

1) Transmute Body Parts: A random body part turns into another material.

1. Left arm turns to stone.
2. Right arm turns to stone.
3. Legs turn to stone.
4. Arms turn to oak wood but still work as normal.
5. Legs turn to oak wood but still work as normal.
6. Torso turns to stone
7. Torso turns to wood but still works as normal.
8. Left arm turns to iron but still works as normal. Can rust like normal iron.
9. Right arm turns to iron but still works as normal. Can rust like normal iron.
10. Legs turn to iron but still work as normal. Can rust like normal iron.
11. Hair becomes silk strings, no longer grows but is permanently super soft.
12. Left hand becomes adamantium. It is indestructible by any lesser material but you now have a -2 to sleight of hand checks.
13. Right hand becomes Illuminite, a pink, glowy crystal material. You can command it to glow with thought producing dim light in a 20ft radius.
14. Right foot becomes arealite. Jumping of that foot grants the effects of the jump spell. That foot is also vastly lighter than the other now.
15. Right thumb becomes a sturdy, green plant matter. Still retains all functionality.
16. Left eye becomes iron. It magically still functions as normal but can fall out when hit in the gut, neck or face. DC 10 to not have it fall out. Easy to re-socket.
17. Right eye becomes solid diamond. It loses all functionality. It could be enchanted to have it work again or sold for a hefty price.
18. Hair becomes rye. It grows at a rate equivalent to normal hair but retains the nutrition values of rye when cut.
19. Right leg becomes titanium. It retains all functionality and is as tough as titanium. Magically weighs as much as it did before, does feel colder though.
20. Left leg becomes a tangle of thorn covered vines. Retains its functionality but can cause injury when brushed up on.
21. Hair becomes soothing flames that don't burn. The colour is determined by the target's personality. (Sanguinusshiboeth)

2) I Forgor: Target forgets a random thing.

1. Their name.
2. How to use their primary weapon.
3. A single cantrip.
4. A single level 1 spell.
5. A single level 2 spell.
6. A single level 3 spell.
7. A language they currently know.
8. How to read their primary (first) language.
9. Where their home is.
10. What their allies' names are.
11. How to bake or cook most common foods.
12. The value of gold.

13. How to count beyond 20.
14. How to climb.
15. How to equip a bracer correctly.
16. How to tie shoes.
17. How fire can burn you.
18. What race they are.
19. What class they are.
20. How to open doors.
21. Their hair colour. (Sanguinusshiboeth)
22. If they left the campfire/stove/furnace/hearth/hellfire on from their last resting place/home (Sanguinusshiboeth)
23. What occurred in the last 1d100 minutes (Sanguinusshiboeth)

3) Recovery / Remembrance: Target recovers or remembers a random thing.

1. Something they previously forgot.
2. A memory they couldn't recall.
3. A silver ring they lost 3 years ago.
4. A notebook they wrote in when they were a kid.
5. A branch they tossed out 3 weeks ago.
6. A sandwich they left at home the last time they were there. (It's still good)
7. A potion they left at their mother's house
8. 3 gold coins they dropped last month.
9. The HP they lost last combat (as temp HP if full)
10. A nut that a squirrel stole off their steps yesterday.
11. An old text that explains their family history.
12. Charges on a power they have.
13. Spells slots they spent in the last combat.
14. Knowledge of an old book they read.
15. The cake that someone else stole from them last year.
16. Remember that they have a meeting with an important figure tomorrow.
17. Remembers the password / code to a puzzle or location.
18. Remembers how many gnomes live in their hometown.
19. Remembers a way into their house that isn't very conventional.
20. Remembers that they left the fireplace going at home.
21. Remembers that they are EXTREMELY flamboyant.
22. Target remembers exactly how many times they have blinked through their life.  
(Sanguinusshiboeth)

4) Prejudice: Target has a burning hatred against something.

1. Kobolds
2. Wizards
3. Barbarians
4. Humans
5. Elves
6. Rodents
7. Bread

8. Lava
9. Silicate rock (sandy stones)
10. Saplings (trees less than 2 years old)
11. Magical fire (can always tell the difference between magical and non magical fire)
12. Peaches
13. Gnomes
14. Dragons
15. Kings
16. Peasants
17. Elk
18. Bears
19. Books
20. Houses made of red brick
21. Procrastination (Sanguinusshiboeth)
22. The colour purple (Sanguinusshiboeth)

5) Love: Target loves something unconditionally.

