

Random Magical Side Effects Table

<i>ROLL</i>	<i>RESULT</i>
01	Grow ram horns (they last for 1D6 hours, attack damage 1D4).
02	Hair becomes white (1D3 months).
03	Hair becomes a random color (this lasts 1D20+2 days).
04	Goes bald (1D3 months).
05	Hair and beard grows at an extraordinary rate for 1 day.
06	Lose all body hair (2D6 weeks).
07	Female; grow a beard Male; grow breasts (Last for 3D6 hrs).
08	Whole body develops fur (sheds in 2D6 weeks).
09	Skin becomes scaly (+1 AC, duration 2D12 minutes).
10	Skin changes color (this lasts 1D10 days).
11	You start giving off a faint smoke, that becomes noticeable when ever you stay in one area for more than 5 minutes. (this lasts 1D8 days).
12	You develop tunnel vision, no Dexterity adjustment for Armor Class and +2 to be surprised (2D6 rounds).
13	Eyes turn deep red, and seem to glow at night (1D4 days).
14	Eyes turn a random color (1D2 weeks).
15	Iris change shape to cats eyes (2D6 days).
16	Blindness develops in 1D4 minutes (remains for 1D6 minutes).
17	Body's appearance ages 50 years (health is not affected, the looks are permanent).
18	Gains low light vision (or an extra 40' if you already have it) (lasts 2D8 days).
19	Horns sprout on the creature's head, and spurs on their feet. The horns and spurs are too small to be effective in combat (they last for 1D6 hours).
20	Sudden weight gain of 3D10 pounds (1 month).
21	Fingernails turn black and lengthen; attack damage 1D2 (1 week).
22	Fingernails grow at an extraordinary rate (for 1D6 minutes, when they reach 1D6" the extra length falls off).
23	Develop unusual body odor (50% pleasant, 50% offensive) (2D4 days).
24	Get a chronic head cold or allergy (1D10 days).
25	Gender changes (this effect lasts for 3D6 hours).
26	Narcolepsy, fall asleep easily, save vs. Will once each turn or fade off (1D3 hours). This lasts until you get 4 hours of sleep.
27	Become nocturnal, -1 "to hit" and damage while in direct sunlight (1D4 days).
28	Chronic insomnia (2D4 days); -1 "to hit" and on saving rolls.
29	Needs 12 hours of sleep each night, if not then -1 "to hit" and to saving rolls (2D4 days).
30	Plagued with terrible nightmares, save vs. Will each night or suffer -1 "to hit" and to saving rolls (2D4 days).
31	Tongue becomes thin and forked (lasts 1D10 hours).
32	Nose becomes elongated and thin (returning to normal after 1D2 weeks).
33	Ears grow large and floppy (returning to normal after 2D6 hours) +1 on Listen checks.
34	Grow an extra set of ears, they are useless and appear in an unusual spot (lasts 1D6 days).
35	Grow an extra digit (50% on both hands, 50% on both feet) (It falls off after 2 weeks).
36	Head enlarges to 1.5 normal size (lasts 1D6 minutes).
37	One limb become paralyzed (1D8 rounds).

