rise to equal his best score  
0049 All caster's attributes drop to 3  
0050 All caster's clothing not currently worn grows to 2X its size  
0051 All caster's clothing not currently worn shrinks to 1/2 its size  
0052 All caster's equipment turns to platinum

0053 All caster's gems become enchanted with Continual Light  
0054 All caster's gold pieces turn to teeth  
0055 All caster's precious metal turns to soap  
0056 All clothing becomes invisible to caster  
0057 All clothing touched by caster crumbles to dust  
0058 All coins carried by caster are turned to lead  
0059 All coins within 100 yards bear the caster's likeness  
0060 All cooked meat seen by caster for 5 days randomly polymorphs  
0061 All cooked meat seen by caster in next 5d20 days turns to liver  
0062 All creatures viewed by caster look and sound identical  
0063 All creatures within 100 yards Alter Self to appear as caster  
0064 All creatures within 100 yards Alter Self to appear as caster  
0065 All creatures within 30' of caster hiccup +1 to THACO  
0066 All creatures within 90' of caster have a singalong for 1 turn  
0067 All enchantments/charms upon caster are dispelled  
0068 All enemies appear identical to caster for d4 rounds  
0069 All enemies within 15 feet of caster are turned to cast iron  
0070 All external facial features of caster disappear  
0071 All fat in caster's body turns to water: nerve cells, etc.  
0072 All flesh on caster's face turns invisible when he smiles  
0073 All foes teleported d6 miles in random direction  
0074 All foliage within 30' of caster grows 3'  
0075 All free water within 120' of caster turns to molasses  
0076 All gems carried by caster are turned to ice  
0077 All gems carried by caster combust  
0078 All gold carried by caster becomes as hard as steel  
0079 All gold carried by caster increases in weight by 100X  
0080 All gold carried by caster melts at 32( Farenheit  
0081 All gold carried by caster turns to fool's gold  
0082 All gold carried by caster turns to lead  
0083 All gold carried by caster turns to platinum  
0084 All gold pieces carried by caster turn to goldfish  
0085 All ground within 60' of caster is Greased, as spell  
0086 All ground within 60' of caster turns to glass, 10' deep  
0087 All items carried by caster affected as by the spell Item  
0088 All items carried by caster affected as by There/Not There  
0089 All items carried by caster age 1000 years  
0090 All items carried by caster appear in a single pocket  
0091 All items carried by caster appear in someone else's possession  
0092 All items carried by caster are coveted by an outer plane being  
0093 All items carried by caster are encased in bone  
0094 All items carried by caster are enchanted with Explosive Runes  
0095 All items carried by caster are immune to gravity for 1 turn  
0096 All items carried by caster become copies of one item he bears  
0097 All items carried by caster become highly flammable; Save -5  
0098 All items carried by caster become illusionary (10+d10 rounds)  
0099 All items carried by caster become resistant to fire; Save +5  
0100 All items carried by caster become weightless; may float away  
0101 All items carried by caster double in size  
0102 All items carried by caster double their apparent weight  
0103 All items carried by caster drop 3d100(  
0104 All items carried by caster enchanted with Continual Light  
0105 All items carried by caster exchange their apparent weights  
0106 All items carried by caster fly 10 yards in random directions  
0107 All items carried by caster halve their apparent weight  
0108 All items carried by caster halve their size  
0109 All items carried by caster lose all color; turn bland grey  
0110 All items carried by caster polymorph into one random item  
0111 All items carried by caster quadruple in apparent weight  
0112 All items carried by caster sent to the Astral Plane

0113 All items carried by caster suddenly weigh as much as caster  
0114 All items carried by caster teleport to his home  
0115 All items carried by caster tie into knots  
0116 All items carried by caster triple their apparent weight  
0117 All items carried by caster turn invisible  
0118 All items carried by caster turn sentient and free-willed  
0119 All items carried by caster turn to flesh  
0120 All items carried by caster turn to gold  
0121 All items carried by caster turn to granite  
0122 All items carried by caster turn to ice  
0123 All items carried by caster turn to mercury  
0124 All items carried by caster turn to steam  
0125 All items carried by caster turn to water  
0126 All items owned by caster teleport to him from his home  
0127 All magic items within 60' of caster glow for 2d8 days  
0128 All magic weapons within 30' of caster improve by +2 for 1 turn  
0129 All matter within 60' of caster becomes invisible for d4 rounds  
0130 All metal on or within caster turns to wood  
0131 All normal fires within 60' of caster are extinguished  
0132 All plants and wildlife appear sickly to the caster  
0133 All rings worn by caster turn to string but retain properties  
0134 All rocks larger than 1' within 100' of caster explode  
0135 All rodents within 2 miles will follow caster for d10 days  
0136 All rope, string, etc. within 120' of caster turns to licorice  
0137 All spells caster has memorized are cast upon random targets  
0138 All spells caster has memorized strike him with reversed effect  
0139 All spells caster now has memorized allow no Saving Throws  
0140 All spells caster now has memorized are burned from his memory  
0141 All spells caster now has memorized cause half damage  
0142 All spells caster now has memorized discharge on him  
0143 All spells caster now has memorized discharge on his boots  
0144 All spells used by caster take place 1d10 rounds after casting  
0145 All the bones disappear from the caster's hands and feet  
0146 All trees within 100 yards of caster are turned to cast iron  
0147 All trees within 30 feet of caster burst into flame  
0148 All trees within 60' of caster uproot and walk away  
0149 All water between 1' and 10' of caster turns to fire  
0150 All water between 1' and 100' of caster turns to air  
0151 All water carried by caster boils, increasing volume by 1600X  
0152 All weapons within 60' of caster become ethereal for d8 rounds  
0153 All weapons within 60' of caster glow for d4 rounds  
0154 All who see caster believe him to be a criminal  
0155 All who see caster believe him to be a harbinger of great ill  
0156 All who see caster believe him to be a Lich  
0157 All who see caster believe him to be the avatar of a minor god  
0158 All who see caster know him to be a spellcaster  
0159 All within 10' of caster receive benefit of a Heal spell  
0160 All within 90' of caster check INT or forget who the caster is  
0161 All wood on or within caster turns to metal  
0162 All writing in caster's spellbook appears backward  
0163 All writing in caster's spellbook turns blurry  
0164 All writing in caster's spellbook turns invisible  
0165 Alternating strips of caster rendered invisible for d8 rounds  
0166 An illusionary sign labeled "leper" hangs above caster's head  
0167 An illusionary sign labeled "Wizard" hangs above caster's head  
0168 An illusory Lich rises from the ground and pursues caster  
0169 An Iron Golem in the caster's image appears & attacks everyone  
0170 Any ally hearing caster must Save or fall asleep with boredom  
0171 Any charged magical item carried by caster is fully charged  
0172 Any charged magical item carried by caster is wholly drained

0173 Any Curse afflicting caster is Removed  
0174 Any fires lit in the caster's home cannot be put out by him  
0175 Any glass carried by caster turns to transparent steel  
0176 Any magic, good or bad, now affecting the caster is Dispelled  
0177 Any metal worn by caster turns to opaque glass  
0178 Any potions carried by caster become poisonous  
0179 Any potions carried by caster carry the intended spell effect  
0180 Any resurrections thus far used on caster are negated  
0181 Any rings worn by caster shrink in diameter by 1/2  
0182 Any water carried by caster afflicts its imbiber with dysentery  
0183 Any water carried by caster becomes a free-willed elemental  
0184 Any water carried by caster becomes enchanted by Watery Double  
0185 Any water carried by caster burns like gasoline but is water  
0186 Any water carried by caster causes dehydration in its imbiber  
0187 Any water carried by caster doubles in volume  
0188 Any water carried by caster doubles size each of next 20 rnds.  
0189 Any water carried by caster drops 100( but doesn't freeze  
0190 Any water carried by caster endows drinker with water breathing  
0191 Any water carried by caster fills with Dust of Sneezing/Choking  
0192 Any water carried by caster fills with gold pieces  
0193 Any water carried by caster fills with goldfish  
0194 Any water carried by caster fills with mosquito larvae  
0195 Any water carried by caster fills with rot grubs (d10)  
0196 Any water carried by caster fills with sodium chips  
0197 Any water carried by caster fills with sponges  
0198 Any water carried by caster has diuretic effect on its imbiber  
0199 Any water carried by caster ignites on contact with air  
0200 Any water carried by caster rises 200( but does not boil  
0201 Any water carried by caster takes him to Elemental Water  
0202 Any water carried by caster tastes like gasoline and really is  
0203 Any water carried by caster tastes like gasoline but is pure  
0204 Any water carried by caster tastes pure but is gasoline  
0205 Any water carried by caster turns invisible  
0206 Any water carried by caster turns to acid (Ultimate Solvent)  
0207 Any water carried by caster turns to blood  
0208 Any water carried by caster turns to brine  
0209 Any water carried by caster turns to crystal ooze  
0210 Any water carried by caster turns to ice; may burst containers  
0211 Any water carried by caster turns to maple syrup  
0212 Any water carried by caster turns to mercury  
0213 Any water carried by caster turns to roast beef gravy  
0214 Any water carried by caster turns to solid steel  
0215 Any water carried by caster turns to steam of equal volume  
0216 Any Wishes thus far used by caster are nullified  
0217 Any wood worn by caster falls off him, takes root, and grows  
0218 Anyone slain by the caster can never be raised as undead  
0219 Anyone slain by the caster fossilizes instantly  
0220 Anyone who sleeps within 10 feet of caster has nightmares  
0221 At death, caster has a 10% chance to resurrect at full health  
0222 At death, caster is canonized by some obscure religion  
0223 At death, caster is resurrected and has gained a level  
0224 At death, caster is resurrected but can no longer read  
0225 At death, caster is resurrected but continues to decay  
0226 At death, caster is resurrected but doesn't believe he died  
0227 At death, caster is resurrected but doesn't know it  
0228 At death, caster is resurrected but forgets who he is  
0229 At death, caster is resurrected but has lost a level  
0230 At death, caster is resurrected but is mute  
0231 At death, caster is resurrected but is of the opposite sex  
0232 At death, caster is resurrected but is permanently blind

0233 At death, caster is resurrected but must drink blood to live  
0234 At death, caster is resurrected with one week to live  
0235 At death, caster is revealed to have been an android  
0236 At death, caster is rumored to have been of the opposite sex  
0237 At next Full Moon, caster vanishes; everyone forgets who he was  
0238 Bigby's Interposing Hand prevents caster from attacking anyone  
0239 Blades seem dull while caster uses them  
0240 Blades seem warped and rusty while the caster uses them  
0241 Blood drips from the walls of caster's home  
0242 Bread crumbs appear in caster's footprints  
0243 Candles are automatically snuffed in the caster's presence  
0244 Candles burn but are not consumed while caster is nearby  
0245 Candles cannot be ignited in the caster's presence  
0246 Candles spontaneously ignite in the caster's presence  
0247 Caster & target fuse into one body with both identities  
0248 Caster & target shunt to other Prime where neither exists  
0249 Caster absorbs all damage inflicted by target and vice versa  
0250 Caster absorbs all damage inflicted on target and vice versa  
0251 Caster absorbs all damage inflicted on target in next turn  
0252 Caster absorbs all subsequent damage by next being he touches  
0253 Caster absorbs all subsequent damage to next being he touches  
0254 Caster absorbs damage as though he just fell d100 feet  
0255 Caster absorbs one level or hit die from next being he touches  
0256 Caster accuses random ally of joining foe's party  
0257 Caster acquires a random language  
0258 Caster acquires his weapon's personality (i.e., perhaps none)  
0259 Caster acquires Mummy Rot after next 10 HP of fire damage  
0260 Caster activates Watery Double in next pool of water he sees  
0261 Caster adheres to next creature he touches for d8 turns  
0262 Caster administers Shocking Grasp to next PC he touches  
0263 Caster adopts physical form of next PC he touches  
0264 Caster adopts target's alignment  
0265 Caster adopts the alignment of each creature he touches  
0266 Caster affected by a random Command each time he hears his name  
0267 Caster affected by a Symbol of Fear each time he hears his name  
0268 Caster affected by Lifeproof; life is in random item he carries  
0269 Caster affected by Power Word, Silence when he speaks his name  
0270 Caster affected by Shocking Grasp each time he hears his name  
0271 Caster affected by Sleep, as spell, whenever he hears his name  
0272 Caster ages 1 year for each round spent in direct sunlight  
0273 Caster ages 10 years  
0274 Caster ages halfway to his maximum life expectancy  
0275 Caster ages one year for every Hit Point he loses  
0276 Caster always answers yes-or-no questions truthfully  
0277 Caster always appears to lie when checked by Detect Lie  
0278 Caster always appears to speak truth when checked by Detect Lie  
0279 Caster always feels like he is being watched  
0280 Caster always has Initiative except on a 1, when he's last  
0281 Caster always loses Initiative except on a 10, when he's first  
0282 Caster always tells truth; lies and prevarications impossible  
0283 Caster and allies all randomly exchange places  
0284 Caster and allies are teleported d6 miles in random direction  
0285 Caster and allies are Turned as Undead for d6 rounds each  
0286 Caster and allies cannot harm target or allies for d4 rounds  
0287 Caster and allies lose 1/2 their hit points  
0288 Caster and allies regain 1/2 their hit points lost  
0289 Caster and ally swap personae; ally thinks he is the caster  
0290 Caster and alternate Prime Material counterpart exchange places  
0291 Caster and familiar exchange places  
0292 Caster and familiar exchange species

0293 Caster and his possessions are sheathed in aluminum foil  
0294 Caster and nearest eagle exchange places  
0295 Caster and nearest earth elemental exchange places  
0296 Caster and nearest entombed corpse exchange places  
0297 Caster and nearest Lich exchange places  
0298 Caster and nearest merman exchange places  
0299 Caster and nearest mummy exchange clothing  
0300 Caster and nearest sacrificial virgin exchange places  
0301 Caster and nearest statue exchange places  
0302 Caster and nearest trapped genie exchange places  
0303 Caster and nearest vampire exchange places at dawn tomorrow  
0304 Caster and random ally exchange heads but retain personalities  
0305 Caster and target dance together for d6 rounds, caster leading  
0306 Caster and target dance together for d6 rounds, target leading  
0307 Caster and target exchange all possessions  
0308 Caster and target exchange heads but retain own personalities  
0309 Caster and target exchange places  
0310 Caster and target exchange races  
0311 Caster and target exchange reflections  
0312 Caster and target exchange shadows  
0313 Caster and target exchange voices  
0314 Caster and target swap skeletons; 10d8 HP damage each  
0315 Caster and target switch personalities for 2d10 rounds  
0316 Caster answers every question twice  
0317 Caster apologizes to everyone he injures  
0318 Caster appears as beautiful as a nymph while he sleeps  
0319 Caster appears as member of the same race as whoever views him  
0320 Caster appears deformed or hideously ugly in sunlight  
0321 Caster appears horribly repulsive while he casts spells  
0322 Caster appears painfully beautiful while he casts spells  
0323 Caster appears slightly blurry whenever he casts a spell  
0324 Caster appears to be 5d10 years older but is not  
0325 Caster appears to be 5d10 years younger but is not  
0326 Caster appears to be afflicted with some infectious disease  
0327 Caster appears to be black and white  
0328 Caster appears to be invisible when seen head-on  
0329 Caster appears to be levitating upside down  
0330 Caster appears to be made of glass while he sleeps  
0331 Caster appears to be made of rock and mud while sleeping  
0332 Caster appears to be naked while fully clothed and vice versa  
0333 Caster appears to be of opposite gender when naked  
0334 Caster appears to be standing beside himself  
0335 Caster appears to be standing three feet to his right  
0336 Caster appears to be the worst enemy of anyone viewing him  
0337 Caster appears to blaze like a bonfire when he casts a spell  
0338 Caster appears to lack all blood and soft tissue when naked  
0339 Caster appears twenty pounds heavier than he actually is  
0340 Caster appears twenty pounds lighter than he actually is  
0341 Caster attracts all Undead within 1 mile of him  
0342 Caster attracts lightning and electricity (Save at 1/2)  
0343 Caster attracts maggots, lice, and rot grubs  
0344 Caster attracts moths like a flame  
0345 Caster attracts the attention of a random tanar'ri  
0346 Caster attracts the attention of the nearest Great Wyrm  
0347 Caster attracts vermin  
0348 Caster automatically disbelieves illusions for next d100 days  
0349 Caster automatically fails his next d10 Saving Throws  
0350 Caster automatically fails his next d6 Saving Throws  
0351 Caster automatically knows the first name of everyone he meets  
0352 Caster automatically passes his next d6 Saving Throws

0353 Caster automatically succeeds his next d10 Saving Throws  
0354 Caster barks like a dog in the presence of royalty  
0355 Caster becomes a god and is removed from play  
0356 Caster becomes a missile attractor, as shield  
0357 Caster becomes a Thought Broadcaster for spell's duration  
0358 Caster becomes a turkey under every Full Moon  
0359 Caster becomes able to communicate with Earth Elementals  
0360 Caster becomes afflicted with Mummy Rot  
0361 Caster becomes aluminum; is lightweight but immobile  
0362 Caster becomes an ambulatory oak of same size, shape and AC  
0363 Caster becomes an Illusion, unable to cause harm  
0364 Caster becomes bonded with a tree like a dryad  
0365 Caster becomes fascinated by symbols of death  
0366 Caster becomes flat like parchment while he sleeps  
0367 Caster becomes flatulent in the presence of royalty  
0368 Caster becomes forgetful; must pass INT checks or castings fail  
0369 Caster becomes ill; is of limited ability until it passes  
0370 Caster becomes illegitimate; parents weren't married  
0371 Caster becomes illiterate; doesn't mean what he says  
0372 Caster becomes illiterate; cannot read nor write  
0373 Caster becomes illithid; cannot make friends easily  
0374 Caster becomes illuminated; is bathed in light wherever he goes  
0375 Caster becomes immune to a random attack form  
0376 Caster becomes immune to Level Draining  
0377 Caster becomes immune to natural diseases  
0378 Caster becomes immune to the effects of cold for d10 days  
0379 Caster becomes inebriated  
0380 Caster becomes inhumanly beautiful when angry  
0381 Caster becomes intensely afraid of snow  
0382 Caster becomes invisible  
0383 Caster becomes invisible to golems  
0384 Caster becomes invisible when reduced to 50% of his hit points  
0385 Caster becomes invisible, but not his head, hands, or feet  
0386 Caster becomes invisible; only his reflection can be seen  
0387 Caster becomes lost at crossroads unless directed by someone  
0388 Caster becomes magic-obsessed; uses magic whenever possible  
0389 Caster becomes magnetized; attracts all iron with d20 feet  
0390 Caster becomes morbidly fascinated with his own death  
0391 Caster becomes mute for d12 turns  
0392 Caster becomes permanently invisible; clothing he wears is not  
0393 Caster becomes ravenously hungry after casting a spell  
0394 Caster becomes ravenously hungry and must eat or pass out  
0395 Caster becomes striped like a candy cane  
0396 Caster becomes striped like a zebra  
0397 Caster becomes translucent for d4 hours (remains solid)  
0398 Caster becomes transparent like glass  
0399 Caster becomes transparent like water, rippling as he moves  
0400 Caster becomes uncertain; must pass WIS checks or castings fail  
0401 Caster becomes Undead  
0402 Caster becomes very aware of time's passage and is bored stiff  
0403 Caster becomes violently ill if he consumes alcohol  
0404 Caster begins remembering things that never actually happened  
0405 Caster begins tap-dancing loudly whenever stealth is required  
0406 Caster bestows his alignment upon each creature he touches  
0407 Caster blacks out whenever he hears his name (1 round)  
0408 Caster blasts a d10 yard radius crater in the ground  
0409 Caster bleeds from the eyes whenever he casts a spell  
0410 Caster Blinks (as spell) 1 round for each HP of damage he takes  
0411 Caster Blinks (as spell) whenever he blinks his eyes  
0412 Caster brays like a donkey in the presence of royalty



0413 Caster breaks into song whenever he is frightened  
0414 Caster breaks into song whenever struck by magic  
0415 Caster burned for 2d10 HP by next creature he touches  
0416 Caster burns next creature he touches for d10 HP  
0417 Caster bursts into heatless flame for d10 rounds  
0418 Caster bursts into illusionary flame whenever he hears his name  
0419 Caster cackles like a Bone Golem for d4 rounds; no other action  
0420 Caster can Affect Normal Fires at will for d10 days  
0421 Caster can always sense the direction of his home  
0422 Caster can appear to be any age he wishes  
0423 Caster can assume a second form at will (must be of same race)  
0424 Caster can assume gaseous form at will when naked  
0425 Caster can assume the form of the target for 1 turn each day  
0426 Caster can attack 2X a round if he does nothing the next round  
0427 Caster can automatically read the next language he hears  
0428 Caster can automatically speak the next language he hears  
0429 Caster can automatically speak the next language he reads  
0430 Caster can be commanded by the next creature he summons  
0431 Caster can be Commanded by the next person he touches  
0432 Caster can become ethereal at will when naked  
0433 Caster can breathe underwater if he holds a fish in his mouth  
0434 Caster can cast 1 spell per day with no Saving Throw allowed  
0435 Caster can cast a randomly-chosen first level spell at will  
0436 Caster can cause his scent to mimic that of any normal animal  
0437 Caster can choose to succeed any one roll in the next 24 hours  
0438 Caster can climb trees as nimbly as a cat or monkey  
0439 Caster can command demons but doesn't know how many times (1d6)  
0440 Caster can communicate with inanimate objects once per week  
0441 Caster can Comprehend all spoken languages for d10 days  
0442 Caster can Comprehend all written languages for d8 days  
0443 Caster can control the next Illusion he disbelieves  
0444 Caster can disbelieve Necromancy but can't disbelieve Illusions  
0445 Caster can Dispel Evil (or Good) once at will  
0446 Caster can Feign Death at will when naked  
0447 Caster can fly like an eagle when naked  
0448 Caster can go without food for one day per point of CON  
0449 Caster can go without sleep for one day per point of WIS  
0450 Caster can Heal with a touch but is 80% likely to die  
0451 Caster can hear any conversation whose participants he can see  
0452 Caster can hit creatures hit only by +1 or better (1d10 rounds)  
0453 Caster can hold his breath for up to three hours per day  
0454 Caster can hold his breath indefinitely when naked  
0455 Caster can identify gems and approximate their value on sight  
0456 Caster can identify natural animals on sight  
0457 Caster can identify natural plants on sight  
0458 Caster can ignite campfires and hearths with a touch  
0459 Caster can kill with a touch but is 80% likely to die as well  
0460 Caster can make his spells function without visible effect  
0461 Caster can memorize spells in 1/2 the normal required time  
0462 Caster can mimic animal noises with remarkable skill  
0463 Caster can move at 3X normal speed when naked and unencumbered  
0464 Caster can no longer cast First Level spells  
0465 Caster can only be hit by +1 or better weapons for d20 rounds  
0466 Caster can only memorize spells while naked  
0467 Caster can only wield +1 or better weapons for d20 rounds  
0468 Caster can photosynthesize; does not need to eat, but is green  
0469 Caster can Polymorph Self (ONCE)  
0470 Caster can predict natural weather patterns 24 hours in advance  
0471 Caster can quench his thirst by soaking his feet  
0472 Caster can read a new language but cannot speak it

0473 Caster can Resurrect one being but must sacrifice his own life  
0474 Caster can resurrect the dead once per year  
0475 Caster can see in subterranean darkness as though in daylight  
0476 Caster can see perfectly well in absolute darkness  
0477 Caster can see secret doors but cannot see normal ones  
0478 Caster can sense the presence of any Artifact within 10 miles  
0479 Caster can sense undead within 100 yards  
0480 Caster can speak in either a male or female voice at will  
0481 Caster can speak in either of two voices at will  
0482 Caster can speak with plants once per day  
0483 Caster can speak with plants once per week  
0484 Caster can speak with the dead once per week  
0485 Caster can speak with waterfowl when he is wet  
0486 Caster can summon a demon but has only 50% chance to control it  
0487 Caster can swim like a fish and breathe underwater when naked  
0488 Caster can turn half of his body invisible at will  
0489 Caster can turn his skin invisible at will  
0490 Caster can turn his skin matte-black at will  
0491 Caster can turn into a statue for 1d10 rounds at will  
0492 Caster can turn invisible while he holds his breath  
0493 Caster can turn invisible while underwater  
0494 Caster can turn to snow at will  
0495 Caster can walk on water, as with a ring, when naked  
0496 Caster can Wish the death of one being but will also die  
0497 Caster cannot attack creatures which do not see him  
0498 Caster cannot attack except on rounds when he wins Initiative  
0499 Caster cannot attack on rounds when he wins Initiative  
0500 Caster cannot be attacked by any he does not see for 1d4 days  
0501 Caster cannot be frightened by any earthly creature  
0502 Caster cannot be harmed by a fall from any height  
0503 Caster cannot be harmed by any physical means for d10 rounds  
0504 Caster cannot be harmed by any physical means for d4 rounds  
0505 Caster cannot be harmed by any physical means for d6 rounds  
0506 Caster cannot be harmed by any physical means for d8 rounds  
0507 Caster cannot be hit by +1 or better weapons for d20 rounds  
0508 Caster cannot be seen in mirrors  
0509 Caster cannot breathe while exposed to direct sunlight  
0510 Caster cannot bring his hands closer together than one foot  
0511 Caster cannot cast a spell without first announcing his name  
0512 Caster cannot cast First Level spells until he gains a level  
0513 Caster cannot cast spells during the dark of the moon  
0514 Caster cannot cast spells except under direct sunlight  
0515 Caster cannot cast spells on the first day of the week  
0516 Caster cannot cast spells unless barefoot  
0517 Caster cannot cast spells unless he carries a small flame  
0518 Caster cannot cast spells unless he crosses his fingers  
0519 Caster cannot cast spells unless he first turns in a circle  
0520 Caster cannot cast spells unless he holds a pebble in his mouth  
0521 Caster cannot cast spells unless he pokes himself with a needle  
0522 Caster cannot cast spells unless he puts his thumbs in his ears  
0523 Caster cannot cast spells unless he sees his reflection  
0524 Caster cannot cast spells unless his eyes are closed  
0525 Caster cannot cast spells unless his hair is wet  
0526 Caster cannot cast spells unless holding a piece of ice  
0527 Caster cannot cast spells unless wearing a hat  
0528 Caster cannot cast spells until tomorrow morning  
0529 Caster cannot cast spells while he has full hit points  
0530 Caster cannot cast spells while wearing clothing  
0531 Caster cannot cast spells without first announcing his intent  
0532 Caster cannot cast spells without saying "Abra Cadabra"

0533 Caster cannot close his mouth  
0534 Caster cannot close his mouth until dawn  
0535 Caster cannot control Elementals summoned by him  
0536 Caster cannot control his own Illusion spells  
0537 Caster cannot cross a threshold without knocking  
0538 Caster cannot eat cooked meat except by moonlight  
0539 Caster cannot eat food unless he prepares it himself  
0540 Caster cannot enter a building unless invited  
0541 Caster cannot enter a room without announcing himself  
0542 Caster cannot exit a room through the door by which he entered  
0543 Caster cannot fall asleep except when standing up  
0544 Caster cannot fall asleep unless sung to  
0545 Caster cannot fall asleep unless told to do so  
0546 Caster cannot fall asleep while wearing clothing  
0547 Caster cannot inflict any form of physical harm for d10 rounds  
0548 Caster cannot inflict any form of physical harm for d4 rounds  
0549 Caster cannot inflict any form of physical harm for d6 rounds  
0550 Caster cannot inflict any form of physical harm for d8 rounds  
0551 Caster cannot leave a building unless told to do so  
0552 Caster cannot leave a room while others' eyes are upon him  
0553 Caster cannot leave his home without first casting a spell  
0554 Caster cannot open doors for himself  
0555 Caster cannot open doors without first saying "Open sesame"  
0556 Caster cannot open his mouth  
0557 Caster cannot open his mouth until nightfall  
0558 Caster cannot refuse a request for his aid  
0559 Caster cannot see through glass  
0560 Caster cannot shut up until someone inflicts damage upon him  
0561 Caster cannot speak except in direct sunlight  
0562 Caster cannot speak except under moonlight  
0563 Caster cannot speak normally but must shout or whisper  
0564 Caster cannot speak unless spoken to  
0565 Caster cannot speak until he has ridden a horse  
0566 Caster cannot speak until he is burned by fire  
0567 Caster cannot speak until no one is within 60' of him  
0568 Caster cannot speak until rained upon  
0569 Caster cannot speak until someone inflicts damage upon him  
0570 Caster cannot speak until someone says his name  
0571 Caster cannot speak when at less than full hit points  
0572 Caster cannot speak when underground  
0573 Caster cannot study spells if he still has any memorized  
0574 Caster cannot teleport or be teleported  
0575 Caster cannot tell a deliberate lie  
0576 Caster cannot turn invisible by any means  
0577 Caster casts spells randomly each time he is injured  
0578 Caster causes damage one round after he inflicts it  
0579 Caster changes alignment randomly under every Full Moon  
0580 Caster changes clothes randomly every time he casts a spell  
0581 Caster changes color randomly every time he casts a spell  
0582 Caster changes gender randomly every time he casts a spell  
0583 Caster changes his mind every time he decides to cast a spell  
0584 Caster changes his name under every Full Moon  
0585 Caster changes places with target every time he casts a spell  
0586 Caster changes race randomly every time he casts a spell  
0587 Caster changes sex randomly under one Full Moon to the next  
0588 Caster changes shape randomly every time he casts a spell  
0589 Caster claims nearest dragon as a familiar  
0590 Caster combusts when exposed to direct sunlight  
0591 Caster convinced he is possessed by some horrid entity  
0592 Caster coughs up strange items: needles, spiders, pebbles, etc.

0593 Caster crows like a rooster at sunrise  
0594 Caster crumbles to dust; reappears next sunrise unharmed  
0595 Caster degenerates 1 HP per round for the next 20+d20 rounds  
0596 Caster desires to walk on his hands instead of feet  
0597 Caster develops a compulsion to be struck by lightning  
0598 Caster develops a craving for slugs, maggots, and leeches  
0599 Caster develops a fear of elementals  
0600 Caster develops a fear of kobolds, those mighty creatures  
0601 Caster develops a fear of rabbits  
0602 Caster develops a fear of rocks; they might be earth elementals  
0603 Caster develops a fear of the target  
0604 Caster develops a fear of trees; they might be treants  
0605 Caster develops a fear of wild surges  
0606 Caster develops a terrific thirst for alcohol  
0607 Caster develops a terrific thirst for blood  
0608 Caster develops a terrific thirst for cobra venom  
0609 Caster develops a terrific thirst for egg whites  
0610 Caster develops a terrific thirst for egg yolks  
0611 Caster develops a terrific thirst for holy water  
0612 Caster develops a terrific thirst for ink  
0613 Caster develops a terrific thirst for lamp oil  
0614 Caster develops a terrific thirst for magic potions  
0615 Caster develops a terrific thirst for pine tree sap  
0616 Caster develops a terrific thirst for poison  
0617 Caster develops a terrific thirst for sea water  
0618 Caster develops a terrific thirst for sovereign glue  
0619 Caster develops a terrific thirst for stagnant water  
0620 Caster develops a terrific thirst for unholy water  
0621 Caster develops a terrific thirst for universal solvent  
0622 Caster develops allergy to his magic items; can't stop sneezing  
0623 Caster develops ambidexterity  
0624 Caster develops an aversion to clothing  
0625 Caster develops an intense craving for dirt and mud  
0626 Caster develops an intense desire to swim upstream and spawn  
0627 Caster develops an intense phobia of fish and marine life  
0628 Caster develops d4 new personalities  
0629 Caster develops irritating, elusive itch somewhere on his body  
0630 Caster develops radial symmetry, like a starfish  
0631 Caster develops Thaumaphilia, a fascination with magic  
0632 Caster develops Thaumaphobia, an intense fear of magic  
0633 Caster dies immediately if he is ever cut by his own dagger  
0634 Caster dies nightly and is resurrected each following morning  
0635 Caster disgorges 1d1000 bats  
0636 Caster disgorges 1d1000 blasphemies  
0637 Caster disgorges 1d1000 canaries  
0638 Caster disgorges 1d1000 copper pieces  
0639 Caster disgorges 1d1000 counterfeit gold coins  
0640 Caster disgorges 1d1000 cubic yards of smoke  
0641 Caster disgorges 1d1000 feathers  
0642 Caster disgorges 1d1000 frogs  
0643 Caster disgorges 1d1000 hailstones  
0644 Caster disgorges 1d1000 hot embers  
0645 Caster disgorges 1d1000 locusts  
0646 Caster disgorges 1d1000 maggots  
0647 Caster disgorges 1d1000 minnows  
0648 Caster disgorges 1d1000 needles  
0649 Caster disgorges 1d1000 non-poisonous snakes  
0650 Caster disgorges 1d1000 pints of water  
0651 Caster disgorges 1d1000 rotten apples  
0652 Caster disgorges 1d1000 small pebbles every morning

0653 Caster disgorges 1d1000 spiders  
0654 Caster disgorges 1d1000 sugar cubes  
0655 Caster disgorges 1d1000 sunflower seeds  
0656 Caster disgorges 1d1000 teeth  
0657 Caster disgorges a black pudding  
0658 Caster disgorges a complete human skeleton  
0659 Caster disgorges a large python  
0660 Caster disgorges a scroll containing a random 7th level spell  
0661 Caster disgorges everything he ate during the last week  
0662 Caster disgorges his own digestive tract  
0663 Caster does not age while asleep: aging is slowed by 1/3  
0664 Caster does not age while awake: aging is slowed by 2/3  
0665 Caster does not believe anything he says  
0666 Caster does not heal while exposed to direct sunlight  
0667 Caster does not need to eat while he has his full hit points  
0668 Caster does not need to open his eyes to see (lasts d4 days)  
0669 Caster does not reflect or emit any form of light for d6 days  
0670 Caster doubles his size when he is asleep  
0671 Caster electrically charged and shocks next person he touches  
0672 Caster emits no scent whatsoever; cannot be tracked by hounds  
0673 Caster exchanges personalities with some distant (demi)human  
0674 Caster exchanges places with himself one hour in the future  
0675 Caster experiences pain at the sight of blood  
0676 Caster experiences vertigo whenever he looks at the moon  
0677 Caster explodes and dies (Save vs Death to prevent explosion)  
0678 Caster explodes as a Fireball of Hit Dice equal to 2x his Level  
0679 Caster explodes permanently when hit points fall to 1/2 total  
0680 Caster explodes under every Full Moon; reforms at dawn  
0681 Caster explodes; reforms 2d20 turns later unharmed  
0682 Caster faints at the sight of his own blood  
0683 Caster faints at the sight of his own reflection  
0684 Caster falls asleep and cannot be roused  
0685 Caster falls asleep when exposed to direct sunlight  
0686 Caster falls asleep whenever he casts a spell  
0687 Caster falls in love with d4 people of same race/opposite sex  
0688 Caster falls into a heap of unconnected cells  
0689 Caster falls madly in love with target  
0690 Caster fears clothing except when naked, when he fears nudity  
0691 Caster fears he is a vampire and will be injured by sunlight  
0692 Caster fears he is a werewolf temporarily in human form  
0693 Caster fears rainfall  
0694 Caster fears sentient weapons, thinking they're out to get him  
0695 Caster feels deja vu whenever he hears his name  
0696 Caster feels horrible embarrassment whenever he casts a spell  
0697 Caster feels like he has been spinning in a circle for hours  
0698 Caster feels like he's in freefall whenever he casts a spell  
0699 Caster feels phantom itch in his "third" and "fourth" arms  
0700 Caster finds clothing uncomfortable in the presence of royalty  
0701 Caster finds some mundane food irresistible  
0702 Caster finds the taste of cooked meat offensive  
0703 Caster flares like burning magnesium for one round  
0704 Caster forgets a random language  
0705 Caster forgets all spells he currently has memorized  
0706 Caster forgets his name in the presence of royalty  
0707 Caster forgets how to walk  
0708 Caster forgets the Common Tongue  
0709 Caster forgets the location of everything he currently carries  
0710 Caster forgives his current worst enemy  
0711 Caster freezes at room temperature  
0712 Caster freezes solid for d8 rounds; thaws unharmed

0713 Caster gains (at will) use of one spell of level 4d3-3  
0714 Caster gains 1 HP/round until exploding as on Positive Material  
0715 Caster gains 2 points of INT but his CON is halved  
0716 Caster gains a 10% Magic Resistance  
0717 Caster gains a large Keep, but it is made of cardboard  
0718 Caster gains amazing ability with an unusual musical instrument  
0719 Caster gains an experience level but ages 10 years  
0720 Caster gains Animal Control as potion  
0721 Caster gains Clairaudience as potion  
0722 Caster gains d10 followers who believe him to be a deity  
0723 Caster gains danger sense; -2 to surprise rolls  
0724 Caster gains Flight as potion  
0725 Caster gains Madness as Elixir  
0726 Caster gains one Wish, which must be used within 3 rounds  
0727 Caster gains physical repulsiveness equal to that of a medusa  
0728 Caster gains proficiency in the next weapon type he touches  
0729 Caster gains proficiency in the use of the Mancatcher  
0730 Caster gains quadrophonic hearing: +2 bonus on Surprise rolls  
0731 Caster gains Red Dragon's breath weapon & suffers equal damage  
0732 Caster gains the ability to read any language  
0733 Caster gains the ability to see at will into the Ethereal Plane  
0734 Caster gains the friendship of a legendary arch-mage  
0735 Caster gains the friendship of a legendary warrior  
0736 Caster gains the friendship of a prominent merchant  
0737 Caster gains the friendship of a thieves' guildmaster  
0738 Caster gains the friendship of a well-respected mercenary  
0739 Caster gains the friendship of the owner of a major brothel  
0740 Caster gains the friendship of the ruler of a major country  
0741 Caster gains the lasting enmity of a legendary arch-mage  
0742 Caster gains the lasting enmity of a legendary warrior  
0743 Caster gains the lasting enmity of a prominent merchant  
0744 Caster gains the lasting enmity of a thieves' guildmaster  
0745 Caster gains the lasting enmity of a well-respected mercenary  
0746 Caster gains the lasting enmity of the owner of a major brothel  
0747 Caster gains the lasting enmity of the ruler of a major country  
0748 Caster gains the power of clairaudience to a range of five feet  
0749 Caster gains the power to grant one Wish to someone else  
0750 Caster gains troglodyte's breath weapon but also falls asleep  
0751 Caster gains Water Breathing as potion  
0752 Caster gains X-ray vision for d6 rounds  
0753 Caster gets a strong urge to cast spells whenever he is angered  
0754 Caster gets a Wish, (50% likely to grant the opposite)  
0755 Caster giggles for d10 rounds, spellcasting impossible  
0756 Caster giggles in the presence of royalty  
0757 Caster glows as per a Light spell  
0758 Caster glows for 1d10 rounds after casting a spell  
0759 Caster glows like a campfire when he tries to hide in shadow  
0760 Caster glows like a firefly in moonlight  
0761 Caster goes mad for 1 hour whenever he tries to cast this spell  
0762 Caster growls like a lion whenever he is upset  
0763 Caster grows a finger on each foot  
0764 Caster grows a third eye in the center of his forehead  
0765 Caster grows a toe on each hand  
0766 Caster grows another arm from the wrist of one arm  
0767 Caster grows another finger on each hand  
0768 Caster grows another leg from the ankle of one leg  
0769 Caster grows another toe on each foot  
0770 Caster grows fangs and develops a marked aversion to sunlight  
0771 Caster grows nonfunctional vampire fangs  
0772 Caster hallucinates in the presence of royalty

0773 Caster has a 55% chance to know history of any region he enters  
0774 Caster has a birthmark identifying him as a royal heir  
0775 Caster has a birthmark identifying him as an agent of evil  
0776 Caster has a burning need to cast his spells as soon as he can  
0777 Caster has a scar he attributes to a close call with a dragon  
0778 Caster has a seizure every time he tries to cast this spell  
0779 Caster has faulty depth perception; all attacks are made at -2  
0780 Caster has flat vision; has no depth perception; -8 ToHit  
0781 Caster has magic intuition; +25% to learn spells  
0782 Caster has mirror vision; sees everything backwards  
0783 Caster has no vital signs while he is asleep  
0784 Caster has strong urge to head south next winter  
0785 Caster has the same dream each night; may think it's prophetic  
0786 Caster hates magic and uses it only reluctantly  
0787 Caster hates next person who meets him for the first time  
0788 Caster heals 2X normal rate but takes 2X damage from attacks  
0789 Caster heals 1/2 normal rate but takes 2X damage from attacks  
0790 Caster heals 1/2 normal rate but takes 1/2 damage from attacks  
0791 Caster hears echoes when people speak to him  
0792 Caster hears through his nose and smells through his ears  
0793 Caster hears voices that aren't there  
0794 Caster hoards coal in the hope that one day it will be diamonds  
0795 Caster immune to 1 random Mage spell of random (2d5-1) level  
0796 Caster immune to 1 random Priest spell of random (2d4-1) level  
0797 Caster inflates like balloon to 1d12 foot across for d20 rounds  
0798 Caster insists his name is something it is not  
0799 Caster insists that he is a dragon in humanoid form  
0800 Caster inspires jealousy in all but those who know him well  
0801 Caster invites random foe to join his party  
0802 Caster involuntarily repels all water to a distance of 10 feet  
0803 Caster is able to Detect Magic once per turn at will  
0804 Caster is able to Know Time at will  
0805 Caster is able to see with his eyes closed  
0806 Caster is able to succeed any one roll automatically each day  
0807 Caster is able to survive one death (resurrection unnecessary)  
0808 Caster is absolutely silent when naked  
0809 Caster is addicted to magic; needs some spell cast on him daily  
0810 Caster is affected as by a Brooch of Number Numbing  
0811 Caster is affected as by a Haste spell  
0812 Caster is affected as by a Ring of Contrariness  
0813 Caster is affected as by a Slow spell  
0814 Caster is affected as by an amulet of inescapable location  
0815 Caster is affected as by Wand of Misplaced objects  
0816 Caster is affected as by Wildword, Dream  
0817 Caster is affected as by Wildword, Fade  
0818 Caster is affected as by Wildword, Inconvenience  
0819 Caster is affected as by Wildword, Surge  
0820 Caster is affected by Mirror Image  
0821 Caster is affected by silver like a lycanthrope  
0822 Caster is affected by the spell Blur for the next 10 turns  
0823 Caster is alert and coherent the instant he wakes up  
0824 Caster is an illusion every other round and can cause no damage  
0825 Caster is attended by 1d4 skeletons with no combat ability  
0826 Caster is base AC 4 for d4 days; DEX/armor bonuses still apply  
0827 Caster is befriended by a family in each town within 100 miles  
0828 Caster is befriended by all the members of a single species  
0829 Caster is befriended by nearest Lich  
0830 Caster is befriended by the nearest nymph or sylph  
0831 Caster is believed by some to be a deity  
0832 Caster is believed to bathe in the blood of innocents

0833 Caster is believed to be a leper  
0834 Caster is believed to be a particularly nasty demon  
0835 Caster is believed to be a practicing cannibal  
0836 Caster is believed to be a town elder by nearest village  
0837 Caster is believed to be an agent of evil  
0838 Caster is believed to be an escaped murderer by nearest village  
0839 Caster is believed to be carrying a powerful artifact  
0840 Caster is believed to be carrying an especially virulent plague  
0841 Caster is believed to be possessed by a demon  
0842 Caster is believed to be rich beyond the dreams of avarice  
0843 Caster is believed to be the cause of a local plague  
0844 Caster is believed to be the worst enemy of all who view him  
0845 Caster is believed to have murdered someone he did not  
0846 Caster is believed to have resurrected someone he did not  
0847 Caster is believed to have risen from the dead recently  
0848 Caster is believed to have the cure for a local plague  
0849 Caster is believed to have the power to heal  
0850 Caster is blamed for crop failure in the next town he enters  
0851 Caster is blamed for the death of some forgotten relative  
0852 Caster is blasted to ashes  
0853 Caster is blind when exposed to direct sunlight  
0854 Caster is blind whenever he is at less than full hit points  
0855 Caster is blinded but gains clairvoyance of the area he is in  
0856 Caster is burned by a large magical explosion; loses 16 HP  
0857 Caster is burned by exposure to direct sunlight; 2d4 HP/round  
0858 Caster is burned by holy symbols  
0859 Caster is burned by Holy Water as if he were undead  
0860 Caster is Cloned  
0861 Caster is completely immune to beneficial clerical magic  
0862 Caster is confident that his enemies trust and respect him  
0863 Caster is confident that his magic is better than anyone else's  
0864 Caster is constantly mistaken for someone else  
0865 Caster is constantly surrounded by a cloud of bees  
0866 Caster is covered with butter every time he casts a spell  
0867 Caster is deafened but gains clairaudience of the area he is in  
0868 Caster is despised by all the members of a single species  
0869 Caster is dispatched to a random plane, as spell  
0870 Caster is driven insane, as Mindshatter spell  
0871 Caster is ensnared by another caster's Monster Summoning  
0872 Caster is entangled by rapidly growing grass or the like  
0873 Caster is equally affected by every spell he casts on others  
0874 Caster is Feebleminded as by spell and Enfeebled as by Ray  
0875 Caster is Feebleminded when exposed to direct sunlight  
0876 Caster is forever unable to teleport  
0877 Caster is granted one wish during each of the next 1d4 years  
0878 Caster is Healed (not resurrected) under next 2d6 Full Moons  
0879 Caster is Healed the next time he suffers 10 HP of fire damage  
0880 Caster is Held d6 rounds each time he speaks his name  
0881 Caster is Held for d10 rounds  
0882 Caster is Held until someone speaks his name  
0883 Caster is heroic; immune to fear and confusion  
0884 Caster is hit by 1 HD lightning bolt whenever he hears his name  
0885 Caster is immortal, but has a fatal weakness (ie., cannot move)  
0886 Caster is immune to all magical healing efforts for d4 days  
0887 Caster is immune to bludgeoning attacks (mace, etc) for d4 days  
0888 Caster is immune to fire for d6 hours  
0889 Caster is immune to gaze attacks  
0890 Caster is immune to gaze attacks for d100 days  
0891 Caster is immune to magical scrying or detection  
0892 Caster is immune to natural extremes of weather when naked



0893 Caster is immune to next 10 olfactory (gas) attacks against him  
0894 Caster is immune to piercing attacks for 1d4 days  
0895 Caster is immune to slashing attacks for 1d4 days  
0896 Caster is immune to sonic attacks  
0897 Caster is instantly liked by those with the same color of hair  
0898 Caster is invisible except while he speaks  
0899 Caster is invisible from the back but visible from the front  
0900 Caster is invisible from the front but visible from the back  
0901 Caster is invisible in daylight but illuminated in darkness  
0902 Caster is invisible to himself  
0903 Caster is invisible to the target  
0904 Caster is invisible to undead, who are also invisible to him  
0905 Caster is invisible to vampires until he speaks or attacks  
0906 Caster is invisible when naked and unencumbered  
0907 Caster is invisible when no one is looking  
0908 Caster is invisible while he speaks  
0909 Caster is invisible, intangible, and silenced for 10d6 rounds  
0910 Caster is knocked unconscious and cannot be roused until dawn  
0911 Caster is mistaken for someone else wherever he goes  
0912 Caster is naturally careful; never makes a Critical Fumble  
0913 Caster is next in line for the throne  
0914 Caster is not affected by any First Level spells  
0915 Caster is not harmed by ingested poisons  
0916 Caster is nourished by grass instead of food for d10 days  
0917 Caster is only able to hear that which he can see  
0918 Caster is only able to hear when his eyes are closed  
0919 Caster is only able to hear when his mouth is open  
0920 Caster is only able to open his mouth when his eyes are closed  
0921 Caster is only able to see in 2 dimensions; -4 ToHit  
0922 Caster is only able to see when his eyes are closed  
0923 Caster is polymorphed into duplicate of the target  
0924 Caster is protected by Mordenkainen's Faithful Phantom Guardian  
0925 Caster is Protected from Self, as spell, for 10d10 days  
0926 Caster is pummelled by hail for 1 turn, losing 4d4 hit points  
0927 Caster is pursued by a Red Dragon but believes he is not  
0928 Caster is pursued by bees as if he were their queen  
0929 Caster is pursued by flies and vultures as if he were carrion  
0930 Caster is pursued by Lugwiler's Haunting Phantasm  
0931 Caster is randomly teleported 100 miles (50% chance Up or Down)  
0932 Caster is reduced to 1 Hit Point  
0933 Caster is reduced to Level One for 5 turns  
0934 Caster is reduced to 1/2 strength when exposed to direct sunlight  
0935 Caster is reluctant to use magic for fear of Wild Surges  
0936 Caster is rendered Timeless, as priest spell, for d10 days  
0937 Caster is repulsed by holy symbols  
0938 Caster is resurrected the next time he is slain (NO CON loss)  
0939 Caster is roasted by a huge magical explosion; loses 32 HP  
0940 Caster is scorched by a tiny magical explosion; loses 2 HP  
0941 Caster is sent to alternate Prime Material plane  
0942 Caster is singed by a medium magical explosion; loses 8 HP  
0943 Caster is Stoneskinned  
0944 Caster is stricken mute in the presence of royalty  
0945 Caster is stunned for 1d4 rounds each time he casts a spell  
0946 Caster is stunned for d10 rounds  
0947 Caster is Stunned whenever he casts a spell  
0948 Caster is suddenly lying face-down on the ground  
0949 Caster is suddenly standing in the middle of a bonfire  
0950 Caster is suddenly standing on an island in a lake of magma  
0951 Caster is suddenly standing on his head  
0952 Caster is surrounded by fireflies and can be seen at all times