1. Warlocks
2. Non magical fire
3. Necromancy
4. Dwarves
5. Alcohol
6. Red flowers
7. Magmatic rocks
8. Yellow fruits
9. Dragons
10. Orcs
11. Humans
12. Taverns
13. Houses made of spruce wood
14. Silver rings
15. Jewelry
16. Fancy shoes
17. Pine trees
18. Poison
19. Temple texts
20. Their deity
21. Their arch enemy
22. Procrastination (Sanguinusshiboeth)
23. The colour yellow (Sanguinusshiboeth)

6) Magic Surge: A random spell goes off somewhere nearby.

1. Fireball at 9th level, drops 500ft down the road. It hits a group of bandits that was attempting to ambush the party.
2. Create Water, drops 100 gallons of water over the party (harmless, but they are now all soaked)

3. Mold Earth, raises the ground under the party by 2 inches very abruptly.
  4. Chain Lightning, strikes the nearest 3d4 trees in an arching pattern.
  5. Cone of Cold, pointed at the party from a nearby tree.
  6. Wall of Force, directly above the party's current location.
  7. Prestidigitation, making the area smell of fine wine.
  8. Prestidigitation, makes the area smell of smoke.
  9. Prestidigitation, a scream of a child echoes from the east.
  10. Prestidigitation, making the area smell of burnt rubber.
  11. Dancing Lights, spawns 4d20 lights that dance around the area.
  12. Dancing Lights, a small, dancing light appears above each creature's head in a 50 ft radius.
  13. Arcane Lock, all objects within 100 ft of the party become magically locked, DC 13 arcane or sleight of hand to unlock them.
  14. Arcane Lock, all weapons are locked in their sheath / holster until unlocked. DC 13 Arcana or SoH to unlock.
  15. Holy Weapon, all weapons within 100 ft of the party are affected with Holy Weapon for 3 hours.
  16. Thunder Push, shoves the nearest object away from the party.
  17. Jump, everything within 100 ft gains the effect of the jump spell.
  18. Longstrider, everything within 100 ft gains the effect of the longstrider spell.
  19. Alter Sound, all sound becomes muffled to 1d4+1 rounds.
  20. Icy Shields, all Shields within 100 ft become coated in ice for 1d4+1 rounds. They gain +1 AC and give the holder resistance to cold damage.
  21. Flim-Flam, target collapses to the ground as if rag dolling, completely limp. Effect fades over 30 seconds.
  22. Tasha's Hideous Laughter, the entire party is affected. (Prowler64)
  23. Blur, target is affected by the Blur spell. (Prowler64)
  24. Insect Plague, insect plague is cast on a nearby tree. (Prowler64)
  25. Animate, A random statue or sculpture nearby becomes animated. (Prowler64)
- 7) Animal Mutation: The animal closest to the party gains a mutation. Animal still functions as it normally would (mostly).
1. Becomes twice as large.
  2. Grows sharp teeth.
  3. Grows bunny ears.
  4. Grows 9 tails.
  5. Gains antlers.
  6. Becomes twice as long or tall and double its legs.
  7. Gains 4 extra eyes.
  8. Head doubles in size.
  9. Ass doubles in size.
  10. Shits stones.
  11. Shits bricks.
  12. Shits gold.
  13. Shrinks to small/tiny size.

14. Grows 2 extra tails.
15. Doubles its legs.
16. Becomes twice as heavy.
17. Becomes a statue made of obsidian.
18. Becomes a statue made of normal stone.
19. Becomes a statue made of concrete.
20. Becomes a statue made of gold.
21. Can now speak common but doesn't increase in intelligence.  
(Sanguinusshiboeth)
22. Grows a scorpion tail from the back of its head. (Sanguinusshiboeth)

8) Learn Magic: Target learns a random cantrip or spell, if they do not have spell slots, the spell instead holds charges.

1. Vicious Rockery: throw a rock that has an insulting message tied to it.
2. Vicious Sockery: target takes 1d4 bludgeoning damage as you hit them with a sock magically filled with butter.
3. Eldritch Glass: create a small, ornate glass sculpture of an Eldritch being.
4. Cone of Sold: all objects within range turn into gold coins worth 25% of their value. Ignores equipment, only affects 3 items and fails on items larger than 1 cubic foot.
5. Cone of Bold: all targets gain the courage to continue fighting and can no longer flee combat.
6. Cone of Mold: deals poison damage instead of cold damage. All food in range becomes spoiled.
7. Cold of Mold: all targets are encased in a soft clay brick. DC 10 STR to break free. Breaks after 3 turns.
8. Rending: break a small object
9. Bending: bend a small object 90°
10. Tending: you interact with an object that requires some form of interaction to continue working, range 15 ft.
11. Crown of Sadness: target becomes quite sad and refuses to fight.
12. Flame Glade: lights the nearest patch of grass on fire.
13. Flame Braid: create a piece for freshly made, braided bread.
14. Magic Moth: summon a moth that is magical, it works just like summon fey.
15. Magic South: you can determine true South at will.
16. Hind Spike: cause a spike of psychic energy to stab someone in the ass.
17. Find Spike: locate the nearest sharp object within 150 ft.
18. Whisky Step: teleport to the nearest source of alcohol, has a 100 ft range.
19. Misty Stop: summon a way of mist that stops any approaching creature that is medium or smaller.
20. Rope Slick: make a target rope, ladder or chain extremely slippery.
21. Cause Bear: summons a bear. The bear is neutral to all creatures nearby unless provoked. (Prowler64)
22. Mage Sand: like pocket sand, but magical. DC 10 Constitution saving throw to not be blinded for 1d4-1 turns. (Prowler64)