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38	Body glows at night (for 1+1d6 days), as per torch
39	Voice changes (becoming higher 50% or lower 50%) (returning to normal after 4D6 hours).
40	Go mute (for 2D6 rounds).
41	Go deaf (for 2D8 rounds).
42	Lose sense of smell (for 1D6 hours).
43	Lose sense of taste (for 3D8 hours).
44	Teeth become stained and noticeable darken (they clear up after one week).
45	Canine teeth grow (like a vampire's) and the creature's skin becomes pasty white. (This effect will last for 1D8 hours).
46	Lose your appetite for (3D6 days)
47	Acquire a craving for a random food (for 2D6 days).
48	Develop a fear of the dark (lasts 2D6 days).
49	Develop arthritis, -1 to Strength and Dexterity (lasts for 4D6 days).
50	Constantly smells a bad order, but no one else does (lasts for 2D8 days).
51	Hear constant buzzing in your ears (lasts for 1D12 days), -1 to Listen Checks.
52	Chronic and severe flatulence (lasts for 2D6 days).
53	Belch constantly for an hour after each meal (lasts 2D6 days).
54	The creature's hearing improves (+2 to hear noise), making them more susceptible to sonic attacks; -4 to save and double damage (this lasts for 1D6 rounds).
55	The creature falls into a death like trance (for 1D12 rounds).
56	Develop a fear of closed spaces (lasts 2D6 days).
57	Develop a fear of open spaces (lasts 2D6 days).
58	Develop a fear of crowds, ten or more (lasting for 2D4 days).
59	The creature turns ethereal (check for encounters) and looks like a ghost (for 1D4 minutes).
60	Grows a feature of a random animal (lasts for 3D10 hours).
61	The creature develops a odor that repels all animals and attracts monsters (this lasts or 2D4 hours).
62	Cats and dogs follow you around (for 2D4 days).
63	Dogs bark and howl when you are within 25' (for 3D4 days).
64	Vultures circle above you, and you smell of carrion (this lasts for 3D6 days).
65	A thunder cloud forms over the creature and rains once per hour for five minutes (this will last for 1D6 days).
66	A cloud of flies, 4' diameter, circles your head (this lasts for 5D6 hours).
67	All domestic animals become afraid of you (this lasts for 1D4 days).
68	You always feel too hot or too cold (50% chance of each) (this lasts for 3D20 hours).
69	Temperature within 20' of you raises 15 degrees (2D6 hours).
70	Temperature within 20' of you drops 15 degrees (2D6 hours).
71	Body becomes charged with electricity, causing 1D8 points of damage to anyone that touches you (this lasts for 2D6 rounds).
72	Your touch becomes icy to others, your touch does 1 hit point of damage. (2D6 rounds).
73	Your touch becomes hot to others, your touch does 1 hit point of damage. (2D6 rounds).
74	The creature's nose turns into a prehensile trunk, like an elephant's (this lasts for 2D6 rounds).

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75	The creature's hair catches fire, causing 1D4 hit points per round, until it is put out.
76	The creature's eyes glow brightly and their voice deepens (this lasts for 2D4 minutes).
77	The creature is teleported 5' to the left, but their clothing remains in the same place.
78	Bad luck follows the creature (for 1D10 hours) (-1 to save and -1 to hit).
79	The closest plant to you dies (this only happens only once).
80	Good luck follows the creature (for 1D10 hours) (+1 to save and +1 to hit).
81	Develop an intense itch, -1 to Dexterity (which lasts for 2D8 rounds).
82	The creature is turned into a frog (returning to normal in 1D4 rounds).
83	Become a fool, -4 to Wisdom score. (this lasts for 1D6 hours).
84	The creature grows an extra set of eyes on the back of their head. (i lasts for 1D8 days this cancels any surprise rear attacks).
85	Become drunk (for 1D4 minutes).
86	Weakness strikes, lose 1D4 Strength points (for 3D6 rounds).
87	The new moon causes your primary stat to drop by one point (lasts two cycles).
88	Super strength, gain 1D4 Strength points, (this lasts for 1D6 minutes).
89	The creature develops a large wart, -1 to Charisma, (which lasts for 2D4 days).
90	The creature shrinks, by 50% (which lasts for 2D4 turns).
91	You forget one skill, randomly picked, (for 2D6 days).
92	In direct sunlight your image becomes transparent (lasts for 2D8 days).
93	You no longer project an image in a mirror (lasts for 1D8 days).
94	You no longer project a shadow (lasts for 2D6 days).
95	The creature's fore limbs grow to twice their size (for 2D6 rounds).
96	Vermin (rats, bugs, bats, etc.) start to follow you around (for 2D6 hours).
97	A bull's-eye target magically appears on your back. (It lasts until you are attacked) Any creature attacking you from the rear gains a +1 "to hit."
98	You start to cry (-1 to hit, and half range for all missile weapons) (for 3D6 rounds).
99	You are turned to STONE, but it only lasts (for 1D6 rounds).
00	You are polymorphed into a giant rat for (2D6 rounds).