0953 Caster is suspicious of any who light a fire in his presence  
0954 Caster is tapped on the shoulder once every d10 rounds  
0955 Caster is teleported anywhere, anytime, randomly  
0956 Caster is teleported into nearest hollow but standing tree  
0957 Caster is teleported into nearest Monastery  
0958 Caster is teleported into the bathing pool of the nearest nymph  
0959 Caster is teleported into the nearest cave  
0960 Caster is teleported into the nearest keep  
0961 Caster is teleported into the nearest prison  
0962 Caster is teleported one mile straight up  
0963 Caster is teleported onto his own shoulders  
0964 Caster is teleported onto the branches of the nearest tree  
0965 Caster is teleported onto the shoulders of target  
0966 Caster is teleported to the 3d6th layer of the Abyss  
0967 Caster is teleported to the bottom of the nearest well  
0968 Caster is teleported to the lair of the tarrasque  
0969 Caster is teleported to the nearest convent  
0970 Caster is teleported to the place from which he last teleported  
0971 Caster is teleported to within 10' of nearest Lich  
0972 Caster is thought by local villagers to be a prophesized savior  
0973 Caster is thought by local villagers to be a vampire  
0974 Caster is thought to be a minor official in a major country  
0975 Caster is thought to be a prominent official in a major country  
0976 Caster is thought to be a successful merchant or guildmaster  
0977 Caster is thought to be some random dweeb from a far-off land  
0978 Caster is thought to be the ruler of an empire  
0979 Caster is thought to be the sole ruler of a major country  
0980 Caster is thought to be the sole ruler of a minor country  
0981 Caster is thought to be the sole ruler of a spot on the map  
0982 Caster is thought to be the sole survivor of a royal family  
0983 Caster is toasted by a small magical explosion; loses 4 HP  
0984 Caster is transported to an Outer Plane for d10 rounds  
0985 Caster is unable to cast non-illusion spells for 24 hours  
0986 Caster is unable to create Illusions for 24 hours  
0987 Caster is unable to hear his own voice  
0988 Caster is unable to read except while exposed to sunlight  
0989 Caster is unable to read while exposed to sunlight  
0990 Caster is unable to remain quiet where silence is required  
0991 Caster is unable to speak except in a booming shout  
0992 Caster is unable to swallow food in the presence of others  
0993 Caster is unable to tell when he is lying  
0994 Caster is unaffected by gravity when his eyes are closed  
0995 Caster is unaffected by gravity when lying face down  
0996 Caster is unaffected by the next Abjuration cast against him  
0997 Caster is unaffected by the next Alteration cast against him  
0998 Caster is unaffected by the next Conjunction cast against him  
0999 Caster is unaffected by the next Divination cast against him  
1000 Caster is unaffected by the next Enchantment cast against him  
1001 Caster is unaffected by the next Evocation cast against him  
1002 Caster is unaffected by the next Illusion cast against him  
1003 Caster is unaffected by the next Necromancy cast against him  
1004 Caster is unharmed by next 1d20 hit points of damage he suffers  
1005 Caster is wracked with guilt whenever he casts a spell  
1006 Caster jumps up and down whenever he casts a spell  
1007 Caster kicks like a mule whenever he hears his name  
1008 Caster knows the first name of everyone now within 100 yards  
1009 Caster laughs disconcertingly when he is injured  
1010 Caster laughs like a hyena at the sight of blood  
1011 Caster laughs like a madman in the presence of royalty  
1012 Caster laughs like a madman whenever he casts a spell

1013 Caster leaps 90' straight up and lands without harm  
1014 Caster learns 1d3 languages during the next 2 months  
1015 Caster leaves monster-shaped footprints  
1016 Caster leaves no footprints for d8 weeks  
1017 Caster leaves strange, disquieting odors in his wake  
1018 Caster leaves wet footprints wherever he goes  
1019 Caster left a fire in his fireplace; house is now ablaze  
1020 Caster levitates 1' above ground, retains normal Movement Rate  
1021 Caster levitates 20' for d4 turns  
1022 Caster levitates slightly when he casts a spell  
1023 Caster looks and sounds different to each creature viewing him  
1024 Caster looks like a badly decayed corpse while he's asleep  
1025 Caster looks like a murder victim while he's asleep  
1026 Caster loses 1 HP/round until dying as on Negative Material  
1027 Caster loses 1 Level/Hit Die per day until becoming Juju zombie  
1028 Caster loses 1d4 additional hit points from all fire damage  
1029 Caster loses 1d4 fewer hit points from all fire damage  
1030 Caster loses 2d4 Experience Levels (and appropriate abilities)  
1031 Caster loses access to a school of magic till he rises a level  
1032 Caster loses access to ALL knowledge held in his mind  
1033 Caster loses access to one school of magic  
1034 Caster loses all proficiency in all weapons  
1035 Caster loses all sense of the passage of space  
1036 Caster loses all sense of the passage of time  
1037 Caster loses consciousness; can't find it again for d10 hours  
1038 Caster loses d4 HP whenever he tries to cast a spell  
1039 Caster loses hair and all facial features, but retains senses  
1040 Caster loses his mind; can't find it again for d20 rounds  
1041 Caster loses his spellbook; can't find it again for d4 days  
1042 Caster loses one hit point each time he tells a lie  
1043 Caster loses one hit point per level of each spell he casts  
1044 Caster loses spellcasting ability for d10 years  
1045 Caster loses spellcasting ability for d6 days  
1046 Caster loses stereophonic hearing: -1 penalty on Surprise rolls  
1047 Caster loses the ability to Read/Write a random language  
1048 Caster loses the sense of smell  
1049 Caster loses the sense of taste  
1050 Caster loses the sense of touch  
1051 Caster makes enemies easily; -2 to all reaction rolls  
1052 Caster may call down one 3HD lightning bolt per day; no Saves  
1053 Caster may Command one being; cannot refuse, obeys as is able  
1054 Caster may Teleport without Error twice  
1055 Caster melts over next d6 rounds unless Remove Curse is cast  
1056 Caster metamorphoses into a Bodak over next d6 months  
1057 Caster mimics the facial features of each person he touches  
1058 Caster mistakenly Gated by a random Outer Plane being  
1059 Caster mistakenly Gates a random Outer Planes being  
1060 Caster mistakenly Gates himself to a random Outer Plane  
1061 Caster moves as though he is underwater  
1062 Caster moves d10 rounds into future; loses intervening rounds  
1063 Caster must eat 2x the normal amount of food to be nourished  
1064 Caster must graze like a cow for food  
1065 Caster must roll a STR check: if successful, he gains 1d4 STR  
1066 Caster must roll for System Shock for each wound or pass out  
1067 Caster must Save or spell strikes target  
1068 Caster must Save vs Death AND Spell or become a Lich  
1069 Caster must Save vs Death Magic or be disintegrated  
1070 Caster must Save vs Death Magic or turn into a snowman  
1071 Caster must Save vs Death or implode and perish  
1072 Caster must Save vs Death or turn inside out and die instantly

1073 Caster must Save vs Disintegration or be disintegrated  
1074 Caster never misplaces his possessions  
1075 Caster never needs to bathe to remain clean  
1076 Caster no longer feels hunger and must be reminded to eat  
1077 Caster no longer has to move his mouth in order to speak  
1078 Caster no longer throws a shadow  
1079 Caster omniscient for 1 round, then forgets it all  
1080 Caster only needs to eat once per week  
1081 Caster or random female ally becomes as beautiful as a nymph  
1082 Caster or random male ally becomes as beautiful as a nymph  
1083 Caster perceives a hideous monster to be standing behind him  
1084 Caster perceives everyone nearby to be affected by Mirror Image  
1085 Caster perceives everyone to be facing 180( from/toward him  
1086 Caster perceives hidden demonic meaning in everyday events  
1087 Caster perceives himself to be standing behind an evil monster  
1088 Caster perceives himself to be standing behind himself  
1089 Caster perceives just about everything to be an ill omen  
1090 Caster perceives maggots to be writhing within his flesh  
1091 Caster perceives sculptures to portray only horrifying images  
1092 Caster permanently affected as by Nahal's Nonsensical Nullifier  
1093 Caster permanently gains +1 to DEX  
1094 Caster pivots 180(  
1095 Caster polymorphed into an orangutan  
1096 Caster polymorphs into a frog (retains attributes)  
1097 Caster polymorphs into a frog-sized human (retains attributes)  
1098 Caster polymorphs into a human-sized frog (retains attributes)  
1099 Caster polymorphs into a physical duplicate of his worst enemy  
1100 Caster polymorphs randomly  
1101 Caster polymorphs randomly each time he is exposed to sunlight  
1102 Caster polymorphs randomly every d4 hours  
1103 Caster polymorphs randomly, permanently; Wishes have no effect  
1104 Caster Possesses target for d10 rounds  
1105 Caster professes intense jealousy of an imaginary sibling  
1106 Caster punches himself in the jaw: 50% to knock himself out  
1107 Caster punches the person standing nearest to him  
1108 Caster questions himself before using magic: +4 to Casting Time  
1109 Caster radiates antilife; drains 1 HP/round from all within 10'  
1110 Caster raises a d10 yard radius hemisphere of stone from ground  
1111 Caster randomly teleported 1 mile (N,S,E,W,NE,SE,SW,NW)  
1112 Caster realizes he was formed by a Mirror of Opposition  
1113 Caster realizes that the universe was born in a huge explosion  
1114 Caster realizes that the universe was hatched from a giant egg  
1115 Caster receives Shocking Grasp from next PC he touches  
1116 Caster Reduces for 1d3 turns  
1117 Caster reeks of ammonia whenever he casts a spell  
1118 Caster refuses to admit that anything occurred before his birth  
1119 Caster refuses to talk for 1d10+10 rounds after casting a spell  
1120 Caster regains all spells he cast within last 24 hours  
1121 Caster regenerates 1 HP/round for the next 20+d20 rounds  
1122 Caster regenerates 1 HP/turn, but regenerates as troll flesh  
1123 Caster regenerates fire and/or acid damage, 1 HP per hour  
1124 Caster remembers the name of everyone he meets  
1125 Caster renounces magic until he's next affected by a spell  
1126 Caster repeats the same sentence over and over; no spellcasting  
1127 Caster rises on a column of stone 10' into the air  
1128 Caster roars like a lion after particularly good meals  
1129 Caster roars like a lion when angered  
1130 Caster Saves vs Death or becomes flesh-hued ooze (cf grey ooze)  
1131 Caster Saves vs Death or skull shrinks by half, causing death  
1132 Caster Saves vs Magic or becomes a duplicate of the target

1133 Caster Saves vs Petrify or petrifies on seeing his reflection  
1134 Caster Saves vs Petrify or turns to air  
1135 Caster Saves vs Petrify or turns to clay  
1136 Caster Saves vs Petrify or turns to lifeless diamond  
1137 Caster Saves vs Petrify or turns to mithril  
1138 Caster Saves vs Petrify or turns to mud  
1139 Caster Saves vs Petrify or turns to non-sentient platinum  
1140 Caster Saves vs Petrify or turns to sentient gold  
1141 Caster Saves vs Petrify or turns to steel  
1142 Caster Saves vs Petrify or turns to stone and crumbles  
1143 Caster Saves vs Petrify or turns to water  
1144 Caster Saves vs Petrify or turns to wood  
1145 Caster sealed in a bubble which air cannot penetrate  
1146 Caster seeks his long lost twin sibling (who might not exist)  
1147 Caster seems to bleed from his eyes when exposed to sunlight  
1148 Caster seems to double in weight each round in direct sunlight  
1149 Caster seems to speak in the voice of each who hears him  
1150 Caster seems untrustworthy; suffers -3 on Reaction Rolls  
1151 Caster seems vaguely familiar to everyone who meets him  
1152 Caster seems very trustworthy; receives +3 on Reaction Rolls  
1153 Caster sees all others to be affected by Nonsensical Nullifier  
1154 Caster sees everything backward like a mirror image  
1155 Caster sees in the Ethereal Plane but cannot see in the Prime  
1156 Caster sees omens of the pending apocalypse in everyday events  
1157 Caster sees perfectly in the dark but is blind in the light  
1158 Caster sees strange figures out of the corner of his eye  
1159 Caster sees the plane tapped by magic; WIS check or go nuts  
1160 Caster shatters into 5d10 tiny duplicates of himself for 1 turn  
1161 Caster shatters into countless little cubes; reforms in 1 turn  
1162 Caster sheds his skin like a snake every d6 days  
1163 Caster sheds tears every time he casts a spell  
1164 Caster shines like a lighthouse beacon when he is asleep  
1165 Caster shoots forth 8 snakes from fingers; snakes do not attack  
1166 Caster shouts profanity in the presence of royalty  
1167 Caster shows no reflection in mirrors  
1168 Caster shrinks by 10% for every 10% of his hit points he loses  
1169 Caster shrinks by 1/2 each turn while exposed to direct sunlight  
1170 Caster shunted to Border Ethereal; doppleganger takes his place  
1171 Caster sinks into ground up to his knees  
1172 Caster sinks into the ground up to his ankles for d6 rounds  
1173 Caster sinks into the ground up to his chest for d6 rounds  
1174 Caster sinks into the ground up to his neck for d6 rounds  
1175 Caster sinks into the ground up to his waist for d6 rounds  
1176 Caster sinks like a stone in water when naked  
1177 Caster skips every other round for next 1+1d20 rounds  
1178 Caster smells like a badly decayed corpse while he's asleep  
1179 Caster smells like a skunk for the spell's duration  
1180 Caster smells of roses and lavender while he sleeps  
1181 Caster smells strongly of blood in the presence of vampires  
1182 Caster smells strongly of garlic in the presence of vampires  
1183 Caster sneezes when trying to cast spells; +3 to casting times  
1184 Caster sneezes whenever he hears his name  
1185 Caster speaks an unknown tongue for 1 turn after casting spells  
1186 Caster speaks gibberish but believes he is speaking Common  
1187 Caster speaks in a squeaky voice for d6 days  
1188 Caster speaks in a whisper whenever he tells a lie  
1189 Caster speaks in rhyme; spellcasting impossible  
1190 Caster speaks in three-part harmony for d8 turns  
1191 Caster speaks through his ears and hears through his mouth  
1192 Caster spends 24 hours in hell: gains a level when he returns

1193 Caster spins like a top for d6 rounds; DEX check or fall over  
1194 Caster sprouts a tail like a monkey  
1195 Caster sprouts a tail like a rabbit  
1196 Caster sprouts a tail like a stegosaurus  
1197 Caster sprouts butterfly wings (Fl 6, MC C); remain for d6 days  
1198 Caster sprouts deer antlers  
1199 Caster sprouts elephant ears  
1200 Caster sprouts feathers  
1201 Caster sprouts giraffe horns  
1202 Caster sprouts rabbit ears  
1203 Caster squeaks like a mouse when he is frightened  
1204 Caster stinks like a tomb when exposed to direct sunlight  
1205 Caster struck as by Magic Missile each time he hears his name  
1206 Caster stutters through time, existing only every other round  
1207 Caster suddenly finds himself standing within an igloo  
1208 Caster suffers Blindness  
1209 Caster suffers full effect of the intended spell: no Save  
1210 Caster suffers great embarrassment whenever he casts a spell  
1211 Caster suffers insomnia; can't sleep next 5d4 days  
1212 Caster suffers normal damage from illusions for next 24 hours  
1213 Caster suffers reverse of magical healing efforts for 1d4 days  
1214 Caster suffers reversed effect of the intended spell: no Save  
1215 Caster suffers same spell effect as target  
1216 Caster Summons Self (see spell listing)  
1217 Caster swaps personae with each being he touches  
1218 Caster swaps personae with the next sentient weapon he touches  
1219 Caster sweats acid, destroying clothes but not harming him  
1220 Caster sweats profusely in the presence of royalty  
1221 Caster takes damage one round after it occurs  
1222 Caster takes illusory damage next 2d10 rounds; doesn't know it  
1223 Caster takes normal damage from illusions for next 2d10 rounds  
1224 Caster teleports 1 mile; stone replica appears in his place  
1225 Caster teleports randomly whenever he hears or speaks his name  
1226 Caster teleports to nearest dragon's horde for 1d8 rounds  
1227 Caster teleports to the place he slept the previous night  
1228 Caster teleports to the place of his birth, returns in d4 days  
1229 Caster thinks all allies are extensions of himself  
1230 Caster thinks all his enemies are telepathically linked  
1231 Caster thinks all non-demihuman humanoids have been polymorphed  
1232 Caster thinks all of his allies are doppelgangers  
1233 Caster thinks any Illusions he casts are real for next 24 hours  
1234 Caster thinks any injuries he has are illusions  
1235 Caster thinks demons hound him at every turn  
1236 Caster thinks dragons are allies who've been polymorphed  
1237 Caster thinks Ethereal monsters are all around him  
1238 Caster thinks every town he enters is the town of his birth  
1239 Caster thinks every weapon he wields is intelligent  
1240 Caster thinks everyone around him is dreaming  
1241 Caster thinks everyone around him is omniscient  
1242 Caster thinks everyone else is insane  
1243 Caster thinks everyone he meets looks vaguely familiar  
1244 Caster thinks everyone who speaks Common is speaking gibberish  
1245 Caster thinks everything he does is part of a holy quest  
1246 Caster thinks everything is invisible when he closes his eyes  
1247 Caster thinks foes in immediate area are extensions of himself  
1248 Caster thinks he can cause death with a touch  
1249 Caster thinks he can change his skin color like a chameleon  
1250 Caster thinks he can command undead  
1251 Caster thinks he can communicate with inanimate objects at will  
1252 Caster thinks he can control others by chanting "blinky"

1253 Caster thinks he exists only in the dreams of others  
1254 Caster thinks he has been Geased by a high-level cleric  
1255 Caster thinks he has been poisoned  
1256 Caster thinks he has been polymorphed  
1257 Caster thinks he has been Summoned here by powerful magic  
1258 Caster thinks he has forgotten something but actually has not  
1259 Caster thinks he has journeyed here from the distant future  
1260 Caster thinks he has just returned from 24 hours spent in hell  
1261 Caster thinks he has just returned from a pilgrimage  
1262 Caster thinks he has just spoken with his deity  
1263 Caster thinks he has only twenty minutes to live  
1264 Caster thinks he has recently committed a horrible crime  
1265 Caster thinks he has recently offended some god of Death  
1266 Caster thinks he has remembered something but actually has not  
1267 Caster thinks he has shrunken to half his height  
1268 Caster thinks he invented magic  
1269 Caster thinks he is a clone of someone else  
1270 Caster thinks he is a deity  
1271 Caster thinks he is a deity when in the presence of royalty  
1272 Caster thinks he is a demon in mortal form  
1273 Caster thinks he is a demon possessing himself  
1274 Caster thinks he is a doppelganger  
1275 Caster thinks he is a dragon who's forgotten how to polymorph  
1276 Caster thinks he is a fire elemental  
1277 Caster thinks he is a flesh golem  
1278 Caster thinks he is a flesh golem  
1279 Caster thinks he is a water elemental  
1280 Caster thinks he is able to heal with a touch  
1281 Caster thinks he is affected by Mirror Image but is not  
1282 Caster thinks he is affected by the spell Haste  
1283 Caster thinks he is affected by the spell Slow  
1284 Caster thinks he is after Them (whoever They are)  
1285 Caster thinks he is an avatar of a minor deity  
1286 Caster thinks he is an elemental  
1287 Caster thinks he is an emperor with in the presence of royalty  
1288 Caster thinks he is an illusion  
1289 Caster thinks he is an illusion  
1290 Caster thinks he is an image from his own subconscious  
1291 Caster thinks he is an iron golem  
1292 Caster thinks he is as beautiful as a nymph  
1293 Caster thinks he is at death's door  
1294 Caster thinks he is being tested by his deity  
1295 Caster thinks he is bleeding at a tremendous rate  
1296 Caster thinks he is blessed with eternal youth  
1297 Caster thinks he is bound by a demonic pact  
1298 Caster thinks he is controlled by someone  
1299 Caster thinks he is covered with ants  
1300 Caster thinks he is currently living in a past life  
1301 Caster thinks he is dead  
1302 Caster thinks he is deeply in love with one of his allies  
1303 Caster thinks he is destined to be king  
1304 Caster thinks he is dreaming while exposed to direct sunlight  
1305 Caster thinks he is drowning  
1306 Caster thinks he is fated to be slain by his own son  
1307 Caster thinks he is his astral form, pushed from his body  
1308 Caster thinks he is hunted by religious zealots  
1309 Caster thinks he is immortal  
1310 Caster thinks he is immune to fire  
1311 Caster thinks he is in two places at once  
1312 Caster thinks he is insane

1313 Caster thinks he is insane but is not  
1314 Caster thinks he is invincible when exposed to direct sunlight  
1315 Caster thinks he is invisible, despite what anyone says  
1316 Caster thinks he is laboring under some horrible curse  
1317 Caster thinks he is literally the center of the universe  
1318 Caster thinks he is married (or single, if he's married)  
1319 Caster thinks he is next in line for the nearest throne  
1320 Caster thinks he is not truly himself  
1321 Caster thinks he is omniscient  
1322 Caster thinks he is on a quest to find his real parents  
1323 Caster thinks he is phenomenally important to the universe  
1324 Caster thinks he is possessed by a demon  
1325 Caster thinks he is pursued by a Red Dragon but is not  
1326 Caster thinks he is sleepwalking  
1327 Caster thinks he is standing three feet to his right  
1328 Caster thinks he is the offspring of a Divine Birth  
1329 Caster thinks he is two separate people (1 Lawful/1 Good, etc)  
1330 Caster thinks he is undead  
1331 Caster thinks he is untrustworthy  
1332 Caster thinks he just forgot the meaning of life  
1333 Caster thinks he knows an ancient and forgotten language  
1334 Caster thinks he knows how to swallow swords  
1335 Caster thinks he knows the first name of everyone he meets  
1336 Caster thinks he knows where to find the Fountain of Youth  
1337 Caster thinks he may Teleport at will but is incorrect  
1338 Caster thinks he must avenge the death of an imagined sibling  
1339 Caster thinks he owes a favor to some random demon  
1340 Caster thinks he owns and rules the surrounding property  
1341 Caster thinks he plays a pivotal roll in the fate of the world  
1342 Caster thinks he receives his spells from some deity or another  
1343 Caster thinks he regenerates like a troll  
1344 Caster thinks he used to be immortal  
1345 Caster thinks he was omnipotent in a past life  
1346 Caster thinks he was Siamese twins in a past life  
1347 Caster thinks he was slain by the target in a past life  
1348 Caster thinks he was the target in a past life  
1349 Caster thinks he will automatically resurrect when he is slain  
1350 Caster thinks he will be deified after his death  
1351 Caster thinks he will die unless he burns his spellbook  
1352 Caster thinks he will die with the next spell he casts  
1353 Caster thinks he will die with the next Wild Surge he causes  
1354 Caster thinks he will turn to a wolf under the next full moon  
1355 Caster thinks he'll be immortal again later  
1356 Caster thinks he's the only one in the world who can use magic  
1357 Caster thinks his allies are dead  
1358 Caster thinks his allies are dragons in humanoid form  
1359 Caster thinks his allies are hiding his spellbook  
1360 Caster thinks his allies are mocking him  
1361 Caster thinks his allies are polymorphed orcs or goblins  
1362 Caster thinks his allies are sleepwalking  
1363 Caster thinks his allies are undead  
1364 Caster thinks his allies can resurrect him if he's slain  
1365 Caster thinks his allies cannot see him, whatever they say  
1366 Caster thinks his allies distrust his use of magic  
1367 Caster thinks his allies don't take him seriously  
1368 Caster thinks his allies fear him  
1369 Caster thinks his allies revere him as a god  
1370 Caster thinks his allies should revere him as a god  
1371 Caster thinks his allies suspect him of being undead  
1372 Caster thinks his allies suspect him of plotting against them



1373 Caster thinks his allies think he plans to use them as undead  
1374 Caster thinks his allies think he's crazy  
1375 Caster thinks his allies think he's dead  
1376 Caster thinks his allies will kill him if he casts a spell  
1377 Caster thinks his allies will kill him unless he casts a spell  
1378 Caster thinks his birth was prophesized by an obscure religion  
1379 Caster thinks his clothing is alive and is out to get him  
1380 Caster thinks his enemies are all immortal  
1381 Caster thinks his enemies are also his allies  
1382 Caster thinks his mouth can store things like a bag of holding  
1383 Caster thinks his name is Lord (Lady) So-and-So the Magnificent  
1384 Caster thinks his principal weapon is cursed  
1385 Caster thinks his spellbook is an ancient and powerful artifact  
1386 Caster thinks his spellbook is plotting against him  
1387 Caster thinks his touch can cure illness  
1388 Caster thinks his touch can cure leather  
1389 Caster thinks his touch can heal injuries  
1390 Caster thinks his touch turns metal into gold  
1391 Caster thinks immorality will grant him immortality  
1392 Caster thinks it is twenty degrees cooler than it really is  
1393 Caster thinks it is twenty degrees hotter than it really is  
1394 Caster thinks next mine he enters belongs to him ("It's Mine")  
1395 Caster thinks next mine he enters is 50( colder than it is  
1396 Caster thinks next mine he enters is 50( warmer than it is  
1397 Caster thinks next mine he enters is a living creature  
1398 Caster thinks next mine he enters is a portal to his home  
1399 Caster thinks next mine he enters is collapsing all around him  
1400 Caster thinks next mine he enters is cramped and claustrophobic  
1401 Caster thinks next mine he enters is filled with giant ants  
1402 Caster thinks next mine he enters is filled with Illithids  
1403 Caster thinks next mine he enters is filled with Oozes  
1404 Caster thinks next mine he enters is filled with Stinking Cloud  
1405 Caster thinks next mine he enters is filled with untapped gold  
1406 Caster thinks next mine he enters is flooding  
1407 Caster thinks next mine he enters is his own esophagus  
1408 Caster thinks next mine he enters is his rightful home  
1409 Caster thinks next mine he enters is last mine he'll ever enter  
1410 Caster thinks next mine he enters is on Elemental Earth  
1411 Caster thinks next mine he enters is undergoing an earthquake  
1412 Caster thinks next mine he enters leads to Lower Outer Plane  
1413 Caster thinks one of his allies is deeply in love with him  
1414 Caster thinks pack animals are unreliable and will not use them  
1415 Caster thinks random ally or party member is a deity  
1416 Caster thinks random deity is a party member or ally  
1417 Caster thinks some random demon owes him a favor  
1418 Caster thinks that air is poisonous  
1419 Caster thinks that all werewolves are just angry dogs  
1420 Caster thinks that all wolves and dogs are werewolves  
1421 Caster thinks that dirt is an aphrodisiac  
1422 Caster thinks that earth elementals are probably just rocks  
1423 Caster thinks that fire heals injury  
1424 Caster thinks that he has enlarged by 50%  
1425 Caster thinks that he has shrunken by 50%  
1426 Caster thinks that he left a fire burning in his fireplace  
1427 Caster thinks that he is made of sand and must not get wet  
1428 Caster thinks that his body will rust if it gets wet  
1429 Caster thinks that his clothes are alive & trying to choke him  
1430 Caster thinks that his clothes are wise & trying to advise him  
1431 Caster thinks that ice is more precious than diamond  
1432 Caster thinks that magic is actually impossible

1433 Caster thinks that something is breathing down his neck  
1434 Caster thinks that spellbooks are edible and very tasty  
1435 Caster thinks that the stars are getting closer all the time  
1436 Caster thinks that water is in short supply and must be hoarded  
1437 Caster thinks that water is poisonous  
1438 Caster thinks that water turns to diamond at 32( Farenheit  
1439 Caster thinks that, somewhere, his clone has become sentient  
1440 Caster thinks the intended spell affects him & not the target  
1441 Caster thinks the previous d20 days were a dream  
1442 Caster thinks They (whoever They are) are after him  
1443 Caster throws a monster's shadow  
1444 Caster triggers Surges in next d6 spells cast at or by him  
1445 Caster tumbles through rift into alternate Prime Material Plane  
1446 Caster tumbles through rift into Elemental Air  
1447 Caster tumbles through rift into Elemental Earth  
1448 Caster tumbles through rift into Elemental Fire  
1449 Caster tumbles through rift into Elemental Water  
1450 Caster turns ethereal when reduced to 5 hit points  
1451 Caster turns inside out; Saves vs Death or dies  
1452 Caster turns into an ambulatory plant of similar shape  
1453 Caster turns into immobile granite  
1454 Caster turns into immobile iron  
1455 Caster turns into immobile wood  
1456 Caster turns into target under every Full Moon  
1457 Caster turns invisible and is rendered mute  
1458 Caster turns invisible when he closes his eyes  
1459 Caster turns to a statue while he sleeps and reverts on waking  
1460 Caster turns to a tree when exposed to direct sunlight  
1461 Caster turns to glass for d4 rounds  
1462 Caster turns to iron d6 rounds; retains mobility and HP (AC -4)  
1463 Caster turns to sand  
1464 Caster turns to smoke each time he comes within 10' of flame  
1465 Caster turns to steam under every Full Moon  
1466 Caster turns to stone and reverts every other round  
1467 Caster turns to stone when exposed to direct sunlight  
1468 Caster turns to stone when not exposed to direct sunlight  
1469 Caster understands the universe a little better: +1 to Wisdom  
1470 Caster vanishes for one round, every other round  
1471 Caster vanishes when he falls asleep; reappears on waking  
1472 Caster vanishes while asleep; reappears when he wakes  
1473 Caster vanishes; reappears d4 hours later  
1474 Caster wakes at dawn and falls asleep at dusk  
1475 Caster wakes each morning affected by a Maze spell  
1476 Caster wakes each morning and crows like a rooster  
1477 Caster wakes each morning at the bottom of a small crater  
1478 Caster wakes each morning believing he's just been resurrected  
1479 Caster wakes each morning blood-soaked as from a vicious battle  
1480 Caster wakes each morning covered by honey and ants  
1481 Caster wakes each morning covered by peas and carrots  
1482 Caster wakes each morning covered by severed human ears  
1483 Caster wakes each morning covered by small lizards  
1484 Caster wakes each morning covered by soft, newly-grown moss  
1485 Caster wakes each morning entangled by overgrown grass  
1486 Caster wakes each morning ethereal; takes 1d4-1/2 hours to reform  
1487 Caster wakes each morning naked, clothes hanging in a tall tree  
1488 Caster wakes each morning naked, clothes neatly folded nearby  
1489 Caster wakes each morning naked, clothes nowhere to be found  
1490 Caster wakes each morning naked, clothes standing nearby  
1491 Caster wakes each morning naked, clothes torn to shreds  
1492 Caster wakes each morning seated in the lotus position

1493 Caster wakes each morning soaking wet as from a rainstorm  
1494 Caster wakes each morning standing on his head  
1495 Caster wakes each morning standing on somebody else's head  
1496 Caster wakes each morning tied in ropes, vines, or the like  
1497 Caster wakes each morning with clothes burned as if by acid  
1498 Caster wakes each morning with clothes smoking as if on fire  
1499 Caster wakes each morning with his clothes on backwards  
1500 Caster wakes each morning with his clothing frozen solid  
1501 Caster wakes each morning within a patch of scorched earth  
1502 Caster was Cloned d4 times eight months ago  
1503 Caster's & target's Alternate Prime counterparts appear in area  
1504 Caster's ability scores equal one ability, determined randomly  
1505 Caster's actions may be disbelieved as illusions  
1506 Caster's age cycle reverses and doubles: begins aging backwards  
1507 Caster's age decreases two years for every Hit Point he loses  
1508 Caster's age doubles for 24 hours  
1509 Caster's age fluctuates d20 years each day  
1510 Caster's age halves for 48 hours  
1511 Caster's age is doubled  
1512 Caster's age is reduced by 1d20 years  
1513 Caster's age is reduced by one half  
1514 Caster's age quadruples for 6 hours  
1515 Caster's age triples for 18 hours  
1516 Caster's aging begins to double daily  
1517 Caster's alignment cannot be detected by magic  
1518 Caster's alignment changes randomly each hour  
1519 Caster's alignment reads as evil when detected by magic  
1520 Caster's alignment seems different to each person checking it  
1521 Caster's allies think that he plans to use them as undead  
1522 Caster's apparent CHA to one member of opposite sex is halved  
1523 Caster's apparent CHA to one member of the opposite sex doubles  
1524 Caster's apparent CHA to opposite sex is raised to 19  
1525 Caster's apparent CHA to opposite sex is reduced to 1  
1526 Caster's appearance changes to that of a zombie  
1527 Caster's arm is broken  
1528 Caster's armor (or metal gear) heats to 5d1000( for d10 rounds  
1529 Caster's armor and weapons become ethereal for d10 rounds  
1530 Caster's armor or clothing leaps from his body and is sentient  
1531 Caster's armor turns to silk (AC 10)  
1532 Caster's armor turns to snow  
1533 Caster's armor turns to steam  
1534 Caster's arms and legs exchange places  
1535 Caster's arms become rubbery like tentacles  
1536 Caster's arms begin flapping like a dragonfly's wings  
1537 Caster's arms elongate like those of an ape  
1538 Caster's arms elongate to 1 1/2 times their normal length  
1539 Caster's arms turn into wings like a dragonfly's  
1540 Caster's arms turn into wings like a sparrow's  
1541 Caster's arms turn to pectoral fins  
1542 Caster's arms vanish d6 rounds  
1543 Caster's arms vanish d6 turns  
1544 Caster's astral form leaves his body whenever he casts a spell  
1545 Caster's astral form pushed from his body for d8 days  
1546 Caster's attribute scores are shuffled  
1547 Caster's attribute scores shuffle randomly each day  
1548 Caster's attribute scores shuffle randomly each hour  
1549 Caster's auditory perceptions are inverted, left-to-right  
1550 Caster's bare footprints blight the ground  
1551 Caster's belongings are teleported into the nearest cave  
1552 Caster's best attribute score is exchanged for his worst

1553 Caster's blood and internal organs turn invisible  
1554 Caster's blood boils; CON check at -d4 and Save vs Death or die  
1555 Caster's blood causes strange plants to grow where it is spilt  
1556 Caster's blood coagulates in his veins and arteries  
1557 Caster's blood freezes; CON check and Save vs Death or die  
1558 Caster's blood glows like embers when it is spilt  
1559 Caster's blood has the power to close the wounds of others  
1560 Caster's blood hisses like steam when it strikes the ground  
1561 Caster's blood howls like a cat when it is spilt  
1562 Caster's blood is acidic, corroding weapons which cut him  
1563 Caster's blood is flammable  
1564 Caster's blood scorches the ground where it is spilt  
1565 Caster's blood scribes runes into the ground where it is spilt  
1566 Caster's blood seems thick and gummy when it is spilt  
1567 Caster's blood smells like skunk musk  
1568 Caster's blood teleported out of his body  
1569 Caster's blood turns to acid but functions normally  
1570 Caster's blood turns to chocolate as it leaves his body  
1571 Caster's blood turns to gold where it is spilt  
1572 Caster's blood turns to magnesium dust and ignites  
1573 Caster's blood turns to mercury  
1574 Caster's blood turns to Universal Solvent  
1575 Caster's body appears to face opposite direction  
1576 Caster's body becomes hollow and skin turns to 1/4" steel  
1577 Caster's body doubles in size but his mass is halved  
1578 Caster's body except circulatory system turns transparent  
1579 Caster's body except his circulatory system turns invisible\*  
1580 Caster's body except his digestive system turns invisible\*  
1581 Caster's body except his muscular system turns invisible\*  
1582 Caster's body except his nervous system turns invisible\*  
1583 Caster's body except his respiratory system turns invisible\*  
1584 Caster's body halves its size but his mass doubles  
1585 Caster's body is fireproof; takes damage but will not combust  
1586 Caster's body is stricken numb whenever he casts a spell  
1587 Caster's body is transmuted to equal volume of gold  
1588 Caster's body seems to have no muscle; skin sags from his bones  
1589 Caster's body shrinks by 75%, but his head remains normal sized  
1590 Caster's body temperature falls d20( for d10 rounds  
1591 Caster's body temperature rises d10( for d20 rounds  
1592 Caster's body turns ethereal; head is solid, seeming to float  
1593 Caster's body turns matte-black, but his shadow is full-color  
1594 Caster's body turns to a coherent, ambulatory water-form  
1595 Caster's body turns to air and blows away  
1596 Caster's body turns to earth and crumbles  
1597 Caster's body turns to fire and burns itself out  
1598 Caster's body turns to water and drains away  
1599 Caster's bones become adamantite  
1600 Caster's bones become as flexible as rubber  
1601 Caster's bones become glass; min. 8 HP damage from bludgeonings  
1602 Caster's bones become glass; shatter when stuck for 2 HP damage  
1603 Caster's bones become mithral; gains -1 to bludgeoning damage  
1604 Caster's bones glow in the dark (through his skin)  
1605 Caster's boots advise him on personal matters  
1606 Caster's boots allow him to walk on water with every other step  
1607 Caster's boots allow the wearer to climb trees like a monkey  
1608 Caster's boots allow the wearer to go without sleep  
1609 Caster's boots allow the wearer to kick like a mule  
1610 Caster's boots always try to walk in two different directions  
1611 Caster's boots appear to be made of leathered human skin  
1612 Caster's boots are affected as by the spell Frisky Chest

1613 Caster's boots are affected as by the spell Grease  
1614 Caster's boots are constantly full of brackish water  
1615 Caster's boots are constantly full of liquid nitrogen  
1616 Caster's boots are constantly full of sand  
1617 Caster's boots are constantly full of scalding steam  
1618 Caster's boots are constantly full of snakes and scorpions  
1619 Caster's boots are constantly full of termites  
1620 Caster's boots are coveted by invertebrates  
1621 Caster's boots are restored to better-than-new condition  
1622 Caster's boots become Boots of Devouring  
1623 Caster's boots become Boots of Holding; can hold numerous feet  
1624 Caster's boots become boots of Holding; wearer cannot move  
1625 Caster's boots become illusionary  
1626 Caster's boots become sentient  
1627 Caster's boots become Wizard Locked to his feet  
1628 Caster's boots blare like trumpets as they are removed  
1629 Caster's boots bray like mules when used to kick  
1630 Caster's boots burn like fire and brimstone  
1631 Caster's boots cannot be removed by him  
1632 Caster's boots cannot be removed in daylight  
1633 Caster's boots cannot be removed under moonlight  
1634 Caster's boots chase cats whenever they are near  
1635 Caster's boots clang like cymbals when he walks on grass  
1636 Caster's boots double in weight with each step he takes  
1637 Caster's boots each weigh as much as the wearer  
1638 Caster's boots explode, inflicting 3d10 damage to all near him  
1639 Caster's boots fill with coal  
1640 Caster's boots fill with fleas and ticks  
1641 Caster's boots fill with nails and tacks  
1642 Caster's boots giggle uncontrollably when he walks  
1643 Caster's boots have false bottoms which may conceal small items  
1644 Caster's boots have the power to regenerate severed feet  
1645 Caster's boots induce shaking palsy in any who wear them  
1646 Caster's boots kick him at every step, causing 1HP of damage  
1647 Caster's boots look comfortable but are in fact torturous  
1648 Caster's boots look light and airy but are heavy as lead  
1649 Caster's boots look torturous but are in fact very comfortable  
1650 Caster's boots make an inordinate clatter when he walks  
1651 Caster's boots make any feet inside them feel unbearably cold  
1652 Caster's boots make any feet inside them feel uncomfortably hot  
1653 Caster's boots make the wearer appear to have leprosy  
1654 Caster's boots make the wearer seem to weigh 2X what he does  
1655 Caster's boots make the wearer tingle with pins and needles  
1656 Caster's boots may be sold for 10X their actual value  
1657 Caster's boots must be fed daily or they refuse to walk  
1658 Caster's boots mutter obscenities with every step  
1659 Caster's boots protect the wearer from fear  
1660 Caster's boots provide Magic Resistance of 50%  
1661 Caster's boots race off toward their place of manufacture  
1662 Caster's boots resent being walked all over  
1663 Caster's boots ring like church bells whenever he casts a spell  
1664 Caster's boots run away  
1665 Caster's boots seem red-hot to anyone else touching them  
1666 Caster's boots sever any feet inside them from the wearer's leg  
1667 Caster's boots shine like beacons after twilight  
1668 Caster's boots shrink in size by 1/2  
1669 Caster's boots smell like carrion  
1670 Caster's boots smell like fire and brimstone  
1671 Caster's boots smell like lilacs  
1672 Caster's boots smell like skunks

1673 Caster's boots snuff any fire he steps upon  
1674 Caster's boots suddenly have another pair of feet in them  
1675 Caster's boots take root  
1676 Caster's boots tickle any feet within them  
1677 Caster's boots triple their size  
1678 Caster's boots try to walk faster than each other  
1679 Caster's boots try to walk in the opposite direction of him  
1680 Caster's boots turn any feet inside them inside out  
1681 Caster's boots turn any feet inside them to boots  
1682 Caster's boots turn any feet inside them to cloven hooves  
1683 Caster's boots turn any feet inside them to hands  
1684 Caster's boots turn to bats and fly away  
1685 Caster's boots turn to beasts and attack his feet  
1686 Caster's boots turn to beets and are eaten by rabbits  
1687 Caster's boots turn to belts and constrict around his feet  
1688 Caster's boots turn to boats and sail away  
1689 Caster's boots turn to bolts and secure him to the ground  
1690 Caster's boots turn to books about feet  
1691 Caster's boots turn to feet  
1692 Caster's boots turn to gloves  
1693 Caster's boots turn to inflexible steel  
1694 Caster's boots turn to paper  
1695 Caster's boots turn to tennis shoes  
1696 Caster's boots vanish and reappear, one inside the other  
1697 Caster's brain swells; Save vs Death or die (if passed, INT +1)  
1698 Caster's breath coats objects with frost  
1699 Caster's breath is misty as in winter whenever he tells a lie  
1700 Caster's breeches become brooches  
1701 Caster's cells become separate, symbiotic micro-organisms  
1702 Caster's Charisma increases by (18-present CHA)/2  
1703 Caster's Charisma increases by 3 when naked  
1704 Caster's Charisma increases by 6 while he casts spells  
1705 Caster's Charisma increases by d6 for d10 days  
1706 Caster's Charisma is increased by 1 for d4 turns  
1707 Caster's Charisma is reduced by d6 for d6 days  
1708 Caster's Charisma is reduced to 3  
1709 Caster's Charisma is rerolled every hour  
1710 Caster's Charisma rises to 19 while in the presence of royalty  
1711 Caster's Charisma tumbles to 2d4 in the presence of royalty  
1712 Caster's circulatory system appears on the surface of his skin  
1713 Caster's circulatory system appears to be 5 feet ahead of him  
1714 Caster's circulatory system is emptied of all contents  
1715 Caster's circulatory system leaps from his body; he is unharmed  
1716 Caster's circulatory system seems to be outside of his body  
1717 Caster's circulatory system straightens to its full length  
1718 Caster's clavicles become Ethereal  
1719 Caster's cloak becomes a Cloaker  
1720 Caster's cloak becomes a clock  
1721 Caster's clothing and/or armor are absorbed into his body  
1722 Caster's clothing animates as a 3HD monster and attacks him  
1723 Caster's clothing animates when exposed to sunlight  
1724 Caster's clothing becomes animated and sentient  
1725 Caster's clothing disintegrates when it is removed  
1726 Caster's clothing fuses into one solid mass as hard as iron  
1727 Caster's clothing is affected by the spell Timelessness  
1728 Caster's clothing is Held immobile for 1d100 rounds  
1729 Caster's clothing is suddenly soaked in blood  
1730 Caster's clothing itches (+2 to initiative)  
1731 Caster's clothing looks like it's been shredded  
1732 Caster's clothing provides 15% Magic Resistance

1733 Caster's clothing turn invisible to members of opposite sex  
1734 Caster's clothing turns inside out  
1735 Caster's clothing turns invisible under moonlight  
1736 Caster's clothing turns invisible when he casts a spell  
1737 Caster's clothing turns pitch black at twilight  
1738 Caster's clothing turns to an exquisitely tailored tuxedo  
1739 Caster's clothing turns to cobwebs  
1740 Caster's clothing turns to green slime  
1741 Caster's clothing turns to honey  
1742 Caster's clothing turns to ice  
1743 Caster's clothing turns to lead  
1744 Caster's clothing turns to one-piece full field plate armor  
1745 Caster's clothing turns to paper  
1746 Caster's clothing turns to skin  
1747 Caster's clothing turns to snow  
1748 Caster's clothing turns to steam  
1749 Caster's clothing turns to stone  
1750 Caster's clothing turns to tight-fitting chain mail  
1751 Caster's clothing turns to wood  
1752 Caster's coinage assembles into an intricate 3-D collage  
1753 Caster's coinage becomes worthless  
1754 Caster's coinage teleports into a random ally's possession  
1755 Caster's coinage turns invisible  
1756 Caster's consciousness is pushed into the body of a random ally  
1757 Caster's Constitution is increased by 1 for d4 turns  
1758 Caster's Constitution is reduced by d6 for d6 days  
1759 Caster's current location spouts water for d10 days  
1760 Caster's current worst enemy forgives him  
1761 Caster's Dexterity increases by 2 when naked  
1762 Caster's Dexterity is increased by 1 for d4 turns  
1763 Caster's Dexterity is reduced by d6 for d6 days  
1764 Caster's digestive system fills with air  
1765 Caster's digestive system fills with powdered lead  
1766 Caster's digestive system fills with sand  
1767 Caster's digestive tract is emptied of all contents  
1768 Caster's digestive tract straightens to its full length  
1769 Caster's dominant hand ages at twice the normal rate  
1770 Caster's dominant hand becomes a foot  
1771 Caster's dominant hand becomes a wolf's paw under the full moon  
1772 Caster's dominant hand becomes an exact copy of his other hand  
1773 Caster's dominant hand becomes covered in cellophane  
1774 Caster's dominant hand becomes covered in reptilian scales  
1775 Caster's dominant hand becomes Ethereal  
1776 Caster's dominant hand becomes gnarled like an ancient oak  
1777 Caster's dominant hand becomes immune to normal acid  
1778 Caster's dominant hand becomes immune to normal cold  
1779 Caster's dominant hand becomes immune to normal fire  
1780 Caster's dominant hand becomes magnetized  
1781 Caster's dominant hand becomes overly sensitive to heat  
1782 Caster's dominant hand becomes paralyzed under the full moon  
1783 Caster's dominant hand becomes webbed  
1784 Caster's dominant hand bleeds from beneath its fingernails  
1785 Caster's dominant hand blisters when it touches metal  
1786 Caster's dominant hand burns rapidly when exposed to sunlight  
1787 Caster's dominant hand can be detached at will  
1788 Caster's dominant hand can grip with a Strength of 20  
1789 Caster's dominant hand can handle red-hot metal without injury  
1790 Caster's dominant hand can never become dirty  
1791 Caster's dominant hand can no longer wear magical rings  
1792 Caster's dominant hand can pick locks with a 50% chance