23. Bare: Target makes a DC 13 CHA check. Upon failing, they are now naked. (Prowler64)
24. Feather Wall: Create a 20 ft wide, 10 ft tall wall of feathers. (Prowler64)
25. Cream: A cream pie is launched at a random creature within 30 ft. Make a ranged attack dealing 1d10 psychic damage. DC 10 CON saving throw on hit or be blinded for 1 round to remove the debris. (Prowler64)
26. Gust of Wind: Make a ranged spell attack at a target within 30 ft. Extend a long melon rind and strike the target for 1d6 bludgeoning damage. Also smells nice. (Regirock00)
27. Apprehending the Arcane Foam: You see bubbles everywhere, giving disadvantage to perception and ranged attack rolls. More bubbles conglomerate around magical items. (Sanguinushiboeth)
28. Long Amber Momentum: Willing or helpless creature is touched by the caster. Creature is shot at 100 ft per round away from the caster, flying through the air and weak obstacles. It lasts until the caster cancels the spell or after a number of turns equal to the spells casting level. (Sanguinushiboeth)
29. Gaseous Foam: Release a cloud of foam and bubbles with a radius of 20 ft in front of you. All creatures inside the cloud must make a DC 15 CON saving throw. On a failed save, they are afflicted with an effect from the Contagion spell. (Regirock00)

9) Weather Phenomenon: causes a random weather effect to occur.

1. Temperature rises to that of the inside of an oven in a 100 ft radius for 1d4-1 hours.
2. Temperature drops to -100 degrees centigrade in a 100 ft radius for 1d4-1 hours.
3. A hurricane forms off the western coast of the continent.
4. A tornado rips through the nearest forest for 1d6+1 hours.
5. An earthquake of magnitude 8 shakes the ground in a 100 mile radius. Lasts for 1d4+1 minutes.
6. An earthquake of magnitude 2 shakes the ground in a 100 mile radius. Lasts 1d4+1 minutes.
7. An earthquake of magnitude 5 shakes the ground in a 100 mile radius. Lasts 1d4+1 minutes.
8. A sudden blizzard rips through the area. Lasts 1d6-1 days.
9. It begins to POUR outside, a foot per hour for 1d4-1 hours.
10. Extremely dark clouds roll in but cause no rain to fall for 1d8-1 hours.
11. Extremely dark clouds roll in with thunder but only sprinkle for 1d6-1 hours.
12. Softball sized hail begins to fall from the sky for 1d4-1 hours.
13. Baseball sized hail begins to fall from the sky for 1d4-1 hours.
14. Quarter sized hail begins to fall from the sky for 1d4-1 hours.
15. Wind gust at 20 MPH to the east.
16. Wind gust at 50 MPH to the west.
17. It begins snowing lightly.
18. The party is now in the eye of a hurricane. It passes after 1d6+2 hours.

19. 3, small tornadoes spawn around the party. They don't toss anything around but do deal 1d4 slashing damage if touched. They move at random.
20. Wind gusts 130 MPH to the north for just a moment. DC 15 Dex save to not be thrown 25 ft northward.
21. Ball lightning starts forming in the nearby area. The orbs of lightning hover about 1 ft off the ground and float slowly in random directions. They are attracted to electronics and magnetic items, the closer they are, the stronger the pull and the faster they move. They deal 3d6 lightning damage when touched.  
(Sanguinusshiboeth)
22. The air calms down and it becomes a warm, stuffy day. (Sanguinusshiboeth)
- 23.

10) Magical Animal: an animal appears nearby with magical properties.

1. A rabbit that can walk on air after hopping.
2. A deer that farts rainbows when it bounds.
3. A frog that can jump 100 ft into the air.
4. A rat that has a top hat and can cast Ray of Sick.
5. A bird that shits level 5 fire bolts.
6. A snake with scales that reflect any and all magic.
7. A grasshopper with a tiny wizard hat that can cast any and all cantrips.
8. A bear with eyes that can shoot elemental laser beams.
9. A deer that can shoot lightning from between its antlers like a tesla coil.
10. A monkey that is made of prismatic rock and can cast prismatic orb.
11. A hedgehog with blue quills that is unreasonably fast.
12. A bird that can land on the air itself.
13. A Blink Dog appears.
14. An axolotl that is double the normal size for them and can swim in lava as well as breath fire.
15. A house that has no legs but knows the levitate spell and can float indefinitely.
16. A squirrel with no arms or legs but knows the magic hand cantrip to move around and grab things. Its eyes glow a slight red when using the cantrip.
17. A horse that stands 9 ft tall and appears as if it is made of snow and ice. Ot can breathe Cone of Cold.
18. A small gecko that can shoot heat lasers from its eyes.
19. A wolf that has the ability to know where any creature is at any time.
20. A crow that can cast All Seeing Eye.
- 21.

11) New Object: A random object appears nearby.

1. A set of dice that can roll this exact table but instead of causing the effect, it grants the character knowledge that the effect has a chance to trigger on a surge.
2. A box that always, no matter what, when opened contains a 1x1 foot square of simple fabric of a random colour. If the fabric is taken out, it holds another piece when opened. The fabric has very little to no coin value.
3. A pine tree, 150 years of age, standing 87 feet tall. It grows maple seeds and has the bark of a birch tree.

4. A sphere that holds water inside it. The water always stays perfectly level, never sloshing around as if locked in place in reference to the pull of gravity. No matter how hard you shake or spin the ball, the water will never seem to move with it.
  5. A 9 x 13 x 2 foot slab of wrought iron, dark gray in colour. It holds no magical properties.
  6. A small kitchen including 6 ft of counter space, a faucet and sink, stove top with oven, refrigerator and toaster. None have hoses or wires but they all work as if they were hooked up to their proper required sources. There are no walls but there is a black and white checkered floor.
  7. A small shed filled with miscellaneous gardening tools. None hold any magical properties.
  8. A blueberry bush that always has 3 ripe berries somewhere on it. When they are picked, new ones instantly grow somewhere else on the plant.
  9. An acorn that, when thrown, will always hit its intended target for 1 bludgeoning damage. Begins to decay after 5d10 days.
  10. A rose that never withers and always smells like a rose. It is also immune to fire.
  11. A glass bottle that can be used to conjure up nearly any fluid that it has previously held. It cannot replicate potions and doesn't have a high heat resistance.
  12. A Sphere of Annihilation 50 ft from the party.
  13. A block of sandstone that is 10x10x10 ft. It contains a random assortment of materials within it if broken up. Roll 1-10 items from the material list depending on the party's attempt to break into it.
  14. A 2x2x2 block of iron ore.
  15. A burlap sack holding 5, random flowers. Not yet withering.
  16. A 7 ft statue of someone in the party made entirely of goat cheese.
  17. A 4 ft statue of someone in the party made entirely of vines.
  18. A 1 ft miniature statue of someone in the party made entirely of brass.
  19. A 2x4x10 wooden plank.
  20. A generic burlap bag holding a singular glass bead.
- 12) From Another World: A character from another TTRPG campaign, story or digital entertainment (video game, cartoon, anime, etc.) shows up nearby.
1. Garner Hoardsworthy (DND)
  2. Glowgoo (DND)
  3. Azurite Rose (DND)
  4. Hulio (?)
  5. Null (DND)
  6. The Banjo Bandito (DND)
  7. Zissah (DND)
  8. Dankra (DND)
  9. Azrav Korma (DND)
  10. Inazuma (DND)
- 13) Thinking with Portals: A portal to a random location appears in a random location. Roll twice to decide the locations of the portals, they work both ways.



1. Granjourn central plaza
2. Far Realm
3. Hyron City
4. Arcadia Plane
5. River Side Villa
6. Acheron Plane
7. Temple of the Ocean King
8. Water Plane
9. Veh'Cran Village
10. Limbo Plane
11. Titan Woods
12. Earth Plane
13. Phantom Grip Woods
14. Arborea Plane
15. Chapel of the Ocean Deity
16. Elysium Plane
17. Abandoned Mansion
18. Hades Plane
19. Warag Swamp
20. Ysgard Plane

14) City Surge: The nearest village, town or city has an effect applied to it or its citizens.

1. All characters become a random neutral alignment
2. The guards all now know how to cast magic missile. Cantrip version.
3. Any walls meant to protect the inhabitants are twice as strong.
4. All buildings' floors grow 1d6+2 inches taller.
5. All buildings gain an additional floor but retain their stability.
6. All citizens gain the ability to fly psionically.
7. All citizens know the party on a first name basis.
8. All citizens now have a random magical item on them, each one is different.
9. The guards all now have the Cunning action feat.
10. The guards all have the ability to fire red lasers from their eyes, dealing 1d8 fire damage on a hit, can be used as a bonus action.