1793 Caster's dominant hand can sense magic in any item it handles  
1794 Caster's dominant hand can store and release one spell at will  
1795 Caster's dominant hand can strike as hard as iron  
1796 Caster's dominant hand can swing from his wrist like a flail  
1797 Caster's dominant hand can write in a language unknown to him  
1798 Caster's dominant hand cannot touch or be touched by metal  
1799 Caster's dominant hand detaches and falls to the ground  
1800 Caster's dominant hand develops a highly sensitive touch  
1801 Caster's dominant hand doubles in size  
1802 Caster's dominant hand explodes, causing 2d10 points of damage  
1803 Caster's dominant hand falsely senses magic in items it handles  
1804 Caster's dominant hand gains an extra joint on each finger  
1805 Caster's dominant hand gestures obscenely  
1806 Caster's dominant hand grows a finger in its palm  
1807 Caster's dominant hand grows a mouth in its palm  
1808 Caster's dominant hand grows an eyeball in its palm  
1809 Caster's dominant hand grows claws in place of fingernails  
1810 Caster's dominant hand halves its size  
1811 Caster's dominant hand inflates to a one-foot diameter  
1812 Caster's dominant hand is affected by Continual Light  
1813 Caster's dominant hand is affected by Spider Climb  
1814 Caster's dominant hand is as durable as a steel gauntlet  
1815 Caster's dominant hand is burned with an imprint of an amulet  
1816 Caster's dominant hand is covered in suggestive tattoos  
1817 Caster's dominant hand is detachable  
1818 Caster's dominant hand is impervious to small missile weapons  
1819 Caster's dominant hand is insulated against electricity  
1820 Caster's dominant hand is nowhere to be found  
1821 Caster's dominant hand is resistant to cuts and lacerations  
1822 Caster's dominant hand is scarred as though immersed in acid  
1823 Caster's dominant hand knots in pain whenever he casts a spell  
1824 Caster's dominant hand locks in its current position  
1825 Caster's dominant hand loses all feeling  
1826 Caster's dominant hand loses all feeling after sunset  
1827 Caster's dominant hand provides normal vision in total darkness  
1828 Caster's dominant hand radiates magic  
1829 Caster's dominant hand remains dry even when immersed in water  
1830 Caster's dominant hand resembles a hawk's talon  
1831 Caster's dominant hand resembles a horse's hoof  
1832 Caster's dominant hand smolders when he casts a spell  
1833 Caster's dominant hand sweats uncontrollably  
1834 Caster's dominant hand tries to strangle him  
1835 Caster's dominant hand turns invisible to all but him  
1836 Caster's dominant hand turns invisible to him  
1837 Caster's dominant hand turns the color of whatever it handles  
1838 Caster's dominant hand turns to glass  
1839 Caster's dominant hand turns to rubber  
1840 Caster's dominant hand weighs as much as he does  
1841 Caster's dominant hand will not tolerate the wearing of gloves  
1842 Caster's ears and eyes exchange places  
1843 Caster's ears exchange places  
1844 Caster's ears ring whenever someone speaks about him  
1845 Caster's ears seal shut; is 95% deaf  
1846 Caster's ears turn upside down  
1847 Caster's elbows invert; bend in opposite direction  
1848 Caster's entire body appears to throb in time with his heart  
1849 Caster's entire body is Withered as cleric spell  
1850 Caster's every sentence triggers some type of cantrip  
1851 Caster's eyelashes turn to grass  
1852 Caster's eyes (sclerae) turn black; pupils turn white



1853 Caster's eyes appear to be two empty sockets  
1854 Caster's eyes appear to hover about 6 inches in front of him  
1855 Caster's eyes become compound like those of a bee  
1856 Caster's eyes become incredibly beautiful but cannot see  
1857 Caster's eyes become invisible for d10 rounds  
1858 Caster's eyes become invisible for d6 days  
1859 Caster's eyes become pearls but retain normal vision  
1860 Caster's eyes become tiny Beholders  
1861 Caster's eyes become two different colors  
1862 Caster's eyes bug out comically when he is startled  
1863 Caster's eyes bulge from his skull like those of a fish  
1864 Caster's eyes change color every time he blinks  
1865 Caster's eyes dangle from their sockets; vision unaffected  
1866 Caster's eyes extend on 12" stalks (-1d10 to Charisma)  
1867 Caster's eyes fall out and roll away (regrow in d20 rounds)  
1868 Caster's eyes float one foot above his head; vision unaffected  
1869 Caster's eyes glow red when he casts a spell  
1870 Caster's eyes glow red when he is angry  
1871 Caster's eyes heal shut; he is blinded (-4 ToHit, -4 AC)  
1872 Caster's eyes merge like that of a cyclops  
1873 Caster's eyes open sideways instead of up and down  
1874 Caster's eyes pop out and roll away  
1875 Caster's eyes project green light for d4 days  
1876 Caster's eyes recede 1" into his head; vision works normally  
1877 Caster's eyes roll along one foot behind him; vision unaffected  
1878 Caster's eyes seem to be aflame when he casts a spell  
1879 Caster's eyes spin clockwise for d4 rounds (-1 ToHit)  
1880 Caster's eyes spin counter-clockwise for d4 rounds (-1 ToHit)  
1881 Caster's eyes turn to cubes  
1882 Caster's eyes turn to ears  
1883 Caster's eyes turn to gold  
1884 Caster's eyes turn to ice  
1885 Caster's eyes turn to ivory spheres  
1886 Caster's eyes turn to mercury  
1887 Caster's eyes turn to mouths  
1888 Caster's eyes turn to noses  
1889 Caster's eyes turn to obsidian spheres  
1890 Caster's eyes turn to opal spheres  
1891 Caster's eyes turn to round rubies  
1892 Caster's eyes turn to spherical mirrors  
1893 Caster's eyes water uncontrollably  
1894 Caster's eyes weep blood when he suffers injury  
1895 Caster's eyes weep tears of blood  
1896 Caster's eyes work as Eyes of the Eagle; +2 to missile attacks  
1897 Caster's eyes, ears, and nose shuffle places  
1898 Caster's eyes, ears, and teeth turn invisible for d6 days  
1899 Caster's eyeteeth become able to see  
1900 Caster's eyeteeth grow into boar's tusks  
1901 Caster's face blackened by small explosion  
1902 Caster's familiar adopts another mage as its master  
1903 Caster's familiar and random ally of caster exchange bodies  
1904 Caster's familiar attacks one of caster's allies at random  
1905 Caster's familiar becomes invisible to him  
1906 Caster's familiar doubles in size  
1907 Caster's familiar gains access to a language unknown to caster  
1908 Caster's familiar gains use of the intended spell (1 per day)  
1909 Caster's familiar gets smart and claims caster as its familiar  
1910 Caster's familiar increases in size by a factor of 10  
1911 Caster's familiar is polymorphed into a demihuman (at random)  
1912 Caster's familiar is released from its bond to him

1913 Caster's familiar is turned to immobile gold statuette  
1914 Caster's familiar is turned to mobile gold statuette (alive)  
1915 Caster's familiar turns invisible  
1916 Caster's feet become cloven hooves  
1917 Caster's feet covered in adhesive; Movement Rate cut by 3/4  
1918 Caster's feet covered in boils and loses 1 HP with each step  
1919 Caster's feet covered in ice; DEX check each round of walking  
1920 Caster's feet enlarge to his full height; Movement Rate is 1  
1921 Caster's feet enlarge; MR cut by 1/2, +4 to Init. for 1d3 turns  
1922 Caster's feet grow springs; bounces d4 feet high with each step  
1923 Caster's feet turn to wheels  
1924 Caster's fingernails become carpenter's nails  
1925 Caster's fingers and toes switch places  
1926 Caster's fingers turn 90(; somatic components impossible  
1927 Caster's fingers turn to carrots for d12 turns, no spellcasting  
1928 Caster's fingers turn to steam for d10 rounds; no spellcasting  
1929 Caster's flesh and clothing become invisible when he is asleep  
1930 Caster's flesh and clothing turn invisible  
1931 Caster's flesh appears slowly to turn inside out  
1932 Caster's flesh appears slowly to turn invisible  
1933 Caster's flesh appears slowly to turn to stone  
1934 Caster's flesh appears to be a separate entity  
1935 Caster's flesh appears to be attacking everyone else  
1936 Caster's flesh appears to be attacking him  
1937 Caster's flesh appears to be infested with maggots  
1938 Caster's flesh appears to be too large for his body  
1939 Caster's flesh appears to be too small for his body  
1940 Caster's flesh appears to be trying to constrict about him  
1941 Caster's flesh appears to be trying to get off of him  
1942 Caster's flesh appears to belong to someone else  
1943 Caster's flesh appears to turn dry and leathery like a mummy's  
1944 Caster's flesh appears to turn to alligator skin  
1945 Caster's flesh turns invisible whenever he casts a spell  
1946 Caster's footprints appear 10 feet left of where he steps  
1947 Caster's footprints appear to have been made by his hands  
1948 Caster's footprints appear to have been made weeks earlier  
1949 Caster's footprints appear twice as big as his feet  
1950 Caster's footprints become 2 feet deep when he steps from them  
1951 Caster's footprints exude swamp gas  
1952 Caster's footprints face 90( from his direction of travel  
1953 Caster's footprints fill with ice  
1954 Caster's footprints for d12 weeks face wrong direction  
1955 Caster's footprints fossilize, making tracking confusing  
1956 Caster's footprints give off steam  
1957 Caster's footprints glow faintly in darkness  
1958 Caster's footprints glow in the dark  
1959 Caster's footprints hum and glow, making tracking simple  
1960 Caster's footprints rise two feet high when he steps from them  
1961 Caster's footprints seem to indicate that he has three feet  
1962 Caster's footprints switch left-for-right  
1963 Caster's footprints teleport any standing in them to his home  
1964 Caster's full Hit Points are restored  
1965 Caster's gender appears different to all viewing him  
1966 Caster's gender changes daily  
1967 Caster's gender changes every time he casts a spell  
1968 Caster's gender changes when he loses 50% of his hit points  
1969 Caster's gender fluctuates each turn for the next d100 turns  
1970 Caster's gloves become glaives  
1971 Caster's gloves turn to boots  
1972 Caster's gloves turn to cast iron

1973 Caster's gloves turn to mittens  
1974 Caster's gloves turn to Reglar's Gloves of Freedom  
1975 Caster's gold is transmuted to an equal volume of flesh  
1976 Caster's hair and clothes are blown by wind only he can feel  
1977 Caster's hair and skin exchange color  
1978 Caster's hair appears white in moonlight  
1979 Caster's hair crackles with electricity when he casts a spell  
1980 Caster's hair doubles its length  
1981 Caster's hair falls out  
1982 Caster's hair falls out each morning; regrows each night  
1983 Caster's hair falls out each night; regrows each morning  
1984 Caster's hair freezes solid for d4 turns  
1985 Caster's hair grows 1 inch per hour for the next three days  
1986 Caster's hair grows 1d4 inches every time he casts a spell  
1987 Caster's hair grows one foot in length  
1988 Caster's hair grows to two feet long and begins strangling him  
1989 Caster's hair ignites  
1990 Caster's hair seems to be aflame when he is angered  
1991 Caster's hair stands on end when he casts a spell  
1992 Caster's hair turns to air  
1993 Caster's hair turns to blue, non-caloric magical fire  
1994 Caster's hair turns to glass when cut  
1995 Caster's hair turns to grass  
1996 Caster's hair turns to harmless snakes  
1997 Caster's hair turns to ice  
1998 Caster's hair turns to metal when cut  
1999 Caster's hair turns to steel wire for d6 days  
2000 Caster's hand and foot disappear; limbs fuse at the stumps  
2001 Caster's hand locks onto his principal weapon; no spellcasting  
2002 Caster's handedness (left or right) is reversed  
2003 Caster's handedness (left or right) switches daily  
2004 Caster's hands and feet grow webbing; casting times are doubled  
2005 Caster's hands and feet switch places  
2006 Caster's hands close into fists, no Somatic spells may be cast  
2007 Caster's hands disappear; arms fuse at the wrists  
2008 Caster's hands turn into claws like a lobster's  
2009 Caster's hands turn to spheres at the ends of his wrists  
2010 Caster's hat becomes a hart  
2011 Caster's hat, hood, or helmet becomes affixed to his head  
2012 Caster's head adopts a mirror-like sheen  
2013 Caster's head and one limb exchange places  
2014 Caster's head and pancreas exchange places  
2015 Caster's head appears like a throbbing human heart  
2016 Caster's head appears to be a huge hand with a face in the palm  
2017 Caster's head appears to be inside out  
2018 Caster's head appears to be that of an earthworm or snail  
2019 Caster's head appears to have a 1" diameter hole through it  
2020 Caster's head attaches to his arm where his hand should be  
2021 Caster's head encased in iron with gaps for eyes, ears, & mouth  
2022 Caster's head enlarges for 1d3 turns  
2023 Caster's head pops like a balloon if a 20 is rolled ToHit him  
2024 Caster's head rotates 180( laterally without harming him  
2025 Caster's head rotates 180( longitudinally without harming him  
2026 Caster's head rotates 360( every five minutes; he is unharmed  
2027 Caster's head rotates 360( laterally without harming him  
2028 Caster's head rotates 360( longitudinally without harming him  
2029 Caster's head seems to double in size whenever he casts a spell  
2030 Caster's head seems to double in size whenever he is angered  
2031 Caster's head shrinks by 75%; likely to be looked at strangely  
2032 Caster's head snaps off and rolls away; returns in d12 rounds

2033 Caster's head turns cylindrical  
2034 Caster's head turns ethereal; body is solid, seemingly undead  
2035 Caster's head turns invisible  
2036 Caster's head turns to a cube (-d8 to CHA)  
2037 Caster's head turns to a sphere  
2038 Caster's head vanishes d6 rounds; body is lifeless in this time  
2039 Caster's heart stops beating but his blood still flows normally  
2040 Caster's heartbeat is audible to all within 10 yards  
2041 Caster's height fluctuates by 1d10 inches each day  
2042 Caster's height is halved during each of the next 1d4 rounds  
2043 Caster's Hit Points are halved  
2044 Caster's home attracts lightning  
2045 Caster's home becomes invisible when he enters it  
2046 Caster's home contains a recently-stolen royal treasury  
2047 Caster's home contains the full skeleton of an elephant  
2048 Caster's home doubles its height  
2049 Caster's home doubles its internal dimensions  
2050 Caster's home erupts like a volcano  
2051 Caster's home fills with cement  
2052 Caster's home fills with chocolate  
2053 Caster's home fills with eggs  
2054 Caster's home fills with marshmallows  
2055 Caster's home fills with popcorn  
2056 Caster's home fills with rabbits who do not wish to leave  
2057 Caster's home grows by 80+d20%  
2058 Caster's home has a painting of the Creation on its ceiling  
2059 Caster's home has a secret back entrance  
2060 Caster's home has been rented out while he's been away  
2061 Caster's home is affected by Distance Distortion  
2062 Caster's home is also someone else's  
2063 Caster's home is buried by snow  
2064 Caster's home is decorated with classic Victorian furniture  
2065 Caster's home is destroyed by a meteor strike  
2066 Caster's home is invisible except while he is within it  
2067 Caster's home is permanently enchanted with Guards and Wards  
2068 Caster's home is purchased for 10X its actual value  
2069 Caster's home is stolen  
2070 Caster's home is swept up by a tornado  
2071 Caster's home is transported to the Elemental Plane of Earth  
2072 Caster's home rests atop an active volcano  
2073 Caster's home rises into the air  
2074 Caster's home shrinks by 80+d20%  
2075 Caster's home sinks into the ground  
2076 Caster's home suddenly appears in the vicinity  
2077 Caster's home suddenly contains a lifesize portrait of him  
2078 Caster's home suddenly has no doors or doorways  
2079 Caster's home suddenly has two sub-basements  
2080 Caster's home turns to a house of straw  
2081 Caster's home turns to gingerbread  
2082 Caster's home turns to gold  
2083 Caster's home vanishes without a trace  
2084 Caster's illusions automatically disbelieved  
2085 Caster's image remains etched into any mirror he gazes into  
2086 Caster's INT drops by 1d6 after sunset and is restored at dawn  
2087 Caster's INT is increased to 25 for d4 rounds  
2088 Caster's INT rises to 19, but his WIS falls by a like amount  
2089 Caster's INT, WIS, & CHR switch with DEX, STR, & CON  
2090 Caster's Intelligence doubles for d4 rounds  
2091 Caster's Intelligence is halved for d4 turns  
2092 Caster's Intelligence is increased by 1 for d4 turns

2093 Caster's Intelligence is reduced by d6 for d6 days  
2094 Caster's jawbone teleports 1 mile away  
2095 Caster's jawbone teleports three feet to the right  
2096 Caster's knees and elbows fuse and cannot be bent for d8 turns  
2097 Caster's knees invert; bend in opposite direction  
2098 Caster's left and right hands switch arms  
2099 Caster's left thumb and index finger switch places  
2100 Caster's legs can double their length once per day  
2101 Caster's legs fuse into one  
2102 Caster's legs merge into a fish tail like a merman's  
2103 Caster's legs shorten to 1/2 their normal length  
2104 Caster's legs tie in a knot  
2105 Caster's legs turn to tree trunks and take root  
2106 Caster's legs vanish d6 rounds; body falls to ground, no damage  
2107 Caster's Level increases by 2 for d10 turns  
2108 Caster's limbs change proportion to match those of a fish  
2109 Caster's limbs change proportion to match those of a giraffe  
2110 Caster's limbs change proportion to match those of a gorilla  
2111 Caster's limbs change proportion to match those of a starfish  
2112 Caster's limbs change proportion to match those of an elephant  
2113 Caster's limbs change proportion to match those of an octopus  
2114 Caster's little fingers become opposable like thumbs  
2115 Caster's long bones (femur, radius, etc) shrink by 1/2  
2116 Caster's lower jaw vanishes d10 rounds; speech impossible  
2117 Caster's mount becomes a unicorn; departs to nearest woods  
2118 Caster's mount becomes an ostrich, keeping original attributes  
2119 Caster's mount must Save vs Petrification or turn to stone  
2120 Caster's mount turns to snow  
2121 Caster's mouth becomes a portal to the Elemental Plane of Water  
2122 Caster's mouth can store things like a Bag of Holding  
2123 Caster's mouth fills with feathers  
2124 Caster's mouth fills with spiders  
2125 Caster's mouth is Wizard Locked as by a 20th Level mage  
2126 Caster's mouth opens sideways instead of up and down  
2127 Caster's mouth projects a 60'x20' cone of green light when open  
2128 Caster's muscles bulge; Save vs Death of gain 1 to STR or die  
2129 Caster's muscular system is ripped from his body  
2130 Caster's name affects him as Power Word, Stun  
2131 Caster's natural AC drops to 5  
2132 Caster's natural AC drops to 5, but has a fatal Achilles' heel  
2133 Caster's natural AC is rerolled (1d10) each morning  
2134 Caster's natural AC rises to 15  
2135 Caster's neck turns invisible; head appears to levitate  
2136 Caster's neck vanishes; head is perched upon shoulders  
2137 Caster's nervous system replaced by wires and electronics  
2138 Caster's nervous system vanishes, but caster is unharmed  
2139 Caster's next 100 footprints fossilize in d4 days  
2140 Caster's next d10 attacks succeed, but cause 1 point of damage  
2141 Caster's next attack automatically inflicts 4x damage  
2142 Caster's next d6 attacks heal hit points rather than take them  
2143 Caster's next reflection becomes sentient and free-willed  
2144 Caster's next sneeze acts like a dragon's breath weapon  
2145 Caster's next spell also affects a second, random target  
2146 Caster's next spell appears to be cast at a random ally  
2147 Caster's next spell appears to be cast by a random ally  
2148 Caster's next spell appears to transform him into a demon  
2149 Caster's next spell causes a rainstorm  
2150 Caster's next spell causes a snowstorm  
2151 Caster's next spell causes an outcry from local residents  
2152 Caster's next spell centers Silence, 50' radius on him

2153 Caster's next spell erases all others from his memory  
2154 Caster's next spell fails spectacularly  
2155 Caster's next spell functions as a spell he's never seen  
2156 Caster's next spell functions as the last spell he used  
2157 Caster's next spell functions with wholly opposite effect  
2158 Caster's next spell ignites his spellbook  
2159 Caster's next spell is accompanied by a loud thunderclap  
2160 Caster's next spell is accompanied by a string quartet  
2161 Caster's next spell is accompanied by horrifying shrieks  
2162 Caster's next spell is accompanied by soothing melodies  
2163 Caster's next spell is actually cast at a random ally  
2164 Caster's next spell is automatically successful  
2165 Caster's next spell is chosen randomly from his memory  
2166 Caster's next spell is not stripped from his memory  
2167 Caster's next spell issues from strange location  
2168 Caster's next spell knocks him unconscious  
2169 Caster's next spell opens a Gate to a Lower Outer Plane  
2170 Caster's next spell polymorphs him into a frog  
2171 Caster's next spell polymorphs him randomly  
2172 Caster's next spell sends him to the Ethereal Plane  
2173 Caster's next spell sends him to the nearest island  
2174 Caster's next spell sends him to the nearest town  
2175 Caster's next spell sends him to where no one speaks Common  
2176 Caster's next spell sheathes him in flame  
2177 Caster's next spell sheathes him in ice  
2178 Caster's next spell sheathes him in mud  
2179 Caster's next spell shocks him silly (d20 HP damage)  
2180 Caster's next spell summons a herd of cattle (or the like)  
2181 Caster's next spell summons a huge, malodorous fog  
2182 Caster's next spell summons a huge, malodorous frog  
2183 Caster's next spell temporarily turns him to stone  
2184 Caster's next spell Wizard Locks all doors within 90 yards  
2185 Caster's next teleport has a random destination  
2186 Caster's next Wild Surge mimics the spell that caused this one  
2187 Caster's nose and mouth seal shut; cannot breathe  
2188 Caster's nose and one ear exchange places  
2189 Caster's nose and one eye exchange places  
2190 Caster's nose enlarges every time he hears his name  
2191 Caster's nose enlarges whenever he tells a lie  
2192 Caster's nose turns spherical and bright red  
2193 Caster's own corpse appears from the future to attack him  
2194 Caster's perception of "left" and "right" becomes inverted  
2195 Caster's pockets are linked with someone else's (who knows?)  
2196 Caster's pockets are linked; all reach to one space  
2197 Caster's pockets are suddenly full of snail shells  
2198 Caster's pockets become Holey  
2199 Caster's pockets become pockets of devouring  
2200 Caster's pockets continually fill with sand  
2201 Caster's pockets continually fill with water  
2202 Caster's pockets double their capacity  
2203 Caster's pockets double their interior dimensions  
2204 Caster's pockets dump their contents  
2205 Caster's pockets each contain a small figurine of him  
2206 Caster's pockets exchange contents  
2207 Caster's pockets exchange contents with random ally's  
2208 Caster's pockets fill with ants  
2209 Caster's pockets fill with blood  
2210 Caster's pockets fill with butter  
2211 Caster's pockets fill with diamond dust  
2212 Caster's pockets fill with eggs

2213 Caster's pockets fill with fingernail clippings  
2214 Caster's pockets fill with gasoline  
2215 Caster's pockets fill with gold dust  
2216 Caster's pockets fill with green slime  
2217 Caster's pockets fill with human eyes  
2218 Caster's pockets fill with ice cream  
2219 Caster's pockets fill with iron filings  
2220 Caster's pockets fill with leaves  
2221 Caster's pockets fill with lint and fluff  
2222 Caster's pockets fill with mercury  
2223 Caster's pockets fill with mice  
2224 Caster's pockets fill with mousetraps  
2225 Caster's pockets fill with pebbles  
2226 Caster's pockets fill with pins and needles  
2227 Caster's pockets fill with razor blades  
2228 Caster's pockets fill with rot grubs  
2229 Caster's pockets fill with salmon  
2230 Caster's pockets fill with sand  
2231 Caster's pockets fill with skunks  
2232 Caster's pockets fill with sodium  
2233 Caster's pockets fill with sodium and water  
2234 Caster's pockets fill with tar and feathers  
2235 Caster's pockets fill with thorns and thistles  
2236 Caster's pockets fill with universal solvent  
2237 Caster's pockets fill with water  
2238 Caster's pockets preserve the temperature of anything in them  
2239 Caster's pockets seal shut  
2240 Caster's pockets seal shut and fill with helium  
2241 Caster's pockets spew forth hot water every hour on the hour  
2242 Caster's pockets sprout sharp teeth  
2243 Caster's pockets turn invisible  
2244 Caster's pockets won't release him after he reaches into them  
2245 Caster's possessions burst into flame  
2246 Caster's possessions have no weight  
2247 Caster's presence causes animals to become aggressive  
2248 Caster's presence causes candles to burn blue  
2249 Caster's presence causes children to cry  
2250 Caster's presence causes fires to attract wild animals  
2251 Caster's presence causes fires to burn an unusual color  
2252 Caster's presence causes fires to stink like carrion  
2253 Caster's presence causes flame to burn cold  
2254 Caster's presence causes holy symbols to glow blood red  
2255 Caster's presence causes ice to form on nearby water  
2256 Caster's presence causes light to dim  
2257 Caster's presence causes metal to sweat oily water  
2258 Caster's presence causes musical instruments to go out of tune  
2259 Caster's presence causes normal doors and shutters to jam  
2260 Caster's presence causes normal doors and shutters to slam  
2261 Caster's presence causes objects to become lost  
2262 Caster's presence causes rooms to clutter and grow disorganized  
2263 Caster's presence causes severe discomfort to undead  
2264 Caster's presence causes voices to issue from metal around him  
2265 Caster's presence enrages elementals  
2266 Caster's presence gives goose-bumps to those around him  
2267 Caster's presence incites ravenous hunger in animals  
2268 Caster's presence is soothing to wild animals  
2269 Caster's present Hps flip; 07 HP become 70 HP  
2270 Caster's principal weapon adopts his personality for d6 years  
2271 Caster's principal weapon always inflicts maximum damage  
2272 Caster's principal weapon always inflicts minimum damage

2273 Caster's principal weapon appears in caster's esophagus  
2274 Caster's principal weapon attacks him like a Sword of Dancing  
2275 Caster's principal weapon attracts demons  
2276 Caster's principal weapon becomes Undead  
2277 Caster's principal weapon crumbles to sawdust  
2278 Caster's principal weapon doubles in length  
2279 Caster's principal weapon exists in only two dimensions  
2280 Caster's principal weapon grows wings and flies away  
2281 Caster's principal weapon Holds him whenever it inflicts damage  
2282 Caster's principal weapon is absorbed by him; causes no damage  
2283 Caster's principal weapon is covered with human flesh  
2284 Caster's principal weapon is encased in human bone  
2285 Caster's principal weapon is greatly sought after by undead  
2286 Caster's principal weapon is invisible to all but him: +1 ToHit  
2287 Caster's principal weapon is never quite where he left it  
2288 Caster's principal weapon is rendered hollow; shatters easily  
2289 Caster's principal weapon is revealed to be Intelligent  
2290 Caster's principal weapon is sought for use in a holy war  
2291 Caster's principal weapon lodges in his esophagus  
2292 Caster's principal weapon negates darkness in a 10 foot radius  
2293 Caster's principal weapon negates light in a 10 foot radius  
2294 Caster's principal weapon seems to detect evil everywhere  
2295 Caster's principal weapon shrinks to 1/2 its size  
2296 Caster's principal weapon smells of rotting meat  
2297 Caster's principal weapon teleports to his principal dwelling  
2298 Caster's principal weapon turns into a shovel  
2299 Caster's principal weapon turns into aluminum  
2300 Caster's principal weapon turns to butter  
2301 Caster's principal weapon turns to clay  
2302 Caster's principal weapon turns to rubber  
2303 Caster's principal weapon turns to silk and cannot cause damage  
2304 Caster's principal weapon turns to snow  
2305 Caster's principal weapon turns to steam  
2306 Caster's principal weapon turns to wax  
2307 Caster's principal weapon vanishes next time it strikes someone  
2308 Caster's principal weapon winds itself around caster's arms  
2309 Caster's principal weapon winds itself around caster's head  
2310 Caster's principal weapon winds itself around caster's legs  
2311 Caster's rate of aging redoubles hourly  
2312 Caster's reflection animates as in a Mirror of Opposition  
2313 Caster's reflection appears subtly wrong  
2314 Caster's reflection shows the caster's back instead of front  
2315 Caster's right arm is immobilized by a plaster cast  
2316 Caster's right arm turns to another left arm, mounted backwards  
2317 Caster's right knee is no longer able to bend  
2318 Caster's right thumb and index finger switch places  
2319 Caster's rings all link into a chain  
2320 Caster's rings develop a series of sharp projections inside  
2321 Caster's rings drop to -30( Fahrenheit  
2322 Caster's rings ring like church bells when he speaks his name  
2323 Caster's rings suddenly appear in his stomach  
2324 Caster's rings suddenly appear on his toes  
2325 Caster's rings suddenly appear piercing his earlobes  
2326 Caster's rings suddenly appear piercing his nose  
2327 Caster's rings suddenly double in diameter  
2328 Caster's rings turn his fingers to the metal they are made of  
2329 Caster's rings turn to flesh, retaining their enchantments  
2330 Caster's Saves "flip" relative to 10; 11 becomes 9, etc.  
2331 Caster's scent is soothing to hounds  
2332 Caster's scent is terrifying to hounds



2333 Caster's sense of balance is shifted 90(  
2334 Caster's sense of beauty and ugliness is reversed  
2335 Caster's sense of north and south fluctuates daily  
2336 Caster's sentences are appended with hallucinatory vulgarities  
2337 Caster's sentences spoken as questions, spellcasting impossible  
2338 Caster's shadow always falls in the same direction  
2339 Caster's shadow appears to be outlined with chalk  
2340 Caster's shadow becomes a full color picture of caster  
2341 Caster's shadow does not appear to be connected to him  
2342 Caster's shadow falls in opposite direction  
2343 Caster's shadow gestures obscenely when he is not looking  
2344 Caster's shadow gets the hiccups for 1d10 days  
2345 Caster's shadow has a gaping hole in its torso  
2346 Caster's shadow is a mirror image of what it should be  
2347 Caster's shadow is afraid of the dark  
2348 Caster's shadow is twice the size it should be  
2349 Caster's shadow is visible even when he is not  
2350 Caster's shadow lacks a head  
2351 Caster's shadow pushes other shadows out of its way  
2352 Caster's shadow rattles as it slides across the ground  
2353 Caster's shadow rises and walks away  
2354 Caster's shadow rises up and tries to strangle him  
2355 Caster's shield becomes enchanted with Galger's Singing Spell  
2356 Caster's shield turns to adamantite; gains +2  
2357 Caster's shield turns to glass; receives -6 until broken  
2358 Caster's shield turns to ice; receives -3 until broken  
2359 Caster's shield turns to mithral; gains +1  
2360 Caster's short-term memory is lost but recalls long-past events  
2361 Caster's skeleton appears to be standing three feet to his left  
2362 Caster's skeleton becomes Undead while still in his body  
2363 Caster's skeleton glows through his skin when he casts a spell  
2364 Caster's skeleton glows through his skin when he says his name  
2365 Caster's skeleton glows through his skin whenever he is angry  
2366 Caster's skeleton polymorphs to that of another random creature  
2367 Caster's skeleton rotates 360(; caster reduced to 1 HP  
2368 Caster's skeleton turns to diamond but retains usefulness  
2369 Caster's skin alternates red-to-white as his heart beats  
2370 Caster's skin and armor merge; undetectable but AC is retained  
2371 Caster's skin appears scorched like he was burned at the stake  
2372 Caster's skin appears to be tight-fitting chain mail  
2373 Caster's skin attacks him by constriction; -1d4 HP per round  
2374 Caster's skin becomes poisonous to him; -1 HP per round  
2375 Caster's skin becomes the same material as the target  
2376 Caster's skin cannot be cut by non-magical metal  
2377 Caster's skin color fluctuates randomly for d20 days  
2378 Caster's skin enlarges 10%, but the caster does not  
2379 Caster's skin feels like bark but looks normal  
2380 Caster's skin feels like feathers but looks normal  
2381 Caster's skin feels like fur but looks normal  
2382 Caster's skin feels like sandpaper but looks normal  
2383 Caster's skin feels like scales but looks normal  
2384 Caster's skin feels like warm wax  
2385 Caster's skin forms an insect-like exoskeleton (-2d6 to CHA)  
2386 Caster's skin grows to cover any rings he's wearing  
2387 Caster's skin hangs on his body like a loose garment  
2388 Caster's skin has a number of suction-cup welts on it  
2389 Caster's skin has an odd tint to it  
2390 Caster's skin is burned by nonmagical rain  
2391 Caster's skin is imprinted with a cryptic-looking map  
2392 Caster's skin is resistant to cuts and lacerations

2393 Caster's skin is uncomfortably cold to the touch  
2394 Caster's skin looks dusty but feels normal  
2395 Caster's skin looks like porcelain but feels normal  
2396 Caster's skin looks like stone but feels normal  
2397 Caster's skin looks like wet paint but feels normal  
2398 Caster's skin pulsates as though infested with maggots  
2399 Caster's skin seems to burn from his body when he casts a spell  
2400 Caster's skin seems to glisten with slime  
2401 Caster's skin shrinks 10%, but the caster does not  
2402 Caster's skin sprouts quills like a cactus  
2403 Caster's skin sprouts quills like a goose  
2404 Caster's skin sprouts quills like a porcupine  
2405 Caster's skin teleports three feet to the left  
2406 Caster's skin turns inside out on his body  
2407 Caster's skin turns to black pudding  
2408 Caster's skin turns to bone; lasts d4 rounds  
2409 Caster's skin turns to cloth  
2410 Caster's skin turns to flexible silver-like material  
2411 Caster's skin turns to grey ooze  
2412 Caster's skin turns to mithral for d10 rounds; AC-3, MR 0  
2413 Caster's skin turns to snow  
2414 Caster's skin turns to steel while he sleeps  
2415 Caster's skull becomes Ethereal  
2416 Caster's skull is dimly visible through his flesh  
2417 Caster's skull shrinks by 50%; Save vs Death or die  
2418 Caster's skull turns to iron; AC bonus +2; shields vs. psionics  
2419 Caster's smile appears rotten and decayed  
2420 Caster's smile appears superhumanly perfect  
2421 Caster's smile causes fear in children  
2422 Caster's smile is disconcerting to those of opposite sex  
2423 Caster's smile is personally offensive to those of opposite sex  
2424 Caster's smile is strangely attractive to those of opposite sex  
2425 Caster's speech is delayed by 4 segments; +4 to casting times  
2426 Caster's spellbook and nearest cookbook exchange places  
2427 Caster's spellbook appears to be ablaze whenever he opens it  
2428 Caster's spellbook becomes a stone tablet engraved with spells  
2429 Caster's spellbook becomes sentient, with INT 11+d8  
2430 Caster's spellbook becomes unintelligible to any but him  
2431 Caster's spellbook bursts into illusionary flame for d10 rounds  
2432 Caster's spellbook causes insanity in anyone else browsing it  
2433 Caster's spellbook Enlarges by a factor of 2d10  
2434 Caster's spellbook giggles maniacally when it is opened  
2435 Caster's spellbook is teleported back to his library  
2436 Caster's spellbook slams shut if anyone but him reads it  
2437 Caster's spellbook starts flapping and tries to fly away  
2438 Caster's spellbook turns invisible for d4 days  
2439 Caster's spellbook turns to a mundane item when not in use  
2440 Caster's spellbook turns to lead  
2441 Caster's spellbook turns to steam  
2442 Caster's spellbook turns to steel  
2443 Caster's spellbook, when open, also acts as a portable hole  
2444 Caster's spells function as if cast by someone twice his level  
2445 Caster's spells require him to touch the target to function  
2446 Caster's spilt blood swarms with maggots and mosquitoes  
2447 Caster's spine doubles its length  
2448 Caster's spine fuses into a single bone  
2449 Caster's spine turns to rubber  
2450 Caster's spine vanishes  
2451 Caster's staff is replaced by a Winchester 30.06 with one shell  
2452 Caster's staff turns to an umbrella

2453 Caster's stomach becomes Bag of Holding; starves in d4 days  
2454 Caster's Strength is increased by 1 for d4 turns  
2455 Caster's Strength is reduced by d6 for d6 days  
2456 Caster's teeth appear blood-red  
2457 Caster's teeth chatter constantly while he is asleep  
2458 Caster's teeth double in size when he tells a lie  
2459 Caster's teeth fall out; gets 1 GP for each left under pillow  
2460 Caster's teeth fuse for d4 hours; spellcasting impossible  
2461 Caster's teeth fuse together when he tells a lie  
2462 Caster's teeth glow in the dark  
2463 Caster's teeth heat to 110( when he tells a lie  
2464 Caster's teeth heat to 180(  
2465 Caster's teeth receive unintelligible radio transmissions  
2466 Caster's teeth rotate 180(  
2467 Caster's teeth turn to diamonds  
2468 Caster's teeth turn to ice and melt; regrow in 1d10 days  
2469 Caster's teeth vanish at sunset and reappear at sunrise  
2470 Caster's teeth vanish when he tells a lie  
2471 Caster's THACO becomes 1, but his attacks inflict only 1 HP  
2472 Caster's THACO becomes 25, but his attacks inflict full damage  
2473 Caster's THACO is 0 for d6 hours  
2474 Caster's THACO is 25 for d6 hours  
2475 Caster's THACO is permanently improved by 1  
2476 Caster's THACO is permanently worsened by 1  
2477 Caster's throws d4 shadows  
2478 Caster's thumbs become non-opposable like his other fingers  
2479 Caster's tongue appears forked  
2480 Caster's tongue changes color  
2481 Caster's tongue elongates d12 inches  
2482 Caster's tongue explodes for 2d10 points of damage  
2483 Caster's tongue glows like a firefly  
2484 Caster's tongue leaps from his mouth and slithers away  
2485 Caster's tongue looks like a blade whenever he is angry  
2486 Caster's tongue loops into a knot; spellcasting impossible  
2487 Caster's tongue turns to a snake (-d4 to CHA)  
2488 Caster's tongue turns to glass  
2489 Caster's tongue turns to leather  
2490 Caster's tongue vanishes  
2491 Caster's torso (not head or legs) rotates 180( without harm  
2492 Caster's torso (not head or legs) rotates 360( without harm  
2493 Caster's torso (not head or legs) rotates 90( without harm  
2494 Caster's total existence in the present is eradicated  
2495 Caster's touch can drain hit points, but he loses a like amount  
2496 Caster's touch causes closed wounds to reopen  
2497 Caster's touch causes cloth to fade in color  
2498 Caster's touch causes damage as principal weapon, which is lost  
2499 Caster's touch causes domesticated animals to become wild  
2500 Caster's touch causes flowers to bloom out of season  
2501 Caster's touch causes flowers to break into song  
2502 Caster's touch causes glass to blacken  
2503 Caster's touch causes glass to crack  
2504 Caster's touch causes holy items to blaze with illusionary fire  
2505 Caster's touch causes ink to change color  
2506 Caster's touch causes magical items to discharge randomly  
2507 Caster's touch causes metals to tarnish  
2508 Caster's touch causes metals to vanish  
2509 Caster's touch causes nonliving items to change color  
2510 Caster's touch causes normal metals to tarnish  
2511 Caster's touch causes normal plants to wilt  
2512 Caster's touch causes trees to bear poisonous fruit

2513 Caster's touch causes water to become carbonated for 1d10 turns  
2514 Caster's touch causes water to become poisonous for 1d10 turns  
2515 Caster's touch causes water to taste soapy for 1d10 turns  
2516 Caster's touch causes wax to melt into suggestive shapes  
2517 Caster's touch causes wounds to seal but restores no hit points  
2518 Caster's touch is like that of a rust monster  
2519 Caster's touch robs plants of their color  
2520 Caster's touch turns clothing inside-out  
2521 Caster's touch warps normal plants and wood  
2522 Caster's treasure turns to snow  
2523 Caster's treasure turns to steam  
2524 Caster's veins and arteries turn to iron  
2525 Caster's vision extends only 100 yards in any direction  
2526 Caster's visual perceptions are inverted; left-to-right  
2527 Caster's voice causes fruit to fall from nearby trees  
2528 Caster's voice causes nearby animals to howl  
2529 Caster's voice comes from somewhere else when he speaks  
2530 Caster's voice echos for d4 rounds, casting times doubled  
2531 Caster's voice matches that of each person with whom he speaks  
2532 Caster's voice reverberates oddly when he speaks  
2533 Caster's voice seems whiny and annoying to strangers  
2534 Caster's voice sounds like gravel rattling in a tin box  
2535 Caster's voice sounds like it's coming from down a long pipe  
2536 Caster's voice sounds vaguely like buzzing insects  
2537 Caster's weapon acquires the caster's personality  
2538 Caster's weapon attacks him as a fighter of caster's level  
2539 Caster's weapon becomes enchanted with Galger's Singing Spell  
2540 Caster's weapon can discharge spell's effect (d4 uses)  
2541 Caster's weapon crumbles to dust upon next usage  
2542 Caster's weapon explodes, inflicting d6 damage to all within 10'  
2543 Caster's weapon turns to adamantite; gains +2  
2544 Caster's weapon turns to chocolate  
2545 Caster's weapon turns to mithral; gains +1  
2546 Caster's weapon turns to sponge; can cause no damage  
2547 Caster's weapon twists into a knot  
2548 Caster's weight doubles  
2549 Caster's weight fluctuates by  $\pm 50\%$  every turn  
2550 Caster's weight increases by a factor of 3d10  
2551 Caster's weight lowers by d100 lbs; if less than 0, floats away  
2552 Caster's Wisdom is increased by 1 for d4 turns  
2553 Caster's Wisdom is reduced by d6 for d6 days  
2554 Caster's word order is shuffled; verbal spellcasting impossible  
2555 Cause Fear, 60' radius; all but caster must make Saving Throw  
2556 Clasps and buttons fall off clothing in the caster's presence  
2557 Clothing of caster and random ally is magically exchanged  
2558 Clothing of caster and random foe is magically exchanged  
2559 Clothing of caster and target is magically exchanged  
2560 Clothing turns invisible 1d6 hours after the caster puts it on  
2561 Color Spray from caster's fingertips  
2562 Colored bubbles from caster's mouth; words released on popping  
2563 Colored streamers pour forth from caster's fingertips  
2564 Create Water drenches caster whenever he speaks his name  
2565 Dairy products become poisonous after the caster handles them  
2566 Darkness, 100' radius, centers on caster for d10 rounds  
2567 Death appears, captures caster's soul, and disappears  
2568 Death appears, hugs caster, and vanishes; caster unharmed  
2569 Death appears, swings a mop at caster, and disappears  
2570 Death appears, swings scythe, misses, curses, and disappears  
2571 Death appears, taps caster on shoulder, chuckles, and vanishes  
2572 Dust collects wherever the caster's shadow falls

2573 Each day caster ages half of the way to his life expectancy  
2574 Each night caster dreams that Death is stalking him  
2575 Each night caster dreams that he has been asleep for 100 years  
2576 Each night caster dreams that he is unable to sleep  
2577 Each night caster dreams that he is unable to use magic  
2578 Each night caster dreams that he is unable to wake up  
2579 Each of caster's pockets accesses another  
2580 Each piece of caster's equipment teleports to a random plane  
2581 Earth Elemental appears and drags caster to the Plane of Earth  
2582 Earthen wall d4 feet thick, d12 feet high encircles caster  
2583 Ellran's Absolute Abjuration is discharged at caster's location  
2584 Every creature within 60' of caster rotates 180(  
2585 Every spell cast by caster is accompanied by a loud drum roll  
2586 Everyone caster touches knows his name  
2587 Everyone within 10 miles forgets caster's name (until reminded)  
2588 Everyone within 10 miles suddenly knows caster's name  
2589 Everyone within 100 yards feels he's known the caster for years  
2590 Everyone within 100 yards forgets who the caster is for 1 week  
2591 Everyone within 100 yards knows when the caster casts a spell  
2592 Everything that happened in previous round is negated  
2593 Everything that happened in previous round recurs in the next  
2594 Fire Elemental resides in caster's lungs; d10 HP damage/round  
2595 Fog Cloud spews from caster's mouth when he tries to speak  
2596 For d10 days, caster need only eat 1/2 the normal amount of food  
2597 For d4 hours, caster's touch turns all precious metal to lead  
2598 For d4 turns, caster's touch turns all solid matter to gold  
2599 For d6 days, caster can find secret doors 9 out of 10 times  
2600 For d6 hours, all within 10' of caster covet his spellbook  
2601 For d6 hours, caster's touch turns all gems to colored ice  
2602 For d6 turns caster's gains a bloodhound's olfactory acuity  
2603 Fruits and vegetables rot more rapidly in the caster's presence  
2604 Gate to random outer plane; 50% extraplanar creature appears  
2605 Gold becomes invisible to the caster  
2606 Gold tarnishes at the caster's touch  
2607 Golems become invisible to caster  
2608 Grass sprouts in caster's next 50 footprints  
2609 Gust of Wind blows from caster's mouth when he tries to speak  
2610 Half (left or right) of caster's footprints disappear  
2611 Half of caster's head vanishes, though he is unharmed  
2612 Hysterical laughter echoes from above when caster says his name  
2613 If caster is slain, his killer adopts his alignment  
2614 If caster is slain, his killer ages one year each day  
2615 If caster is slain, his killer has visions of the afterlife  
2616 If caster is slain, his killer is Healed  
2617 If caster is slain, his killer is stricken mute  
2618 If caster is slain, his killer is stripped of weapons and armor  
2619 If caster is slain, his killer is struck down by lightning  
2620 If caster is slain, his killer must attempt to resurrect him  
2621 If caster is slain, his killer must bury him honorably  
2622 If caster is slain, his killer must Save vs. Death or also die  
2623 If caster is slain, his killer polymorphs randomly  
2624 Images of birds surround caster when he casts a spell  
2625 Images of caster stand in his footprints for d8 days  
2626 Images of ghostly figures surround caster when he casts a spell  
2627 Images of whirling blades surround caster when he casts a spell  
2628 Immediate area around caster always seems slightly blurry  
2629 Immediate area around caster always seems slightly brighter  
2630 Immediate area around caster always seems slightly colder  
2631 Immediate area around caster always seems slightly darker  
2632 Immediate area around caster always seems slightly warmer

2633 Immediate area around caster smells slightly of brimstone  
2634 Inanimate objects are easily misplaced in the caster's presence  
2635 Inanimate objects fall from shelves in the caster's presence  
2636 Inanimate objects rattle slightly when the caster passes by  
2637 Inanimate objects seem slightly warmer in the caster's presence  
2638 Intelligent weapons become stupid while the caster wields them  
2639 Intelligent weapons hate the caster on sight  
2640 Intelligent weapons refuse to speak in the caster's presence  
2641 Invisible bells ring in the air when the caster casts a spell  
2642 Last spell used by caster returns to strike him next round  
2643 Lightning strikes caster (6d6 HP) next time he kills something  
2644 Liquids effervesce in the caster's hands  
2645 Liquids turn opaque in the caster's hands  
2646 Looking into one of caster's ears gives a view out the other  
2647 Looking through caster's ears provides a view like a telescope  
2648 Milk, cream, and butter spoil in the caster's presence  
2649 Mournful chanting fills the air when the caster speaks his name  
2650 Nearest child claims the caster as its parent  
2651 Nearest dragon claims caster as its familiar  
2652 Nearest dragon's horde teleports to caster's home  
2653 Nearest Druid thinks caster willingly started a forest fire  
2654 Nearest fire animates as an Elemental obedient to the caster  
2655 Nearest frog assumes human form (attributes/alignment random)  
2656 Nearest Lich is teleported to within 120' of caster  
2657 Nearest person of opposite sex tries to kill the caster  
2658 Nearest royal of opposite sex develops intense hatred of caster  
2659 Nearest royal of opposite sex falls in love with caster  
2660 Nearest royal of opposite sex thinks caster kidnapped him/her  
2661 Nearest royal of opposite sex thinks caster once saved him/her  
2662 Nearest royal of opposite sex thinks caster stole from him/her  
2663 Nearest royal of opposite sex thinks caster to be a relative  
2664 Nearest scarecrow becomes animate and hunts caster relentlessly  
2665 Next 10 lbs. of food touched by caster turn to stone  
2666 Next 1d10 spells used by caster have their effects reversed  
2667 Next 25 gallons of water touched by caster evaporate  
2668 Next 25 gallons of water touched by caster become acid  
2669 Next 25 gallons of water touched by caster become blood  
2670 Next 25 gallons of water touched by caster become cement  
2671 Next 25 gallons of water touched by caster become Dwarven ale  
2672 Next 25 gallons of water touched by caster become Elven wine  
2673 Next 25 gallons of water touched by caster become fuel oil  
2674 Next 25 gallons of water touched by caster become Gnome whiskey  
2675 Next 25 gallons of water touched by caster become an Elemental  
2676 Next 25 gallons of water touched by caster become Halfling beer  
2677 Next 25 gallons of water touched by caster become Liquid Evil  
2678 Next 25 gallons of water touched by caster become magma  
2679 Next 25 gallons of water touched by caster become mercury  
2680 Next 25 gallons of water touched by caster become molten lead  
2681 Next 25 gallons of water touched by caster become nitroglycerin  
2682 Next 25 gallons of water touched by caster become Orc bathwater  
2683 Next 2d10 spells used by caster affect caster & target equally  
2684 Next 2d4 spells used by caster automatically fail  
2685 Next 2d4 Summonings cast by caster summon local Council Members  
2686 Next 2d6 spells employed by caster conjure cute little rabbits  
2687 Next ally touched by caster Blinks for 1 turn  
2688 Next ally touched by caster burst into illusionary flame  
2689 Next ally touched by caster does not require sleep for d6 days  
2690 Next ally touched by caster drops to 1 Hit Point  
2691 Next ally touched by caster falls unconscious  
2692 Next ally touched by caster flies into a 2-turn berserker fury

2693 Next ally touched by caster forgets who caster is  
2694 Next ally touched by caster is Healed  
2695 Next ally touched by caster is surrounded by a swarm of hornets  
2696 Next ally touched by caster levitates for d20 rounds  
2697 Next ally touched by caster steals his memorized spells  
2698 Next ally touched by caster triggers all his memorized spells  
2699 Next attempt at teleportation sends caster to Astral Plane  
2700 Next attempt at teleportation sends caster to current location  
2701 Next beneficial enchantment by caster acts as equivalent curse  
2702 Next beneficial enchantment on caster acts as equivalent curse  
2703 Next boat or ship seen by caster sinks  
2704 Next breath exhaled by caster becomes free willed Air Elemental  
2705 Next creature caster touches absorbs damage caused by caster  
2706 Next creature caster touches absorbs damage inflicted on caster  
2707 Next creature caster touches cannot thereafter be harmed by him  
2708 Next creature caster touches cannot thereafter harm him  
2709 Next creature slain by caster resurrects as his ally  
2710 Next creature slain by caster resurrects with double hit points  
2711 Next creature touched by caster explodes; reforms in d20 rounds  
2712 Next creature touched by caster flies into a berserker rage  
2713 Next creature touched by caster randomly changes alignment  
2714 Next creature touched by caster Saves vs Death or turns to ice  
2715 Next Curse placed upon caster has no effect  
2716 Next doorway passed through by caster becomes a Gate  
2717 Next fire set by caster acts as a brazier of sleep smoke  
2718 Next fire set by caster acts as a gate to Elemental Fire  
2719 Next fire set by caster affects all near as Potion of Delusion  
2720 Next fire set by caster appears 10 times larger, but is not  
2721 Next fire set by caster appears 10 times smaller, but is not  
2722 Next fire set by caster becomes free-willed fire elemental  
2723 Next fire set by caster boils any water carried by him  
2724 Next fire set by caster burns 10 times hotter  
2725 Next fire set by caster burns a 10 yard crater into the ground  
2726 Next fire set by caster burns in a corkscrew shape  
2727 Next fire set by caster burns in a cube  
2728 Next fire set by caster burns in a sphere  
2729 Next fire set by caster burns in an inverted cone  
2730 Next fire set by caster burns in the shape of his initials  
2731 Next fire set by caster burns only in two dimensions  
2732 Next fire set by caster can be seen for 1 mile  
2733 Next fire set by caster cannot be extinguished normally  
2734 Next fire set by caster causes a fountain to well up beneath it  
2735 Next fire set by caster covers all who view it with black ash  
2736 Next fire set by caster detonates as a 3 die Fireball  
2737 Next fire set by caster duplicates his personality  
2738 Next fire set by caster flies into the sky  
2739 Next fire set by caster follows caster wherever he goes  
2740 Next fire set by caster gives no light (normal or infra-visual)  
2741 Next fire set by caster has sentience; won't want to be put out  
2742 Next fire set by caster ignites all water within 100 yards  
2743 Next fire set by caster ignites his clothing  
2744 Next fire set by caster makes all who view it itch violently  
2745 Next fire set by caster moans ominously while it burns  
2746 Next fire set by caster plays entertaining music while it burns  
2747 Next fire set by caster provides heat for him but no one else  
2748 Next fire set by caster provides no heat for him, only others  
2749 Next fire set by caster puts the scent of blood in the air  
2750 Next fire set by caster puts the scent of brimstone in the air  
2751 Next fire set by caster puts the scent of burnt skin in the air  
2752 Next fire set by caster puts the scent of decay in the air

2753 Next fire set by caster puts the scent of fresh meat in the air  
2754 Next fire set by caster puts the scent of jasmine in the air  
2755 Next fire set by caster puts the scent of mold in the air  
2756 Next fire set by caster puts the scent of skunk in the air  
2757 Next fire set by caster radiates cold instead of heat  
2758 Next fire set by caster radiates darkness instead of light  
2759 Next fire set by caster rages out of control  
2760 Next fire set by caster rises and runs away; burns nothing else  
2761 Next fire set by caster scorches the earth in a 100 yard radius  
2762 Next fire set by caster shrieks like a Shrieker while it burns  
2763 Next fire set by caster sings like a robin while it burns  
2764 Next fire set by caster snuffs his sense of smell  
2765 Next fire set by caster snuffs oxygen in a 20 yard radius  
2766 Next fire set by caster sounds like distant, whispering voices  
2767 Next fire set by caster speaks insults to him while it burns  
2768 Next fire set by caster summons hostile air elementals  
2769 Next fire set by caster throws heat in only one direction  
2770 Next fire set by caster turns to iron after three turns  
2771 Next fire set by caster wafts its smoke to follow him  
2772 Next fire set by caster warms only those facing away from it  
2773 Next fire set by caster whispers horrible things to him  
2774 Next fire set by caster will not ignite  
2775 Next full pound of pepper touched by caster becomes gunpowder  
2776 Next illusion employed by caster becomes free-willed and real  
2777 Next Lich seen by caster is restored to true life  
2778 Next magical blade touching/touched by caster becomes inert  
2779 Next meal prepared by caster acts as a potion of extra healing  
2780 Next meal prepared by caster acts as a random-effect potion  
2781 Next meal prepared by caster acts as a random-strength poison  
2782 Next meal prepared by caster animates and attacks him  
2783 Next meal prepared by caster appears to radiate evil  
2784 Next meal prepared by caster attempts to eat him  
2785 Next meal prepared by caster causes mysterious hallucinations  
2786 Next meal prepared by caster causes violent nausea  
2787 Next meal prepared by caster consumes and digests itself  
2788 Next meal prepared by caster depletes a like nutritional amount  
2789 Next meal prepared by caster explodes as 3HD fireball when cut  
2790 Next meal prepared by caster freezes solid  
2791 Next meal prepared by caster groans like a banshee for 1 round  
2792 Next meal prepared by caster has no taste whatsoever  
2793 Next meal prepared by caster induces vegetarianism  
2794 Next meal prepared by caster is covered in sores and boils  
2795 Next meal prepared by caster is pristine and beautiful  
2796 Next meal prepared by caster is scabrous and infected  
2797 Next meal prepared by caster is toxic to anyone but him  
2798 Next meal prepared by caster is toxic to him but no one else  
2799 Next meal prepared by caster levitates 10+d20 feet in the air  
2800 Next meal prepared by caster melts  
2801 Next meal prepared by caster provides nutrition for two weeks  
2802 Next meal prepared by caster resurrects and flees  
2803 Next meal prepared by caster screams when cut or bitten  
2804 Next meal prepared by caster sprouts cactus quills  
2805 Next meal prepared by caster sprouts hair  
2806 Next meal prepared by caster stays raw; cannot be cooked by him  
2807 Next meal prepared by caster tastes bad but gives 3X nutrition  
2808 Next meal prepared by caster tastes better than anything else  
2809 Next meal prepared by caster tastes like blood  
2810 Next meal prepared by caster tastes like blood  
2811 Next meal prepared by caster tastes like brimstone  
2812 Next meal prepared by caster tastes like chicken



2813 Next meal prepared by caster tastes like demihuman flesh  
2814 Next meal prepared by caster tastes like honey  
2815 Next meal prepared by caster tastes like iron  
2816 Next meal prepared by caster tastes like liver  
2817 Next meal prepared by caster tastes like liver  
2818 Next meal prepared by caster tastes like the last meal he ate  
2819 Next meal prepared by caster turns to already-digested matter  
2820 Next meal prepared by caster turns to blood-red snow  
2821 Next meal prepared by caster turns to bone  
2822 Next meal prepared by caster turns to fat and gristle  
2823 Next meal prepared by caster turns to gold  
2824 Next meal prepared by caster turns to mercury  
2825 Next meal prepared by caster turns to sand  
2826 Next meal prepared by caster turns to steel  
2827 Next meal prepared by caster turns to stone  
2828 Next meal prepared by caster turns to wood  
2829 Next nonmagical blade touched by caster becomes magical  
2830 Next nonmagical blade touched by caster is blunted  
2831 Next ooze or slime seen by caster turns to chocolate pudding  
2832 Next PC caster touches adopts his physical form  
2833 Next person met for the first time by the caster hates him  
2834 Next phrase spoken by caster comes true, lasting for 1 turn  
2835 Next pond caster enters becomes a 16HD water elemental  
2836 Next pond caster enters becomes a gate to Elemental Water  
2837 Next pond caster enters becomes Sweet Water (for 10 turns)  
2838 Next pond caster enters draws him to the bottom  
2839 Next pond caster enters endows him with water breathing  
2840 Next pond caster enters evaporates instantly  
2841 Next pond caster enters freezes solid  
2842 Next pond caster enters grants him water-only breathing  
2843 Next pond caster enters transports him to Elemental Water  
2844 Next pond caster enters turns him to water (Save vs Death)  
2845 Next pond caster enters turns to glass for d10 rounds  
2846 Next pond caster enters turns to mud in 20d10 rounds  
2847 Next pond caster enters vanishes; returns in d20 days  
2848 Next pond caster enters whirls in a spiral until he exits  
2849 Next profanity spoken by caster becomes a vile, living entity  
2850 Next spell used by caster returns to strike him in d10 rounds  
2851 Next summoning by caster summons present target  
2852 Next summoning spell employed by caster summons skunks instead  
2853 Next Summoning transports caster to location of the summoned  
2854 Next time caster nears a lake, he believes he can breathe water  
2855 Next time caster stands atop a mountain, he believes he can fly  
2856 Next Undead caster sees becomes caster's servant for d12 months  
2857 Next weapon caster wields becomes razor keen (bludgeons, etc)  
2858 Next weapon caster wields cannot be dropped at will  
2859 Next weapon caster wields gains a +1 enchantment  
2860 Next weapon caster wields grants him proficiency with it  
2861 Next weapon caster wields inflicts equal damage on foe and him  
2862 Next weapon caster wields loses +1 enchantment (-1 possible)  
2863 Next weapon caster wields makes him attack an ally (d20 rnds)  
2864 Next weapon caster wields makes him attack himself (d10 rnds)  
2865 Next weapon caster wields sends him into a 2 turn berserk fury  
2866 Next weapon caster wields strips his proficiency with it  
2867 Next weapon caster wields vanishes  
2868 Next wooden object caster touches gains life and starts to grow  
2869 No nonmagical fire can be ignited within 10 yards of caster  
2870 Oak tree sprouts beneath caster; carries him 60' into the air  
2871 Occupants of next mine caster enters think he causes quakes 2872 Occupants

of next mine caster enters think he's a bad omen  
2873 Occupants of next mine caster enters think he's a Drow  
2874 Occupants of next mine caster enters think he's an Illithid  
2875 Occupants of next mine caster enters think he's made of gold  
2876 Occupants of next mine caster enters think he's the owner  
2877 Ominous thunder rumbles overhead when caster says his name  
2878 One half of caster's body turns invisible for d10 rounds  
2879 One of caster's arms is doubled in length, the other is halved  
2880 One of caster's arms tries to strangle him  
2881 One of caster's dimensions (height, breadth, depth) is doubled  
2882 One of caster's dimensions (height, breadth, depth) is halved  
2883 One of caster's feet enlarges to his full height  
2884 One of caster's limbs (random) doubles in length  
2885 One of caster's limbs turns invisible for 2d12 hours  
2886 One of caster's possessions turns out to be a priceless antique  
2887 One of caster's possessions turns out to be a stolen artifact  
2888 One plant within 60' of caster becomes a Shambling Mound  
2889 Pack animals shrug off their loads when the caster is nearby  
2890 Pack animals strike up conversations with the caster  
2891 Putrid meat is restored by the caster's touch  
2892 Random ally's consciousness is pushed into the caster's body  
2893 Random creature in vicinity becomes amphibious  
2894 Random creature within 60' of caster and caster exchange bodies  
2895 Random facial feature of caster becomes invisible  
2896 Random limb of caster is Withered as cleric spell  
2897 Random limb of caster transforms into limb of another creature  
2898 Random limb of caster turns to steam for d6 turns  
2899 Random object within 30' of caster mimics caster's personality  
2900 Random object within 60' of caster becomes sentient  
2901 Raw meat becomes putrid at the caster's touch  
2902 Reverse Gravity beneath caster's feet for 1 round  
2903 Reversed Tongues affects all within 60' of caster  
2904 Shadow of caster radiates light in caster's shape  
2905 Silence, 15' radius centers on caster  
2906 Slow spell centers on target  
2907 Smoke pours from caster's nose while he speaks  
2908 Smoke trickles from ears of all within 60' of caster for 1 turn  
2909 Some common smell acts as a diuretic to the caster  
2910 Some common smell acts as an aphrodisiac to the caster  
2911 Some common smell brings tears to caster's eyes  
2912 Some common smell causes caster to fall asleep  
2913 Some common smell is nauseating to the caster  
2914 Some common smell is terrifying to the caster  
2915 Some common smell is tranquilizing to the caster  
2916 Some common smell makes the caster break into song  
2917 Some common smell makes the caster cast a spell at random  
2918 Some common smell makes the caster fly into a berserker rage  
2919 Some common smell makes the caster want to cast a spell  
2920 Sounds of horrible moaning are heard when caster casts a spell  
2921 Sounds of hysteric shrieking are heard if caster casts a spell  
2922 Sounds of maniacal laughter are heard when caster casts a spell  
2923 Sounds of raging waterfalls are heard when caster casts a spell  
2924 Sounds of roaring flames are heard when caster casts a spell  
2925 Speaking the caster's name renders animals unconscious  
2926 Spectacular lightning flares overhead when caster says his name  
2927 Spell affects random target within 60' of caster  
2928 Spell cannot be cancelled at will by caster  
2929 Spell consumes caster's body as its material component  
2930 Spell delayed until caster speaks his name, then it strikes him  
2931 Spell duration lasts until caster dies

2932 Spell duration lasts until caster is injured  
2933 Spell effect has 60' radius centered on caster  
2934 Spell effect is reversed and strikes caster  
2935 Spell effect is reversed and strikes random ally of caster  
2936 Spell effect occurs as another spell known to caster  
2937 Spell effect rebounds on caster  
2938 Spell fails but is not wiped from caster's memory  
2939 Spell strikes the next creature that attacks the caster  
2940 Steam rolls from the caster's skin when he is angry  
2941 Stream of butterflies pours from caster's mouth  
2942 Streams and rivers seem to be blood-red as caster crosses them  
2943 Streams and rivers seem to flow uphill when caster crosses them  
2944 Temperature of caster's principal weapon drops to -260( C  
2945 Temperature of caster's principal weapon rises to 260( C  
2946 The next town caster enters greets him like a long-lost son  
2947 The next town caster enters reviles him like liar and a thief  
2948 Twelve stone columns sprout from ground within 10' of caster  
2949 Vines grow from ground and bind caster until removed  
2950 Wall of Fire encircles caster  
2951 Wall of Force appears in front of caster  
2952 Water cannot boil in the caster's presence  
2953 Water flows in caster's veins instead of blood  
2954 Water tastes like blood to the caster  
2955 Whatever animal caster last ate reanimates and seeks vengeance  
2956 When caster casts a spell, he loses the spell's Level in HP  
2957 When caster dies, everyone nearby weeps mournfully  
2958 When caster dies, his corpse appears to be 2d20 years younger  
2959 When caster dies, his corpse decays in a matter of moments  
2960 When caster dies, his corpse detonates as a 10 HD fireball  
2961 When caster dies, his corpse digs a pit and lays itself to rest  
2962 When caster dies, his corpse discharges his memorized spells  
2963 When caster dies, his corpse dissolves into a foul mush  
2964 When caster dies, his corpse doubles its size  
2965 When caster dies, his corpse freezes solid  
2966 When caster dies, his corpse giggles if touched  
2967 When caster dies, his corpse giggles until buried  
2968 When caster dies, his corpse is consumed in a plume of fire  
2969 When caster dies, his corpse is found to be completely hollow  
2970 When caster dies, his corpse is found to be filled with gold  
2971 When caster dies, his corpse is wrapped in cellophane  
2972 When caster dies, his corpse mummifies in a matter of moments  
2973 When caster dies, his corpse races back to his place of birth  
2974 When caster dies, his corpse rises into the sky and is gone  
2975 When caster dies, his corpse rises like a revenant and attacks  
2976 When caster dies, his corpse smells of roses instead of decay  
2977 When caster dies, his corpse turns inside out  
2978 When caster dies, his corpse turns to stone  
2979 When caster dies, his corpse vanishes  
2980 When caster dies, his death is believed to be a hoax  
2981 When caster dies, his death is rumored to have been a suicide  
2982 When caster dies, his hair and nails continue to grow  
2983 When caster dies, his soul is trapped in his principal weapon  
2984 When caster dies, his soul is trapped in his spellbook  
2985 When caster dies, horrible laughter fills the air  
2986 When caster dies, mournful dirges issue from the air around his  
2987 When caster dies, nearby foliage withers  
2988 When caster dies, no birds sing for 48 hours  
2989 When caster dies, small animals gather to pay their respects  
2990 When caster dies, the ambient temperature drops 30(  
2991 When caster dies, the moon appears blood-red for one month

2992 When caster dies, the sky appears overcast for one week  
2993 When caster dies, the sun appears to weep tears of flame  
2994 When caster dies, vicious rumors circulate about him  
2995 When caster dies, vultures carry his corpse to his home  
2996 Wild Surge occurs next time caster says his name  
2997 Wizard Mark reading "Kick me" forms on caster's back  
2998 1/2 of caster's body turns to sodium, the other 1/2 turns to ice  
2999 1/2 ton of nonliving matter within 10' of caster Vanishes  
3000 12" daisy grows from target's head, may be pruned without harm  
3001 12' iron statue of target sprouts from ground within 60' of him  
3002 1d10 fingers fall from target's hands; regrow over d10 days  
3003 1d10 Hit Die Fireball centers on target  
3004 1d10 of target's fingers turn to steel  
3005 1d10 sparrow eggs tumble from target's mouth  
3006 1d100 small, harmless holes appear in target's body  
3007 1d1000 flies swarm from target's mouth whenever he tells a lie  
3008 1d4 people of same race/opposite sex fall in love with target  
3009 1d6 birds flutter about target's head every time he is hit  
3010 1d6 rounds of booing and hisses echo if target speaks his name  
3011 1d6 rounds of dramatic music play when target speaks his name  
3012 1d8-1 bones teleport from target's body; loses d10 HP per bone  
3013 1d8-1 bones teleport into target's body; loses d12 HP per bone  
3014 4d8 of target's teeth turn to gold  
3015 6" hole penetrates target's torso; target remains unharmed  
3016 8d4 of target's teeth become sentient  
3017 A fountain springs up beneath target's feet  
3018 A gaping hole forms under the target whenever he says his name  
3019 A hand reaches down from the sky and snatches away the target  
3020 A large granite hand rises from the earth to grasp the target  
3021 A light bulb appears over target's head when he casts a spell  
3022 A light rain falls on the target when he casts a spell  
3023 A light rain falls on the target when he's struck by a spell  
3024 A pit 1d100 feet deep opens beneath target; DEX check or fall  
3025 A rainbow springs from target's head and follows him everywhere  
3026 A Red Dragon believes that target is pursuing her  
3027 A small elemental appears wherever the target spills blood  
3028 A small elemental appears wherever the target's blood is spilt  
3029 A small mouse falls from target's mouth when he speaks a lie  
3030 A swarm of normal bees appears and attacks target  
3031 Air cannot come within 10 feet of target's principal weapon  
3032 Air Elemental resides in target's lungs; inhalation unnecessary  
3033 All air between 1' and 10' of target turns to iron  
3034 All air between 1' and 10' of target turns to water  
3035 All air between 1' and 20' of target turns to fire  
3036 All air within 1' of target turns to chlorine gas  
3037 All air within 40' of target is evacuated  
3038 All architecture within 120' of target is leveled  
3039 All attacks target made in the last turn hurt one of his allies  
3040 All attacks target makes in the next turn cause +4 damage  
3041 All attacks target makes in the next turn cause half damage  
3042 All attacks target makes in the next turn cause no damage  
3043 All attacks target makes in the next turn harm him instead  
3044 All attacks target makes in the next turn heal instead of harm  
3045 All but 1 (player choice) of target's attributes rerolled daily  
3046 All but one of target's attributes forever raised to 18  
3047 All but one of target's attributes forever reduced to 3  
3048 All cloth on target crumbles to dust  
3049 All clothing touched by target crumbles to dust  
3050 All coins carried by target are turned to lead  
3051 All coins within 100 yards bear the target's likeness

3052 All cooked meat seen by target for 5 days randomly polymorphs  
3053 All cooked meat seen by target in next 5d20 days turns to liver  
3054 All creatures viewed by target look and sound identical  
3055 All creatures within 90' of target have a singalong for 1 turn  
3056 All enchantments/charms upon target are dispelled  
3057 All enemies appear identical to target for d12 rounds  
3058 All enemies within 15 feet of target are turned to cast iron  
3059 All external facial features of target disappear  
3060 All fat in target's body turns to water: nerves, brain, etc.  
3061 All flesh on target's face turns invisible when he smiles  
3062 All foliage within 30' of target grows 3'  
3063 All free water within 120' of target turns to molasses  
3064 All gems carried by target are turned to ice  
3065 All gems carried by target combust  
3066 All ground within 60' of target is Greased, as spell  
3067 All ground within 60' of target turns to glass, 10' deep  
3068 All items carried by target affected as by the spell Item  
3069 All items carried by target affected as by There/Not There  
3070 All items carried by target age 1000 years  
3071 All items carried by target appear in a single pocket  
3072 All items carried by target appear in someone else's possession  
3073 All items carried by target are desired by outer planes being  
3074 All items carried by target are encased in bone  
3075 All items carried by target are enchanted with Explosive Runes  
3076 All items carried by target are immune to gravity 1d20 rounds  
3077 All items carried by target become copies of one he carries  
3078 All items carried by target become highly flammable; Save at -5  
3079 All items carried by target become illusionary (10+d10 rounds)  
3080 All items carried by target become resistant to fire; Saves +5  
3081 All items carried by target become weightless; may float away  
3082 All items carried by target double in size  
3083 All items carried by target double their apparent weight  
3084 All items carried by target drop 3d100(  
3085 All items carried by target enchanted with Continual Light  
3086 All items carried by target exchange their apparent weights  
3087 All items carried by target fly 10 yards in random directions  
3088 All items carried by target halve their apparent weight  
3089 All items carried by target halve their size  
3090 All items carried by target lose all color; turn bland grey  
3091 All items carried by target polymorph into one random item  
3092 All items carried by target quadruple in apparent weight  
3093 All items carried by target sent to the Astral Plane  
3094 All items carried by target suddenly weigh as much as target  
3095 All items carried by target teleport to his home  
3096 All items carried by target tie into knots  
3097 All items carried by target triple their apparent weight  
3098 All items carried by target turn invisible  
3099 All items carried by target turn sentient and free-willed  
3100 All items carried by target turn to flesh  
3101 All items carried by target turn to gold  
3102 All items carried by target turn to granite  
3103 All items carried by target turn to ice  
3104 All items carried by target turn to mercury  
3105 All items carried by target turn to steam  
3106 All items carried by target turn to water  
3107 All items owned by target teleport to him from his home  
3108 All matter within 60' of target becomes invisible for d4 rounds  
3109 All metal on or within target turns to wood  
3110 All of target's attributes drop to 3  
3111 All of target's equipment turns to platinum

3112 All of target's gold pieces turn to teeth  
3113 All of target's precious metal turns to soap  
3114 All plants and wildlife appear sickly to the target  
3115 All rings worn by target turn to string but retain properties  
3116 All rock within 10 feet of target turns to mud (and vice versa)  
3117 All rodents within 2 miles will follow target for d10 days  
3118 All spells cast on target take place 1d10 rounds after casting  
3119 All target's attribute scores are halved  
3120 All target's attribute scores drop to equal his worst score  
3121 All target's attribute scores rise to equal his best score  
3122 All target's clothing not currently worn grows to 2X its size  
3123 All target's clothing not currently worn shrinks to 1/2 its size  
3124 All target's gems become enchanted with Continual Light  
3125 All the bones disappear from the target's hands and feet  
3126 All trees within 100 yards of target are turned to cast iron  
3127 All trees within 60' of target uproot and walk away  
3128 All water between 1' and 100' of target turns to air  
3129 All water between 1' and 100' of target turns to fire  
3130 All weapons within 60' of target become ethereal for d8 rounds  
3131 All who see target believe he precedes a great plague  
3132 All who see target believe him to be a basilisk  
3133 All who see target believe him to be a criminal  
3134 All who see target believe him to be a doppleganger  
3135 All who see target believe him to be a graverobber  
3136 All who see target believe him to be a harbinger of great ill  
3137 All who see target believe him to be a Lich  
3138 All who see target believe him to be a neo-otyugh  
3139 All who see target believe him to be an illusion  
3140 All who see target believe him to be some kind of undead  
3141 All who see target believe him to be the avatar of a minor god  
3142 All who see target believe him to be the root of all evil  
3143 All within 90' of target check INT or forget who the target is  
3144 All wood on or within target turns to metal  
3145 All writing in target's spellbook appears backward  
3146 All writing in target's spellbook turns blurry  
3147 All writing in target's spellbook turns invisible  
3148 Alternating strips of target rendered invisible for d8 rounds  
3149 An illusionary sign labeled "Buffoon" hangs above target's head  
3150 An illusionary sign labeled "leper" hangs above target's head  
3151 An illusory Lich rises from the ground and pursues target  
3152 An Iron Golem in the target's image appears and attacks  
3153 Any ally hearing target must Save or fall asleep with boredom  
3154 Any charged magical item carried by target is fully charged  
3155 Any charged magical item carried by target is wholly drained  
3156 Any Curse afflicting target is Removed  
3157 Any fires lit in the target's home cannot be put out by him  
3158 Any glass carried by target turns to transparent steel  
3159 Any magic, good or bad, now affecting the target is Dispelled  
3160 Any metal worn by target turns to opaque glass  
3161 Any potions carried by target become poisonous  
3162 Any potions carried by target carry the intended spell effect  
3163 Any resurrections thus far used on target are negated  
3164 Any rings worn by target shrink in diameter by 1/2  
3165 Any spells target has memorized discharge upon random targets  
3166 Any water carried by target afflicts its imbiber with dysentery  
3167 Any water carried by target becomes a free-willed elemental  
3168 Any water carried by target becomes enchanted by Watery Double  
3169 Any water carried by target burns like gasoline but is water  
3170 Any water carried by target causes dehydration in its imbiber  
3171 Any water carried by target doubles in volume

3172 Any water carried by target doubles size each of next 20 rnds.  
3173 Any water carried by target drags him to Elemental Water  
3174 Any water carried by target drops 100( but doesn't freeze  
3175 Any water carried by target endows drinker with water breathing  
3176 Any water carried by target fills with Dust of Sneezing/Choking  
3177 Any water carried by target fills with gold pieces  
3178 Any water carried by target fills with goldfish  
3179 Any water carried by target fills with mosquito larvae  
3180 Any water carried by target fills with rot grubs (d10)  
3181 Any water carried by target fills with sodium chips  
3182 Any water carried by target fills with sponges  
3183 Any water carried by target has diuretic effect on its imbiber  
3184 Any water carried by target ignites on contact with air  
3185 Any water carried by target rises 200( but does not boil  
3186 Any water carried by target tastes like gasoline and really is  
3187 Any water carried by target tastes like gasoline but is pure  
3188 Any water carried by target tastes pure but is gasoline  
3189 Any water carried by target turns invisible  
3190 Any water carried by target turns to acid (Ultimate Solvent)  
3191 Any water carried by target turns to blood  
3192 Any water carried by target turns to brine  
3193 Any water carried by target turns to crystal ooze  
3194 Any water carried by target turns to ice; may burst containers  
3195 Any water carried by target turns to maple syrup  
3196 Any water carried by target turns to mercury  
3197 Any water carried by target turns to roast beef gravy  
3198 Any water carried by target turns to solid steel  
3199 Any water carried by target turns to steam of equal volume  
3200 Any Wishes thus far used by target are nullified  
3201 Any wood worn by target falls off him, takes root, and sprouts  
3202 Anyone slain by the target can never be raised as undead  
3203 Anyone slain by the target fossilizes instantly  
3204 Anyone who sleeps within 10 feet of target has nightmares  
3205 At death, 1d100 of target's family appear and attack the caster  
3206 At death, target becomes a flesh golem  
3207 At death, target becomes an undead slave to the caster  
3208 At death, target becomes the ruler of an unclaimed Outer Plane  
3209 At death, target has a 10% chance to resurrect at full health  
3210 At death, target is at once resurrected with opposite alignment  
3211 At death, target is canonized by some obscure religion  
3212 At death, target is resurrected and has gained a level  
3213 At death, target is resurrected but can no longer read  
3214 At death, target is resurrected but continues to decay  
3215 At death, target is resurrected but doesn't believe he died  
3216 At death, target is resurrected but doesn't know it  
3217 At death, target is resurrected but forgets who he is  
3218 At death, target is resurrected but has lost a level  
3219 At death, target is resurrected but is mute  
3220 At death, target is resurrected but is of the opposite sex  
3221 At death, target is resurrected but is permanently blind  
3222 At death, target is resurrected but must drink blood to live  
3223 At death, target is resurrected with one week to live  
3224 At death, target is revealed to have been an android  
3225 At death, target is rumored to have been of the opposite sex  
3226 At death, target transforms into a fire elemental  
3227 At death, target's body instantly decays to a foul mush  
3228 At death, target's body is claimed by a tanar'ri  
3229 At death, target's body radiates Darkness, 1 mile radius  
3230 At death, target's corpse animates and stalks the caster  
3231 At death, target's corpse explodes for 1d6X100 HP of damage

3232 At death, target's corpse traps his soul within it  
3233 At death, target's corpse turns to diamond  
3234 At next Full Moon, target vanishes; witnesses forget who he was  
3235 Bigby's Interposing Hand prevents target from attacking anyone  
3236 Blades seem dull while target uses them  
3237 Blades seem warped and rusty while the target uses them  
3238 Blood drips from the walls of target's home  
3239 Bread crumbs appear in target's footprints  
3240 Candles are automatically snuffed in the target's presence  
3241 Candles burn but are not consumed while target is nearby  
3242 Candles cannot be ignited in the target's presence  
3243 Candles spontaneously ignite in the target's presence  
3244 Clothing of random ally turns invisible for d6 rounds  
3245 Clothing of target and random ally is magically exchanged  
3246 Clothing of target and random foe is magically exchanged  
3247 Create Water drenches target whenever he speaks his name  
3248 Darkness centers on target  
3249 Death appears, captures target's soul, and disappears  
3250 Death appears, high-fives target, and disappears  
3251 Death appears, hugs target, and vanishes; target is unharmed  
3252 Death appears, raises dead ally of target, and vanishes  
3253 Death appears, slays creature closest to target, and vanishes  
3254 Death appears, steals target's principal weapon, and disappears  
3255 Death appears, taps target on shoulder, chuckles, and vanishes  
3256 Death appears, watches until target is injured, then disappears  
3257 Each creature within 100 yards generates d6 Mirror Images  
3258 Each day target ages half of the way to his life expectancy  
3259 Each of target's pockets accesses another  
3260 Each piece of target's equipment teleports to a random plane  
3261 Earth Elemental appears and drags target to the Plane of Earth  
3262 Earthen wall d4 feet thick, d12 feet high encircles target  
3263 Earthquake shakes target for 1d100 Hit Points of damage  
3264 Every creature within 60' of target rotates 180(  
3265 Every potion within 100 yards turns to another type of potion  
3266 Everyone within 10 miles forgets target's name (until reminded)  
3267 Everyone within 10 miles suddenly knows target's name  
3268 Fire Elemental resides in target's lungs; d10 HP damage/round  
3269 Fog Cloud spews from target's mouth when he tries to speak  
3270 For d10 days, target need only eat 1/2 the normal amount of food  
3271 For d10 days, target's weight is doubled; MR reduced to 50%  
3272 For d10 days, target's weight is quadrupled; MR reduced to 25%  
3273 For d10 days, target's weight is squared; MR reduced to 1  
3274 For d4 hours, target's touch turns all precious metal to lead  
3275 For d4 turns, target's touch turns all solid matter to gold  
3276 For d6 days, target can find secret doors 9 out of 10 times  
3277 For d6 hours, all within 10' of target covet his spellbook  
3278 For d6 hours, target's touch turns all gems to colored ice  
3279 For d6 turns target's gains a bloodhound's olfactory acuity  
3280 Golems become invisible to target  
3281 Grass sprouts from target's next 50 footprints  
3282 Gust of Wind blows from target's mouth when he tries to speak  
3283 Half(left or right) of target's footprints disappear  
3284 Half of target's body randomly teleports; Save vs Death or die  
3285 Half of target's body turns to sodium, the other 1/2 turns to ice  
3286 Half of target's body turns invisible for d10 rounds  
3287 Heavy object (boulder, anvil, etc.) falls on target for d20 HP  
3288 Hysterical laughter echoes from above when target says his name  
3289 Images of target stand in his footprints for d8 days  
3290 Last creature killed by target is reanimated and hunts target  
3291 Last spell used by target returns to strike him next round



3292 Lightning Bolt shoots toward target, normal Save applies  
3293 Lightning strikes target (6d6 HP) next time he kills something  
3294 Nearest dragon claims target as its familiar  
3295 Nearest Druid thinks target willingly started a forest fire  
3296 Nearest frog turns into a human (attributes/alignment random)  
3297 Nearest Lich is teleported to within 120' of target  
3298 Nearest scarecrow becomes animate and hunts target relentlessly  
3299 Next 10 lbs. of food touched by target turn to stone  
3300 Next 1d10 spells used by target have their effects reversed  
3301 Next 1d100 pounds of ice touched by target turn to bone  
3302 Next 25 gallons of water touched by target evaporate  
3303 Next 25 gallons of water touched by target become acid  
3304 Next 25 gallons of water touched by target become blood  
3305 Next 25 gallons of water touched by target become Dwarven ale  
3306 Next 25 gallons of water touched by target become Elven wine  
3307 Next 25 gallons of water touched by target become fuel oil  
3308 Next 25 gallons of water touched by target become Gnome whiskey  
3309 Next 25 gallons of water touched by target become H2O elemental  
3310 Next 25 gallons of water touched by target become Halfling beer  
3311 Next 25 gallons of water touched by target become Liquid Evil  
3312 Next 25 gallons of water touched by target become magma  
3313 Next 25 gallons of water touched by target become mercury  
3314 Next 25 gallons of water touched by target become molten lead  
3315 Next 25 gallons of water touched by target become nitroglycerin  
3316 Next 25 gallons of water touched by target become Orc bathwater  
3317 Next 25 gallons of water touched by target become wet cement  
3318 Next 2d4 spells used by target automatically fail  
3319 Next ally touched by target Blinks for 1 turn  
3320 Next ally touched by target burst into illusionary flame  
3321 Next ally touched by target does not require sleep for d6 days  
3322 Next ally touched by target drops to 1 Hit Point  
3323 Next ally touched by target falls unconscious  
3324 Next ally touched by target flies into a 2 turn berserker fury  
3325 Next ally touched by target forgets who target is  
3326 Next ally touched by target is Healed  
3327 Next ally touched by target is surrounded by a swarm of hornets  
3328 Next ally touched by target levitates for d20 rounds  
3329 Next ally touched by target steals his memorized spells  
3330 Next ally touched by target triggers all his memorized spells  
3331 Next attempt at teleportation sends target to Astral Plane  
3332 Next attempt at teleportation sends target to current location  
3333 Next beneficial enchantment by target acts as equivalent curse  
3334 Next boat or ship seen by target sinks  
3335 Next breath exhaled by target becomes free willed Air Elemental  
3336 Next creature target touches adopts target's physical form  
3337 Next creature target touches cannot thereafter be harmed by him  
3338 Next creature target touches cannot thereafter harm him  
3339 Next creature target touches absorbs damage done by target  
3340 Next creature target touches absorbs damage done to target  
3341 Next creature touched by target dies instantly  
3342 Next creature touched by target explodes; reforms in d20 rounds  
3343 Next creature touched by target flies into a berserker rage  
3344 Next creature touched by target randomly changes alignment  
3345 Next creature touched by target Saves vs Death or turns to ice  
3346 Next Curse placed on target acts as equivalent beneficial charm  
3347 Next Curse placed upon target has no effect  
3348 Next doorway passed through by target becomes a Gate  
3349 Next fire set by target acts as a brazier of sleep smoke  
3350 Next fire set by target acts as a gate to Elemental Fire  
3351 Next fire set by target affects any near as Potion of Delusion

3352 Next fire set by target appears 10 times larger, but is not  
3353 Next fire set by target appears 10 times smaller, but is not  
3354 Next fire set by target becomes free-willed fire elemental  
3355 Next fire set by target boils any water carried by him  
3356 Next fire set by target burns 10 times hotter  
3357 Next fire set by target burns in a corkscrew shape  
3358 Next fire set by target burns in a cube  
3359 Next fire set by target burns in a sphere  
3360 Next fire set by target burns in an inverted cone  
3361 Next fire set by target burns in the shape of his initials  
3362 Next fire set by target burns only in two dimensions  
3363 Next fire set by target can be seen for 1 mile  
3364 Next fire set by target cannot be extinguished normally  
3365 Next fire set by target causes a fountain to well up beneath it  
3366 Next fire set by target covers all who view it with black ash  
3367 Next fire set by target detonates as a 3 die Fireball  
3368 Next fire set by target duplicates his personality  
3369 Next fire set by target flies into the sky  
3370 Next fire set by target follows target wherever he goes  
3371 Next fire set by target gives no light (normal or infra-visual)  
3372 Next fire set by target has sentience; won't want to be put out  
3373 Next fire set by target ignites all water within 100 yards  
3374 Next fire set by target ignites his clothing  
3375 Next fire set by target makes all who view it itch violently  
3376 Next fire set by target plays entertaining music while it burns  
3377 Next fire set by target provides heat for him but no one else  
3378 Next fire set by target provides no heat for him, only others  
3379 Next fire set by target puts the scent of blood in the air  
3380 Next fire set by target puts the scent of brimstone in the air  
3381 Next fire set by target puts the scent of burnt skin in the air  
3382 Next fire set by target puts the scent of decay in the air  
3383 Next fire set by target puts the scent of fresh meat in the air  
3384 Next fire set by target puts the scent of jasmine in the air  
3385 Next fire set by target puts the scent of mold in the air  
3386 Next fire set by target puts the scent of skunk in the air  
3387 Next fire set by target radiates cold instead of heat  
3388 Next fire set by target radiates darkness instead of light  
3389 Next fire set by target rages out of control  
3390 Next fire set by target rises and runs away; burns nothing else  
3391 Next fire set by target shrieks like a Shrieker while it burns  
3392 Next fire set by target sings like a robin while it burns  
3393 Next fire set by target snuffs his sense of smell  
3394 Next fire set by target snuffs oxygen in a 20 yard radius  
3395 Next fire set by target sounds like distant, whispering voices  
3396 Next fire set by target speaks insults to the him as it burns  
3397 Next fire set by target summons hostile air elementals  
3398 Next fire set by target throws heat in only one direction  
3399 Next fire set by target turns to iron after three turns  
3400 Next fire set by target wafts its smoke to follow him  
3401 Next fire set by target wails like a banshee for one round  
3402 Next fire set by target warms only those facing away from it  
3403 Next fire set by target whispers horrible things to him  
3404 Next fire set by target will not ignite  
3405 Next full pound of pepper touched by target becomes gunpowder  
3406 Next illusion seen by target becomes free-willed and real  
3407 Next Lich seen by target is restored to life (might be angry)  
3408 Next magical blade touched by target becomes nonmagical  
3409 Next meal prepared by target acts as a potion of extra healing  
3410 Next meal prepared by target acts as a random-effect potion  
3411 Next meal prepared by target acts as a random-strength poison

3412 Next meal prepared by target animates and attacks him  
3413 Next meal prepared by target attempts to eat him  
3414 Next meal prepared by target consumes and digests itself  
3415 Next meal prepared by target depletes a like nutritional amount  
3416 Next meal prepared by target explodes as 3HD fireball when cut  
3417 Next meal prepared by target freezes solid  
3418 Next meal prepared by target groans like a banshee for 1 round  
3419 Next meal prepared by target has no taste whatsoever  
3420 Next meal prepared by target is covered in sores and boils  
3421 Next meal prepared by target is pristine and beautiful  
3422 Next meal prepared by target is scabrous and infected  
3423 Next meal prepared by target levitates 10+d20 feet in the air  
3424 Next meal prepared by target melts  
3425 Next meal prepared by target resurrects and flees  
3426 Next meal prepared by target screams when cut or bitten  
3427 Next meal prepared by target sprouts cactus quills  
3428 Next meal prepared by target sprouts hair  
3429 Next meal prepared by target stays raw; cannot be cooked by him  
3430 Next meal prepared by target tastes bad but gives 3X nutrition  
3431 Next meal prepared by target tastes like blood  
3432 Next meal prepared by target tastes like brimstone  
3433 Next meal prepared by target tastes like chicken  
3434 Next meal prepared by target tastes like demihuman flesh  
3435 Next meal prepared by target tastes like honey  
3436 Next meal prepared by target tastes like iron  
3437 Next meal prepared by target tastes like liver  
3438 Next meal prepared by target tastes like the last meal he ate  
3439 Next meal prepared by target turns to already-digested matter  
3440 Next meal prepared by target turns to blood-red snow  
3441 Next meal prepared by target turns to bone  
3442 Next meal prepared by target turns to fat and gristle  
3443 Next meal prepared by target turns to gold  
3444 Next meal prepared by target turns to steel  
3445 Next meal prepared by target turns to stone  
3446 Next meal prepared by target turns to wood  
3447 Next mirror target passes acts as a Mirror of Opposition  
3448 Next mirror target passes becomes a gate to another plane  
3449 Next mirror target passes shatters; may appear to be an omen  
3450 Next nonmagical blade touching target becomes magical  
3451 Next nonmagical blade touching by target is blunted  
3452 Next ooze or slime seen by target turns to chocolate pudding  
3453 Next person met for the first time by the target hates him  
3454 Next pond target enters becomes a 16HD water elemental  
3455 Next pond target enters becomes a gate to Elemental Water  
3456 Next pond target enters becomes Sweet Water (for 10 turns)  
3457 Next pond target enters draws him to the bottom  
3458 Next pond target enters endows him with water breathing  
3459 Next pond target enters evaporates instantly  
3460 Next pond target enters freezes solid  
3461 Next pond target enters grants him water-only breathing  
3462 Next pond target enters transports him to Elemental Water  
3463 Next pond target enters turns him to water (Save vs Death)  
3464 Next pond target enters turns to glass for d10 rounds  
3465 Next pond target enters turns to mud in 20d10 rounds  
3466 Next pond target enters vanishes; returns in d20 days  
3467 Next pond target enters whirls in a spiral until he exits  
3468 Next profanity spoken by target becomes a vile, living entity  
3469 Next spell used by target returns to strike him in d10 rounds  
3470 Next time target nears a lake, he believes he can breathe water  
3471 Next time target stands atop a mountain, he believes he can fly

3472 Next Undead seen by target is target's servant for d12 months  
3473 Next weapon target wields becomes razor keen  
3474 Next weapon target wields cannot be dropped at will  
3475 Next weapon target wields gains a +1 enchantment  
3476 Next weapon target wields grants him proficiency with it  
3477 Next weapon target wields inflicts equal damage on foe and him  
3478 Next weapon target wields loses +1 enchantment (-1 possible)  
3479 Next weapon target wields makes him attack an ally (d20 rnds)  
3480 Next weapon target wields makes him attack himself(d10 rnds)  
3481 Next weapon target wields sends him into a 2 turn berserk fury  
3482 Next weapon target wields strips his proficiency with it  
3483 Next weapon target wields vanishes  
3484 Next wooden object target touches gains life and starts to grow  
3485 No nonmagical fire can be ignited within 10 yards of target  
3486 Oak tree sprouts beneath target; carries him 60' into the air  
3487 Ominous thunder rumbles overhead when target says his name  
3488 One of target's dimensions (height, breadth, depth) is doubled  
3489 One of target's dimensions (height, breadth, depth) is halved  
3490 One of target's eyes becomes a Lens of Minute Seeing  
3491 One of target's feet enlarges to his full height  
3492 One of target's limbs (random) doubles in length  
3493 One of target's limbs turns invisible for 2d12 hours  
3494 One plant within 60' of target becomes a Shambling Mound  
3495 Plant Growth centered on target  
3496 Random ally's consciousness is pushed into the target's body  
3497 Random creature within 60' of target and target exchange bodies  
3498 Random enemy turns invisible for d4 rounds  
3499 Random facial feature of target becomes invisible  
3500 Random limb of target is Withered as cleric spell  
6501 Random limb of target turns to steam for d6 turns  
3502 Random object within 30' of target mimics target's personality  
3503 Random object within 60' of target becomes sentient  
3504 Rust monster appears in front of target  
3505 Shadow of target radiates light in target's shape  
3506 Small, black raincloud forms over target  
3507 Spectacular lightning flares overhead when target says his name  
3508 Spell centers on target; all within 60' suffer effect  
3509 Spell consumes target's body as its material component  
3510 Spell delayed until target speaks his name, then it strikes him  
3511 Spell duration lasts until target dies  
3512 Spell effect occurs as another spell known to target  
3513 Spell effect ricochets off target and strikes random object  
3514 Spell strikes the next creature that attacks the target  
3515 Spell undershoots the mark and hits creature behind caster  
3516 Stinking Cloud centers on target  
3517 Target absorbs all damage caused by next creature he touches  
3518 Target absorbs all damage inflicted by target and vice versa  
3519 Target absorbs all damage inflicted on caster in next turn  
3520 Target absorbs all damage inflicted on next creature he touches  
3521 Target absorbs damage as though he just fell d100 feet  
3522 Target absorbs one level or hit die from next being he touches  
3523 Target absorbs spell effect and can discharge it at will (once)  
3524 Target accuses random ally of joining foe's party  
3525 Target acquires a random language  
3526 Target acquires his weapon's personality (i.e., perhaps none)  
3527 Target acquires Mummy Rot after next 10 HP of fire damage  
3528 Target activates Watery Double in next pool of water he sees  
3529 Target adheres to next creature he touches for d8 turns  
3530 Target administers Shocking Grasp to next creature he touches  
3531 Target adopts caster's alignment