15) Strange Cravings: Target craves a food item or items (strange or normal) in a particular circumstance.

1. After battle, sticks and bark
2. After entering an inn, a stiff drink and some crackers
3. After waking up, coffee and refuses to do anything else without it
4. After being healed via potion, a healing potion
5. After drinking water, water
6. After leaving an inn, sand
7. After a conversation, scrambled eggs
8. During a ritual, popcorn
9. During combat, oak leaves
10. During a royal speech, ice cubes

16) Out of Here: Teleports a singular target or the party to a random location or simply displaces them a short distance.

1. Teleport party to where they were 2 hours ago.
2. Teleport party to Grandjourn city prison.
3. Teleport PC 15 ft into the air.
4. Teleport PC into the void for 1 second and then back.
5. Teleport party just outside the Abandoned Mansion.
6. Teleport party just outside the Church of the HiveMind.
7. Teleport PC into the next room or area.
8. Teleport PC 5 ft to the left.
9. Teleport party to the Elements Frontier camp.
10. Teleport party to Sulphurous Camp.
11. Teleport PC 1 ft into the ground. They take no damage or injury but they now need to be dug out.
12. Teleport PC 9 ft to the right.
13. Teleport party to the palace of the 9 Hells.
14. Teleport party to the border of the northern tundra.
15. Teleport PC into their pocket dimension (if they have one). Fizzle otherwise.
16. Teleport PC into the top of the nearest tree or large plant.
17. Teleport party directly to their next destination.
18. Teleport party in a circle spanning 50 ft from where they were just standing, evenly spaced out from one another.
19. Teleport PC on top of the nearest large rock.
20. Teleport PC to the nearest source of drinkable water.

17) Random Magic Item: Target has a random magic item added to their inventory.

1. Ring of inn-visibility: When peered through, the user can locate the nearest inn or tavern.
2. Necklace of Colour Shift: Holds 3 charges, target can channel a charge to change their skin colour. Roll a d10.
  1. Default Colour
  2. Blue
  3. Green
  4. Red
  5. Yellow
  6. Purple
  7. Pink
  8. Brown
  9. Black
  10. White
3. Ring of Time Stop: Ring holds one charge and does not recharge. Can spend the charge to stop time around the user for 1d4 turns. All others freeze in time but the wearer can choose up to 2 other creatures within range to not be affected.
4. Bracelets of Constitution: When both are worn, Constitution score counts as if it was 18 for all intents and purposes.

5. Necklace of Cat Speaking: Wearer can speak with cats. They are all fairly lazy and annoyed when talked to.
6. Ring of Uncertainty: The target must make a DC 7 Int or Wis save every time they go to make a decision. On a fail they either walk away without doing anything or make the opposite choice.
7. Pin of Reconstitution: If the wearer is atomized, melted, vaporized, goo-ified or any other similar action that reduces them to a small pile or puddle, this pin will revert the effect after 3 turns. It must be worn by being stabbed into oneself.
8. Pendant of "Northward, HOOOOOO!": A necklace that always hovers slightly away from the wearer's chest and always points north.
9. Ankle Bracelets of Speed: +5 to the wearer's movement.
10. Ring of Critical Volatility: On a nat 20, ALL damage is doubled on an attack while on a nat 1 you take the damage you would have dealt by hitting yourself.
11. Necklace of Swift Step, gain 10 ft of movement while running with the wind.
12. Ring of Sobriety, target is immune to the effects of alcohol and potions ingested while worn.
13. Glasses of Some Sight, grants a +2 to perception rolls involving sight. However, now they have a -2 to perception rolls involving sight if they aren't wearing these glasses.
14. Glasses of Smart Appearance, while wearing these, you have a +3 to persuasion because you look smart. Doesn't actually make you smart.
15. Glasses of Blind Sight, black lens glasses that blind you when worn. Gives you 5 ft of blind sight.
16. Earrings of Vegetation, causes random, mini veggies to fall out of your ears sometimes.
17. Ring of Prestivegetation, allows the user to cause a sensory effect to a target once every 12 hours. Must involve vegetables in some way.
18. Bracelets of Kobold Strength, makes the wearer's strength 6.
19. Glasses of Goblin Intelligence, makes the wearer's intelligence 6.
20. Ring of Bravado, the wearer is given a +2 on all Cha rolls and seems heroic. Has a -4 to stealth and SoH checks due to them being a liability.

18) Feature Me: Target gains a random feat or ability. (Only once per character to prevent insane power creep).