3532 Target adopts physical form of next creature he touches  
3533 Target adopts the alignment of each creature he touches  
3534 Target affected as by a potion of super-heroism  
3535 Target affected by a random Command each time he hears his name  
3536 Target affected by a Symbol of Fear each time he hears his name  
3537 Target affected by Lifeproof; life is in random item he carries  
3538 Target affected by Power Word, Silence when he speaks his name  
3539 Target affected by Shocking Grasp each time he hears his name  
3540 Target affected by Sleep, as spell, whenever he hears his name  
3541 Target ages 1 year for each round spent in direct sunlight  
3542 Target ages 10 years  
3543 Target ages halfway to his maximum life expectancy  
3544 Target ages one year for every Hit Point he loses  
3545 Target always answers yes-or-no questions truthfully  
3546 Target always appears to lie when checked by Detect Lie  
3547 Target always appears to speak truth when checked by Detect Lie  
3548 Target always fails all Saving Throws till rolling a natural 1  
3549 Target always feels like he is being watched  
3550 Target always has Initiative except on a 1, when he's last  
3551 Target always loses Initiative except on a 10, when he's first  
3552 Target always makes all Saving Throws till rolling a natural 1  
3553 Target always tells truth; lies and prevarications impossible  
3554 Target and allies all randomly exchange places  
3555 Target and allies are teleported d6 miles in random direction  
3556 Target and allies are Turned as Undead for d6 rounds each  
3557 Target and allies cannot harm caster or allies for d4 rounds  
3558 Target and allies lose 1/2 their hit points  
3559 Target and allies regain 1/2 their hit points lost  
3560 Target and ally swap personae; ally thinks he is the target  
3561 Target and alternate Prime Material counterpart exchange places  
3562 Target and caster exchange eyes  
3563 Target and familiar exchange places  
3564 Target and familiar exchange species  
3565 Target and his possessions are sheathed in aluminum foil  
3566 Target and nearest eagle exchange places  
3567 Target and nearest earth elemental exchange places  
3568 Target and nearest entombed corpse exchange places  
3569 Target and nearest Lich exchange places  
3570 Target and nearest merman exchange places  
3571 Target and nearest mummy exchange clothing  
3572 Target and nearest person of Noble status exchange places  
3573 Target and nearest sacrificial virgin exchange places  
3574 Target and nearest statue exchange places  
3575 Target and nearest trapped genie exchange places  
3576 Target and nearest tree exchange reflections  
3577 Target and nearest vampire exchange places at dawn tomorrow  
3578 Target and random ally exchange heads but retain personalities  
3579 Target answers every question twice  
3580 Target apologizes to everyone he injures  
3581 Target appears as beautiful as a nymph while he sleeps  
3582 Target appears as member of the same race as whoever views him  
3583 Target appears deformed or hideously ugly in sunlight  
3584 Target appears horribly repulsive when he's struck by magic  
3585 Target appears painfully beautiful when he's struck by magic  
3586 Target appears slightly blurry whenever he's hit by magic  
3587 Target appears to be afflicted with some infectious disease  
3588 Target appears to be black and white  
3589 Target appears to be invisible when seen head-on  
3590 Target appears to be levitating upside down  
3591 Target appears to be made of glass while he sleeps

3592 Target appears to be made of rock and mud while sleeping  
3593 Target appears to be naked while fully clothed and vice versa  
3594 Target appears to be of opposite gender when naked  
3595 Target appears to be standing beside himself  
3596 Target appears to be standing three feet to his right  
3597 Target appears to be the worst enemy of anyone viewing him  
3598 Target appears to blaze like a bonfire when he's hit by magic  
3599 Target appears to burst into flame but is Invisible (improved)  
3600 Target appears to explode whenever he speaks his name  
3601 Target appears to lack all blood and soft tissue when naked  
3602 Target appears twenty pounds heavier than he actually is  
3603 Target appears twenty pounds lighter than he actually is  
3604 Target attracts all Undead within 1 mile of him  
3605 Target attracts lightning and electricity (Save at 1/2)  
3606 Target attracts maggots, lice, and rot grubs  
3607 Target attracts moths like a flame  
3608 Target attracts the attention of a random tanar'ri  
3609 Target attracts the attention of the nearest Great Wyrm  
3610 Target attracts vermin  
3611 Target automatically absorbs equal damage from any he damages  
3612 Target automatically disbelieves illusions for next d100 days  
3613 Target automatically fails his next d10 Saving Throws  
3614 Target automatically fails his next d6 Saving Throws  
3615 Target automatically inflicts equal damage on any harming him  
3616 Target automatically knows the first name of everyone he meets  
3617 Target automatically passes his next d6 Saving Throws  
3618 Target automatically succeeds his next d10 Saving Throws  
3619 Target automatically takes double damage from physical attacks  
3620 Target barks like a dog in the presence of royalty  
3621 Target becomes a lightning rod for 1d20 days  
3622 Target becomes a missile attractor, as shield  
3623 Target becomes a Thought Broadcaster for spell's duration  
3624 Target becomes a turkey under every Full Moon  
3625 Target becomes able to communicate with Earth Elementals  
3626 Target becomes actively suicidal; seeks his death at any cost  
3627 Target becomes afflicted with Mummy Rot  
3628 Target becomes aluminum; is lightweight but immobile  
3629 Target becomes an ambulatory oak of same size, shape and AC  
3630 Target becomes an Illusion, unable to cause harm  
3631 Target becomes bonded with a tree like a dryad  
3632 Target becomes caster's personal slave for d4 days  
3633 Target becomes fascinated by symbols of death  
3634 Target becomes flat like parchment while he sleeps  
3635 Target becomes flatulent in the presence of royalty  
3636 Target becomes forgetful; must pass INT checks or castings fail  
3637 Target becomes immune to a random attack form  
3638 Target becomes immune to Level Draining  
3639 Target becomes immune to natural diseases  
3640 Target becomes immune to the effects of cold for d10 days  
3641 Target becomes immune to the effects of cold for d10 days  
3642 Target becomes inebriated  
3643 Target becomes inhumanly beautiful when angry  
3644 Target becomes intensely afraid of snow  
3645 Target becomes invisible  
3646 Target becomes invisible to golems  
3647 Target becomes invisible when reduced to 50% of his hit points  
3648 Target becomes invisible; only his reflection can be seen  
3649 Target becomes lost at crossroads unless directed by someone  
3650 Target becomes magic-obsessed; uses magic whenever possible  
3651 Target becomes magnetized; attracts all iron within d20 feet

3652 Target becomes morbidly fascinated with his own death  
3653 Target becomes mute for d12 turns  
3654 Target becomes permanently invisible; clothing he wears is not  
3655 Target becomes ravenously hungry after being struck by magic  
3656 Target becomes ravenously hungry and must eat or pass out  
3657 Target becomes striped like a candy cane  
3658 Target becomes striped like a zebra  
3659 Target becomes translucent for d4 hours (remains solid)  
3660 Target becomes transparent like glass  
3661 Target becomes transparent like water, rippling as he moves  
3662 Target becomes unable to see any living or undead creature  
3663 Target becomes uncertain; must pass WIS checks or castings fail  
3664 Target becomes Undead (if Undead, target's life is restored)  
3665 Target becomes very aware of time's passage and is bored stiff  
3666 Target becomes violently ill if he consumes alcohol  
3667 Target begins remembering things that never actually happened  
3668 Target begins tap-dancing loudly whenever stealth is required  
3669 Target believes all of his allies to be doppelgangers  
3670 Target believes allies to be extensions of himself  
3671 Target believes any injuries he has to be illusions  
3672 Target believes everyone else is insane  
3673 Target believes foes in the area are extensions of himself  
3674 Target believes he has been polymorphed  
3675 Target believes he has forgotten something but actually has not  
3676 Target believes he has just spoken with his deity  
3677 Target believes he has remembered something but really has not  
3678 Target believes he is from a random Lower Outer Plane  
3679 Target believes he is insane but is not  
3680 Target believes he is on a random Lower Outer Plane  
3681 Target believes himself to be a doppelganger  
3682 Target believes himself to be an illusion  
3683 Target believes random ally or party member to be a deity  
3684 Target believes random deity to be a party member or ally  
3685 Target believes the previous d20 days to be a dream  
3686 Target bestows his alignment upon each creature he touches  
3687 Target blacks out whenever he hears his name (1 round)  
3688 Target blasts a d10 yard radius crater in the ground  
3689 Target bleeds from the eyes whenever he casts a spell  
3690 Target Blinks (as spell) 1 round for each HP of damage he takes  
3691 Target Blinks (as spell) whenever he blinks his eyes  
3692 Target Blinks while awake for the rest of his life  
3693 Target body (except head, hands, and feet) becomes invisible  
3694 Target brays like a donkey in the presence of royalty  
3695 Target breaks into song whenever he is frightened  
3696 Target breaks into song whenever struck by magic  
3697 Target burned for 2d10 HP by next creature he touches  
3698 Target burns next creature he touches for d10 HP  
3699 Target bursts into heatless flame for d10 rounds  
3700 Target bursts into illusionary flame whenever he hears his name  
3701 Target cackles like a Bone Golem for d4 rounds; no other action  
3702 Target can Affect Normal Fires at will for d10 days  
3703 Target can always sense the direction of his home  
3704 Target can appear to be any age he wishes  
3705 Target can assume a second form at will (must be of same race)  
3706 Target can assume gaseous form at will when naked  
3707 Target can assume the form of the caster for 1 turn each day  
3708 Target can attack 2X a round if he does nothing the next round  
3709 Target can automatically read the next language he hears  
3710 Target can automatically speak the next language he hears  
3711 Target can automatically speak the next language he reads

3712 Target can be commanded by the next creature he summons  
3713 Target can be Commanded by the next person he touches  
3714 Target can become ethereal at will when naked  
3715 Target can breathe underwater if he holds a fish in his mouth  
3716 Target can cast 1 spell per day with no Saving Throw allowed  
3717 Target can cast a randomly-chosen first level spell at will  
3718 Target can cause his scent to mimic that of any normal animal  
3719 Target can choose to succeed any one roll in the next 24 hours  
3720 Target can climb trees as nimbly as a cat or monkey  
3721 Target can command demons but doesn't know how many times (1d6)  
3722 Target can Command the caster, as by the spell  
3723 Target can communicate with inanimate objects once per week  
3724 Target can Comprehend all spoken languages for d10 days  
3725 Target can Comprehend all written languages for d8 days  
3726 Target can control the next Illusion he disbelieves  
3727 Target can disbelieve Necromancy but can't disbelieve Illusions  
3728 Target can disbelieve spells cast against him like illusions  
3729 Target can Dispel Evil (or Good) once at will  
3730 Target can Feign Death at will when naked  
3731 Target can fly at normal Movement Rate but can no longer walk  
3732 Target can fly like an eagle when naked  
3733 Target can go without food for one day per point of CON  
3734 Target can go without sleep for one day per point of WIS  
3735 Target can Heal with a touch but is 80% likely to die  
3736 Target can hear any conversation whose participants he can see  
3737 Target can hit creatures hit only by +1 or better (1d20 rounds)  
3738 Target can hold his breath for up to three hours per day  
3739 Target can identify gems and approximate their value on sight  
3740 Target can identify natural animals on sight  
3741 Target can identify natural plants on sight  
3742 Target can ignite campfires and hearths with a touch  
3743 Target can kill with a touch but is 80% likely to die as well  
3744 Target can make spells function without visible effect  
3745 Target can memorize spells in 1/2 the normal required time  
3746 Target can mimic animal noises with remarkable skill  
3747 Target can move at 3X normal speed when naked and unencumbered  
3748 Target can no longer see First Level spells  
3749 Target can only be hit by +1 or better weapons for d20 rounds  
3750 Target can only wield +1 or better weapons for d20 rounds  
3751 Target can photosynthesize; does not need to eat, but is green  
3752 Target can Polymorph Self(ONCE)  
3753 Target can predict natural weather patterns 24 hours in advance  
3754 Target can quench his thirst by soaking his feet  
3755 Target can read a new language but cannot speak it  
3756 Target can Resurrect one being but must sacrifice his own life  
3757 Target can resurrect the dead once per year  
3758 Target can see in subterranean darkness as though in daylight  
3759 Target can see perfectly well in absolute darkness  
3760 Target can see secret doors but cannot see normal ones  
3761 Target can sense the presence of any Artifact within 10 miles  
3762 Target can sense undead within 100 yards  
3763 Target can speak in either a male or female voice at will  
3764 Target can speak in either of two voices at will  
3765 Target can speak with plants once per day  
3766 Target can speak with plants once per week  
3767 Target can speak with the dead once per week  
3768 Target can speak with waterfowl when he is wet  
3769 Target can summon a demon but has only 50% chance to control it  
3770 Target can swim like a fish and breathe underwater when naked  
3771 Target can teleport at will, but arrives at current location



3772 Target can turn half of his body invisible at will  
3773 Target can turn his skin invisible at will  
3774 Target can turn his skin matte-black at will  
3775 Target can turn into a statue for 1d10 rounds at will  
3776 Target can turn invisible while he holds his breath  
3777 Target can turn invisible while underwater  
3778 Target can turn to snow at will  
3779 Target can Wish the death of one being but will also die  
3780 Target can't make attacks during the dark of the moon  
3781 Target can't make attacks except under direct sunlight  
3782 Target can't make attacks on the first day of the week  
3783 Target can't make attacks unless barefoot  
3784 Target can't make attacks unless he carries a small flame  
3785 Target can't make attacks unless he crosses his fingers  
3786 Target can't make attacks unless he first turns in a circle  
3787 Target can't make attacks unless he holds a pebble in his mouth  
3788 Target can't make attacks unless he pokes himself with a needle  
3789 Target can't make attacks unless he puts his thumbs in his ears  
3790 Target can't make attacks unless he sees his reflection  
3791 Target can't make attacks unless his eyes are closed  
3792 Target can't make attacks unless his hair is wet  
3793 Target can't make attacks unless holding a piece of ice  
3794 Target can't make attacks unless wearing a hat  
3795 Target can't make attacks until tomorrow morning  
3796 Target can't make attacks while he has full hit points  
3797 Target can't make attacks while wearing clothing  
3798 Target can't make attacks without first announcing his intent  
3799 Target can't make attacks without saying "Abra Cadabra"  
3800 Target cannot attack creatures which do not see him  
3801 Target cannot attack except on rounds when he wins Initiative  
3802 Target cannot attack on rounds when he wins Initiative  
3803 Target cannot be attacked by any he does not see for 1d4 days  
3804 Target cannot be frightened by any earthly creature  
3805 Target cannot be harmed by a fall from any height  
3806 Target cannot be harmed by any physical means for d10 rounds  
3807 Target cannot be harmed by any physical means for d4 rounds  
3808 Target cannot be harmed by any physical means for d6 rounds  
3809 Target cannot be harmed by any physical means for d8 rounds  
3810 Target cannot be hit by +1 or better weapons for d20 rounds  
3811 Target cannot be magically held  
3812 Target cannot be seen in mirrors  
3813 Target cannot breathe while exposed to direct sunlight  
3814 Target cannot bring his hands closer together than one foot  
3815 Target cannot cast a spell without first announcing his name  
3816 Target cannot close his mouth  
3817 Target cannot close his mouth until dawn  
3818 Target cannot control Elementals summoned by him  
3819 Target cannot control his own Illusion spells  
3820 Target cannot cross a threshold without knocking  
3821 Target cannot die while the caster lives  
3822 Target cannot eat cooked meat except by moonlight  
3823 Target cannot eat food unless he prepares it himself  
3824 Target cannot enter a building unless invited  
3825 Target cannot enter a room without announcing himself  
3826 Target cannot exit a room through the door by which he entered  
3827 Target cannot fall asleep except when standing up  
3828 Target cannot fall asleep unless sung to  
3829 Target cannot fall asleep unless told to do so  
3830 Target cannot fall asleep while wearing clothing  
3831 Target cannot inflict any form of physical harm for d10 rounds

3832 Target cannot inflict any form of physical harm for d4 rounds  
3833 Target cannot inflict any form of physical harm for d6 rounds  
3834 Target cannot inflict any form of physical harm for d8 rounds  
3835 Target cannot leave a building unless told to do so  
3836 Target cannot leave a room while others' eyes are upon him  
3837 Target cannot leave his home without first casting a spell  
3838 Target cannot open doors for himself  
3839 Target cannot open doors without first saying "Open sesame"  
3840 Target cannot open his eyes  
3841 Target cannot open his mouth  
3842 Target cannot open his mouth until nightfall  
3843 Target cannot refuse a request for his aid  
3844 Target cannot see magical effects until he gains a level  
3845 Target cannot see through glass  
3846 Target cannot shut up until someone inflicts damage upon him  
3847 Target cannot speak except in direct sunlight  
3848 Target cannot speak except under moonlight  
3849 Target cannot speak normally but must shout or whisper  
3850 Target cannot speak the truth for 1d6+1 days  
3851 Target cannot speak unless spoken to  
3852 Target cannot speak until he has ridden a horse  
3853 Target cannot speak until he is burned by fire  
3854 Target cannot speak until no one is within 60' of him  
3855 Target cannot speak until rained upon  
3856 Target cannot speak until someone inflicts damage upon him  
3857 Target cannot speak until someone says his name  
3858 Target cannot speak when at less than full hit points  
3859 Target cannot speak when underground  
3860 Target cannot study spells if he still has any memorized  
3861 Target cannot teleport or be teleported  
3862 Target cannot tell a deliberate lie  
3863 Target cannot turn invisible by any means  
3864 Target cannot wake until he is sneezed upon  
3865 Target causes damage one round after he inflicts it  
3866 Target changes alignment randomly under every Full Moon  
3867 Target changes clothes randomly every time he casts a spell  
3868 Target changes color  
3869 Target changes color randomly every time he casts a spell  
3870 Target changes gender randomly every time he casts a spell  
3871 Target changes his mind every time he decides to cast a spell  
3872 Target changes his name under every Full Moon  
3873 Target changes race randomly every time he casts a spell  
3874 Target changes sex  
3875 Target changes sex randomly under one Full Moon till the next  
3876 Target changes shape randomly every time he casts a spell  
3877 Target checks WIS each round or decides it's pointless  
3878 Target claims nearest dragon as a familiar  
3879 Target combusts at 32( Farenheit  
3880 Target combusts at room temperature  
3881 Target combusts when exposed to direct sunlight  
3882 Target contracts a random non-magical disease each day  
3883 Target contracts a random nonfatal, nonmagical disease  
3884 Target convinced he is possessed by some horrid entity  
3885 Target coughs up strange items: needles, spiders, pebbles, etc.  
3886 Target crows like a rooster at sunrise  
3887 Target crumbles to dust; reappears next sunrise unharmed  
3888 Target degenerates 1 HP per round for the next 20+d20 rounds  
3889 Target Deluded  
3890 Target desires to walk on his hands instead of feet  
3891 Target develops a blind spot over d100% of his view

3892 Target develops a compulsion to be struck by lightning  
3893 Target develops a craving for slugs, maggots, and leeches  
3894 Target develops a fear of elementals  
3895 Target develops a fear of kobolds, those mighty creatures  
3896 Target develops a fear of rabbits  
3897 Target develops a fear of rocks; they might be earth elementals  
3898 Target develops a fear of the caster  
3899 Target develops a fear of trees; they might be treants  
3900 Target develops a fear of wild surges  
3901 Target develops a severe phobia, randomly determined  
3902 Target develops a terrific thirst for alcohol  
3903 Target develops a terrific thirst for blood  
3904 Target develops a terrific thirst for cobra venom  
3905 Target develops a terrific thirst for egg whites  
3906 Target develops a terrific thirst for egg yolks  
3907 Target develops a terrific thirst for holy water  
3908 Target develops a terrific thirst for ink  
3909 Target develops a terrific thirst for lamp oil  
3910 Target develops a terrific thirst for magic potions  
3911 Target develops a terrific thirst for pine tree sap  
3912 Target develops a terrific thirst for poison  
3913 Target develops a terrific thirst for sea water  
3914 Target develops a terrific thirst for sovereign glue  
3915 Target develops a terrific thirst for stagnant water  
3916 Target develops a terrific thirst for unholy water  
3917 Target develops a terrific thirst for universal solvent  
3918 Target develops allergy to his magic items; can't stop sneezing  
3919 Target develops ambidexterity  
3920 Target develops an aversion to clothing  
3921 Target develops an intense craving for dirt and mud  
3922 Target develops an intense desire to swim upstream and spawn  
3923 Target develops an intense phobia of fish and marine life  
3924 Target develops d4 new personalities  
3925 Target develops irritating, elusive itch somewhere on his body  
3926 Target develops radial symmetry, like a starfish  
3927 Target develops Thaumaphilia, a fascination with magic  
3928 Target develops Thaumaphobia, an intense fear of magic  
3929 Target dies immediately if he is ever cut by his own dagger  
3930 Target dies nightly and is resurrected each following morning  
3931 Target disgorges 1d1000 bats  
3932 Target disgorges 1d1000 blasphemies  
3933 Target disgorges 1d1000 canaries  
3934 Target disgorges 1d1000 copper pieces  
3935 Target disgorges 1d1000 counterfeit gold coins  
3936 Target disgorges 1d1000 cubic yards of smoke  
3937 Target disgorges 1d1000 feathers  
3938 Target disgorges 1d1000 frogs  
3939 Target disgorges 1d1000 hailstones  
3940 Target disgorges 1d1000 hot embers  
3941 Target disgorges 1d1000 locusts  
3942 Target disgorges 1d1000 maggots  
3943 Target disgorges 1d1000 minnows  
3944 Target disgorges 1d1000 needles  
3945 Target disgorges 1d1000 non-poisonous snakes  
3946 Target disgorges 1d1000 pints of blood  
3947 Target disgorges 1d1000 pints of water  
3948 Target disgorges 1d1000 rotten apples  
3949 Target disgorges 1d1000 small pebbles every morning  
3950 Target disgorges 1d1000 spiders  
3951 Target disgorges 1d1000 sugar cubes

3952 Target disgorges 1d1000 sunflower seeds  
3953 Target disgorges 1d1000 teeth  
3954 Target disgorges a black pudding  
3955 Target disgorges a complete human skeleton  
3956 Target disgorges a large python  
3957 Target disgorges a scroll containing a random 7th level spell  
3958 Target disgorges everything he ate during the last week  
3959 Target disgorges his own digestive tract  
3960 Target does not age while asleep: aging is slowed by 1/3  
3961 Target does not age while awake: aging is slowed by 2/3  
3962 Target does not heal while exposed to direct sunlight  
3963 Target does not need to breathe when exposed to direct sunlight  
3964 Target does not need to eat while he has his full hit points  
3965 Target does not need to open his eyes to see (lasts d4 days)  
3966 Target does not produce lachrymose for d4 rounds  
3967 Target does not reflect or emit any form of light for d6 days  
3968 Target doubles his size when he is asleep  
3969 Target electrically charged & shocks the next person touched  
3970 Target emits no scent whatsoever; cannot be tracked by hounds  
3971 Target Enlarged by a factor of d20  
3972 Target exchanges personae with each being he touches  
3973 Target exchanges personalities and abilities with nearest Lich  
3974 Target exchanges personalities with some distant (demi)human  
3975 Target exchanges places with himself one hour in the future  
3976 Target exchanges teeth with the next creature to bite him  
3977 Target experiences pain at the sight of blood  
3978 Target experiences vertigo whenever he looks at the moon  
3979 Target explodes and dies (Save vs Death to prevent explosion)  
3980 Target explodes as a Fireball of Hit Dice equal to 2x his Level  
3981 Target explodes permanently when hit points fall to 1/2 total  
3982 Target explodes under every Full Moon; reforms at dawn  
3983 Target explodes; reforms 2d20 turns later unharmed  
3984 Target faints at the sight of his own blood  
3985 Target faints at the sight of his own reflection  
3986 Target falls asleep and cannot be roused  
3987 Target falls asleep when exposed to direct sunlight  
3988 Target falls asleep whenever he's hit by magic  
3989 Target falls in love with d4 people of same race/opposite sex  
3990 Target falls in love with random ally of caster of opposite sex  
3991 Target falls into a heap of unconnected cells  
3992 Target falls madly in love with caster  
3993 Target fears clothing except when naked, when he fears nudity  
3994 Target fears he is a vampire and will be injured by sunlight  
3995 Target fears he is a werewolf temporarily in human form  
3996 Target fears rainfall  
3997 Target fears sentient weapons, thinking they're out to get him  
3998 Target feels deja vu whenever he hears his name  
3999 Target feels horrible embarrassment whenever he's hit by magic  
4000 Target feels like he has been spinning in a circle for hours  
4001 Target feels like he's in freefall whenever he's hit by magic  
4002 Target feels phantom itch in his "third" and "fourth" arms  
4003 Target finds clothing uncomfortable in the presence of royalty  
4004 Target finds some mundane food irresistible  
4005 Target finds the taste of cooked meat offensive  
4006 Target flares like burning magnesium for one round  
4007 Target flees in a random direction as fast as he can  
4008 Target forgets a random language  
4009 Target forgets all spells he currently has memorized  
4010 Target forgets his name in the presence of royalty  
4011 Target forgets how to use his principle weapon

4012 Target forgets how to walk  
4013 Target forgets the Common Tongue  
4014 Target forgets the location of everything he currently carries  
4015 Target forgives his current worst enemy  
4016 Target freezes at room temperature  
4017 Target freezes solid for d8 rounds; thaws unharmed  
4018 Target gains (at will) use of one spell of level 4d3-3  
4019 Target gains 1 HP/round until exploding as on Positive Material  
4020 Target gains 2 points of INT but his CON is halved  
4021 Target gains 3X daily use of a spell never seen before  
4022 Target gains a 10% Magic Resistance  
4023 Target gains a large Keep, but it is made of cardboard  
4024 Target gains amazing ability with an unusual musical instrument  
4025 Target gains an additional attack every round  
4026 Target gains an experience level but ages 10 years  
4027 Target gains Animal Control as potion  
4028 Target gains Clairaudience as potion  
4029 Target gains d10 followers who believe him to be a deity  
4030 Target gains danger sense; -2 to surprise rolls  
4031 Target gains Flight as potion  
4032 Target gains improved depth perception; all attacks at +2  
4033 Target gains Madness as Elixir  
4034 Target gains one Wish, which must be used within 3 rounds  
4035 Target gains physical repulsiveness equal to that of a medusa  
4036 Target gains proficiency in the next weapon type he touches  
4037 Target gains proficiency in the use of the Mancatcher  
4038 Target gains quadrophonic hearing: +2 bonus on Surprise rolls  
4039 Target gains Red Dragon's breath weapon but takes same damage  
4040 Target gains the ability to burrow at 1/4 normal Movement Rate  
4041 Target gains the ability to read any language  
4042 Target gains the ability to see at will into the Ethereal Plane  
4043 Target gains the ability to see through metals  
4044 Target gains the friendship of a legendary arch-mage  
4045 Target gains the friendship of a legendary warrior  
4046 Target gains the friendship of a prominent merchant  
4047 Target gains the friendship of a thieves' guildmaster  
4048 Target gains the friendship of a well-respected mercenary  
4049 Target gains the friendship of the owner of a major brothel  
4050 Target gains the friendship of the ruler of a major country  
4051 Target gains the lasting enmity of a legendary arch-mage  
4052 Target gains the lasting enmity of a legendary warrior  
4053 Target gains the lasting enmity of a prominent merchant  
4054 Target gains the lasting enmity of a thieves' guildmaster  
4055 Target gains the lasting enmity of a well-respected mercenary  
4056 Target gains the lasting enmity of the owner of a major brothel  
4057 Target gains the lasting enmity of the ruler of a major country  
4058 Target gains the power of clairaudience to a range of five feet  
4059 Target gains the power to grant one Wish to someone else  
4060 Target gains troglodyte's breath weapon but also falls asleep  
4061 Target gains use (at will) of one spell of level 4d3-3  
4062 Target gains Water Breathing as potion  
4063 Target gains X-ray vision for d6 rounds  
4064 Target gets a strong urge to cast spells whenever he is angered  
4065 Target gets a Wish, (50% likely to grant the opposite)  
4066 Target giggles for d10 rounds, spellcasting impossible  
4067 Target giggles in the presence of royalty  
4068 Target glimpses infinity; unable to act for 1d6 days  
4069 Target glows as per a Light spell  
4070 Target glows for 1d10 rounds after being struck by magic  
4071 Target glows in the dark for next d4 years

4072 Target glows like a campfire when he tries to hide in shadow  
4073 Target glows like a firefly in moonlight  
4074 Target goes mad for 1 week if he ever again witness this spell  
4075 Target growls like a lion whenever he is upset  
4076 Target grows a finger on each foot  
4077 Target grows a third eye in the center of his forehead  
4078 Target grows a toe on each hand  
4079 Target grows another arm from the wrist of one arm  
4080 Target grows another eye in the center of his forehead  
4081 Target grows another finger on each hand  
4082 Target grows another leg from the ankle of one leg  
4083 Target grows another toe on each foot  
4084 Target grows fangs and develops a marked aversion to sunlight  
4085 Target grows nonfunctional vampire fangs  
4086 Target hallucinates in the presence of royalty  
4087 Target has 50% chance for min/max damage by any physical attack  
4088 Target has a 55% chance to know history of any region he enters  
4089 Target has a birthmark identifying him as a royal heir  
4090 Target has a birthmark identifying him as an agent of evil  
4091 Target has a burning need to cast his spells as soon as he can  
4092 Target has a scar he attributes to a close call with a dragon  
4093 Target has a seizure for the spell's duration or for 1 turn  
4094 Target has faulty depth perception; all attacks are made at -2  
4095 Target has flat vision; has no depth perception; -8 ToHit  
4096 Target has magic intuition; +25% to learn spells  
4097 Target has mirror vision; sees everything backwards  
4098 Target has no HP; each attack is (dmg x 10)% likely to kill him  
4099 Target has no vital signs while he is asleep  
4100 Target has strong urge to head south next winter  
4101 Target has the same dream each night; may think it's prophetic  
4102 Target has two HP totals; each is in effect on alternate rounds  
4103 Target Hastened  
4104 Target hates magic and uses it only reluctantly  
4105 Target hates next person who meets him for the first time  
4106 Target heals 2X normal rate but takes 2X damage from attacks  
4107 Target heals 1/2 normal rate but takes 2X damage from attacks  
4108 Target heals 1/2 normal rate but takes 1/2 damage from attacks  
4109 Target hears echoes when people speak to him  
4110 Target hears through his nose and smells through his ears  
4111 Target hears voices that aren't there  
4112 Target hoards coal in the hope that one day it will be diamonds  
4113 Target immune to 1 random Mage spell of random (2d5-1) level  
4114 Target immune to 1 random Priest spell of random (2d4-1) level  
4115 Target inflates like balloon to 1d12 feet across for 1 turn  
4116 Target insists his name is something it is not  
4117 Target insists that he is a dragon in humanoid form  
4118 Target inspires jealousy in all but those who know him well  
4119 Target invites random foe to join his party  
4120 Target involuntarily repels all water to a distance of 10 feet  
4121 Target is able to Detect Magic once per turn at will  
4122 Target is able to Know Time at will  
4123 Target is able to see with his eyes closed  
4124 Target is able to succeed any one roll automatically each day  
4125 Target is able to survive one death (resurrection unnecessary)  
4126 Target is absolutely silent when naked  
4127 Target is addicted to magic; needs some spell cast on him daily  
4128 Target is affected as by a Brooch of Number Numbing  
4129 Target is affected as by a permanent Haste spell  
4130 Target is affected as by a permanent Slow spell  
4131 Target is affected as by a Ring of Contrariness

4132 Target is affected as by Wand of Misplaced objects  
4133 Target is affected as by Wildword, Dream  
4134 Target is affected as by Wildword, Fade  
4135 Target is affected as by Wildword, Inconvenience  
4136 Target is affected as by Wildword, Surge  
4137 Target is affected by Blink and Mirror Image for 1d10 turns  
4138 Target is affected by Feign Death the next time he is injured  
4139 Target is affected by Improved Haste for 1 day  
4140 Target is affected by Improved Slow for 1 day  
4141 Target is affected by silver like a lycanthrope  
4142 Target is affected by the spell Blur for the next 10 turns  
4143 Target is affected by Timelessness until caster gains a level  
4144 Target is alert and coherent the instant he wakes up  
4145 Target is always able to know the location of the caster  
4146 Target is an illusion every other round and can cause no damage  
4147 Target is attended by 1d4 skeletons with no combat ability  
4148 Target is base AC 4 for d4 days; DEX/armor bonuses still apply  
4149 Target is befriended by a family in each town within 100 miles  
4150 Target is befriended by all the members of a single species  
4151 Target is befriended by nearest Lich  
4152 Target is befriended by the nearest nymph or sylph  
4153 Target is believed to bathe in the blood of innocents  
4154 Target is believed to be a leper  
4155 Target is believed to be a practicing cannibal  
4156 Target is believed to be a town elder by nearest village  
4157 Target is believed to be an agent of evil  
4158 Target is believed to be an escaped murderer by nearest village  
4159 Target is believed to be carrying a powerful artifact  
4160 Target is believed to be carrying an especially virulent plague  
4161 Target is believed to be possessed by a demon  
4162 Target is believed to have risen from the dead recently  
4163 Target is believed to have the power to heal  
4164 Target is blamed for crop failure in the next town he enters  
4165 Target is blamed for the death of some forgotten relative  
4166 Target is blasted to ashes  
4167 Target is blinded but gains clairvoyance of the area he is in  
4168 Target is burned by a large magical explosion; loses 16 HP  
4169 Target is burned by holy symbols  
4170 Target is burned by Holy Water as if he were undead  
4171 Target is charmed as per Charm Monster (or appropriate Charm)  
4172 Target is Cloned  
4173 Target is completely immune to beneficial clerical magic  
4174 Target is confident that his enemies trust and respect him  
4175 Target is confident that his magic is better than anyone else's  
4176 Target is constantly mistaken for someone else  
4177 Target is constantly surrounded by a cloud of bees  
4178 Target is covered in a chocolate shell  
4179 Target is covered in formic acid and ants  
4180 Target is covered in pollen and bees  
4181 Target is covered with butter every time he's hit by magic  
4182 Target is deafened but gains clairaudience of the area he is in  
4183 Target is despised by all the members of a single species  
4184 Target is dispatched to a random plane, as spell  
4185 Target is dizzy (-4 AC/THAC0, can't cast spells) for 2d4 rounds  
4186 Target is driven insane, as Mindshatter spell  
4187 Target is ensnared by someone else's Monster Summoning  
4188 Target is equally affected by every attack he makes on others  
4189 Target or random female ally becomes as beautiful as a nymph  
4190 Target or random male ally becomes as beautiful as a nymph  
4191 Target is Feebleminded as by spell and Enfeebled as by Ray

4192 Target is Feebleminded but is also affected by Strength  
4193 Target is granted one wish during each of the next 1d4 years  
4194 Target is Healed (not resurrected) under next 2d6 Full Moons  
4195 Target is Healed the next time he suffers 10 HP of fire damage  
4196 Target is Held d6 rounds each time he hears his name  
4197 Target is Held for d10 rounds  
4198 Target is Held until someone speaks his name  
4199 Target is heroic; immune to fear and confusion  
4200 Target is hit by 1 HD lightning bolt whenever he hears his name  
4201 Target is immortal, but has a fatal weakness (ie., cannot move)  
4202 Target is immune to 1 Mage spell of random (2d5-1) level  
4203 Target is immune to 1 Priest spell of random (2d4-1) level  
4204 Target is immune to all injury except fire  
4205 Target is immune to all injury except that caused by the caster  
4206 Target is immune to all injury inflicted by the caster  
4207 Target is immune to all magical healing efforts for d4 days  
4208 Target is immune to all non-magical disease  
4209 Target is immune to any spells cast at him by the caster  
4210 Target is immune to area-effects not specifically targeting him  
4211 Target is immune to bludgeoning attacks (mace, etc) for d4 days  
4212 Target is immune to fire for d6 hours  
4213 Target is immune to gaze attacks  
4214 Target is immune to gaze attacks for d100 days  
4215 Target is immune to magical scrying or detection  
4216 Target is immune to natural extremes of weather when naked  
4217 Target is immune to next 10 olfactory (gas) attacks against him  
4218 Target is immune to piercing attacks for 1d4 days  
4219 Target is immune to slashing attacks (sickle, etc) for 1d4 days  
4220 Target is immune to sonic attacks  
4221 Target is immune to touch-based spells  
4222 Target is instantly liked by those with the same color of hair  
4223 Target is invisible except while he speaks  
4224 Target is invisible from the back but visible from the front  
4225 Target is invisible from the front but visible from the back  
4226 Target is invisible in daylight but illuminated in darkness  
4227 Target is invisible to himself  
4228 Target is invisible to the caster  
4229 Target is invisible to undead, who are also invisible to him  
4230 Target is invisible to vampires until he speaks or attacks  
4231 Target is invisible when naked and unencumbered  
4232 Target is invisible when no one is looking  
4233 Target is invisible while he speaks  
4234 Target is invisible, intangible, and silenced for 10d6 rounds  
4235 Target is knocked unconscious and cannot be roused until dawn  
4236 Target is mistaken for someone else wherever he goes  
4237 Target is naturally careful; never makes a Critical Fumble  
4238 Target is next in line for the throne  
4239 Target is not affected by any First Level spells  
4240 Target is not harmed by ingested poisons  
4241 Target is not injured by attacks against him; his attackers are  
4242 Target is nourished by grass instead of food for d10 days  
4243 Target is only able to hear that which he can see  
4244 Target is only able to hear when his eyes are closed  
4245 Target is only able to hear when his mouth is open  
4246 Target is only able to open his mouth when his eyes are closed  
4247 Target is only able to see in 2 dimensions; -4 ToHit  
4248 Target is only able to see when his eyes are closed  
4249 Target is Paralyzed  
4250 Target is permanently Held  
4251 Target is Protected from Self, as spell, for 10d10 days



4252 Target is pummelled by hail for 1 turn, losing 4d4 hit points  
4253 Target is pursued by Lugwiler's Haunting Phantasm  
4254 Target is randomly teleported 100 miles (50% chance Up or Down)  
4255 Target is reduced to 1 Hit Point  
4256 Target is reduced to Level One for 5 turns  
4257 Target is reluctant to use magic for fear of Wild Surges  
4258 Target is rendered mute and bursts into invisible flame  
4259 Target is rendered Timeless, as priest spell, for d10 days  
4260 Target is repulsed by holy symbols  
4261 Target is resurrected the next time he is slain (NO CON loss)  
4262 Target is roasted by a huge magical explosion; loses 32 HP  
4263 Target is scorched by a tiny magical explosion; loses 2 HP  
4264 Target is sent to alternate Prime Material plane  
4265 Target is singed by a medium magical explosion; loses 8 HP  
4266 Target is Stoneskinned  
4267 Target is stricken mute in the presence of royalty  
4268 Target is stricken permanently insane  
4269 Target is stricken permanently mute  
4270 Target is stunned for d10 rounds  
4271 Target is Stunned whenever he's hit by magic  
4272 Target is suddenly lying face-down on the ground  
4273 Target is suddenly standing in the middle of a bonfire  
4274 Target is suddenly standing on his head  
4275 Target is surrounded by fireflies and can be seen at all times  
4276 Target is suspicious of any who light a fire in his presence  
4277 Target is tapped on the shoulder once every d10 rounds  
4278 Target is teleported into the nearest keep  
4279 Target is teleported onto his own shoulders  
4280 Target is teleported onto the shoulders of caster  
4281 Target is teleported to the bottom of the nearest well  
4282 Target is temporarily immune to the spells memorized by caster  
4283 Target is thought by local villagers to be a prophesized savior  
4284 Target is thought by local villagers to be a vampire  
4285 Target is thought to be a minor official in a major country  
4286 Target is thought to be a prominent official in a major country  
4287 Target is thought to be a successful merchant or guildmaster  
4288 Target is thought to be some random dweeb from a far-off land  
4289 Target is thought to be the ruler of an empire  
4290 Target is thought to be the sole ruler of a major country  
4291 Target is thought to be the sole ruler of a minor country  
4292 Target is thought to be the sole ruler of a spot on the map  
4293 Target is thought to be the sole survivor of a royal family  
4294 Target is toasted by a small magical explosion; loses 4 HP  
4295 Target is transported to an Outer Plane for d10 rounds  
4296 Target is unable to cast non-illusion spells for 24 hours  
4297 Target is unable to create Illusions for 24 hours  
4298 Target is unable to heal through magical means  
4299 Target is unable to heal through non-magical means  
4300 Target is unable to hear his own voice  
4301 Target is unable to read except while exposed to sunlight  
4302 Target is unable to read while exposed to sunlight  
4303 Target is unable to remain quiet where silence is required  
4304 Target is unable to speak except in a booming shout  
4305 Target is unable to swallow food in the presence of others  
4306 Target is unable to tell when he is lying  
4307 Target is unaffected by gravity when his eyes are closed  
4308 Target is unaffected by gravity when lying face down  
4309 Target is unaffected by the next Abjuration cast against him  
4310 Target is unaffected by the next Alteration cast against him  
4311 Target is unaffected by the next Conjunction cast against him

4312 Target is unaffected by the next Divination cast against him  
4313 Target is unaffected by the next Enchantment cast against him  
4314 Target is unaffected by the next Evocation cast against him  
4315 Target is unaffected by the next Illusion cast against him  
4316 Target is unaffected by the next Necromancy cast against him  
4317 Target is unharmed by next 1d20 hit points of damage he suffers  
4318 Target is wracked with guilt whenever he's hit by magic  
4319 Target jumps up and down whenever he's hit by magic  
4320 Target kicks like a mule whenever he hears his name  
4321 Target knows the first name of everyone now within 100 yards  
4322 Target laughs disconcertingly when he is injured  
4323 Target laughs like a hyena at the sight of blood  
4324 Target laughs like a madman in the presence of royalty  
4325 Target laughs like a madman whenever he's hit by magic  
4326 Target leaps 90' straight up and lands without harm  
4327 Target learns 1d3 languages during the next 2 months  
4328 Target leaves no footprints for d8 weeks  
4329 Target leaves strange, disquieting odors in his wake  
4330 Target leaves wet footprints wherever he goes  
4331 Target left a fire in his fireplace; house is now ablaze  
4332 Target levitates 1' above ground, retains normal Movement Rate  
4333 Target levitates 20' for d3 turns  
4334 Target levitates slightly when he's hit by magic  
4335 Target looks and sounds different to each creature viewing him  
4336 Target looks like a badly decayed corpse while he's asleep  
4337 Target looks like a murder victim while he's asleep  
4338 Target loses 1 HP/round until dying as on Negative Material  
4339 Target loses 1 Level/Hit Die per day until becoming Juju zombie  
4340 Target loses 1d4 additional hit points from all fire damage  
4341 Target loses 1d4 fewer hit points from all fire damage  
4342 Target loses 2d4 Experience Levels (and appropriate abilities)  
4343 Target loses access to a school of magic till he rises a level  
4344 Target loses access to ALL knowledge held in his mind  
4345 Target loses access to one school of magic  
4346 Target loses all depth perception; missile attacks at -10  
4347 Target loses all proficiency in all weapons  
4348 Target loses d4 HP whenever he tries to cast a spell  
4349 Target loses hair and all facial features, but retains senses  
4350 Target loses one hit point each time he tells a lie  
4351 Target loses one hit point per hour  
4352 Target loses one point of Constitution each day  
4353 Target loses power of autonomic breathing  
4354 Target loses stereophonic hearing: -1 penalty on Surprise rolls  
4355 Target loses the ability to Read/Write a random language  
4356 Target loses the sense of smell  
4357 Target loses the sense of taste  
4358 Target loses the sense of touch  
4359 Target loses/gains spellcasting ability for d6 days  
4360 Target makes enemies easily; -2 to all reaction rolls  
4361 Target may be turned, as 1 Hit Die Undead, for next 6 rounds  
4362 Target may call down one 3HD lightning bolt per day; no Saves  
4363 Target may cast any spells currently memorized by caster  
4364 Target may Command one being; it must obey as far as it is able  
4365 Target may Teleport without Error twice  
4366 Target melts over next d6 rounds unless Remove Curse is cast  
4367 Target metamorphoses into a Bodak over next d6 months  
4368 Target mimics the facial features of each person he touches  
4369 Target mistakenly Gated by a random Outer Plane being  
4370 Target mistakenly Gates a random Outer Planes being  
4371 Target mistakenly Gates himself to a random Outer Plane

4372 Target moves as though he is underwater  
4373 Target moves d10 rounds into future; loses intervening rounds  
4374 Target must eat 2x the normal amount of food to be nourished  
4375 Target must graze like a cow for food  
4376 Target must roll a STR check: if successful, he gains 1d4 STR  
4377 Target must roll for System Shock for each wound or pass out  
4378 Target must Save vs Death AND Spell or become a Lich  
4379 Target must Save vs Death or be disintegrated  
4380 Target must Save vs Death or implode and perish  
4381 Target must Save vs Death or turn inside out and die instantly  
4382 Target must Save vs Death or turn into a snowman  
4383 Target must Save vs Disintegration or be disintegrated  
4384 Target must Save vs Petrification or turn to diamond  
4385 Target must Save vs Poison, or all of target's blood coagulates  
4386 Target never misplaces his possessions  
4387 Target never needs to bathe to remain clean  
4388 Target no longer feels hunger and must be reminded to eat  
4389 Target no longer has to move his mouth in order to speak  
4390 Target no longer needs to breathe (as Ioun Stone)  
4391 Target no longer throws a shadow  
4392 Target omniscient for 1 round then forgets everything  
4393 Target only needs to eat once per week  
4394 Target perceives creatures to be facing 180( from/toward him  
4395 Target perceives hidden demonic meaning in everyday events  
4396 Target perceives sculptures to portray only horrifying images  
4397 Target permanently affected as by Nahal's Nonsensical Nullifier  
4398 Target permanently gains +1 to DEX  
4399 Target polymorphs into a frog (retains attributes)  
4400 Target polymorphs into a frog-sized human (retains attributes)  
4401 Target polymorphs into a human-sized frog (retains attributes)  
4402 Target polymorphs into a physical duplicate of his worst enemy  
4403 Target polymorphs into an orangutan  
4404 Target polymorphs randomly  
4405 Target polymorphs randomly every d4 hours  
4406 Target polymorphs randomly every time it hears its name  
4407 Target polymorphs randomly, permanently; Wishes have no effect  
4408 Target Possesses caster for d10 rounds  
4409 Target professes intense jealousy of an imaginary sibling  
4410 Target punches himself in the jaw: 50% to knock himself out  
4411 Target punches the person standing nearest to him  
4412 Target questions himself before using magic: +4 to Casting Time  
4413 Target radiates antilife; drains 1 HP/round from all within 10'  
4414 Target raises a d10 yard radius hemisphere of stone from ground  
4415 Target randomly teleported 1 mile (N,S,E,W,NE,SE,SW,NW)  
4416 Target realizes that the universe was born in a huge explosion  
4417 Target realizes that the universe was hatched from a giant egg  
4418 Target receives Shocking Grasp from next creature he touches  
4419 Target reeks of ammonia whenever he's hit by magic  
4420 Target refuses to admit that anything occurred before his birth  
4421 Target refuses to talk for 1d10+10 rounds after seeing magic  
4422 Target regains all spells he cast within last 24 hours  
4423 Target regenerates 1 HP/round for the next 20+d20 rounds  
4424 Target remembers the name of everyone he meets  
4425 Target renounces magic until he's next affected by a spell  
4426 Target rises on a column of stone 100' into the air  
4427 Target roars like a lion after particularly good meals  
4428 Target roars like a lion when angered  
4429 Target Saves vs Death or becomes flesh-hued ooze (ie grey ooze)  
4430 Target Saves vs Death or skull shrinks by half, causing death  
4431 Target Saves vs Magic or becomes a duplicate of the caster