1. Dasher: Increase Dexterity by 1, up to a max of 20. You can use your reaction to move up to half your movement speed without provoking opportunity attacks.
2. Dauntless: At the beginning of your turn, you gain 1d4+Con mod in temporary hit points when all of the following are true:
  - a. You have half or less of your max HP.
  - b. You have taken damage since the start of your last turn.
  - c. You are not unconscious  
SECOND EFFECT
  - d. When you take damage that would reduce you to 0 HP, you can use your reaction to bolster your willpower. You gain temporary HP equal to 1d10

plus your level, which takes as much of the triggering damage as possible. This may only be used once per week.

3. Unrelenting Force: You gain the knowledge of the Thu'um, learning to shout with unbridled power. This power has 6 charges and consumes charges based on the level used. Charges restore on a long rest.
  - a. Force [Fus]: 1 charge. All creatures within a 10 ft cone must make a DC 13 dexterity saving throw. On a failed save, they lose concentration on any abilities that they were focusing on, and make all other dexterity based saves during this turn at disadvantage.
  - b. Push [Ro]: 2 charges. All creatures within a 15 ft cone must make a DC 15 dexterity saving throw. On a failed save, they take 1d8 thunder damage, half damage on a passed save, as well as all previous effects.
  - c. Balance [Dah]: 4 charges. All creatures within a 25 ft cone must make a DC 17 dexterity saving throw. On a failed save, they take 2d10 thunder damage, half damage on a passed save, get thrown back 10 ft and are knocked prone as well as all effects from the Force.
4. Adrenaline Rusher: As a free action, you can trigger a rush of adrenaline within yourself. On your turn, you can take on additional action that can ONLY be used to make the Dash action. Your movement speed is also increased by 15 ft until the end of your turn. Can only be used once per short or long rest.
5. Too Dumb to Fool: Requires 14 or less Int.
  - a. All creatures have disadvantage against Deception and SoH checks against you.
  - b. You have advantage on ability checks or saving throws against enchantment and illusion spells.
  - c. Whenever you make an Investigation skill check, you may make an Insight skill check instead.
6. Dancer: Requires 13 in either Dex or Cha.
  - a. Your Dex or Cha increases by 1 to a max of 20
  - b. Choose either Acrobatic or Performance. You gain proficiency in your chosen skill. If you are already proficient you have double proficiency.
  - c. Creatures have disadvantage on opportunity attacks made against you.
7. Capitalist
  - a. Cha increases by 1 up to a max of 20
  - b. Whenever you make a persuasion check to haggle down the price of an item or to sell an item for a higher price, roll a d6 and add that number to the total of the ability check.
  - c. If you run a business as a downtime activity, you may roll a d20 and add the number to the total monthly profits of the business in gold.

8.

19) Planar Anomaly: The Material Plane gains a new, extremely minor effect that persists throughout it.

1. Water on the material planes becomes about 3% lighter.
2. Water on the material planes becomes about 2% heavier.

3. Air on the material planes becomes about 3% denser.
4. Air on the material planes becomes about 2% lighter.
5. Trees are slightly more fire resistant.
6. Trees are slightly more vulnerable to fire.
7. Sand always holds a slightly warm feel.
8. Snow melts slightly slower.
9. Snow melts slightly faster.
10. Gravity is now 1.05x stronger.
11. Gravity is now 1.05x weaker.
12. Water's freezing point is now 5° C.
13. Water's freezing point is now -5° C.
14. Berries all now have pits as seeds that make up 25% of their internal volume.
15. All trees can grow twice as tall.
16. Natural fire now burns shades of blue, purple and pink rather than red, orange and yellow.
- 17.

20) Meme Item: Target has a random meme item added to their inventory.

1. Bag of 10,000 bees: A bag that holds 10,000 bees.
2. Can of Whoop-Ass: A tin can that, when opened, summons a greater wind elemental from within. It will attack any creature within 30 ft. DC 15 Will saves to not attack party members. One time use.
3. Rings of Bears: A bland, steel band ring with the engraving of a bear on it. Once per day, the wearer may replace a single word within an action they are performing with the word "bear" or "bears" thus changing the effect of the action. The new effect is determined by the DM.
4. Totem of Confliction: A small, wooden totem that features four carved animals on it. It stands about 6 inches tall. Once per day, one may ask the totem for advice or help on a decision. Each animal in the totem from top to bottom answers in different ways.
  - a. The snake is fairly wise yet lacks book knowledge. Somewhat philosophical, it will answer with a question that makes you simply think harder.
  - b. The fox is sly and cunning, almost like a thief. Morally questionable in its answers, but a possible option for those who have no qualms with breaking or twisting the laws.
  - c. The wolf is prideful and strong headed. It will provide an option of brute force or upfront confrontation.
  - d. The bear almost always answers in a slow, sober tone, chill and relaxed. It will answer in a way that would be possible to avoid most if not all confrontation. In particular circumstances though, it answers in panic or simply says "Bear want honey" with extremely wide eyes. If fed honey, it will give a VERY good suggestion compared to usual.
5. Rope of Slipping: A magical rope that when told the command word, will climb to the top of an object you instruct it to. Upon reaching the top, it will then add knots

to itself at 4 ft sections to help the user climb. The rope, however, is incredibly slippery, requiring 3 DC 13 Dex checks to scale it. Any failed check will cause the climber to slide back to the bottom. Has a reach of 50 ft.

6. Cloak of Dramatic Billowing: A cloak that always billows as if there is a decent breeze, making a “swooshing” sound. Gives a +2 to all Charisma based checks when worn but a -4 to stealth because you are now a liability to the party.
7. Cloak of Warming: a cloak that makes the wearer feel comfortably warm. However, upon taking it off, regardless of how nice the current environment would feel, the wearer will now feel uncomfortably cold for 1d4+1 hours.
8. Bag of Folding: A bag of holding but all items that are retrieved from it have a 50/50 chance of being folded, given that the object could normally be folded. A 10% chance on things that wouldn't normally be foldable.
9. Bag of Molding: A bag of holding but all items that are retrieved from the bag are in a soft clay mold and must be broken free before use.
10. Bag of Colding: A bag of holding but all items that are retrieved from it are cold to the Touch. Great for storing perishables.
11. Bag of Hand-Holding: A bag of holding but to retrieve an item, you must hold the hand that extends from it for 1d12+3 seconds as if it was a significant other.
12. Helmet of Explosive Headbutts: A steel helmet that grants no passive effects. However, if the wearer Headbutts a target and says the activation word, the helmet causes an explosion that deals 2d10 bludgeoning damage to the target as well as 5d10 fire damage to all creatures within 15 ft with no chance to dodge. The helmet is destroyed in the process.
13. Helmet of Intimidation: A steel plated helmet that covers most of the wearer's face and causes their eyes to be hidden in darkness. Once per long rest, the wearer can say, “NOW!” and cause the eye holes in the helmet to show red, glowing lights. All targets that are not the wearer's ally or know them well enough must pass a DC 15 Will saves or be feared, if used on an intimidation check, it is made at advantage.

14.

21) Meme Event: A random event occurs near the party that references a meme or is just a good laugh.

1. All trees within 100 ft of the party rise from the ground, put on tops hats and start swinging a cane around dancing.
2. Target is suddenly put to trial for a previous action in the campaign, a judge, jury and random prosecutor appear and so does a wall-less courtroom. All other party members are considered witnesses.

3.

22) Sky Effects: The sky is altered in some way.

1. The sky becomes a vibrant pink for 1d4 hours.
2. A second sun appears for the next 1d4+2 days and the weather becomes warmer slowly over those days.
3. A second moon appears for the next 1d4+2 nights and have opposite phases from one another.

4. Clouds all take on random shapes.
5. Sky becomes a dark blue for 1d4 hours.
6. Stars at night appear twice as bright and twice as many are visible for 1d4+2 nights.
7. Clouds in the sky take on a very dark gray as if a thunderstorm is rolling in for 1d4+2 hours but no rain or lightning occurs.
8. The sky becomes dotted with small red spots that resemble stars for 1d4+2 days. They shift drastically each day.
9. Each morning starts with a short lived eclipse for the next 1d2 days. The eclipse only lasts from 7:00 to 7:10 and is not noticed by the party if they are still asleep.
10. A meteor shower persists in the night sky for 1d4-1 weeks. Given clear weather, it is a sight to see.

23) Potion Rain: 5 random potions drop on the party, DC 10 Dex or Will saves to resist the effects. They deal minimal damage or last for only a moment when passing the save

1. Potion of Spontaneous Combustion
2. Potion of Mind Reading
3. Potion of Acid
4. Potion of Water
5. Potion of Fire Resistance
6. Potion of Tremor Sense
7. Potion of Toxic Sludge
8. Potion of Ominous Liquid
9. Potion of Greater Healing
10. Potion of Ligma

24) Random Damage Modifiers: Targets attacks now have a 1/10 chance to have an added effect. Effect is always the same after being chosen from this list.

1. Non-lethal damage
2. 1d4 fire damage
3. Lethal damage
4. 1d4 thunder damage
5. 1d4 lightning damage
6. 1d4 cold damage
7. 1d4 necrotic damage
8. 1d4 radiant damage
9. 1d4 acid damage
10. 1d4 poison damage
- 11.