4432 Target Saves vs petrify or petrifies on seeing his reflection  
4433 Target Saves vs Petrify or turns to clay  
4434 Target Saves vs Petrify or turns to glass  
4435 Target Saves vs Petrify or turns to ice  
4436 Target Saves vs Petrify or turns to lifeless diamond  
4437 Target Saves vs Petrify or turns to mithril  
4438 Target Saves vs Petrify or turns to mud  
4439 Target Saves vs Petrify or turns to non-sentient platinum  
4440 Target Saves vs Petrify or turns to sentient gold  
4441 Target Saves vs Petrify or turns to steel  
4442 Target Saves vs Petrify or turns to wood  
4443 Target sealed in a bubble which air cannot penetrable  
4444 Target seeks his long lost twin sibling (who might not exist)  
4445 Target seems to speak in the voice of each who hears him  
4446 Target seems untrustworthy; suffers -3 on Reaction Rolls  
4447 Target seems vaguely familiar to everyone who meets him  
4448 Target seems very trustworthy; receives +3 on Reaction Rolls  
4449 Target sees all others to be affected by Nonsensical Nullifier  
4450 Target sees everything backward like a mirror image  
4451 Target sees into the Ethereal Plane but can't see in the Prime  
4452 Target sees omens of the pending apocalypse in everyday events  
4453 Target sees perfectly in the dark but is blind in the light  
4454 Target sees strange figures out of the corner of his eye  
4455 Target sees the plane tapped by magic; WIS check or go nuts  
4456 Target sees through caster's eyes and vice versa  
4457 Target shatters into countless little cubes; reforms in 1 turn  
4458 Target sheds his skin like a snake every d6 days  
4459 Target sheds tears every time he's hit by magic  
4460 Target shines like a lighthouse beacon when he is asleep  
4461 Target shouts profanity in the presence of royalty  
4462 Target shows no reflection in mirrors  
4463 Target shrinks by 10% for every 10% of his hit points he loses  
4464 Target sinks into ground up to his knees  
4465 Target sinks into the ground up to his ankles for d6 rounds  
4466 Target sinks into the ground up to his chest for d6 rounds  
4467 Target sinks into the ground up to his neck for d6 rounds  
4468 Target sinks into the ground up to his waist for d6 rounds  
4469 Target skips every other round for next 1+1d20 rounds  
4470 Target smells like a badly decayed corpse while he's asleep  
4471 Target smells like a skunk for the spell's duration  
4472 Target smells of roses and lavender while he sleeps  
4473 Target smells strongly of blood in the presence of vampires  
4474 Target smells strongly of garlic in the presence of vampires  
4475 Target sneezes 1d6 rounds; may cast no spells until it passes  
4476 Target sneezes whenever he hears his name  
4477 Target speaks an unknown tongue for 1 turn after seeing magic  
4478 Target speaks gibberish but believes he is speaking Common  
4479 Target speaks in a whisper whenever he tells a lie  
4480 Target speaks in rhyme; spellcasting impossible  
4481 Target speaks in three-part harmony for d8 turns  
4482 Target speaks through his ears and hears through his mouth  
4483 Target spends 24 hours in hell: gains a level when he returns  
4484 Target spins like a top for d6 rounds; DEX check or fall over  
4485 Target spontaneously combusts; loses 1d4 HP/round until death  
4486 Target sprouts butterfly wings (Fl 6, MC C); remain for d6 days  
4487 Target sprouts deer antlers  
4488 Target sprouts elephant ears  
4489 Target sprouts feathers  
4490 Target sprouts giraffe horns  
4491 Target sprouts leaves; may be pruned without harm

4492 Target sprouts new, useless appendage  
4493 Target sprouts rabbit ears  
4494 Target squeaks like a mouse when he is frightened  
4495 Target struck as by Magic Missile each time he hears his name  
4496 Target stutters through time, existing only every other round  
4497 Target suddenly finds himself standing within an igloo  
4498 Target suffers Blindness  
4499 Target suffers full effect of the intended spell: no Save  
4500 Target suffers great embarrassment whenever he's hit by magic  
4501 Target suffers insomnia; can't sleep for next 5d4 days  
4502 Target suffers real damage illusions cause him for 24 hours  
4503 Target suffers reverse of magical healing efforts for d4 days  
4504 Target suffers reversed effect of the intended spell: no Save  
4505 Target swaps personae with the next sentient weapon he touches  
4506 Target sweats acid, destroying clothes but not harming him  
4507 Target sweats profusely in the presence of royalty  
4508 Target takes full possible damage from attacks by the caster  
4509 Target takes illusory damage next 2d10 rounds; doesn't know it  
4510 Target takes least possible damage from attacks by the caster  
4511 Target takes normal damage from illusions for next 2d10 rounds  
4512 Target teleports (in Assassin's gear) to the nearest castle  
4513 Target teleports 1 mile; stone replica appears in his place  
4514 Target teleports 1d100 feet down, displacing any obstructions  
4515 Target teleports 1d6 miles straight up  
4516 Target teleports anywhere, anytime, randomly  
4517 Target teleports into caster's home  
4518 Target teleports into his own home  
4519 Target teleports into nearest hollow but standing tree  
4520 Target teleports into nearest Monastery  
4521 Target teleports into the bathing pool of the nearest nymph  
4522 Target teleports into the lair of the nearest medusa  
4523 Target teleports into the nearest cave  
4524 Target teleports into the nearest prison  
4525 Target teleports into the nearest shark's stomach  
4526 Target teleports onto the branches of the nearest tree  
4527 Target teleports randomly whenever he hears or speaks his name  
4528 Target teleports to his current location when he says his name  
4529 Target teleports to nearest dragon's horde for 1d8 rounds  
4530 Target teleports to the 3d6th layer of the Abyss  
4531 Target teleports to the bottom of the sea  
4532 Target teleports to the lair of the tarrasque  
4533 Target teleports to the nearest convent  
4534 Target teleports to the place from which he last teleported  
4535 Target teleports to the place he slept the previous night  
4536 Target teleports to the place of his birth, returns in d4 days  
4537 Target teleports to within 10' of nearest Lich  
4538 Target thinks a nearby king is a clone of himself  
4539 Target thinks a nearby king is reincarnated from a dead dragon 4540 Target

thinks all non-demihuman humanoids have been polymorphed  
4541 Target thinks any Illusions he casts are real for next 24 hours  
4542 Target thinks demons hound him at every turn  
4543 Target thinks dragons are allies who've been polymorphed  
4544 Target thinks Ethereal monsters are all around him  
4545 Target thinks every town he enters is the town of his birth  
4546 Target thinks every weapon he wields is intelligent  
4547 Target thinks everyone around him is dreaming  
4548 Target thinks everyone he meets looks vaguely familiar  
4549 Target thinks everyone who speaks Common is speaking gibberish  
4550 Target thinks everything he does is part of a holy quest

4551 Target thinks everything is invisible when he closes his eyes  
4552 Target thinks he can cause death with a touch  
4553 Target thinks he can change his skin color like a chameleon  
4554 Target thinks he can command undead  
4555 Target thinks he can communicate with inanimate objects at will  
4556 Target thinks he can control others by chanting "blinky"  
4557 Target thinks he exists only in the dreams of others  
4558 Target thinks he has been Geased by a high-level cleric  
4559 Target thinks he has been poisoned  
4560 Target thinks he has been polymorphed  
4561 Target thinks he has been polymorphed into his current form  
4562 Target thinks he has been Summoned here by powerful magic  
4563 Target thinks he has journeyed here from the distant future  
4564 Target thinks he has just returned from 24 hours spent in hell  
4565 Target thinks he has just returned from a pilgrimage  
4566 Target thinks he has only twenty minutes to live  
4567 Target thinks he has recently committed a horrible crime  
4568 Target thinks he has recently offended some god of Death  
4569 Target thinks he has shrunken to half his height  
4570 Target thinks he invented magic  
4571 Target thinks he is a clone of someone else  
4572 Target thinks he is a deity  
4573 Target thinks he is a deity when in the presence of royalty  
4574 Target thinks he is a demon in mortal form  
4575 Target thinks he is a demon possessing himself  
4576 Target thinks he is a dragon who's forgotten how to polymorph  
4577 Target thinks he is a flesh golem  
4578 Target thinks he is affected by the spell Haste  
4579 Target thinks he is affected by the spell Slow  
4580 Target thinks he is after Them (whoever They are)  
4581 Target thinks he is an avatar of a minor deity  
4582 Target thinks he is an elemental  
4583 Target thinks he is an emperor with in the presence of royalty  
4584 Target thinks he is an illusion  
4585 Target thinks he is as beautiful as a nymph  
4586 Target thinks he is at death's door  
4587 Target thinks he is being tested by his deity  
4588 Target thinks he is bleeding at a tremendous rate  
4589 Target thinks he is blessed with eternal youth  
4590 Target thinks he is bound by a demonic pact  
4591 Target thinks he is controlled by someone  
4592 Target thinks he is covered with ants  
4593 Target thinks he is currently living in a past life  
4594 Target thinks he is deeply in love with one of his allies  
4595 Target thinks he is destined to be king  
4596 Target thinks he is drowning  
4597 Target thinks he is fated to be slain by his own son  
4598 Target thinks he is hunted by religious zealots  
4599 Target thinks he is immortal  
4600 Target thinks he is immune to fire  
4601 Target thinks he is insane  
4602 Target thinks he is laboring under some horrible curse  
4603 Target thinks he is literally the center of the universe  
4604 Target thinks he is married (or single, if he's married)  
4605 Target thinks he is next in line for the nearest throne  
4606 Target thinks he is on a quest to find his real parents  
4607 Target thinks he is possessed by a demon  
4608 Target thinks he is the product of a mirror of opposition  
4609 Target thinks he is the reincarnation of a long-dead king  
4610 Target thinks he is the reincarnation of his own dead clone

4611 Target thinks he is untrustworthy  
4612 Target thinks he just forgot the meaning of life  
4613 Target thinks he knows an ancient and forgotten language  
4614 Target thinks he knows how to swallow swords  
4615 Target thinks he knows the first name of everyone he meets  
4616 Target thinks he knows where to find the Fountain of Youth  
4617 Target thinks he may Teleport at will but cannot  
4618 Target thinks he must avenge the death of an imagined sibling  
4619 Target thinks he owes a favor to some random demon  
4620 Target thinks he owns and rules the surrounding property  
4621 Target thinks he owns and rules the surrounding property  
4622 Target thinks he plays a pivotal roll in the fate of the world  
4623 Target thinks he recently passed a Mirror of Opposition  
4624 Target thinks he regenerates like a troll  
4625 Target thinks he sees a pile of gold from the corner of his eye  
4626 Target thinks he sees a Red Dragon from the corner of his eye  
4627 Target thinks he sees himself from the corner of his eye  
4628 Target thinks he sees his worst foe from the corner of his eye  
4629 Target thinks he used to be immortal  
4630 Target thinks he was omnipotent in a past life  
4631 Target thinks he was Siamese twins in a past life  
4632 Target thinks he was slain by the caster in a past life  
4633 Target thinks he was the caster in a past life  
4634 Target thinks he will automatically resurrect when he is slain  
4635 Target thinks he will die unless he burns his principal weapon  
4636 Target thinks he will die with the next spell that hits him  
4637 Target thinks he will die with the next Wild Surge he witnesses  
4638 Target thinks he will turn to a wolf under the next full moon  
4639 Target thinks he'll be immortal again later  
4640 Target thinks he's the only one in the world who can use magic  
4641 Target thinks himself to be his own clone  
4642 Target thinks himself to be invisible, despite what anyone says  
4643 Target thinks himself to be two people (1 Lawful/1 Good, etc)  
4644 Target thinks his allies are dead  
4645 Target thinks his allies are dragons in humanoid form  
4646 Target thinks his allies are hiding his principal weapon  
4647 Target thinks his allies are mocking him  
4648 Target thinks his allies are polymorphed orcs or goblins  
4649 Target thinks his allies can resurrect him if he's slain  
4650 Target thinks his allies cannot see him, whatever they say  
4651 Target thinks his allies distrust his use of magic  
4652 Target thinks his allies don't take him seriously  
4653 Target thinks his allies fear him  
4654 Target thinks his allies revere him as a god  
4655 Target thinks his allies should revere him as a god  
4656 Target thinks his allies suspect him of being undead  
4657 Target thinks his allies suspect him of plotting against them  
4658 Target thinks his allies think he plans to use them as undead  
4659 Target thinks his allies think he's crazy  
4660 Target thinks his allies think he's dead  
4661 Target thinks his allies will kill him if he's hit by a spell  
4662 Target thinks his allies will kill him unless he's hit by magic  
4663 Target thinks his birth was prophesized by an obscure religion  
4664 Target thinks his clothing is alive and is out to get him  
4665 Target thinks his enemies are all immortal  
4666 Target thinks his enemies are also his allies  
4667 Target thinks his mouth can store things like a bag of holding  
4668 Target thinks his name is Lord (Lady) So-and-So the Magnificent  
4669 Target thinks his touch can cure illness  
4670 Target thinks his touch can cure leather

4671 Target thinks his touch can heal injuries  
4672 Target thinks his touch turns metal into gold  
4673 Target thinks his weapon is an ancient and powerful artifact  
4674 Target thinks his weapon is cursed  
4675 Target thinks his weapon is plotting against him  
4676 Target thinks immorality will grant him immortality  
4677 Target thinks it is twenty degrees cooler than it really is  
4678 Target thinks it is twenty degrees hotter than it really is  
4679 Target thinks one of his allies is deeply in love with him  
4680 Target thinks pack animals are unreliable and will not use them  
4681 Target thinks some random demon owes him a favor  
4682 Target thinks that air is poisonous  
4683 Target thinks that all werewolves are just angry dogs  
4684 Target thinks that all wolves and dogs are werewolves  
4685 Target thinks that dirt is an aphrodisiac  
4686 Target thinks that fire heals injury  
4687 Target thinks that he has enlarged by 50%  
4688 Target thinks that he has shrunken by 50%  
4689 Target thinks that he left a fire burning in his fireplace  
4690 Target thinks that his body is sand and must not get wet  
4691 Target thinks that his body will rust if it gets wet  
4692 Target thinks that his clothes are alive & trying to choke him  
4693 Target thinks that his clothes are wise & trying to advise him  
4694 Target thinks that ice is more precious than diamond  
4695 Target thinks that magic is actually impossible  
4696 Target thinks that something is breathing down his neck  
4697 Target thinks that spellbooks are edible and very tasty  
4698 Target thinks that the stars are getting closer all the time  
4699 Target thinks that water is in short supply and must be hoarded  
4700 Target thinks that water is poisonous  
4701 Target thinks that water turns to diamond at 32( Farenheit  
4702 Target thinks that, somewhere, his clone has become sentient  
4703 Target thinks They (whoever They are) are after him  
4704 Target throws a monster's shadow  
4705 Target transmits a non-magical disease to whomever he touches  
4706 Target triggers Surges in next d6 spells cast at or by him  
4707 Target tumbles through rift into alternate Prime Material Plane  
4708 Target tumbles through rift into Elemental Air  
4709 Target tumbles through rift into Elemental Earth  
4710 Target tumbles through rift into Elemental Fire  
4711 Target tumbles through rift into Elemental Water  
4712 Target turns ethereal for 2d4 rounds  
4713 Target turns ethereal when reduced to 5 hit points  
4714 Target turns inside out; Saves vs Death to resist effect or dies  
4715 Target turns into an ambulatory plant of similar shape  
4716 Target turns into caster under every Full Moon  
4717 Target turns into granite  
4718 Target turns into iron  
4719 Target turns into wood  
4720 Target turns invisible and is rendered mute  
4721 Target turns invisible when he closes his eyes  
4722 Target turns to a statue while he sleeps and reverts on waking  
4723 Target turns to glass for d4 rounds  
4724 Target turns to iron d6 rounds; retains mobility and HP (AC -4)  
4725 Target turns to sand  
4726 Target turns to smoke each time he comes within 10' of flame  
4727 Target turns to steam under every Full Moon  
4728 Target turns to stone  
4729 Target turns to stone and reverts every other round  
4730 Target turns to stone every dusk; reverts every dawn



4731 Target understands the universe a little better: +1 to Wisdom  
4732 Target vanishes at next sunrise until subsequent sunset  
4733 Target vanishes at next sunset until subsequent sunrise  
4734 Target vanishes until caster casts the same spell again  
4735 Target vanishes until caster gains a level  
4736 Target vanishes until caster speaks his own name  
4737 Target vanishes until caster suffers damage  
4738 Target vanishes until caster triggers another wild surge  
4739 Target vanishes until caster uses a randomly chosen spell  
4740 Target vanishes until next sunrise  
4741 Target vanishes until next sunset  
4742 Target vanishes until someone in the area is slain  
4743 Target vanishes until someone speaks his name  
4744 Target vanishes when he falls asleep; reappears on waking  
4745 Target vanishes while asleep; reappears when he wakes  
4746 Target vanishes, leaving a dead clone of the caster instead  
4747 Target vanishes, leaving a Delayed Blast Fireball of 2X his HD  
4748 Target vanishes, leaving a dessicated corpse in his place  
4749 Target vanishes, leaving a patch of scorched earth in his place  
4750 Target vanishes, leaving a rust monster in his place  
4751 Target vanishes, leaving a small marble replica of him behind  
4752 Target vanishes, leaving a worthless treasure map in his place  
4753 Target vanishes, leaving caster's nearest relative in his place  
4754 Target vanishes, leaving earth elemental of equal HD behind  
4755 Target vanishes, leaving his equipment behind  
4756 Target vanishes, leaving the caster in his place  
4757 Target vanishes, leaving the smell of brimstone behind  
4758 Target vanishes; caster's next Summoning summons target instead  
4759 Target vanishes; reappears d4 hours later  
4760 Target wakes at dawn and falls asleep at dusk  
4761 Target wakes each morning already standing  
4762 Target wakes each morning and crows like a rooster  
4763 Target wakes each morning at the bottom of a small crater  
4764 Target wakes each morning blood-soaked as from a vicious battle  
4765 Target wakes each morning clutching a small stuffed bear  
4766 Target wakes each morning covered by honey and ants  
4767 Target wakes each morning covered by peas and carrots  
4768 Target wakes each morning covered by severed human ears  
4769 Target wakes each morning covered by small lizards  
4770 Target wakes each morning covered by soft, newly-grown moss  
4771 Target wakes each morning covered with cobwebs  
4772 Target wakes each morning covered with snow  
4773 Target wakes each morning covered with spiders  
4774 Target wakes each morning entangled by overgrown grass  
4775 Target wakes each morning ethereal; takes 1d4-1/2 hours to reform  
4776 Target wakes each morning facing north  
4777 Target wakes each morning half-sunken into the ground  
4778 Target wakes each morning in a giant toad's mouth  
4779 Target wakes each morning in a tree  
4780 Target wakes each morning in an unfamiliar location  
4781 Target wakes each morning in an unfamiliar position  
4782 Target wakes each morning levitating 10 feet above the ground  
4783 Target wakes each morning more tired than the night before  
4784 Target wakes each morning naked, clothes hanging in a tall tree  
4785 Target wakes each morning naked, clothes neatly folded nearby  
4786 Target wakes each morning naked, clothes nowhere to be found  
4787 Target wakes each morning naked, clothes standing nearby  
4788 Target wakes each morning naked, clothes torn to shreds  
4789 Target wakes each morning seated in the lotus position  
4790 Target wakes each morning singing an opera

4791 Target wakes each morning soaking wet as from a rainstorm  
4792 Target wakes each morning standing on his head  
4793 Target wakes each morning standing on somebody else's head  
4794 Target wakes each morning thinking he is still asleep  
4795 Target wakes each morning thinking he was just attacked  
4796 Target wakes each morning tied in ropes, vines, or the like  
4797 Target wakes each morning with a toad in his mouth  
4798 Target wakes each morning with a toe in his mouth  
4799 Target wakes each morning with clothes burned as if by acid  
4800 Target wakes each morning with clothes smoking as ion fire  
4801 Target wakes each morning with his clothes on backwards  
4802 Target wakes each morning with his clothing frozen solid  
4803 Target wakes each morning within a patch of scorched earth  
4804 Target was Cloned d4 times eight months ago  
4805 Target's ability scores equal one ability, determined randomly  
4806 Target's actions may be disbelieved as illusions  
4807 Target's age cycle reverses and doubles: begins aging backwards  
4808 Target's age decreases two years for every Hit Point he loses  
4809 Target's age fluctuates  $\pm$ d20 years each day  
4810 Target's age is doubled  
4811 Target's age is reduced by 1d20 years  
4812 Target's age is reduced by one half  
4813 Target's aging rate doubles each round; dies within the hour  
4814 Target's alignment cannot be detected by magic  
4815 Target's alignment changes randomly each hour  
4816 Target's alignment reads as evil when detected by magic  
4817 Target's alignment seems different to each person checking it  
4818 Target's allies think that he plans to use them as slaves  
4819 Target's and nearest person of Noble status exchange clothing  
4820 Target's apparent CHA to one member of opposite sex is halved  
4821 Target's apparent CHA to one member of the opposite sex doubles  
4822 Target's apparent CHA to opposite sex is raised to 19  
4823 Target's apparent CHA to opposite sex is reduced to 1  
4824 Target's appearance changes to that of a zombie  
4825 Target's armor (or metal gear) heats to 5d1000( for d10 rounds  
4826 Target's armor and weapons become ethereal for d10 rounds  
4827 Target's armor turns to silk (AC 10)  
4828 Target's armor turns to snow  
4829 Target's armor turns to steam  
4830 Target's armor turns to wood  
4831 Target's armor/clothing leaps from target and is sentient  
4832 Target's arms and legs exchange places  
4833 Target's arms are broken  
4834 Target's arms become rubbery like tentacles  
4835 Target's arms become tentacles  
4836 Target's arms begin flapping like a dragonfly's wings  
4837 Target's arms disappear; hands are attached to shoulders  
4838 Target's arms elongate like those of an ape  
4839 Target's arms elongate to 1 1/2 times their normal length  
4840 Target's arms shrink to 1/2 their normal length  
4841 Target's arms start bludgeoning him; 1d4 HP each per round  
4842 Target's arms tie themselves in a knot  
4843 Target's arms try to strangle him  
4844 Target's arms turn into wings like a dragonfly's  
4845 Target's arms turn into wings like a sparrow's  
4846 Target's arms turn to dorsal fins  
4847 Target's arms turn to snakes and attack him  
4848 Target's arms turn to tree branches  
4849 Target's arms vanish  
4850 Target's astral form leaves his body whenever he's hit by magic

4851 Target's astral form pushed from body for 1d8 days  
4852 Target's attacks damage him but do not damage intended victim  
4853 Target's attribute scores are shuffled  
4854 Target's attribute scores shuffle randomly each day  
4855 Target's attribute scores shuffle randomly each hour  
4856 Target's auditory perceptions are inverted, left-to-right  
4857 Target's bare footprints blight the ground  
4858 Target's belongings are teleported into the nearest cave  
4859 Target's best attribute score is exchanged for his worst  
4860 Target's blood and internal organs turn invisible  
4861 Target's blood boils; CON check at -d4 and Save vs Death or die  
4862 Target's blood causes strange plants to grow where it is spilt  
4863 Target's blood freezes; CON check and Save vs Death or die  
4864 Target's blood glows like embers when it is spilt  
4865 Target's blood has the power to close the wounds of others  
4866 Target's blood hisses like steam when it strikes the ground  
4867 Target's blood howls like a cat when it is spilt  
4868 Target's blood is acidic, corroding weapons which cut him  
4869 Target's blood is flammable  
4870 Target's blood scorches the ground where it is spilt  
4871 Target's blood scribes runes into the ground where it is spilt  
4872 Target's blood seems thick and gummy when it is spilt  
4873 Target's blood smells like skunk musk  
4874 Target's blood teleported out of his body  
4875 Target's blood turns to acid but functions normally  
4876 Target's blood turns to chocolate as it leaves his body  
4877 Target's blood turns to gold where it is spilt  
4878 Target's blood turns to lava  
4879 Target's blood turns to mercury  
4880 Target's blood turns to milk  
4881 Target's blood turns to sand  
4882 Target's blood turns to soap  
4883 Target's blood turns to Universal Solvent  
4884 Target's body appears to face opposite direction  
4885 Target's body becomes a Gate to a Lower Outer Plane  
4886 Target's body becomes a humanoid mirror; immune to gaze attacks  
4887 Target's body becomes hollow and skin turns to 1/4" steel  
4888 Target's body except circulatory system turns transparent  
4889 Target's body except his circulatory system turns invisible\*  
4890 Target's body except his digestive system turns invisible\*  
4891 Target's body except his muscular system turns invisible\*  
4892 Target's body except his nervous system turns invisible\*  
4893 Target's body except his respiratory system turns invisible\*  
4894 Target's body explodes into a swarm of nonmagical killer bees  
4895 Target's body is fireproof; takes damage but will not combust  
4896 Target's body is stricken numb whenever he's hit by magic  
4897 Target's body is transmuted to an equal volume of gold  
4898 Target's body seems to have no muscle; skin sags from his bones  
4899 Target's body shrinks by 75%, but his head remains normal sized  
4900 Target's body temperature falls d20( for d10 rounds  
4901 Target's body temperature rises d10( for d20 rounds  
4902 Target's body turns matte-black, but his shadow is full-color  
4903 Target's body turns to a coherent, ambulatory water-form  
4904 Target's bones are adamantite; max. 1 HP damage from bludgeons  
4905 Target's bones are glass; min. 8 HP damage from bludgeonings  
4906 Target's bones become as flexible as rubber  
4907 Target's bones become glass; shatter when stuck for 2 HP damage  
4908 Target's bones become mithral; gains -1 to bludgeoning damage  
4909 Target's bones glow in the dark (through his skin)  
4910 Target's bones turn to ice; collapses in d10 rounds

4911 Target's boots advise him on personal matters  
4912 Target's boots allow him to walk on water with every other step  
4913 Target's boots allow the wearer to climb trees like a monkey  
4914 Target's boots allow the wearer to go without sleep  
4915 Target's boots allow the wearer to kick like a mule  
4916 Target's boots appear to be made of leathered human skin  
4917 Target's boots are affected as by the spell Frisky Chest  
4918 Target's boots are affected as by the spell Grease  
4919 Target's boots are coveted by invertebrates  
4920 Target's boots are restored to better-than-new condition  
4921 Target's boots become sentient  
4922 Target's boots blare like trumpets as they are removed  
4923 Target's boots bray like mules when used to kick  
4924 Target's boots cannot be removed by him  
4925 Target's boots cannot be removed in daylight  
4926 Target's boots cannot be removed under moonlight  
4927 Target's boots chase cats whenever they are near  
4928 Target's boots clang like cymbals when he walks on grass  
4929 Target's boots each weigh as much as the wearer  
4930 Target's boots fill with coal  
4931 Target's boots fill with fleas and ticks  
4932 Target's boots fill with nails and tacks  
4933 Target's boots have false bottoms which may conceal small items  
4934 Target's boots have the power to regenerate severed feet  
4935 Target's boots induce shaking palsy in any who wear them  
4936 Target's boots make the wearer appear to have leprosy  
4937 Target's boots make the wearer seem to weigh 2X what he does  
4938 Target's boots make the wearer tingle with pins and needles  
4939 Target's boots may be sold for 10X their actual value  
4940 Target's boots must be fed daily or they refuse to walk  
4941 Target's boots mutter obscenities with every step  
4942 Target's boots protect the wearer from fear  
4943 Target's boots race off toward their place of manufacture  
4944 Target's boots resent being walked all over  
4945 Target's boots ring like church bells when he's hit by magic  
4946 Target's boots seem red-hot to anyone else touching them  
4947 Target's boots shine like beacons after twilight  
4948 Target's boots snuff any fire he steps upon  
4949 Target's boots take root  
4950 Target's boots tickle any feet within them  
4951 Target's boots triple their size  
4952 Target's boots turn to paper  
4953 Target's boots turn to tennis shoes  
4954 Target's boots vanish and reappear, one inside the other  
4955 Target's brain swells; Save vs Death or die (if passed, INT +1)  
4956 Target's breath coats objects with frost  
4957 Target's Charisma increases by  $(18 - \text{present CHA}) / 2$   
4958 Target's Charisma increases by 1d6 for 1d10 days  
4959 Target's Charisma increases by 3 when naked  
4960 Target's Charisma increases by 6 when he's struck by magic  
4961 Target's Charisma is increased by 1 for 1d4 turns  
4962 Target's Charisma is reduced by 1d6 for 1d6 days  
4963 Target's Charisma is reduced by 3  
4964 Target's Charisma is rerolled every morning  
4965 Target's Charisma rises to 19 while in the presence of royalty  
4966 Target's Charisma tumbles to 2d4 in the presence of royalty  
4967 Target's chest cavity becomes invisible except for his heart  
4968 Target's circulatory system appears on the surface of his skin  
4969 Target's circulatory system appears to be 5 feet ahead of him  
4970 Target's circulatory system is emptied of all contents

4971 Target's circulatory system leaps from his body; he is unharmed  
4972 Target's circulatory system seems to be outside of his body  
4973 Target's circulatory system straightens to its full length  
4974 Target's clavicles become Ethereal  
4975 Target's cloak becomes a Cloaker  
4976 Target's clothing and/or armor are absorbed into his body  
4977 Target's clothing animates as a 3HD monster and attacks him  
4978 Target's clothing animates when exposed to sunlight  
4979 Target's clothing becomes animated and sentient  
4980 Target's clothing becomes Evil, and radiates as such  
4981 Target's clothing becomes filthy the instant he puts it on  
4982 Target's clothing becomes infested with lice  
4983 Target's clothing bonds with his skin  
4984 Target's clothing disintegrates when it is removed  
4985 Target's clothing fuses into one solid mass as hard as iron  
4986 Target's clothing has the same effect as a displacer cloak  
4987 Target's clothing is affected by the spell Timelessness  
4988 Target's clothing is Held immobile for 1d100 rounds  
4989 Target's clothing is suddenly soaked in blood  
4990 Target's clothing itches (+2 to initiative)  
4991 Target's clothing levitates at a rate of 100 yards per round  
4992 Target's clothing looks like it's been shredded  
4993 Target's clothing melts from his body like ice  
4994 Target's clothing provides 15% Magic Resistance  
4995 Target's clothing shrieks like a Shrieker  
4996 Target's clothing shrinks to one-half its size  
4997 Target's clothing smells like a zombie has been wearing it  
4998 Target's clothing smells like carrion to all of INT 5 or less  
4999 Target's clothing stinks like sewage  
5000 Target's clothing suddenly weighs 500 pounds  
5001 Target's clothing triples in size  
5002 Target's clothing turns around and runs away with him  
5003 Target's clothing turns inside out  
5004 Target's clothing turns invisible to members of opposite sex  
5005 Target's clothing turns invisible under moonlight  
5006 Target's clothing turns invisible when he's hit by magic  
5007 Target's clothing turns pitch black at twilight  
5008 Target's clothing turns to acid  
5009 Target's clothing turns to an exquisitely tailored tuxedo  
5010 Target's clothing turns to blood  
5011 Target's clothing turns to bone  
5012 Target's clothing turns to cobweb  
5013 Target's clothing turns to fiberglass  
5014 Target's clothing turns to flowers  
5015 Target's clothing turns to green slime  
5016 Target's clothing turns to honey  
5017 Target's clothing turns to ice  
5018 Target's clothing turns to lead  
5019 Target's clothing turns to one-piece full field plate armor  
5020 Target's clothing turns to other, inappropriate clothing  
5021 Target's clothing turns to paper  
5022 Target's clothing turns to pitch  
5023 Target's clothing turns to skin  
5024 Target's clothing turns to snow  
5025 Target's clothing turns to Sovereign Glue  
5026 Target's clothing turns to steam  
5027 Target's clothing turns to steel wool  
5028 Target's clothing turns to stone  
5029 Target's clothing turns to thick oak bark  
5030 Target's clothing turns to tight-fitting chain mail

5031 Target's clothing turns to water  
5032 Target's clothing turns to wood  
5033 Target's clothing turns to woven grass  
5034 Target's clothing turns to woven human hair  
5035 Target's clothing turns to woven magnesium filaments  
5036 Target's clothing turns upside-down  
5037 Target's clothing twists and constricts his movement  
5038 Target's coinage assembles into an intricate 3-D collage  
5039 Target's coinage becomes worthless  
5040 Target's coinage teleports into a random ally's possession  
5041 Target's coinage turns invisible  
5042 Target's consciousness is pushed into the body of a random ally  
5043 Target's Constitution is increased by 1 for d4 turns  
5044 Target's Constitution is reduced by d6 for d6 days  
5045 Target's current worst enemy forgives him  
5046 Target's Dexterity increases by 2 when naked  
5047 Target's Dexterity is increased by 1 for d4 turns  
5048 Target's Dexterity is reduced by d6 for d6 days  
5049 Target's digestive system fills with air  
5050 Target's digestive system fills with powdered lead  
5051 Target's digestive system fills with sand  
5052 Target's digestive tract is emptied of all contents  
5053 Target's digestive tract straightens to its full length  
5054 Target's dominant hand ages at twice the normal rate  
5055 Target's dominant hand becomes a foot  
5056 Target's dominant hand becomes a wolf's paw under the full moon  
5057 Target's dominant hand becomes an exact copy of his other hand  
5058 Target's dominant hand becomes covered in cellophane  
5059 Target's dominant hand becomes covered in reptilian scales  
5060 Target's dominant hand becomes Ethereal  
5061 Target's dominant hand becomes gnarled like an ancient oak  
5062 Target's dominant hand becomes immune to normal acid  
5063 Target's dominant hand becomes immune to normal cold  
5064 Target's dominant hand becomes immune to normal fire  
5065 Target's dominant hand becomes magnetized  
5066 Target's dominant hand becomes overly sensitive to heat  
5067 Target's dominant hand becomes paralyzed under the full moon  
5068 Target's dominant hand becomes webbed  
5069 Target's dominant hand bleeds from beneath its fingernails  
5070 Target's dominant hand blisters when it touches metal  
5071 Target's dominant hand burns rapidly when exposed to sunlight  
5072 Target's dominant hand can be detached at will  
5073 Target's dominant hand can grip with a Strength of 20  
5074 Target's dominant hand can handle red-hot metal without injury  
5075 Target's dominant hand can never become dirty  
5076 Target's dominant hand can no longer wear magical rings  
5077 Target's dominant hand can pick locks with a 50% chance  
5078 Target's dominant hand can sense magic in any item it handles  
5079 Target's dominant hand can store and release one spell at will  
5080 Target's dominant hand can strike as hard as iron  
5081 Target's dominant hand can swing from his wrist like a flail  
5082 Target's dominant hand can write in a language unknown to him  
5083 Target's dominant hand cannot touch or be touched by metal  
5084 Target's dominant hand detaches and falls to the ground  
5085 Target's dominant hand develops a highly sensitive touch  
5086 Target's dominant hand doubles in size  
5087 Target's dominant hand explodes, causing 2d10 points of damage  
5088 Target's dominant hand falsely senses magic in items it handles  
5089 Target's dominant hand gains an extra joint on each finger  
5090 Target's dominant hand gestures obscenely

5091 Target's dominant hand grows a finger in its palm  
5092 Target's dominant hand grows a mouth in its palm  
5093 Target's dominant hand grows an eyeball in its palm  
5094 Target's dominant hand grows claws in place of fingernails  
5095 Target's dominant hand halves its size  
5096 Target's dominant hand inflates to a one-foot diameter  
5097 Target's dominant hand is affected by Continual Light  
5098 Target's dominant hand is affected by Spider Climb  
5099 Target's dominant hand is as durable as a steel gauntlet  
5100 Target's dominant hand is burned with an imprint of an amulet  
5101 Target's dominant hand is covered in suggestive tattoos  
5102 Target's dominant hand is detachable  
5103 Target's dominant hand is impervious to small missile weapons  
5104 Target's dominant hand is insulated against electricity  
5105 Target's dominant hand is nowhere to be found  
5106 Target's dominant hand is resistant to cuts and lacerations  
5107 Target's dominant hand is scarred as though immersed in acid  
5108 Target's dominant hand knots in pain whenever he's hit by magic  
5109 Target's dominant hand locks in its current position  
5110 Target's dominant hand loses all feeling  
5111 Target's dominant hand loses all feeling after sunset  
5112 Target's dominant hand provides normal vision in total darkness  
5113 Target's dominant hand radiates magic  
5114 Target's dominant hand remains dry even when immersed in water  
5115 Target's dominant hand resembles a hawk's talon  
5116 Target's dominant hand resembles a horse's hoof  
5117 Target's dominant hand smolders when he's hit by magic  
5118 Target's dominant hand sweats uncontrollably  
5119 Target's dominant hand tries to strangle him  
5120 Target's dominant hand turns invisible to all but him  
5121 Target's dominant hand turns invisible to him  
5122 Target's dominant hand turns the color of whatever it handles  
5123 Target's dominant hand turns to glass  
5124 Target's dominant hand turns to rubber  
5125 Target's dominant hand weighs as much as he does  
5126 Target's dominant hand will not tolerate the wearing of gloves  
5127 Target's ears and eyes exchange places  
5128 Target's ears appear to be on fire but are not  
5129 Target's ears exchange places  
5130 Target's ears exude smoke whenever he thinks  
5131 Target's ears flap like banners whenever he speaks a lie  
5132 Target's ears move to his forehead and to the back of his head  
5133 Target's ears ring whenever someone speaks about him  
5134 Target's ears seal shut; is 95% deaf  
5135 Target's ears turn upside down  
5136 Target's elbows invert; bend in opposite direction  
5137 Target's entire body appears to throb in time with his heart  
5138 Target's entire body is Withered as cleric spell  
5139 Target's entire internal structure become invisible  
5140 Target's entire internal structure seems to be 2 feet away  
5141 Target's eyeballs turn invisible for d6 days  
5142 Target's eyelashes tangle for d6 rounds; -2 ToHit  
5143 Target's eyelashes turn to grass  
5144 Target's eyelids heal shut; he is blinded (-4 ToHit, -4 AC)  
5145 Target's eyes always seem in shadow; can't be blinded by light  
5146 Target's eyes appear to be two empty sockets  
5147 Target's eyes appear to be two tiny heads  
5148 Target's eyes appear to emanate light  
5149 Target's eyes appear to hover about 6 inches in front of him  
5150 Target's eyes become compound like those of a bee

5151 Target's eyes become invisible for d10 rounds  
5152 Target's eyes become Lenses of Minute Seeing  
5153 Target's eyes become pearls but retain normal vision  
5154 Target's eyes become two different colors  
5155 Target's eyes bug out comically when he is startled  
5156 Target's eyes bulge from his skull like those of a fish  
5157 Target's eyes change color every time he blinks  
5158 Target's eyes extend on 12" stalks (-1d10 to Charisma)  
5159 Target's eyes fall out and roll away (regrow in d20 rounds)  
5160 Target's eyes fill with sand when he sleeps  
5161 Target's eyes glow red when he is angry  
5162 Target's eyes glow red when he's hit by magic  
5163 Target's eyes merge like that of a cyclops  
5164 Target's eyes move to the same side of his face; -1 ToHit  
5165 Target's eyes open sideways instead of up and down  
5166 Target's eyes orbit his head like Ioun Stones; vision is normal  
5167 Target's eyes project green light for d4 days  
5168 Target's eyes seem to be aflame when he's hit by magic  
5169 Target's eyes spin clockwise for d4 rounds (-1 ToHit)  
5170 Target's eyes spin counter-clockwise for d4 rounds (-1 ToHit)  
5171 Target's eyes turn to gold; target is rendered Blind  
5172 Target's eyes turn to ivory spheres; vision functions normally  
5173 Target's eyes turn to obsidian spheres, retaining normal sight  
5174 Target's eyes turn to opal spheres; vision functions normally  
5175 Target's eyes turn to round rubies, retaining normal sight  
5176 Target's eyes turn to spherical mirrors, retaining normal sight  
5177 Target's eyes water uncontrollably  
5178 Target's eyes weep blood when he suffers injury  
5179 Target's eyes work as Eyes of the Eagle; +2 to missile attacks  
5180 Target's eyes, ears, and nose shuffle places  
5181 Target's eyes, ears, and teeth turn invisible for d6 days  
5182 Target's eyeteeth become able to see  
5183 Target's eyeteeth grow into boar's tusks  
5184 Target's familiar adopts another mage as its master  
5185 Target's familiar and random ally of target exchange bodies  
5186 Target's familiar attacks one of target's allies at random  
5187 Target's familiar becomes invisible to him  
5188 Target's familiar doubles in size  
5189 Target's familiar gains access to a language unknown to target  
5190 Target's familiar gains use of the intended spell (1 per day)  
5191 Target's familiar gets smart and claims target as its familiar  
5192 Target's familiar increases in size by a factor of 10  
5193 Target's familiar is polymorphed into a demihuman (at random)  
5194 Target's familiar is released from its bond to him  
5195 Target's familiar is turned to immobile gold statuette  
5196 Target's familiar is turned to mobile gold statuette (alive)  
5197 Target's familiar turns invisible  
5198 Target's feet become cloven hooves  
5199 Target's feet become hands  
5200 Target's feet become prehensile  
5201 Target's feet covered in adhesive; Movement Rate cut by 3/4  
5202 Target's feet covered in boils and loses 1 HP per round walking  
5203 Target's feet covered in ice; DEX check each round of walking  
5204 Target's feet enlarge to his full height; Movement Rate is 1  
5205 Target's feet enlarge; MR cut by 1/2, +4 to Init. for 1d3 turns  
5206 Target's feet explode; all within 10' lose 2d10 hit points  
5207 Target's feet feel like they are being tickled  
5208 Target's feet grow springs; bounces d4 feet high with each step  
5209 Target's feet levitate; target is suspended in air, feet-first  
5210 Target's feet rotate 180(



5211 Target's feet rotate 90(  
5212 Target's feet shrink to 1/2 normal size; MR cut to 1/2 normal  
5213 Target's feet sprout wings; function like Boots of Flying  
5214 Target's feet take root; Movement Rate drops to zero  
5215 Target's feet try to out-pace each other  
5216 Target's feet try to walk in opposite directions  
5217 Target's feet turn ethereal  
5218 Target's feet turn to lead; Movement Rate drops to 1/2 normal  
5219 Target's fingernails become carpenter's nails  
5220 Target's fingers and toes switch places  
5221 Target's fingers turn 90(; somatic components impossible  
5222 Target's fingers turn to carrots for d12 turns, no spellcasting  
5223 Target's fingers turn to steam for d10 rounds; no spellcasting  
5224 Target's flesh and clothing become invisible when he is asleep  
5225 Target's flesh and clothing turn invisible  
5226 Target's flesh appears to be on fire  
5227 Target's flesh appears to be rotting from his body  
5228 Target's flesh appears to erupt into boils and lesions  
5229 Target's flesh appears to turn into bone  
5230 Target's flesh appears to turn into glass  
5231 Target's flesh appears to turn into honey  
5232 Target's flesh appears to turn into ice cream  
5233 Target's flesh appears to turn into mucus  
5234 Target's flesh appears to turn into tree bark  
5235 Target's flesh turns invisible whenever he's hit by magic  
5236 Target's footprints appear 10 feet left of where he steps  
5237 Target's footprints appear to have been made by his hands  
5238 Target's footprints appear to have been made weeks earlier  
5239 Target's footprints appear twice as big as his feet  
5240 Target's footprints become two feet deep as he steps from them  
5241 Target's footprints exude swamp gas  
5242 Target's footprints face 90( from his direction of travel  
5243 Target's footprints fill with ice  
5244 Target's footprints for d12 weeks face wrong direction  
5245 Target's footprints fossilize, making tracking confusing  
5246 Target's footprints give off steam  
5247 Target's footprints glow faintly in darkness  
5248 Target's footprints glow in the dark  
5249 Target's footprints hum and glow, making tracking simple  
5250 Target's footprints rise two feet high when he steps from them  
5251 Target's footprints seem to indicate that he has three feet  
5252 Target's footprints switch left-for-right  
5253 Target's footprints teleport any standing in them to his home  
5254 Target's full Hit Points are restored  
5255 Target's gender changes every time he's hit by magic  
5256 Target's gender changes when he loses 50% of his hit points  
5257 Target's gender fluctuates each turn for the next d100 turns  
5258 Target's gloves turn to boots  
5259 Target's gloves turn to cast iron  
5260 Target's gloves turn to mittens  
5261 Target's gloves turn to Reglar's Gloves of Freedom  
5262 Target's gold is transmuted to an equal volume of flesh  
5263 Target's hair and clothes are blown by wind only he can feel  
5264 Target's hair and skin exchange color  
5265 Target's hair appears white in moonlight  
5266 Target's hair crackles with electricity when he's hit by magic  
5267 Target's hair doubles its length  
5268 Target's hair falls out  
5269 Target's hair falls out each morning; regrows each night  
5270 Target's hair falls out each night; regrows each morning

5271 Target's hair freezes solid for d4 turns  
5272 Target's hair grows 1 inch per hour for the next three days  
5273 Target's hair grows 1d4 inches every time he casts a spell  
5274 Target's hair grows to two feet long and begins strangling him  
5275 Target's hair ignites  
5276 Target's hair seems to be aflame when he is angered  
5277 Target's hair stands on end when he's hit by magic  
5278 Target's hair turns to air  
5279 Target's hair turns to blue, non-caloric magical fire  
5280 Target's hair turns to glass when cut  
5281 Target's hair turns to grass  
5282 Target's hair turns to harmless snakes  
5283 Target's hair turns to ice  
5284 Target's hair turns to metal when cut  
5285 Target's hand and foot disappear; limbs fuse at the stumps  
5286 Target's hand locks onto his principal weapon; no spellcasting  
5287 Target's handedness (left or right) is reversed  
5288 Target's handedness (left or right) switches daily  
5289 Target's hands and feet grow webbing; casting times are doubled  
5290 Target's hands and feet switch places  
5291 Target's hands close into fists, no Somatic spells may be cast  
5292 Target's hands disappear; arms fuse at the wrists  
5293 Target's hat, hood, or helmet becomes affixed to his head  
5294 Target's head adopts a mirror-like sheen  
5295 Target's head and one limb exchange places  
5296 Target's head appears like a throbbing human heart  
5297 Target's head appears to be a huge hand with a face in the palm  
5298 Target's head appears to be a single huge eye  
5299 Target's head appears to be inside out  
5300 Target's head appears to be that of an earthworm or snail  
5301 Target's head appears to have a 1" diameter hole through it  
5302 Target's head appears to throb in time with his heart  
5303 Target's head attaches to his arm where his hand should be  
5304 Target's head orbits him like an Ioun Stone; target is unharmed  
5305 Target's head pops like a balloon ia 20 is rolled ToHit him  
5306 Target's head rotates 180( laterally without harming him  
5307 Target's head rotates 180( longitudinally without harming him  
5308 Target's head rotates 360( laterally without harming him  
5309 Target's head rotates 360( longitudinally without harming him  
5310 Target's head seems to double in size when he's angered  
5311 Target's head seems to double in size when he's hit by magic  
5312 Target's head shrinks by 75%; likely to be looked at strangely  
5313 Target's head snaps off and rolls away; returns in d12 rounds  
5314 Target's head turns into a large grapefruit; target is dead  
5315 Target's head turns invisible  
5316 Target's head turns to a cube (-d8 to CHA)  
5317 Target's head vanishes d6 rounds; body is lifeless in this time  
5318 Target's heart bursts from his chest, killing him  
5319 Target's heart stops beating but his blood still flows normally  
5320 Target's heartbeat is audible to all within 10 yards  
5321 Target's height fluctuates by 1d10 inches each day  
5322 Target's height is halved during each of the next 1d4 rounds  
5323 Target's Hit Points are halved  
5324 Target's home attracts lightning  
5325 Target's home becomes invisible when he enters it  
5326 Target's home contains a recently-stolen royal treasury  
5327 Target's home contains the full skeleton of an elephant  
5328 Target's home doubles its height  
5329 Target's home doubles its internal dimensions  
5330 Target's home erupts like a volcano

5331 Target's home fills with cement  
5332 Target's home fills with chocolate  
5333 Target's home fills with eggs  
5334 Target's home fills with marshmallows  
5335 Target's home fills with popcorn  
5336 Target's home fills with rabbits who do not wish to leave  
5337 Target's home grows by 80+d20%  
5338 Target's home has a painting of the Creation on its ceiling  
5339 Target's home has a secret back entrance  
5340 Target's home has been rented out while he's been away  
5341 Target's home is affected by Distance Distortion  
5342 Target's home is also someone else's  
5343 Target's home is buried by snow  
5344 Target's home is decorated with classic Victorian furniture  
5345 Target's home is destroyed by a meteor strike  
5346 Target's home is invisible except while he is within it  
5347 Target's home is permanently enchanted with Guards and Wards  
5348 Target's home is purchased for 10X its actual value  
5349 Target's home is stolen  
5350 Target's home is swept up by a tornado  
5351 Target's home is transported to the Elemental Plane of Earth  
5352 Target's home rests atop an active volcano  
5353 Target's home rises into the air  
5354 Target's home shrinks by 80+d20%  
5355 Target's home sinks into the ground  
5356 Target's home suddenly appears in the vicinity  
5357 Target's home suddenly contains a lifesize portrait of him  
5358 Target's home suddenly has no doors or doorways  
5359 Target's home suddenly has two sub-basements  
5360 Target's home turns to a house of straw  
5361 Target's home turns to gingerbread  
5362 Target's home turns to gold  
5363 Target's home vanishes without a trace  
5364 Target's illusions automatically disbelieved  
5365 Target's image remains etched into any mirror he gazes into  
5366 Target's INT drops by 1d6 after sunset and is restored at dawn  
5367 Target's INT rises to 19, but his WIS falls by a like amount  
5368 Target's INT, WIS, & CHR switch with DEX, STR, & CON  
5369 Target's Intelligence doubles for d4 rounds  
5370 Target's Intelligence is halved for d4 turns  
5371 Target's Intelligence is increased by 1 for d4 turns  
5372 Target's Intelligence is reduced by d6 for d6 days  
5373 Target's intestine springs from his abdomen and strangles him  
5374 Target's jawbone teleports 1 mile away  
5375 Target's jawbone teleports three feet to the right  
5376 Target's knees and elbows fuse and cannot be bent for d8 turns  
5377 Target's knees invert; bend in opposite direction  
5378 Target's left and right hands switch arms  
5379 Target's left thumb and index finger switch places  
5380 Target's legs become ethereal for d4 rounds  
5381 Target's legs can double their length once per day  
5382 Target's legs fuse into one  
5383 Target's legs merge into a fish tail like a merman's  
5384 Target's legs shorten to 1/2 their normal length  
5385 Target's legs tie in a knot  
5386 Target's legs turn to tree trunks and take root  
5387 Target's legs vanish d6 rounds; body falls to ground, no damage  
5388 Target's Level increases by 2 for d10 turns  
5389 Target's limbs change proportion to match those of a fish  
5390 Target's limbs change proportion to match those of a giraffe

5391 Target's limbs change proportion to match those of a gorilla  
5392 Target's limbs change proportion to match those of a starfish  
5393 Target's limbs change proportion to match those of an elephant  
5394 Target's limbs change proportion to match those of an octopus  
5395 Target's long bones (femur, radius, etc) shrink by 1/2  
5396 Target's lower jaw vanishes d10 rounds; speech impossible  
5397 Target's mind becomes trapped in nearest precious gem  
5398 Target's most hated enemy appears before target  
5399 Target's mount becomes a unicorn; departs to nearest woods  
5400 Target's mount becomes an ostrich, keeping original attributes  
5401 Target's mount must Save vs Petrification or turn to stone  
5402 Target's mount turns to snow  
5403 Target's mouth becomes a portal to the Abyss  
5404 Target's mouth becomes a portal to the Elemental Plane of Water  
5405 Target's mouth can store things like a Bag of Holding  
5406 Target's mouth fills with feathers  
5407 Target's mouth fills with spiders  
5408 Target's mouth is Wizard Locked as by a 20th Level mage  
5409 Target's mouth opens sideways instead of up and down  
5410 Target's mouth projects a 60'x20' cone of green light when open  
5411 Target's mouth radiates Light, as spell  
5412 Target's mouth turns invisible, except his teeth  
5413 Target's muscles bulge; Save vs Death to gain 1 Strength or die  
5414 Target's muscular system is ripped from his body  
5415 Target's name affects him as Power Word, Stun  
5416 Target's natural AC drops to 5  
5417 Target's natural AC drops to 5, but has a fatal Achilles' heel  
5418 Target's natural AC is rerolled (1d10) each morning  
5419 Target's natural AC rises to 15  
5420 Target's nervous system replaced by wires and electronics  
5421 Target's nervous system vanishes, but target is unharmed  
5422 Target's next 100 footprints fossilize in d4 days  
5423 Target's next 1d10 attacks succeed, but cause 1 point of damage  
5424 Target's next 1d6 attacks heal hit points rather than take them  
5425 Target's next 3d10 attacks heal damage instead of causing it  
5426 Target's next attack affects him & not its target  
5427 Target's next attack automatically inflicts 4x damage  
5428 Target's next attack mimics the spell that caused this Surge  
5429 Target's next reflection becomes sentient and free-willed  
5430 Target's next sneeze acts like a dragon's breath weapon  
5431 Target's nose acquires the effect of a Horn of Blasting  
5432 Target's nose and mouth seal shut; cannot breathe  
5433 Target's nose and one ear exchange places  
5434 Target's nose and one eye exchange places  
5435 Target's nose detaches and becomes sentient  
5436 Target's nose enlarges every time he hears his name  
5437 Target's nose enlarges whenever he tells a lie  
5438 Target's nose falls off; regrows in d6 days  
5439 Target's nose turns red and spherical  
5440 Target's nose turns spherical and bright red  
5441 Target's nose turns upside down  
5442 Target's nostrils merge into one (-d4 to Charisma)  
5443 Target's perception o"left" and "right" becomes inverted  
5444 Target's pockets are linked with someone else's (who knows?)  
5445 Target's pockets are linked; all reach to one space  
5446 Target's pockets are suddenly full of snail shells  
5447 Target's pockets become Holey  
5448 Target's pockets continually fill with sand  
5449 Target's pockets double their capacity  
5450 Target's pockets double their interior dimensions

5451 Target's pockets dump their contents  
5452 Target's pockets each contain a small figurine of him  
5453 Target's pockets exchange contents with each other  
5454 Target's pockets exchange contents with random ally's  
5455 Target's pockets fill with ants  
5456 Target's pockets fill with blood  
5457 Target's pockets fill with butter  
5458 Target's pockets fill with diamond dust  
5459 Target's pockets fill with eggs  
5460 Target's pockets fill with fingernail clippings  
5461 Target's pockets fill with gold dust  
5462 Target's pockets fill with green slime  
5463 Target's pockets fill with ice cream  
5464 Target's pockets fill with iron filings  
5465 Target's pockets fill with leaves  
5466 Target's pockets fill with lint and fluff  
5467 Target's pockets fill with mercury  
5468 Target's pockets fill with mice  
5469 Target's pockets fill with pins and needles  
5470 Target's pockets fill with rot grubs  
5471 Target's pockets fill with salmon  
5472 Target's pockets fill with sand  
5473 Target's pockets fill with sodium  
5474 Target's pockets fill with sodium and water  
5475 Target's pockets fill with tar and feathers  
5476 Target's pockets fill with thorns and thistles  
5477 Target's pockets fill with water  
5478 Target's pockets preserve the temperature of anything in them  
5479 Target's pockets seal shut  
5480 Target's pockets sprout sharp teeth  
5481 Target's pockets turn invisible  
5482 Target's pockets won't release him after he reaches into them  
5483 Target's pores exude fuel oil for next d8 days  
5484 Target's pores exude water, 1 gallon per turn  
5485 Target's possessions burst into flame  
5486 Target's possessions have no weight  
5487 Target's possessions Save vs Acid or melt  
5488 Target's presence causes animals to become aggressive  
5489 Target's presence causes candles to burn blue  
5490 Target's presence causes children to cry  
5491 Target's presence causes fires to attract wild animals  
5492 Target's presence causes fires to burn an unusual color  
5493 Target's presence causes fires to stink like carrion  
5494 Target's presence causes flame to burn cold  
5495 Target's presence causes holy symbols to glow blood red  
5496 Target's presence causes ice to form on nearby water  
5497 Target's presence causes light to dim  
5498 Target's presence causes metal to sweat oily water  
5499 Target's presence causes musical instruments to go out of tune  
5500 Target's presence causes normal doors and shutters to jam  
6501 Target's presence causes normal doors and shutters to slam  
5502 Target's presence causes objects to become lost  
5503 Target's presence causes rooms to clutter and grow disorganized  
5504 Target's presence causes severe discomfort to undead  
5505 Target's presence causes voices to issue from metal around him  
5506 Target's presence enrages elementals  
5507 Target's presence gives goose-bumps to those around him  
5508 Target's presence incites ravenous hunger in animals  
5509 Target's presence is soothing to wild animals  
5510 Target's present Hps flip; 07 Hps become 70 Hps

5511 Clasps and buttons fall off clothing in the target's presence  
5512 Clothing turns invisible 1d6 hours after the target puts it on  
5513 Dairy products become poisonous after the target handles them  
5514 Dust collects wherever the target's shadow falls  
5515 Each night target dreams that Death is stalking him  
5516 Each night target dreams that he has been asleep for 100 years  
5517 Each night target dreams that he is unable to sleep  
5518 Each night target dreams that he is unable to use magic  
5519 Each night target dreams that he is unable to wake up  
5520 Everyone target touches knows his name  
5521 Everyone within 100 yards feels he's known the target for years  
5522 Everyone within 100 yards forgets who the target is for 1 week  
5523 Everyone within 100 yards knows when the target makes an attack  
5524 Fruits and vegetables rot more rapidly in the target's presence  
5525 Gold becomes invisible to the target  
5526 Gold tarnishes at the target's touch  
5527 If target is slain, his killer adopts his alignment  
5528 If target is slain, his killer ages one year each day  
5529 If target is slain, his killer has visions of the afterlife  
5530 If target is slain, his killer is Healed  
5531 If target is slain, his killer is stricken mute  
5532 If target is slain, his killer is stripped of weapons and armor  
5533 If target is slain, his killer is struck down by lightning  
5534 If target is slain, his killer must attempt to resurrect him  
5535 If target is slain, his killer must bury him honorably  
5536 If target is slain, his killer must Save vs. Death or also die  
5537 If target is slain, his killer polymorphs randomly  
5538 Immediate area around target always seems slightly blurry  
5539 Immediate area around target always seems slightly brighter  
5540 Immediate area around target always seems slightly colder  
5541 Immediate area around target always seems slightly darker  
5542 Immediate area around target always seems slightly warmer  
5543 Immediate area around target smells slightly of brimstone  
5544 Inanimate objects are easily misplaced in the target's presence  
5545 Inanimate objects fall from shelves in the target's presence  
5546 Inanimate objects rattle slightly when the target passes by  
5547 Inanimate objects seem slightly warmer in the target's presence  
5548 Intelligent weapons become stupid while the target wields them  
5549 Intelligent weapons hate the target on sight  
5550 Intelligent weapons refuse to speak in the target's presence  
5551 Invisible bells ring in the air when the target's hit by magic  
5552 Liquids effervesce in the target's hands  
5553 Liquids turn opaque in the target's hands  
5554 Milk, cream, and butter spoil in the target's presence  
5555 Mournful chanting fills the air when the target speaks his name  
5556 Nearest child claims the target as its parent  
5557 Nearest fire animates as an Elemental obedient to the target  
5558 Nearest person of opposite sex tries to kill the target  
5559 Next creature slain by target resurrects as his ally  
5560 Next creature slain by target resurrects with double hit points  
5561 Next fire set by target burns a 10 yard crater into the ground  
5562 Next fire set by target scorches the earth in a 100 yard radius  
5563 Next meal prepared by target appears to radiate evil  
5564 Next meal prepared by target causes mysterious hallucinations  
5565 Next meal prepared by target causes violent nausea  
5566 Next meal prepared by target induces vegetarianism  
5567 Next meal prepared by target is toxic to anyone but him  
5568 Next meal prepared by target is toxic to him but no one else  
5569 Next meal prepared by target provides nutrition for two weeks  
5570 Next meal prepared by target tastes better than anything else

5571 Next meal prepared by target tastes like blood  
5572 Next meal prepared by target tastes like liver  
5573 Next meal prepared by target turns to mercury  
5574 Next meal prepared by target turns to sand  
5575 Next summoning spell employed near target summons 1d4 skunks  
5576 One of target's arms is doubled in length, the other is halved  
5577 One of target's arms tries to strangle him  
5578 One of target's possessions turns out to be a priceless antique  
5579 One of target's possessions turns out to be a stolen artifact  
5580 Pack animals shrug off their loads when the target is nearby  
5581 Pack animals strike up conversations with the target  
5582 Putrid meat is restored by the target's touch  
5583 Raw meat becomes putrid at the target's touch  
5584 Smoke pours from target's nose while he speaks  
5585 Some common smell acts as a diuretic to the target  
5586 Some common smell acts as an aphrodisiac to the target  
5587 Some common smell brings tears to target's eyes  
5588 Some common smell causes target to fall asleep  
5589 Some common smell is nauseating to the target  
5590 Some common smell is terrifying to the target  
5591 Some common smell is tranquilizing to the target  
5592 Some common smell makes the target break into song  
5593 Some common smell makes the target fly into a berserker rage  
5594 Some common smell makes the target want to cast a spell  
5595 Some common smell makes the target weep uncontrollably  
5596 Speaking the target's name renders animals unconscious  
5597 Spell effect is reversed and strikes random ally of target  
5598 Spell effect is reversed and strikes target  
5599 Steam rolls from the target's skin when he is angry  
5600 Streams and rivers seem to be blood-red as target crosses them  
5601 Streams and rivers seem to flow uphill when target crosses them  
5602 Target's principal weapon adopts his personality for d6 years  
5603 Target's principal weapon attacks him like a Sword of Dancing  
5604 Target's principal weapon attracts demons  
5605 Target's principal weapon bonds to target's hand for d6 days  
5606 Target's principal weapon crumbles to sawdust  
5607 Target's principal weapon grows wings and flies away  
5608 Target's principal weapon is greatly sought after by undead  
5609 Target's principal weapon is invisible to all but him: +1 ToHit  
5610 Target's principal weapon is rendered hollow; shatters easily  
5611 Target's principal weapon is revealed to be Intelligent  
5612 Target's principal weapon is sought for use in a holy war  
5613 Target's principal weapon lodges in his esophagus  
5614 Target's principal weapon negates darkness in a 10 foot radius  
5615 Target's principal weapon negates light in a 10 foot radius  
5616 Target's principal weapon seems to detect evil everywhere  
5617 Target's principal weapon shrinks to 1/2 its size  
5618 Target's principal weapon smells of rotting meat  
5619 Target's principal weapon teleports to his principal dwelling  
5620 Target's principal weapon triples in mass: -6 ToHit, +6 damage  
5621 Target's principal weapon turns into a shovel  
5622 Target's principal weapon turns into aluminum  
5623 Target's principal weapon turns to adamantite  
5624 Target's principal weapon turns to butter  
5625 Target's principal weapon turns to chocolate  
5626 Target's principal weapon turns to clay  
5627 Target's principal weapon turns to diamond  
5628 Target's principal weapon turns to flesh  
5629 Target's principal weapon turns to glass  
5630 Target's principal weapon turns to ice

5631 Target's principal weapon turns to leather  
5632 Target's principal weapon turns to magnesium and ignites  
5633 Target's principal weapon turns to rubber  
5634 Target's principal weapon turns to silk  
5635 Target's principal weapon turns to snow  
5636 Target's principal weapon turns to soap  
5637 Target's principal weapon turns to steam  
5638 Target's principal weapon turns to wax  
5639 Target's principal weapon turns to wood  
5640 Target's principal weapon turns to wool  
5641 Target's principal weapon vanishes next time it strikes someone  
5642 Target's principal weapon winds itself around target's arms  
5643 Target's principal weapon winds itself around target's head  
5644 Target's principal weapon winds itself around target's legs  
5645 Target's pupils become purple; may unsettle the superstitious  
5646 Target's pupils become slitted like those of a cat  
5647 Target's race changes randomly, hourly  
5648 Target's reflection animates as in a Mirror of Opposition  
5649 Target's reflection appears subtly wrong  
5650 Target's reflection shows the target's back instead of front  
5651 Target's right arm is immobilized by a plaster cast  
5652 Target's right knee is no longer able to bend  
5653 Target's right thumb and index finger switch places  
5654 Target's rings all link into a chain  
5655 Target's rings develop a series of sharp projections inside  
5656 Target's rings drop to -30( Farenheit  
5657 Target's rings ring like church bells when he speaks his name  
5658 Target's rings suddenly appear in his stomach  
5659 Target's rings suddenly appear on his toes  
5660 Target's rings suddenly appear piercing his earlobes  
5661 Target's rings suddenly appear piercing his nose  
5662 Target's rings suddenly double in diameter  
5663 Target's rings turn his fingers to the metal they are made of  
5664 Target's saliva becomes highly viscous  
5665 Target's saliva freezes  
5666 Target's saliva froths like a rabid dog's  
5667 Target's saliva sprays from his mouth like a geyser  
5668 Target's saliva turns phosphorescent  
5669 Target's saliva turns to a 4HD fire elemental  
5670 Target's saliva turns to a 4HD water elemental  
5671 Target's saliva turns to acid; target is unharmed  
5672 Target's saliva turns to blood  
5673 Target's saliva turns to fuel oil  
5674 Target's saliva turns to ink  
5675 Target's saliva turns to mercury  
5676 Target's saliva turns to roast beef gravy  
5677 Target's saliva turns to salt  
5678 Target's saliva turns to sand  
5679 Target's saliva turns to Sovereign Glue  
5680 Target's saliva turns to Universal Solvent  
5681 Target's Saves "flip" relative to 10; 11 becomes 9, etc.  
5682 Target's scent is soothing to hounds  
5683 Target's scent is terrifying to hounds  
5684 Target's sclerae turn black; pupils and irises turn white  
5685 Target's sense of balance is shifted 180(  
5686 Target's sense of balance is shifted 90(  
5687 Target's sense of beauty and ugliness is reversed  
5688 Target's sentences are appended with hallucinatory vulgarities  
5689 Target's sentences spoken as questions, spellcasting impossible  
5690 Target's sex changes daily (female,male,hermaphrodite,neuter)



5691 Target's shadow always falls in the same direction  
5692 Target's shadow appears to be outlined with chalk  
5693 Target's shadow appears to be wearing target's clothing  
5694 Target's shadow appears to have a tail (or not, if target does)  
5695 Target's shadow appears to have glowing red eyes  
5696 Target's shadow appears to have twice as many limbs as target  
5697 Target's shadow becomes a full color picture of target  
5698 Target's shadow becomes a separate entity when target is slain  
5699 Target's shadow becomes twice as tall as it should be  
5700 Target's shadow becomes twice as thick as it should be  
5701 Target's shadow circles him at a radius equal to his height  
5702 Target's shadow defends him from attacks; gives AC bonus o+4  
5703 Target's shadow does not appear to be connected to him  
5704 Target's shadow falls in opposite direction  
5705 Target's shadow gestures obscenely when he is not looking  
5706 Target's shadow gets the hiccups for 1d10 days  
5707 Target's shadow has a gaping hole in its torso  
5708 Target's shadow is a mirror image of what it should be  
5709 Target's shadow is afraid of the dark  
5710 Target's shadow is separated from target by 1d10 feet  
5711 Target's shadow is solid black; conceals whatever is within it  
5712 Target's shadow is Turned, as an undead; takes target with it  
5713 Target's shadow is twice the size it should be  
5714 Target's shadow is visible even when he is not  
5715 Target's shadow lacks a head  
5716 Target's shadow moves as it likes but remains attached to him  
5717 Target's shadow pushes other shadows out of its way  
5718 Target's shadow rattles as it slides across the ground  
5719 Target's shadow rises and attacks target as Shadow Monster  
5720 Target's shadow rises and walks away  
5721 Target's shadow rises up and tries to strangle him  
5722 Target's shadow screams whenever the target is hit  
5723 Target's shadow weighs as much as the target; Move Rate halved  
5724 Target's shield becomes enchanted with Continual Light  
5725 Target's shield turns to adamantite; gains +2  
5726 Target's shield turns to glass; receives -6 until broken  
5727 Target's shield turns to ice; receives -3 until broken  
5728 Target's shield turns to mithral; gains +1  
5729 Target's short-term memory is lost but recalls long-past events  
5730 Target's size doubles each time target is struck  
5731 Target's size doubles each turn, but his mass the same  
5732 Target's size is reduced by 50% each time he is struck  
5733 Target's skeleton appears to be standing three feet to his left  
5734 Target's skeleton becomes Undead while still in his body  
5735 Target's skeleton glows through his skin when he casts a spell  
5736 Target's skeleton glows through his skin when he says his name  
5737 Target's skeleton glows through his skin whenever he is angry  
5738 Target's skeleton polymorphs to that of another random creature  
5739 Target's skeleton rotates 360(; target reduced to 1 HP  
5740 Target's skeleton teleported d4 yards away  
5741 Target's skeleton tries to claw free of his body  
5742 Target's skeleton turns to diamond but retains vitality  
5743 Target's skin alternates red-to-white as his heart beats  
5744 Target's skin and armor merge; looks normal but AC is retained  
5745 Target's skin appears scorched like he was burned at the stake  
5746 Target's skin appears to be tight-fitting chain mail  
5747 Target's skin cannot be cut by non-magical metal  
5748 Target's skin color fluctuates randomly for d20 days  
5749 Target's skin feels like bark but looks normal  
5750 Target's skin feels like feathers but looks normal

5751 Target's skin feels like fur but looks normal  
5752 Target's skin feels like sandpaper but looks normal  
5753 Target's skin feels like scales but looks normal  
5754 Target's skin feels like warm wax  
5755 Target's skin forms an insect-like exoskeleton (-2d6 to CHA)  
5756 Target's skin grows to cover any rings he's wearing  
5757 Target's skin has a number of suction-cup welts on it  
5758 Target's skin has an odd tint to it  
5759 Target's skin is blasted from his body, though he is unharmed  
5760 Target's skin is burned by nonmagical rain  
5761 Target's skin is imprinted with a cryptic-looking map  
5762 Target's skin is resistant to cuts and lacerations  
5763 Target's skin is uncomfortably cold to the touch  
5764 Target's skin looks dusty but feels normal  
5765 Target's skin looks like porcelain but feels normal  
5766 Target's skin looks like stone but feels normal  
5767 Target's skin looks like wet paint but feels normal  
5768 Target's skin pulsates as though infested with maggots  
5769 Target's skin seems to glisten with slime  
5770 Target's skin seems to off of him when he's hit by magic  
5771 Target's skin sprouts quills like a cactus  
5772 Target's skin sprouts quills like a goose  
5773 Target's skin sprouts quills like a porcupine  
5774 Target's skin turns inside-out  
5775 Target's skin turns to black pudding  
5776 Target's skin turns to bone; lasts d4 rounds  
5777 Target's skin turns to cloth  
5778 Target's skin turns to flexible gold-like material  
5779 Target's skin turns to grey ooze  
5780 Target's skin turns to mithral for d10 rounds; AC-3, MR 0  
5781 Target's skin turns to snow  
5782 Target's skin turns to steel while he sleeps  
5783 Target's skull becomes Ethereal  
5784 Target's skull is dimly visible through his flesh  
5785 Target's skull shrinks by 50%; Save vs Death or die  
5786 Target's skull turns to iron; AC bonus +2; shields vs. psionics  
5787 Target's smile appears rotten and decayed  
5788 Target's smile appears superhumanly perfect  
5789 Target's smile causes fear in children  
5790 Target's smile is disconcerting to those of opposite sex  
5791 Target's smile is personally offensive to those of opposite sex  
5792 Target's smile is strangely attractive to those of opposite sex  
5793 Target's speech is delayed by 4 segments; +4 to casting times  
5794 Target's spellbook appears to be ablaze whenever he opens it  
5795 Target's spellbook becomes a stone tablet engraved with spells  
5796 Target's spellbook becomes sentient, with INT 11+d8  
5797 Target's spellbook starts flapping and tries to fly away  
5798 Target's spellbook turns invisible for d4 days  
5799 Target's spellbook turns to a mundane item when not in use  
5800 Target's spellbook turns to steam  
5801 Target's spellbook turns to steel  
5802 Target's spells always rebound on him and harm no one else  
5803 Target's spilt blood swarms with maggots and mosquitoes  
5804 Target's spine doubles its length  
5805 Target's spine fuses into a single bone  
5806 Target's spine turns to rubber  
5807 Target's spine vanishes  
5808 Target's staff is replaced by a Winchester 30.06, unloaded  
5809 Target's staff turns to an umbrella  
5810 Target's stomach and nearest set of bagpipes exchange places

5811 Target's stomach becomes Bag of Holding; dehydrates in d4 days  
5812 Target's stomach fills with water, 1 gallon per turn  
5813 Target's stomach teleports three feet behind him; death follows  
5814 Target's Strength drops by one every turn till it reaches 3  
5815 Target's Strength is increased by 1 for d4 turns  
5816 Target's Strength is reduced by d6 for d6 days  
5817 Target's teeth appear blood-red  
5818 Target's teeth become false; may be removed at will  
5819 Target's teeth become sentient  
5820 Target's teeth chatter constantly while he is asleep  
5821 Target's teeth double in size when he tells a lie  
5822 Target's teeth explode, causing him 3d10 points of damage  
5823 Target's teeth fall out; gets 1 GP for each left under pillow.  
5824 Target's teeth fuse together for d4 hours; speech is impossible  
5825 Target's teeth fuse together when he tells a lie  
5826 Target's teeth glow in the dark  
5827 Target's teeth heat to 110( when he tells a lie  
5828 Target's teeth heat to 180(  
5829 Target's teeth leap from his mouth and chatter away from him  
5830 Target's teeth receive unintelligible radio transmissions  
5831 Target's teeth rotate 180(  
5832 Target's teeth shoot from him like bullets, injuring all nearby  
5833 Target's teeth turn needle-sharp; may bite for 1d6+1 HP damage  
5834 Target's teeth turn to diamonds  
5835 Target's teeth turn to glass  
5836 Target's teeth turn to ice and melt; regrow in 1d10 days  
5837 Target's teeth vanish at sunset and reappear at sunrise  
5838 Target's teeth vanish when he tells a lie  
5839 Target's THACO becomes 1, but his attacks inflict only 1 HP  
5840 Target's THACO is 0 for d6 hours  
5841 Target's THACO is 25 for d6 hours  
5842 Target's THACO is 25, but successful attacks cause full damage  
5843 Target's THACO is permanently improved by 1  
5844 Target's THACO is permanently worsened by 1  
5845 Target's throws d4 shadows  
5846 Target's tongue appears forked  
5847 Target's tongue becomes forked like that of a cobra  
5848 Target's tongue becomes razor-sharp  
5849 Target's tongue becomes sentient  
5850 Target's tongue becomes stuck to the roof of his mouth  
5851 Target's tongue changes color  
5852 Target's tongue develops a sandpaper-like texture  
5853 Target's tongue elongates d12 inches  
5854 Target's tongue explodes for 2d10 points of damage  
5855 Target's tongue gains the power of independent speech  
5856 Target's tongue glows like a firefly  
5857 Target's tongue leaps from his mouth and slithers away  
5858 Target's tongue looks like a blade whenever he is angry  
5859 Target's tongue loops around his neck to strangle him  
5860 Target's tongue loops into a knot; spellcasting impossible  
5861 Target's tongue quadruples in thickness; suffocation danger  
5862 Target's tongue sprouts spikes  
5863 Target's tongue teleports into his nose  
5864 Target's tongue turns to a snake (-d4 to CHA)  
5865 Target's tongue turns to glass  
5866 Target's tongue turns to leather  
5867 Target's tongue turns to silk  
5868 Target's tongue vanishes  
5869 Target's torches, lanterns, etc. turn to magnesium and ignite  
5870 Target's torso (not head or legs) rotates 180( without harm

5871 Target's torso (not head or legs) rotates 360( without harm  
5872 Target's torso (not head or legs) rotates 90( without harm  
5873 Target's total existence in the present is eradicated  
5874 Target's touch can drain hit points, but he loses a like amount  
5875 Target's touch causes closed wounds to reopen  
5876 Target's touch causes cloth to fade in color  
5877 Target's touch causes damage as principal weapon, which is lost  
5878 Target's touch causes domesticated animals to become wild  
5879 Target's touch causes flowers to bloom out of season  
5880 Target's touch causes flowers to break into song  
5881 Target's touch causes glass to blacken  
5882 Target's touch causes glass to crack  
5883 Target's touch causes holy items to burn with illusionary fire  
5884 Target's touch causes ink to change color  
5885 Target's touch causes magical items to discharge randomly  
5886 Target's touch causes nonliving items to change color  
5887 Target's touch causes normal metals to tarnish  
5888 Target's touch causes normal plants to wilt  
5889 Target's touch causes trees to bear poisonous fruit  
5890 Target's touch causes water to become carbonated for 1d10 turns  
5891 Target's touch causes water to become poisonous for 1d10 turns  
5892 Target's touch causes water to taste soapy for 1d10 turns  
5893 Target's touch causes wax to melt into suggestive shapes  
5894 Target's touch causes wounds to seal but restores no hit points  
5895 Target's touch is like that of a rust monster  
5896 Target's touch robs plants of their color  
5897 Target's touch turns clothing inside-out  
5898 Target's touch warps normal plants and wood  
5899 Target's treasure turns to snow  
5900 Target's treasure turns to steam  
5901 Target's treasure turns to wood  
5902 Target's veins and arteries turn to iron  
5903 Target's vision extends only 100 yards in any direction  
5904 Target's visual perceptions are inverted, left-to-right  
5905 Target's voice causes fruit to fall from nearby trees  
5906 Target's voice causes nearby animals to howl  
5907 Target's voice comes from somewhere else when he speaks  
5908 Target's voice echos for d4 rounds, casting times doubled  
5909 Target's voice matches that of each person with whom he speaks  
5910 Target's voice reverberates oddly when he speaks  
5911 Target's voice seems whiny and annoying to strangers  
5912 Target's voice sounds like gravel rattling in a tin box  
5913 Target's voice sounds like it's coming from down a long pipe  
5914 Target's voice sounds vaguely like buzzing insects  
5915 Target's weapon acquires his personality  
5916 Target's weapon acquires the target's personality  
5917 Target's weapon attacks him as a fighter of target's level  
5918 Target's weapon becomes enchanted with Galger's Singing Spell  
5919 Target's weapon can discharge spell's effect (d4 uses)  
5920 Target's weapon cannot be wielded by any but him  
5921 Target's weapon causes insanity in anyone else wielding it  
5922 Target's weapon crumbles to dust upon next usage  
5923 Target's weapon explodes, causing 1d6 damage to all within 10'  
5924 Target's weapon giggles maniacally when it is sheathed  
5925 Target's weapon heats to 4d1000(, may melt or combust  
5926 Target's weapon turns inside out  
5927 Target's weapon turns to adamantite; gains +2  
5928 Target's weapon turns to lead  
5929 Target's weapon turns to mithral; gains +1  
5930 Target's weapon turns to sponge; can cause no damage

5931 Target's weapon twists into a knot  
5932 Target's weapon vanishes if anyone but him wields it  
5933 Target's weight doubles  
5934 Target's weight fluctuates by 50% every turn  
5935 Target's weight increases by a factor of 3d10  
5936 Target's weight is reduced to zero; floats away if not caught  
5937 Target's weight lowers by d100 lbs; if less than 0, floats away  
5938 Target's Wisdom exceeds the caster's by 1d4  
5939 Target's Wisdom is increased by 1 for d4 turns  
5940 Target's Wisdom is reduced by d6 for d6 days  
5941 Target's word order is shuffled; verbal spellcasting impossible  
5942 Target: flesh to stone/rock to mud/water to dust/gust of wind  
5943 Temperature of target's principal weapon drops to -260( C  
5944 The ground beneath target's feet turns ethereal  
5945 The ground beneath target's feet turns to an earth elemental  
5946 The ground beneath target's feet turns to lava  
5947 The ground beneath target's feet turns to quicksand  
5948 The ground beneath target's feet turns to water  
5949 The next town target enters greets him like a long-lost son  
5950 The next town target enters reviles him like liar and a thief  
5951 Twelve stone columns sprout from ground within 10' of target  
5952 Vines grow from ground and bind target until removed  
5953 Wall of Fire encircles target  
5954 Water cannot boil in the target's presence  
5955 Water flows in target's veins instead of blood  
5956 Water tastes like blood to the target  
5957 Whatever animal target last ate reanimates and seeks vengeance  
5958 When target casts a spell, he loses the spell's Level in HP  
5959 When target dies, everyone nearby weeps mournfully  
5960 When target dies, his corpse appears to be 2d20 years younger  
5961 When target dies, his corpse decays in a matter of moments  
5962 When target dies, his corpse detonates as a 10 HD fireball  
5963 When target dies, his corpse digs a pit & lays itself to rest  
5964 When target dies, his corpse discharges all memorized spells  
5965 When target dies, his corpse dissolves into a foul mush  
5966 When target dies, his corpse doubles its size  
5967 When target dies, his corpse freezes solid  
5968 When target dies, his corpse giggles if touched  
5969 When target dies, his corpse giggles until buried  
5970 When target dies, his corpse is consumed in a plume of fire  
5971 When target dies, his corpse is found to be completely hollow  
5972 When target dies, his corpse is found to be filled with gold  
5973 When target dies, his corpse is wrapped in cellophane  
5974 When target dies, his corpse mummifies in a matter of moments  
5975 When target dies, his corpse races back to his place of birth  
5976 When target dies, his corpse rises into the sky and is gone  
5977 When target dies, his corpse rises like a revenant and attacks  
5978 When target dies, his corpse smells of roses instead of decay  
5979 When target dies, his corpse turns inside out  
5980 When target dies, his corpse turns to stone  
5981 When target dies, his corpse vanishes  
5982 When target dies, his death is believed to be a hoax  
5983 When target dies, his death is rumored to have been a suicide  
5984 When target dies, his hair and nails continue to grow  
5985 When target dies, his soul is trapped in a nearby tree  
5986 When target dies, his soul is trapped in his principal weapon  
5987 When target dies, horrible laughter fills the air  
5988 When target dies, mournful dirges issue from the air around him  
5989 When target dies, nearby foliage withers  
5990 When target dies, no birds sing for 48 hours

5991 When target dies, small animals gather to pay their respects  
5992 When target dies, the ambient temperature drops 30(  
5993 When target dies, the moon appears blood-red for one month  
5994 When target dies, the sky appears overcast for one week  
5995 When target dies, the sun appears to weep tears of flame  
5996 When target dies, vicious rumors circulate about him  
5997 When target dies, vultures carry his corpse to his home  
5998 Wild Surge occurs next time target says his name  
5999 Wizard Mark reading "Kick me" forms on target's back  
6000 10 yard radius is affected by permanent Cloudkill  
6001 10 yard radius is affected by permanent Stinking Cloud  
6002 100 yard radius affected by There/Not There  
6003 100 yard radius affected by Timestop, except one random creature  
6004 100 yard radius affected by permanent Vacancy, as spell  
6005 100 yard radius appears frozen in time to those outside it  
6006 100 yard radius appears vastly different to those outside it  
6007 100 yard radius appears vastly distant to those outside it  
6008 100 yard radius area becomes invisible to those outside it  
6009 100 yard radius becomes a summoning circle for a tanar'ri  
6010 100 yard radius becomes swampy and water-logged like a marsh  
6011 100 yard radius begins to form a sinkhole  
6012 100 yard radius expands to a 200 yard radius  
6013 100 yard radius forms a basin and gradually becomes a lake  
6014 100 yard radius is affected by Continual Light  
6015 100 yard radius is affected by Estate Transference  
6016 100 yard radius is circled by a river of magma  
6017 100 yard radius is circled by a wall of iron  
6018 100 yard radius is covered by 1 foot of volcanic ash  
6019 100 yard radius is covered by 2 feet of sand  
6020 100 yard radius is covered by 3 feet of water  
6021 100 yard radius is covered by 4 feet of snow  
6022 100 yard radius is covered by astroturf  
6023 100 yard radius is covered by dead crickets  
6024 100 yard radius is covered by live crickets  
6025 100 yard radius is covered by roast beef gravy  
6026 100 yard radius is covered by worms, which die after 1 turn  
6027 100 yard radius is encircled by a ring of melting snowmen  
6028 100 yard radius is encircled by a tall barbed-wire fence  
6029 100 yard radius is encircled by a tall electric fence  
6030 100 yard radius is encircled by closely-spaced oak trees  
6031 100 yard radius is paved-over by asphalt  
6032 100 yard radius is reduced in size to 50 yard radius  
6033 100 yard radius is six months out-of-sync with normal seasons  
6034 100 yard radius is stripped of topsoil  
6035 100 yard radius laid waste by explosion; all must Save vs Death  
6036 100 yard radius rises 3d20 feet in the air on a mound of earth  
6037 100 yard radius rises like a mesa from the ground  
6038 100 yard radius seems distorted, like looking into a fishbowl  
6039 100 yard radius swaps weather conditions with some distant area  
6040 100 yard radius turns to quicksand, 1d10+10 feet deep  
6041 100 yard sphere is transposed with a distant 100 yard sphere  
6042 1d10 nearby humanoids are affected by Timelessness for one week  
6043 1d10 people teleport to vicinity; vanish after 1d8 rounds  
6044 1d10 Stirges appear in vicinity  
6045 1d100 drops of distilled Universal Solvent rain from the sky  
6046 1d100 drops of Sovereign Glue rain from the sky  
6047 1d100 large, mysterious, granite heads rise from the ground  
6048 1d100 Skeletons appear and attack everyone in sight  
6049 1d1000 eggs fall from the sky; all lose 1d6 HP  
6050 1d20 hungry trolls appear in the area

6051 1d6 creatures in the area are Cloned  
6052 1d6 umber hulks appear in the area  
6053 3d20 statues rise up and stare accusingly at everyone  
6054 40 foot high Wall of Iron encircles the area (40 foot radius)  
6055 60 yard radius hemisphere of ground rotates 180(  
6056 A 1957 DeSoto appears at the target point, engine running  
6057 A 1957 DeSoto appears at the target point, out of gas  
6058 A cryptic message appears scrawled on the nearest mountainside  
6059 A Deck of Many Things falls from the sky  
6060 A disturbing whistling fills the air; Morale Checks at -1  
6061 A fire burns the nearest forest to the ground in 24 hours  
6062 A four-cycle internal combustion engine appears in the area  
6063 A fully-furnished but unpopulated town springs up in the area  
6064 A geyser springs up from the ground beneath the target point  
6065 A gigantic herd of buffalo stampedes through the area  
6066 A herd of gigantic buffalo stampedes through the area  
6067 A horde of kobolds erupts from nearest cave to establish trade  
6068 A horde of kobolds erupts from nearest cave to wreak havoc  
6069 A huge hand rises from nearby lake to point angrily at the sky  
6070 A large circle of megalithic stone blocks rises from the ground  
6071 A nearby pond is thought to be holy; draws countless pilgrims  
6072 A new religion arises to condemn the purveyors of wild surges  
6073 A new religion arises to condemn the randomness of wild surges  
6074 A new religion arises to worship the purveyors of wild surges  
6075 A new religion arises to worship the randomness of wild surges  
6076 A pit 5 feet across, 1 mile deep opens under the target point  
6077 A pit 5 feet deep, 1 mile across opens under the target point  
6078 A shrub or bush nearest the target point bursts into flame  
6079 A Sphere of Annihilation appears at the target point  
6080 A swarm of locusts descends upon the surrounding countryside  
6081 A tornado spins into existence at the intended target point  
6082 A tribe of locathah takes up residence in the nearest lake  
6083 A witch hunt forms in nearby town, seeking death to all wizards  
6084 Acid Storm rains down on a 100 yard radius for 3d6 turns  
6085 Acrid smoke billows from the nearest well, filling the area  
6086 After 1d6 turns, a 50-Die Fireball detonates at the site  
6087 After 1d3 turns, spell becomes 1d4x8HD Elemental of random type  
6088 Air Elemental appears, inflates all water skins, and disappears  
6089 All above-ground rock begins to erode, 1 inch per minute  
6090 All above-ground rock within 100 yards disappears  
6091 All adverse effects of time accelerate within 100 yard radius  
6092 All adverse effects of time are halted within 100 yard radius  
6093 All air elementals within 1 mile become clearly visible  
6094 All air elementals within 1 mile become earth elementals  
6095 All air elementals within 1 mile become vacuum elementals  
6096 All air within 10 yards of target point is forever evacuated  
6097 All air within 100 yards of the target point becomes opaque  
6098 All air within 100 yards of the target point is evacuated  
6099 All air within 100 yards of the target point turns to sand  
6100 All ants in the nearest colony form a collective intelligence  
6101 All ants within 1 mile are covered with chocolate  
6102 All ants within 1 mile become gi-ant for 1d100 rounds  
6103 All arrows within 100 yards bend into circles  
6104 All arrows within 100 yards burst into flame on impact  
6105 All arrows within 100 yards take root in whomever they hit  
6106 All Bags of Holding within 100 yards become Bags of Devouring  
6107 All Bags of Holding within 100 yards become normal bags  
6108 All Bags of Holding within 100 yards double their capacity  
6109 All Bags of Holding within 100 yards dump their contents  
6110 All Bags of Holding within 100 yards fill with lint and fluff

6111 All Bags of Holding within 100 yards fill with razor blades  
6112 All Bags of Holding within 100 yards fill with water  
6113 All Bags of Holding within 100 yards interconnect  
6114 All Bags of Holding within 100 yards vanish  
6115 All birds within 1 mile become amphibious  
6116 All birds within 1 mile disgorge valuable gizzard stones  
6117 All birds within 1 mile fly north next winter instead of south  
6118 All birds within 1 mile fly south for winter right now  
6119 All birds within 1 mile gain power of speech  
6120 All birds within 1 mile grow leaves instead of feathers  
6121 All birds within 1 mile quadruple in size  
6122 All birds within 1 mile quadruple in weight  
6123 All birds within 1 mile turn invisible  
6124 All bladed/thrusting weapons within 100 yards are blunted  
6125 All bludgeons within 100 yards become sponge for 1d10 turns  
6126 All bodies in nearest graveyard can never rise as Undead  
6127 All bodies in nearest graveyard rise as Undead  
6128 All bodies in nearest graveyard rise to the surface  
6129 All bridges within 500 yards turn to eggshell  
6130 All buildings in the nearest town stack into a giant high-rise  
6131 All buildings within 100 yards sink into the ground  
6132 All burning logs within 100 yards turn to sticks of dynamite  
6133 All chain links within 100 yards turn to sausage links  
6134 All chain mail within 100 yards turns to aluminum  
6135 All chain mail within 100 yards loses 1/2 its links  
6136 All charged magic items in the area discharge on their bearers  
6137 All charged magic items in the area discharge once, randomly  
6138 All charms upon creatures within 100 yards are nullified  
6139 All chipmunks in 1 mile area begin to crave fresh meat  
6140 All chocolate within 1 mile fills with ants  
6141 All cloth within 1d10 miles turns invisible for 1d100 rounds  
6142 All clouds over 1 mile radius turn to spider web  
6143 All clouds within 10 miles turn to cotton candy  
6144 All controlled undead within 1 mile are controlled no longer  
6145 All controlled undead within 1 mile collapse, inert  
6146 All cows within 1 mile appear in the nearest town square  
6147 All cows within 1 mile are suddenly clad in leather armor  
6148 All cows within 1 mile become carnivorous  
6149 All cows within 1 mile become poisonous  
6150 All cows within 1 mile demand equal governmental representation  
6151 All cows within 1 mile gain human intelligence  
6152 All cows within 1 mile give ice cream instead of milk  
6153 All cows within 1 mile give potions of healing instead of milk  
6154 All cows within 1 mile give powdered milk for next week  
6155 All cows within 1 mile levitate 1d3 feet off the ground  
6156 All cows within 1 mile preach the merits of vegetarianism  
6157 All cows within 1 mile stampede  
6158 All creatures currently awake in vicinity fall asleep  
6159 All crops planted within 10 miles ripen twice as quickly  
6160 All crops within 10 miles become poisonous  
6161 All crops within 10 miles die; may be replanted next season  
6162 All cut diamonds within 1 mile turn to semi-precious quartz  
6163 All demihumans within 1 mile are tattooed with a cryptic rune  
6164 All dogs within 1 mile are covered with bark  
6165 All dogs within 1 mile change into humans under the full moon  
6166 All doors, etc. (locked or unlocked) within 60' swing open  
6167 All earth and rock within 100 yards turns to water  
6168 All elementals in area are healed of all damage  
6169 All elementals in area are Held until touched by a Prime native  
6170 All elementals in area are returned to their home planes



6171 All elementals in area attack each other, blind to all else  
6172 All elementals in area become elementals of opposite matter  
6173 All elementals in area flee in terror  
6174 All elementals in area turn on those controlling them  
6175 All elementals in area turn to mundane elemental matter  
6176 All elementals in area turn to Negative Quasi-Plane matter  
6177 All elementals in area turn to Positive Quasi-Plane matter  
6178 All enchantments within 100 yards become inert for 1d10 turns  
6179 All fires within 10 miles turn to ice of equal temperature  
6180 All fires within 100 yards become minor fire elementals  
6181 All fires within 100 yards burn as bright as the sun  
6182 All fires within 100 yards erupt as fireballs of appropriate HD  
6183 All food within 10 miles vanishes  
6184 All food within 100 yards becomes highly toxic  
6185 All food within 100 yards combusts  
6186 All food within 100 yards vanishes  
6187 All free-standing water within 1 mile freezes solid  
6188 All free-willed undead within 1 mile become mindless for 1 day  
6189 All free-willed undead within 1 mile return to life  
6190 All geese within 1 mile covered in Grease, as spell  
6191 All geese within 1 mile fall under a Geas, as spell  
6192 All geese within 1 mile turn to gas and dissipate  
6193 All geese within 1 mile turn to ghosts and haunt their lake  
6194 All glass within 10 yards turns to gold  
6195 All glass within 100 yards is affected by Glassteel  
6196 All glass within 100 yards turns to eggshell  
6197 All glass within 100 yards turns to ice  
6198 All gold within 10 yards turns to glass  
6199 All gold within 100 yards combines into one large mass  
6200 All gold within 100 yards doubles in volume  
6201 All gold within 100 yards heats by 1000(  
6202 All gold within 100 yards is teleported into nearest temple  
6203 All gold within 100 yards turns to lead  
6204 All gold within 100 yards turns to platinum  
6205 All gold within 100 yards vanishes  
6206 All gold within nearest temple is teleported into the area  
6207 All grass within 1 mile turns to healthy, fragrant human hair  
6208 All grass within 100 yards exudes dust of sneezing and choking  
6209 All grass within 100 yards exudes hallucinogenic gas  
6210 All grass within 100 yards exudes regurgitant gas  
6211 All grass within 100 yards exudes sleeping gas  
6212 All grass within 100 yards grows to entangle anyone upon it  
6213 All grass within 100 yards ignites  
6214 All grass within 100 yards tickles anyone walking on it  
6215 All grass within 100 yards turns to glass  
6216 All grass within 100 yards turns to spaghetti  
6217 All grass within 100 yards turns to steel  
6218 All ground within 10 yards turns to cheese, 1 foot deep  
6219 All Held creatures within 100 yards are freed  
6220 All henchmen within 100 yards must check Morale or flee  
6221 All henchmen within 100 yards suddenly resent their leaders  
6222 All horses within 100 yards turn to motorcycles for 1d10 turns  
6223 All Huge spiders within 1 mile explode  
6224 All in the area lose 1 point of each ability score for 2d4 days  
6225 All ink, dry or otherwise, within 100 yards turns to blood  
6226 All ink within 100 yards becomes wet as though just written  
6227 All iron within 20 yards turns to aluminum  
6228 All iron within 20 yards turns to magnesium  
6229 All lamps and torches within 100 yards burn at 2X brightness  
6230 All lamps and torches within 100 yards ignite

6231 All lamps and torches within 100 yards shed darkness, not light  
6232 All lids within 100 yards fall off their containers  
6233 All lids within 100 yards seal tightly on their containers  
6234 All linen cloth within 100 yards reverts to raw flax  
6235 All living feet within 100 yards grow 1d4 plants  
6236 All living plants within 100 yards grow 1d4 feet  
6237 All magic (enchancements, etc) within 1 mile radius is Dispelled  
6238 All magic cast in area for next turn fails automatically  
6239 All magic items for yards are invisible for spell duration  
6240 All magic items for yards nonfunctional for spell duration  
6241 All magical armor within 100 yards gains one plus of protection  
6242 All magical armor within 100 yards loses one plus of protection  
6243 All magical fires within 1d10 miles are extinguished  
6244 All magical rings now active within 100 yards deactivate  
6245 All magical rings within 100 yards activate, if possible  
6246 All magical rings within 100 yards become inert for 3d10 rounds  
6247 All magical rings within 100 yards link into a chain  
6248 All magically invisible creatures within 1 mile become visible  
6249 All matter within 10' of target point vanishes  
6250 All melee weapons within 100 yards become ethereal  
6251 All members of nearest ant colony gain human size and intellect  
6252 All metal armor in 100' radius animates and becomes free-willed  
6253 All metal armor in 100' radius engages in combat  
6254 All metal armor in 100' radius enlarges by 50%  
6255 All metal armor in 100' radius flees the area  
6256 All metal armor in 100' radius heats to 180(  
6257 All metal armor in 100' radius piles in a heap at target point  
6258 All metal armor in 100' radius shrinks by 10%; crushing damage  
6259 All metal armor in 100' radius turns 180(  
6260 All metal armor in 100' radius turns inside out  
6261 All metal armor in 100' radius turns invisible  
6262 All metal armor in 100' radius turns to gold  
6263 All metal armor in 100' radius turns to ice  
6264 All metal armor in 100' radius turns to mercury  
6265 All metal armor in 100' radius turns to rubber  
6266 All metal armor in 100' radius turns to stone  
6267 All metal armor in 100' radius turns to uranium  
6268 All metal armor in 100' radius turns upside down  
6269 All metal within 100 yards appears pitted and rusty but is not  
6270 All metal within 100 yards begins to rust at an alarming rate  
6271 All missile weapons within 100 yards strike their owners  
6272 All missile weapons within 100 yards shrink by 75%  
6273 All missile weapons within 100 yards snap their strings  
6274 All missile weapons within 100 yards spontaneously discharge  
6275 All missile weapons within 100 yards turn to rubber  
6276 All mounts within 100 yards are stricken dead  
6277 All mounts within 100 yards flee the area at top speed  
6278 All mounts within 100 yards polymorph into humanoid equivalents  
6279 All mounts within 100 yards polymorph into other quadrupeds  
6280 All mounts, pets, & familiars in the area attack their masters  
6281 All nearby are familiar with spell & can identify it on sight  
6282 All nearby with metal armor lose 4d6 HP to electrical damage  
6283 All nearby without metal armor lose 4d6 HP to electrical damage  
6284 All nonliving matter within 1 mile is coated in a glaze of ice  
6285 All nonliving matter within 100 yards is Disintegrated  
6286 All nonliving wood within 1 mile begins to grow again  
6287 All nonliving wood within 1 mile turns to high quality steel  
6288 All nonliving wood within 100 yards turns to bone  
6289 All nonliving wood within 100 yards vanishes  
6290 All nonliving, unowned matter within 100 feet turns to gold

6291 All nonmagical armor within 100 yards gains +1 protection  
6292 All nonmagical clothing within 100 yards combusts  
6293 All nonmagical clothing within 100 yards crumbles to dust  
6294 All nonmagical clothing within 100 yards is animated  
6295 All nonmagical clothing within 100 yards shrinks by 80%  
6296 All nonmagical clothing within 100 yards turns to glass  
6297 All nonmagical fires within 1d10 miles are extinguished  
6298 All nonmagical weapons now sheathed can never be removed  
6299 All oil and greek fire within 100 yards ignites  
6300 All potions for 100 yards affect the being beside the imbiber  
6301 All potions within 100 yards become potions of Delusion  
6302 All potions within 100 yards become unpleasantly malodorous  
6303 All potions within 100 yards become unpleasantly viscous  
6304 All potions within 100 yards cause a second, comical effect  
6305 All potions within 100 yards cause a second, delusional effect  
6306 All potions within 100 yards cause a second, detrimental effect  
6307 All potions within 100 yards cause a second, random effect  
6308 All potions within 100 yards combust at 85( Farenheit.  
6309 All potions within 100 yards double in duration of effect  
6310 All potions within 100 yards double in potency  
6311 All potions within 100 yards double in volume 1d4 times  
6312 All potions within 100 yards duplicate a single potion's effect  
6313 All potions within 100 yards function but also induce blindness  
6314 All potions within 100 yards have a 10% chance to be permanent  
6315 All potions within 100 yards mix in a barrel in the target area  
6316 All potions within 100 yards stink like death but work normally  
6317 All potions within 100 yards take effect on those carrying them  
6318 All potions within 100 yards taste like honey but work normally  
6319 All potions within 100 yards transform into small, edible pills  
6320 All potions within 100 yards turn to acid  
6321 All potions within 100 yards turn to chocolate syrup  
6322 All potions within 100 yards turn to Class J poison  
6323 All potions within 100 yards turn to gasoline  
6324 All potions within 100 yards turn to nitroglycerin  
6325 All potions within 100 yards turn to Oil of Timelessness  
6326 All potions within 100 yards turn to Potions of Gender-changing  
6327 All potions within 100 yards turn to Potions of Healing  
6328 All potions within 100 yards turn to roast beef gravy  
6329 All potions within 100 yards turn to Sovereign Glue  
6330 All potions within 100 yards turn to Sweetwater  
6331 All potions within 100 yards work but also induce invisibility  
6332 All potions within 100 yards work but also induce lycanthropy  
6333 All rabbits within 100 yards are reincarnated, as spell  
6334 All rabbits within 100 yards attack those nearest to them  
6335 All rabbits within 100 yards become Chaotic Evil  
6336 All rabbits within 100 yards become humanoid rabbits  
6337 All rabbits within 100 yards converge on the area  
6338 All rabbits within 100 yards crave human flesh  
6339 All rabbits within 100 yards explode violently for 2d6 HP each  
6340 All rabbits within 100 yards gain human INT and power of speech  
6341 All rabbits within 100 yards gain human INT and spellcasting  
6342 All rabbits within 100 yards gain the power of flight  
6343 All rabbits within 100 yards increase in size by 100X  
6344 All rabbits within 100 yards induce lycanthropy with a bite  
6345 All rabbits within 100 yards think and act like dragons  
6346 All rabbits within 100 yards turn carnivorous and hungry  
6347 All rabbits within 100 yards turn to chocolate  
6348 All residents of the nearest village turn to friendly kobolds  
6349 All residents of the nearest village become nocturnal  
6350 All residents of the nearest village choose live in the woods

6351 All residents of the nearest village vanish without a trace  
6352 All rocks within 100 yards are covered with bark  
6353 All rocks within 100 yards roll toward the area of effect  
6354 All rods/staves/wands within 100 yards are recharged  
6355 All rods/staves/wands within 100 yards discharge randomly  
6356 All rods/staves/wands within 100 yards lose 1d10 charges  
6357 All rods/staves/wands within 100 yards twist like corkscrews  
6358 All scabbards and sheaths within 100 yards fill with butter  
6359 All shapeshifters for 5 miles are stuck in the current forms  
6360 All shapeshifters for 5 miles assume true forms for 1d8 turns  
6361 All shapeshifters for 5 miles can assume yet another form  
6362 All sleeping creatures within one mile awaken  
6363 All sling stones and the like within 100 yards turn to ice  
6364 All soil within 30' becomes sodium; rain falls for 5d4 rounds  
6365 All soil, rocks, and minerals in 10,000 square yard area vanish  
6366 All sound generated within 100 yards doubles in volume  
6367 All spells cast during the next round become permanent  
6368 All spells cast within the next turn function randomly  
6369 All spells cast within 100 yards have their durations halved  
6370 All spider web in 1 mile radius turns to cloud and dissipates  
6371 All spider web in 100 yard radius turns to nylon thread  
6372 All spiders within 50 yards become Huge  
6373 All statues within 1 mile animate and depart  
6374 All statues within 1 mile appear in the area  
6375 All statues within 1 mile turn to chocolate  
6376 All statues within 1 mile turn to golems  
6377 All stones above ground within 100 yard radius vanish  
6378 All stones above ground within 100 yard area turn to styrofoam  
6379 All stones within 100 yards are arranged in a complex pattern  
6380 All stones within 100 yards converge on the target point  
6381 All summoned creatures within 100 yards ally with each other  
6382 All summoned creatures within 100 yards are dismissed  
6383 All summoned creatures within 100 yards are freed of control  
6384 All swords for 100 yards retract into their hilts 2d10 rounds  
6385 All trees for 100 yards bend from the area as from an explosion  
6386 All trees for 100 yards bend into area as toward sunlight  
6387 All trees within 100 yard radius drop their leaves  
6388 All trees within 100 yard radius grow feathers  
6389 All trees within 100 yard radius keep their leaves next autumn  
6390 All trees within 100 yard radius shine with Continual Light  
6391 All trees within 100 yard radius turn invisible for 1 day  
6392 All trees within 100 yards are stripped of bark  
6393 All trees within 100 yards bark like dogs  
6394 All trees within 100 yards become carnivorous  
6395 All trees within 100 yards crumble to sawdust  
6396 All trees within 100 yards turn to stone  
6397 All undead of fewer than 8 HD are Turned from the target point  
6398 All undead skeletons within 100 yards can regenerate  
6399 All undead skeletons within 100 yards turn to steel  
6400 All undead skeletons within 100 yards turn to wood  
6401 All undead within 1 mile become free-willed  
6402 All undead within 90' cut off from Negative Plane for 5 rounds  
6403 All vegetation within 1 mile shrinks by 90%  
6404 All vegetation within 1 mile turns blood-red  
6405 All vegetation within 1 mile turns carnivorous  
6406 All vegetation within 1 mile turns invisible  
6407 All vegetation within 100 foot radius is stripped of moisture  
6408 All vegetation within 100 yards crumbles to ash  
6409 All vegetation within 100 yards grows to full size and maturity  
6410 All voices within 100 yards echo 1d10 rounds after they're said

6411 All water within 1 mile turns orange but remains drinkable  
6412 All water within 100 yards turns to an equal mass of snow  
6413 All water within 100 yards turns to stone  
6414 All weapons within 100 yards become ethereal for 10d10 rounds  
6415 All weapons within 100 yards shrink by 50% for 10d10 rounds  
6416 All weapons within 100 yards triple in weight for 10d10 rounds  
6417 All within 10 miles distrust gold as a medium of exchange  
6418 All within 100 yards affected by a random alteration spell  
6419 All within 100 yards affected by a random necromantic spell  
6420 All within 100 yards appear to lack skin  
6421 All within 100 yards affected by Abi-Dalzim's Horrid Wilting  
6422 All within 100 yards are affected by Feather Fall  
6423 All within 100 yards are affected by massmorph for 18 hours  
6424 All within 100 yards are Feebleminded  
6425 All within 100 yards are Healed, as by the spell  
6426 All within 100 yards are Held for 1d10 rounds each  
6427 All within 100 yards are Held until tomorrow  
6428 All within 100 yards are immune to the intended spell for 1 day  
6429 All within 100 yards are polymorphed into Kobolds for 1d6 days  
6430 All within 100 yards are stricken blind  
6431 All within 100 yards are stricken deaf  
6432 All within 100 yards are stricken denied blind  
6433 All within 100 yards are stricken sterile  
6434 All within 100 yards are stricken unconscious  
6435 All within 100 yards are suddenly standing beside their clones  
6436 All within 100 yards are teleported into nearest cave  
6437 All within 100 yards are teleported onto the nearest mountain  
6438 All within 100 yards are teleported to nearest castle  
6439 All within 100 yards are unable to sleep for 3d6 days  
6440 All within 100 yards assume gaseous form for 1d10 rounds  
6441 All within 100 yards become badly sunburned  
6442 All within 100 yards become supernaturally fertile  
6443 All within 100 yards become carriers of a terrible disease  
6444 All within 100 yards become immune to nonmagical disease  
6445 All within 100 yards begin to dehydrate, 1 HP every other round  
6446 All within 100 yards collapse under Feign Death spell  
6447 All within 100 yards contract a terrible disease  
6448 All within 100 yards double in weight for 1d6 hours  
6449 All within 100 yards fall asleep until dawn tomorrow  
6450 All within 100 yards suffer Leomund's Lamentable Belaborment  
6451 All within 100 yards gain 1 point to STR  
6452 All within 100 yards gain infravision (or double range)  
6453 All within 100 yards have the feeling this happened before  
6454 All within 100 yards have the feeling this will happen again  
6455 All within 100 yards lose 2 HP/round until leaving the area  
6456 All within 100 yards lose all skin and hair pigmentation  
6457 All within 100 yards lose all weapon proficiency for 1 day  
6458 All within 100 yards lose infravision if they have it  
6459 All within 100 yards may be resurrected once without CON loss  
6460 All within 100 yards must Save or be Slowed  
6461 All within 100 yards must Save or change gender for 1d20 days  
6462 All within 100 yards must Save or teleport to random locations  
6463 All within 100 yards rise 10 feet in the air  
6464 All within 100 yards Save or teleport to Negative Material  
6465 All within 100 yards Save or teleport to Positive Material  
6466 All within 100 yards shine as with Continual Light  
6467 All within 100 yards shrink to half their height  
6468 All within 100 yards sound like they're on helium  
6469 All within 100 yards stop aging, though they may still be slain  
6470 All within 100 yards suddenly form into a large circle

6471 All within 100 yards suffer 1d20 HP from magical discharge  
6472 All within 100 yards teleported into nearest temple  
6473 All within spell's area of effect affected by Fools' Speech  
6474 All wooden weapons within 100 yards turn to balsa wood  
6475 All written text within spell's area of effect turns backward  
6476 Ambient temperature decreases by 10d10( for 1d10 rounds  
6477 Ambient temperature decreases by 20d10( for 1d4 rounds  
6478 Ambient temperature decreases by 5d10( for 1d20 rounds  
6479 Ambient temperature increases by 10d10( for 1d10 rounds  
6480 Ambient temperature increases by 20d10( for 1d4 rounds  
6481 Ambient temperature increases by 50( at nightfall  
6482 Ambient temperature increases by 5d10( for 1d20 rounds  
6483 An incredibly thick fog obscures the entire area until sunset  
6484 An oil well springs up from the ground beneath the target point  
6485 An unusual & terribly harsh tax is imposed on the nearest town  
6486 Animals flock to the target point as though it were a salt lick  
6487 Animals forever shun an area 100 feet from the target point  
6488 Any animal skins within 100 yards bond to those wearing them  
6489 Any animal skins within 100 yards reanimate  
6490 Any artifacts within 1 mile decide they've had it and vanish  
6491 Any creatures resurrected in area in the last 5 years are slain  
6492 Any creatures slain in area within last 5 turns are resurrected  
6493 Any magical items within 10 yards are inert for 1d6 turns  
6494 Any snow within 100 yards turns to diamond dust  
6495 Any summoned beings within 100 yards do not vanish when freed  
6496 Anyone slain in the last turn within 100 yards is resurrected  
6497 Anyone within 100 yards resurrected during the last year dies  
6498 Anyone within 100 yards Save vs Spell or be stunned 1d3 turns  
6499 Bark of all trees within 1 mile becomes hard as steel  
6500 Call Lightning hits target point 1 per turn for next 20 turns  
6501 Chain Lightning strikes nearby; hits 1 random target 1d10 times  
6502 Chain Lightning streaks through area; hits 1d10 random targets  
6503 Civil unrest erupts in nearby town; spreads through the kingdom  
6504 Cleric abilities do not work within 100 yards of target point  
6505 Cleric abilities function at 2X potency in a 100 yard radius  
6506 Clerical error: no priest spells function in a 100 yard radius  
6507 Confetti and jubilant music pour from the sky  
6508 Create Food and Water occurs, once for everyone within 50 yards  
6509 Creeping Doom o(1d6+4)X1000 insects sweeps through the area  
6510 Dancing Lights swirl through the air in the vicinity  
6511 Death appears; all who see her must Save or fall unconscious  
6512 Death appears, captures soul of a random being, and disappears  
6513 Death appears, gives a random object to someone, and vanishes  
6514 Death appears, grabs a random object from someone, and vanishes  
6515 Death appears, watches scene with interest, then vanishes  
6516 Death decides to erect a summer cottage in the vicinity  
6517 Dense fog fills the air, smelling of brimstone  
6518 Ducks fall from sky for 1d6 rounds  
6519 Each creature within 100 yards is enclosed in a forcecage  
6520 Eerie winds howl through the area; Morale checks at -3  
6521 Entire region is forever impenetrable to Divinations  
6522 Everyone in area believes everyone else in area is undead  
6523 Everything in area appears black & white for spell's duration  
6524 Everything in area appears invisible for spell's duration  
6525 Everything in area appears uniformly black for spell's duration  
6526 Everything in area appears uniformly white for spell's duration  
6527 Everything that happened last round recurs in the next  
6528 Everything within 1 mile is coated with a fine yellow powder  
6529 Evidence of the Apocalypse is seen throughout the land  
6530 Explosion at target point; 30d6HP damage to all within 30 yards

6531 Fire Elemental appears, ignites all torches, etc, and vanishes  
6532 For next d20 days, the sun rises in the west & sets in the east  
6533 For next 1d10 rounds beans, peanuts, and legumes rain from sky  
6534 For next 1d10 rounds eggs rain from the sky  
6535 For next 1d10 rounds frogs & toads fall from the sky & hop away  
6536 For next 1d10 rounds frogs & toads hop into area & into the sky  
6537 For next 1d10 rounds gumdrops and jellybeans fall from sky  
6538 For next 1d10 rounds maple syrup rains from the sky  
6539 For next 1d10 rounds marbles rain from the sky  
6540 For next 1d10 rounds mints and chocolate chips rain from sky  
6541 For next 1d10 rounds raisins, dates, and walnuts rain from sky  
6542 Frogs fall from the sky for 1d6 rounds; all -2 ToHit  
6543 Gale force winds blow for 1d20 rounds; missile fire impossible  
6544 Gate opens to random Lower Outer Plane  
6545 Gate to the Abyss opens at the target point of the spell  
6546 Gentle rain falls for 1d10 rounds  
6547 Hail falls from the sky for 1d6 rounds; all -1 ToHit  
6548 Half the populace thinks the continent is sinking into the sea  
6549 Heavy flooding occurs throughout a ten mile radius  
6550 Heavy rain falls for 1d10 rounds; all -2 ToHit, no missile fire  
6551 Illusions cast in the area are free-willed for their duration  
6552 In the next 2 turns, 3d10 feet of snow cover a 100 yard radius  
6553 Internal dimensions of nearest dwelling are doubled  
6554 Internal gravity of nearest dwelling increases 1d4X  
6555 Internal gravity of nearest dwelling is flipped 90(  
6556 Internal gravity of nearest dwelling is halved  
6557 Internal gravity of nearest dwelling is lost  
6558 Internal gravity of nearest dwelling is reversed (flipped 180()  
6559 Light drizzle falls for 1d10 weeks  
6560 Local gravity doubles during each of the next 1d4 rounds  
6561 Millions of moths cloud the area, blinding all within 100 yards  
6562 Minor Death appears; attacks 1 being till missing, then leaves  
6563 Missiles fired within 100 yards circle & hit whoever fired them  
6564 Missiles fired within 100 yards ricochet and hit random targets  
6565 Mist from a nearby river has a 10% chance to lead to Ravenloft  
6566 Monster Summoning 2d4-1 (rolled each time) occurs 5d4 times  
6567 Monster Summoning 2d4-1 occurs  
6568 Monster Summoning I occurs 1d10 times  
6569 Monster Summoning II occurs 4d3-3 times  
6570 Monster Summoning III occurs 1d8 times  
6571 Monster Summoning IV occurs 2d4-1 times  
6572 Monster Summoning V occurs 1d6 times  
6573 Monster Summoning VI occurs 1d4 times  
6574 Monster Summoning VII occurs 2d3-1 times  
6575 Motes of light swirl through the area, giving everyone -1 ToHit  
6576 Music fills the air  
6577 Music fills the air so loudly that spells cannot be cast  
6578 Nearby town has festival to honor all in the area of effect  
6579 Nearby town seeks death of all within 100 yards of target point  
6580 Nearest 1d1000 rabbits link into a hive-mind and form a colony  
6581 Nearest 500 lb. stone becomes a statue of creature near it  
6582 Nearest 500 lb. stone becomes perfectly spherical  
6583 Nearest 500 lb. stone engulfs creature nearest to it  
6584 Nearest 500 lb. stone hurl itself into the sky and vanishes  
6585 Nearest 500 lb. stone turns to 5000 lb. stone  
6586 Nearest 500 lb. stone turns to a Galeb Duhr  
6587 Nearest 500 lb. stone turns to an 8 HD earth elemental  
6588 Nearest 500 lb. stone turns to diamond  
6589 Nearest 500 lb. stone turns to steam  
6590 Nearest banshee is teleported into vicinity for 1d10 rounds

6591 Nearest bridge collapses  
6592 Nearest building crumbles to dust  
6593 Nearest building inverts  
6594 Nearest butterfly polymorphs into a Gold Dragon  
6595 Nearest castle becomes a sandcastle; owner likely to be upset  
6596 Nearest castle becomes sentient  
6597 Nearest castle is transported into the area  
6598 Nearest castle is transported to the Plane of Fire unharmed  
6599 Nearest castle rises into the air 1d20 feet  
6600 Nearest castle sinks into the ground 1d20 feet  
6601 Nearest castle turns to chocolate  
6602 Nearest castle turns to sand  
6603 Nearest castle's tower becomes volcanically active  
6604 Nearest castle's tower blasts off into orbit  
6605 Nearest cave becomes a gate to the demi-plane of shadow  
6606 Nearest cave collapses  
6607 Nearest cave fills with toxic volcanic gasses  
6608 Nearest cave takes on the features of a huge mouth  
6609 Nearest convict is teleported out of prison into vicinity  
6610 Nearest doorway becomes a Gate to another Prime Material  
6611 Nearest doorway becomes a lasting Portal to Elemental Air  
6612 Nearest doorway becomes a lasting Portal to Elemental Earth  
6613 Nearest doorway becomes a lasting Portal to Elemental Fire  
6614 Nearest doorway becomes a lasting Portal to Elemental Water  
6615 Nearest doorway becomes a lasting Portal to the Astral Plane  
6616 Nearest doorway becomes a lasting Portal to the Ethereal Plane  
6617 Nearest doorway causes any entering it to exit via another door  
6618 Nearest doorway causes any traversing it to age 5d10 years  
6619 Nearest doorway causes any traversing it to lose 1/2 their HP  
6620 Nearest doorway flips any traversing it 180( laterally  
6621 Nearest doorway restores 1/2 lost HP to any traversing it  
6622 Nearest dragon polymorphs into a rabbit of equal size  
6623 Nearest druid begins preaching the merits of strip-mining  
6624 Nearest druid goes on a random killing spree  
6625 Nearest dryad and her tree teleport into the vicinity  
6626 Nearest fire burns without fuel until extinguished  
6627 Nearest fire detonates as a 10 Die fireball  
6628 Nearest fire explodes as a fireball of 1d20 Hit Dice  
6629 Nearest fire fills the area with thick, acrid smoke  
6630 Nearest fire re-ignites 1d10+10 turns after it is extinguished  
6631 Nearest fire resurrects as an elemental the 1st corpse it burns  
6632 Nearest fire resurrects first corpse thrown into it  
6633 Nearest fire rises and flees the area  
6634 Nearest fire streaks into the sky like a reversed meteor  
6635 Nearest fire takes 1HP per round from all within 10' of it  
6636 Nearest Giant is summoned; appears in 2d10 rounds  
6637 Nearest goat turns into a boat  
6638 Nearest Gold Dragon polymorphs into a butterfly; retains memory  
6639 Nearest Golem becomes a statue of appropriate composition  
6640 Nearest government official is found to be a 5 year old child  
6641 Nearest government official is found to be a demigod  
6642 Nearest government official is found to be a medusa  
6643 Nearest government official is found to be a nymph  
6644 Nearest government official is found to be a tanar'ri  
6645 Nearest government official is found to be a vampire  
6646 Nearest government official is found to be an illithid  
6647 Nearest government official is revealed to have died last year  
6648 Nearest governmental unit collapses amid scandals of wrongdoing  
6649 Nearest horse turns to a pegasus and flies away  
6650 Nearest hourglass becomes a magic-powered quartz digital clock;



6651 Nearest house is the entrance to a maze of underground passages  
6652 Nearest ice berg becomes volcanically active  
6653 Nearest lake contains salt water instead of fresh  
6654 Nearest lake drains mysteriously  
6655 Nearest lake forms a tsunami and devastates its shores  
6656 Nearest lake imparts medusa-like beauty to any drinking from it  
6657 Nearest lake imparts nymph-like beauty to any drinking from it  
6658 Nearest lake is suddenly populated by bullywugs  
6659 Nearest medusa teleports into the nearest city  
6660 Nearest medusa teleports into the vicinity  
6661 Nearest medusa turns into a nymph (alignment Neutral Good)  
6662 Nearest mining operation unearths a long-buried and evil entity  
6663 Nearest mountain bears huge likenesses of the caster and target  
6664 Nearest mountain becomes a huge but benevolent earth elemental  
6665 Nearest mountain becomes a valley  
6666 Nearest mountain becomes an ice berg  
6667 Nearest mountain becomes as smooth as glass  
6668 Nearest mountain becomes invisible  
6669 Nearest mountain becomes volcanically active  
6670 Nearest mountain inverts; remains structurally sound  
6671 Nearest mountain levitates one mile  
6672 Nearest mountain rises into the sky and vanishes  
6673 Nearest mountain shifts 1d4 miles to the right  
6674 Nearest mountain turns out to be the site oan illithid city  
6675 Nearest mountain vanishes  
6676 Nearest mountain vanishes and is replaced by a pyramid  
6677 Nearest nymph becomes chaotic evil  
6678 Nearest nymph claims friendship with someone within 100 yards  
6679 Nearest nymph claims great hatred of someone within 100 yards  
6680 Nearest nymph claims kinship with someone within 100 yards  
6681 Nearest nymph claims nearest small pond as her bathing pool  
6682 Nearest nymph claims someone within 100 yards as her consort  
6683 Nearest nymph develops an intense crush on someone nearby  
6684 Nearest nymph develops an intense wanderlust  
6685 Nearest nymph develops intense jealousy of the nearest female  
6686 Nearest nymph exchanges clothing with someone in the area  
6687 Nearest nymph exchanges physical forms with someone in the area  
6688 Nearest nymph has a major impact on next year's summer fashions  
6689 Nearest nymph lobbies for position in the local governmental  
6690 Nearest nymph teleports into the nearest castle's moat  
6691 Nearest nymph teleports into the nearest monastery  
6692 Nearest nymph teleports into the nearest town square  
6693 Nearest nymph teleports into the nearest well  
6694 Nearest nymph teleports into vicinity for 1d10 rounds  
6695 Nearest nymph turns into a medusa (likely to be somewhat upset)  
6696 Nearest ocean has a direct connection within the nearest well  
6697 Nearest ocean-going vessel turns to a submarine  
6698 Nearest ocean-going vessel turns to cesium  
6699 Nearest rabbit gains the Intelligence and powers of a lich  
6700 Nearest rabbit goes on a bloodthirsty rampage  
6701 Nearest ravine or crevice clamps shut forcefully  
6702 Nearest ravine or crevice is spanned by a normal bridge  
6703 Nearest Red Dragon is summoned; appears in 5d10 rounds  
6704 Nearest river alters its course to sweep through the area  
6705 Nearest river becomes a huge but sluggish water elemental  
6706 Nearest river becomes charged with electricity  
6707 Nearest river becomes filled with locathah  
6708 Nearest river becomes filled with piranha  
6709 Nearest river becomes filled with fresh-water sharks  
6710 Nearest river becomes highly flammable

6711 Nearest river becomes sentient  
6712 Nearest river becomes stagnant  
6713 Nearest river boils  
6714 Nearest river connects somewhere with the river Styx  
6715 Nearest river dissolves all within it like acid  
6716 Nearest river divides its course; 1/2 flows one way, 1/2 the other  
6717 Nearest river doubles its depth  
6718 Nearest river doubles its width  
6719 Nearest river drops to the temperature of liquid nitrogen  
6720 Nearest river drowns all within it  
6721 Nearest river fills with molasses  
6722 Nearest river fills with peas  
6723 Nearest river fills with water elementals  
6724 Nearest river flows at 10 times normal rate  
6725 Nearest river flows backward along its entire length for 1 day  
6726 Nearest river freezes solid  
6727 Nearest river halves its width  
6728 Nearest river heats by 80(, killing any aquatic life within it  
6729 Nearest river hurls all fish within it onto its banks  
6730 Nearest river ignites  
6731 Nearest river is covered by a layer of stone  
6732 Nearest river is cut off from its tributaries  
6733 Nearest river levitates ten feet  
6734 Nearest river parts mysteriously at some significant location  
6735 Nearest river parts mysteriously down the middle  
6736 Nearest river stops flowing for 1d6 days  
6737 Nearest river swallows any craft upon it  
6738 Nearest river turns to glass  
6739 Nearest river vanishes  
6740 Nearest sea-worthy ship gains the power of flight  
6741 Nearest sea-worthy ship sinks like a stone  
6742 Nearest siege engine turns into a Sherman tank  
6743 Nearest small pond acts as a bowl of watery death  
6744 Nearest small pond acts as a Mirror of Life Trapping  
6745 Nearest small pond acts as a Mirror of Opposition  
6746 Nearest small pond acts as a Mirror of Scrying  
6747 Nearest small pond acts as a Mirror of Simple Order  
6748 Nearest small pond acts as a random potion to those drinking it  
6749 Nearest small pond becomes a gate to a cloud high overhead  
6750 Nearest small pond becomes a gate to a nearby bonfire  
6751 Nearest small pond becomes a gate to a pond of similar size  
6752 Nearest small pond becomes a water elemental; attacks all near  
6753 Nearest small pond becomes permanently electrically charged  
6754 Nearest small pond can be trodden across like solid earth  
6755 Nearest small pond contains 1d4 water weirds  
6756 Nearest small pond drains 1d10 HP from any drinking from it  
6757 Nearest small pond drains and becomes volcanically active  
6758 Nearest small pond erupts into a geyser  
6759 Nearest small pond exerts pressure like the bottom of the ocean  
6760 Nearest small pond explodes into fog, blanketing 1 mile radius  
6761 Nearest small pond forms a whirlpool, accessing Elemental Water  
6762 Nearest small pond freezes solid  
6763 Nearest small pond heals 1d10 HP for any drinking from it  
6764 Nearest small pond increases in depth by a factor of 1d100  
6765 Nearest small pond is enchanted with Watery Double  
6766 Nearest small pond levitates 1d10 feet  
6767 Nearest small pond poisons those drinking from it  
6768 Nearest small pond teleports any drinking from it to the ocean  
6769 Nearest small pond transforms into a pool of lava  
6770 Nearest small pond turns into an above-ground pool

6771 Nearest small pond turns those drinking from it into water  
6772 Nearest spellbook becomes sentient and resents its owner  
6773 Nearest statue becomes a Golem of appropriate composition  
6774 Nearest suit of chain mail is insulated like electrical wire  
6775 Nearest suit of chain mail turns to 24 Karat gold  
6776 Nearest suit of plate armor encloses its wearer like a tin can  
6777 Nearest suit of plate armor turns to silk  
6778 Nearest sunken continent rises to the surface for 3d12 months  
6779 Nearest sunken ship rises to the surface, dry and good as new  
6780 Nearest sycamore tree becomes volcanically active  
6781 Nearest town erupts into frenzied celebration & heads this way  
6782 Nearest town forms a pool of lava at its center  
6783 Nearest troll loses its regeneration ability for 1d10 days  
6784 Nearest valley fills with a glacier over the next 1d12 months  
6785 Nearest valley rises into a mountain; flora and fauna unharmed  
6786 Nearest vampire gains an immunity to direct sunlight  
6787 Nearest village sinks into the ground  
6788 Nearest village teleports to nearest island of comparable size  
6789 Nearest well acts as a Fountain of Youth for next 2d12 hours  
6790 Nearest well becomes a Well of Many Worlds  
6791 Nearest well becomes an oil well  
6792 Nearest well becomes unwell; poisons any who drink from it  
6793 Nearest well becomes volcanically active  
6794 Nearest well connects with the Elemental Plane of Water  
6795 Nearest well grants one Wish to anyone dropping a coin in it  
6796 Nearest well hurls lightning bolts at any taking water from it  
6797 Necromantic spells do not work within 100 yards of target point  
6798 New religious movement seeks "ethnic cleansing" of the region  
6799 Next 1d6 spells cast in the area trigger Wild Surges  
6800 Next fire started in area burns a 10 foot pit into the ground  
6801 Next fire started in area causes lava to well up beneath it  
6802 Next fire started in area explodes like Melf's Minute Meteors  
6803 Next fire started in area opens a Gate to Elemental Fire  
6804 Next fire started in area summons a friendly fire elemental  
6805 Next fire started in area summons a hostile 16HD fire elemental  
6806 Next fire started in area triggers a firestorm in 1 mile radius  
6807 Next fire started in area triggers a hailstorm lasting 1 hour  
6808 Next fire started in area triggers a rainstorm lasting 40 days  
6809 Next fire started in area triggers a sandstorm lasting 1/2 hour  
6810 Next fire started in area triggers a snowstorm lasting 4 days  
6811 Next fire started in area triggers a windstorm lasting 5 days  
6812 Next one to cast a spell in area teleports 1d100 miles randomly  
6813 Night turns to day, or vice versa, for 1d4 hours  
6814 No aging occurs within 100 yard radius of target point of spell  
6815 No artificially-sown crops can ever again grow within 10 miles  
6816 No fire can burn within 100' of target point for one whole year  
6817 No fresh air circulates into a 100 yard radius of target point  
6818 No healing, magical or otherwise, works within 100 yard radius  
6819 No necromancy spells function in the area until sunset tomorrow  
6820 No one may approach within 100' of target point for 1 year  
6821 No one within 100 yards can cast magic during the next 48 hours  
6822 No rain ever again falls within 1 mile radius  
6823 No teleportation, magical or otherwise, is possible in the area  
6824 No speech is heard in 100 yard radius; other sound unchanged  
6825 No words may be spoken in 100 yard radius  
6826 None within 100 yards may ever be resurrected  
6827 Nothing for 1 turn, then 1d20 zombies appear & attack everyone  
6828 Nothing for 1 turn, then all within 100 yard radius Sleep  
6829 Nothing for 1 turn, then all within 100 yards turn Invisible  
6830 Nothing for 1 turn, then everyone within 100 yards is Held

6831 Nothing for 1 turn, then suddenly it's twelve hours later  
6832 Nothing for 1 turn, then suddenly three feet of snow appear  
6833 Nothing for 1 turn, then the earth is scorched for 100 yards  
6834 Nothing for 1 turn, then the Surge (roll again) occurs  
6835 Ominous thunder rumbles in the distance; roll again  
6836 One item within 100 yards permanently charged with random spell  
6837 One item within 100 yards forever charged with intended spell  
6838 One mile radius turns black-and-white for the spell duration  
6839 One mile radius looks like a color negative for spell duration  
6840 One mile radius becomes an open Gate to some plane of hell  
6841 One mile radius enjoys uninterrupted daylight for One week  
6842 One mile radius suffers uninterrupted night for One week  
6843 One mile radius forms a sinkhole  
6844 One mile radius is affected by Grease for 1d6 turns  
6845 One mile radius is darkened by an eclipse for 1d20 rounds  
6846 One mile radius receives no precipitation in the next year  
6847 One potion (random) within 10 yards turns to nitroglycerin  
6848 One random creature in area becomes an Elemental  
6849 One random creature nearby turns to gold  
6850 One random elemental in area becomes a Prime Material native  
6851 One random humanoid nearby acquires Strength of 25  
6852 One random humanoid nearby believes he is his deity's avatar  
6853 One random humanoid nearby can understand all spoken languages  
6854 One random humanoid nearby can understand all written languages  
6855 One random humanoid nearby doubles in height but not mass  
6856 One random humanoid nearby gains 1d100% Magic Resistance  
6857 One random magic item within 100' gains another enchantment  
6858 One random mammal in vicinity acquires INT 19 and speech  
6859 One random mammal in vicinity becomes a random reptile  
6860 One random mammal in vicinity becomes amphibious  
6861 One random mammal in vicinity becomes Minimal  
6862 One random mammal in vicinity gains human INT and speech  
6863 One random potion in the area turns its drinker inside out  
6864 One suit of ring mail in the area bears 1d4 random magic rings  
6865 One ton of matter from vicinity is transported into Limbo  
6866 One ton of matter is transported from Limbo into vicinity  
6867 Organic matter within 100 yard radius corrodes as with rust  
6868 Pebbles fall from sky for 1d6 rounds; all -3 ToHit, 1HP dmg/rnd  
6869 Peculiar crimes begin to be committed within a 10 mile radius  
6870 Powerful Outer Planes entity appears in vicinity  
6871 Psionics are impossible within 100 yard radius  
6872 Rain falls from ground to sky for 1d10 rounds; all -1 ToHit  
6873 Rain falls in 10 mile area for a year; destroys local ecosystem  
6874 Random artifact appears in vicinity  
6875 Random container in area becomes a similar Container of Holding  
6876 Random creature in area dies immediately upon resurrection  
6877 Random creature in area is cloned on next death  
6878 Random creature in area is cloned on next resurrection  
6879 Random creature in area is consumed like a material component  
6880 Random creature in area is turned to gold  
6881 Random creature in area is turned to snow  
6882 Random creature in area resurrects immediately upon death  
6883 Random creature in area vanishes  
6884 Random creature in vicinity becomes amphibious  
6885 Random living creature in vicinity becomes Undead  
6886 Random nearby animal acquires human-level intelligence  
6887 Random nearby animal becomes armor-plated  
6888 Random nearby animal becomes herbivorous/carnivorous  
6889 Random nearby animal craves demihuman flesh  
6890 Random nearby animal enlarges 500%

6891 Random nearby animal explodes as a 5 HD fireball  
6892 Random Undead in vicinity restored to life  
6893 Region becomes a zone of Wild Magic  
6894 Region becomes magic-dead for 1d6 days  
6895 Region becomes magic-dead forever  
6896 Region becomes zone of life-leeching; saps 1HP/round present  
6897 Region is afflicted by utterly chaotic weather patterns  
6898 Sandstorm arises, regardless of environment; lasts 1d10 rounds  
6899 Sea level rises 10 feet worldwide  
6900 Silence, 1 mile radius; effect is permanent until Dispelled  
6901 Silence, 1 mile radius; lasts 1d6 rounds  
6902 Sky turns green from horizon to horizon; lasts until next day  
6903 Somatic spell components unnecessary within 100 yard radius  
6904 Some random and fabulously advanced machine appears nearby  
6905 Some random Lesser Power appears in the area  
6906 Some regional religion doubles in popularity  
6907 Some regional religion claims someone nearby as its Prophet  
6908 Some regional religion names someone nearby as its Anti-Prophet  
6909 Some regional religion loses 1d100% of its followers worldwide  
6910 Someone nearby becomes pregnant with his/her own clone  
6911 Someone nearby can assume elemental form once per day  
6912 Someone nearby is found to be a beholder  
6913 Someone nearby is found to be a nymph  
6914 Someone nearby reverts to an infant but retains all knowledge  
6915 Spell affects 50 yard radius except its intended area of effect  
6916 Spell affects everyone within 100 yards of target except target  
6917 Spell appears to fail but occurs 1d4 rounds later  
6918 Spell appears to function but actually functions in reverse  
6919 Spell appears to function but is only an illusion  
6920 Spell appears to function but its effect fizzles in 1d4 rounds  
6921 Spell becomes a free-willed elemental  
6922 Spell bounces off intended target and hits random target nearby  
6923 Spell causes a Surge if cast within 1 mile of target point  
6924 Spell creates a 50 yard radius crater, as from an explosion  
6925 Spell duration, unless instantaneous, becomes permanent  
6926 Spell duration, unless permanent, becomes instantaneous  
6927 Spell effect continues for 1 turn  
6928 Spell effect is delayed 5d10 rounds, then hits random target  
6929 Spell effect is reversed and delayed 1d8 rounds  
6930 Spell effect is reversed and doubled in strength  
6931 Spell effect is reversed and its effect is invisible  
6932 Spell effect is reversed and strikes all within 20 yards  
6933 Spell effect is reversed and strikes Fear in all who see it  
6934 Spell effect is reversed but appears to function normally  
6935 Spell effectiveness (range, duration, damage) doubles  
6936 Spell effectiveness (range, etc.) decreased by 50%  
6937 Spell effectiveness increases 100x  
6938 Spell fails if ever it is cast within 1 mile of target point  
6939 Spell functions as random spell of same level  
6940 Spell functions but its effect is invisible  
6941 Spell functions but shrieks like a Shrieker  
6942 Spell functions, but components & memory of spell are retained  
6943 Spell functions, with no Saving Throw allowed  
6944 Spell hits one random target once for each creature within 50'  
6945 Spell occurs at this time every day for the next year  
6946 Spell overshoots the mark; hits creature behind intended target  
6947 Spell recurs each of next 1d4 rounds, hitting random targets  
6948 Spell rips a hole in space, creating a Gate to the Astral Plane  
6949 Spell strikes a distant random (and possibly vengeful) target  
6950 Spell strikes 1d6 creatures in area for equal effect; no saves

6951 Spell works, but its formula is wiped from all earthly records  
6952 Spell's area increases to 1 mile, but damage is halved  
6953 Spell's area of effect is increased by 1000X  
6954 Spell's damage increases by 1000X within the area of effect  
6955 Stars are visible in the daytime sky for the next 1d12 days  
6956 Surface of the nearest small pond becomes as hard as iron  
6957 Target point of the spell shines with bright, natural sunlight  
6958 Tattooed map of choice cuts covers all livestock within 1 mile  
6959 Tattooed map of choice cuts covers any demihumans within 1 mile  
6960 Temperature in 100 yard radius permanently raised by 20(  
6961 Temperature in 100 yard radius permanently reduced by 20(  
6962 The digging of a nearby well unearths a long-buried artifact  
6963 The ink in all books within 100 yards can only be seen at night  
6964 The moon appears to be a huge eye until the next new moon  
6965 The mouth of the nearest well becomes a portable hole  
6966 The sky over a 1 mile radius is forever bright and sunny  
6967 The sky over a 1 mile radius is forever cloudy and overcast  
6968 The sky over a 1 mile radius shows both sun & stars in daytime  
6969 The spellcaster nearest the target area fires all his spells  
6970 The spellcaster nearest the target area drops one casting level  
6971 The spellcaster nearest the target area rises one casting level  
6972 The sun appears to be a big yellow smiley-face until nightfall  
6973 The sun appears to be a cube for the next 1d20 days  
6974 The sun appears to be a huge black hole until nightfall  
6975 The sun appears to be blood red until nightfall  
6976 The sun turns invisible but still provides light  
6977 The tarrasque appears in the vicinity  
6978 The tarrasque is rumored to be heading for the vicinity  
6979 Thick fog envelops the region permanently  
6980 Thick frogs plague the area permanently  
6981 Thunder and lightning boom and flash within a 1 mile radius  
6982 Time has no effect in 100 yard radius for 1 year  
6983 Time stops for 1 true day within 100 yards of target point  
6984 Time's effect in 100 yard radius occurs at 2X normal rate  
6985 Tornado or hurricane buffets the region, causing untold damage  
6986 Travel to or from the Plane becomes easy in a 100 yard radius  
6987 Travel to or from the Plane is impossible in a 100 yard radius  
6988 Tremendous riots crumble the nearest town into ruin  
6989 Wall of Fire encircles 10 yard radius or spell's area of effect  
6990 Water Elemental appears and acts like a Watery Double  
6991 Water Elemental appears and extinguishes all nonmagical fires  
6992 Water Elemental appears, drains all canteens, and disappears  
6993 Water Elemental appears, drenches everyone, and disappears  
6994 Water Elemental appears, drowns someone, and disappears  
6995 Water Elemental appears, fills all canteens, and disappears  
6996 Water Elemental appears, grabs someone, and disappears with him  
6997 White picket fences spring up around a 100 yard radius  
6998 Wild Surge occurs whenever a spell is miscast in the area  
6999 Wild Surges are henceforth twice as likely to occur in the area

What follows are the descriptions of the Original Spells mentioned in the above tables, as well as a listing of the books containing the cited T&R spells.

#### GALGER'S SINGING SPELL (Enchantment)

Level: One

Range: Touch

Duration: Special

Area of Effect: 1 item per 4 levels

Components: V,M

Casting Time: 1

Saving Throw: None

This spell is nothing but a minor annoyance, for it only functions to grant any object the ability to sing loudly, horribly, and off-key. Any tune known by the caster will do, but the spell seems to function most successfully when used with biologically obscene Dwarven drinking songs. The song plays repeatedly, the Singing continues from the time of the casting until it is interrupted by a sharp rap against the object. Thereafter, the song will resume if the object is struck again, and the only way to silence the object permanently is to Dispel it.

The material component is powdered toad or frog, which must be sprinkled on the object while the caster whistles the desired tune.

#### GALGER'S LID REMOVER (Conjuration/Summoning) (Reversible)

Level: Two  
Range: Touch  
Duration: Instantaneous  
Area of Effect: 1 container

Components: V,S,M
Casting Time: 2
Saving Throw: None

This spell summons a creature possessing immense strength and which can open any vessel a man may hold in one hand. A huge commotion and flashing of lights mark the creature's arrival, who snatches the vessel away from the caster and wrenches off its lid. Thereupon any wards protecting the seal are discharged, and any contents are unleashed. Immediately after opening the vessel the creature returns back to the caster and vanishes unharmed.

The reverse of this spell summons a Lid Locker, possessing similar power but which can seal a container tightly enough that no creature with less than 20 STR can open it without breaking it.

#### LUGWILER'S HAUNTING PHANTASM (Phantasm/Summoning)

Level: Three  
Range: Special  
Duration: Permanent  
Area of Effect: 1 creature

Components: V,S,M
Casting Time: 3
Saving Throw: Neg.

Each Haunting Phantasm is a unique horror from the Demi-Plane of Shadows which can assume the form of the victim's worst nightmare, visible only to that victim. At the caster's choice, the entity may appear under specific circumstances or at random, or it may instead pursue the target relentlessly. The Phantasm is harmless, though distracting, always seen out of the corner of the eye, or hiding behind a boulder, etc. The phantasm's relentlessness may wear on a victim's psyche, for it haunts him until dispelled.

The spell requires a special dust made of powdered mushrooms.

#### WILDWORD, INCONVENIENCE\* (Conjuration/Summoning)

Level: Six  
Range: 20 yards  
Duration: 1d12+12 hours  
Area of Effect: One creature

Components: V
Casting Time: 1
Saving Throw: None

Speaking this Wildword afflicts the target with a string of bad, though not specifically dangerous, luck. The target must have fewer than 80 hit points and be of less than demigod status. During the spell effect, the victim is beset by





determine the Surge. The aura cannot be dispelled without risking a Wild Surge, but if it is not disrupted it remains for one round per caster level.

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This document has been edited for legibility purposes by

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