25) Money Shenanigans: An effect involving coins occurs.

1. All coins on the target's person become slightly larger.
2. All coin pouches within a 500 ft radius all have a coin (d4 to decide) float towards the target and end up in their coin pouch.
3. All coins within a 500 ft radius become coated in copper. DC 13 perception or investigation to notice it's just a coating.

4. If the target has a home, their oven is now filled with copper coins. If not, an oven's capacity's worth of copper coins drops in a piece in front of them.
5. Every coin on the target's person doubles but are quantum entangled with their duplicate. Upon moving over 50 ft away from one another, any coins that are linked suddenly travel towards each other at extreme speed, breaking out of and passing through all obstacles. Upon colliding, they annihilate, causing a 1ft Sphere of Annihilation to appear for a fraction of a second at the collision site. (Target must now pay in even numbers of coin to avoid this effect until all current coins are spent.)
6. All gold coins of the party create passive interest. For each gold coin on a player's person, they gain 1 copper piece each dawn.
7. All coins within the nearest city becomes 1 tier higher excluding the coins in the party's possession.
8. All trees, hedges and bushes within 100 ft of the party drop coins from them. The amount is random up on being picked up. 1d20 silver, 1d10-5 gold and 1d4-3 platinum.
9. A single Coin within the target's possession becomes linked to them and the character always knows where they end up if they try to locate them. They can't get them back unless they barter for it or steal it, in which they will become a criminal.
10. Target's copper coins become silver coins painted copper. DC 15 investigation to tell the difference.

26) Ground Effect: Changes the ground around the party or nearby area.

1. The ground within 25 ft of the party becomes extremely fertile.
2. The ground within 50 ft becomes coated in a 2 inch layer of sand.
3. The ground in a 150 ft radius becomes extremely dry as if affected by a drought.
4. The ground in a 150 ft radius becomes extremely saturated as if a recent steady rain has just come through.
5. The ground within a 150 ft radius becomes burnt as if a fire had happened a few days prior. Some small burning plants can be seen.
6. The ground within 50 ft of the party becomes enriched with spores and starts growing mushrooms of all varieties.
7. The ground within 25 ft of the party becomes mud and is now slightly difficult to traverse.
8. The ground within 150 ft of the party becomes solid rock to a depth of 50 ft.
9. The ground within 150 ft of the party becomes coated in a thin layer of stone dust.
10. The ground within 50 ft of the party becomes coated in a thin layer of moss.
- 11.

27) Magical Ring: A ring of something surrounds the party.

1. 10,000 irritated squirrels with 1 tree nut each.
2. A 50 ft ring of green fire.
3. A 150 ft ring of large oak trees.
4. A 75 ft ring of ice, 2 inches thick and 5 ft wide.



5. A 50 ft ring of Wall of Force 4 ft tall.
6. A 25 ft ring of enchanted chalk. What it does or means is up to the DM.
7. A 50 ft ring of poisonous plants, about 3 ft thick.
8. A 1 mile ring of salt, 2 inches thick. All spectral beings within are either pacified, perturbed or outright killed.
9. A 50 ft ring of blueberry bushes that are filled with slightly over ripe berries. Eating more than 20 can cause slight intoxicating effects and escalate the more a creature eats.
10. A 10 ft ring of tombstones that all appear to have names of either the PC's or of people the PC's have recently met.
- 11.

28) Unusual Rope: Target has a 25 ft rope made of an abnormal material added to their inventory.

1. Paper Chain
2. Asbestos
3. Pixie Hair
4. Cow-hide Leather
5. Horse Hair
6. Force Magic
7. Bed sheets from the local Inn
8. Fiberglass
9. Gauze
10. Oak tree roots
- 11.

29) Random Furniture: A piece or set of furniture either appears nearby or is expelled from the target's body in some way.

1. A full dining set with a large table, 8 chairs, lit candles and dinner ware. No food is present. Appears in front of the party.
2. An old rocking chair. Appears about 15 ft off the side of the road.
3. A chandelier made from gold and crystal appears above the party, DC 10 Dex to dodge or take 1d6+2 bludgeoning damage from it falling on them.
4. A cast-iron bathtub drops directly in front of the party. If they are currently walking, roll a die equal to the number of PC's, in call order or clockwise from the DM at the table, the number rolled is the character that has their toes or other foot-like appendage pinned under the tub.
5. A bunk bed that has as many levels as there is party members appears off to the side of the road or area they are at.
6. Roll a die equal to the number of PC's, in call order or clockwise from the DM at the table, the character rolled expels an end table from their stomach area.
7. A digital clock appears on the nearest flat top object to the party (table, chair, rock, etc.) and the alarm begins going off. It is not extremely loud but it is obnoxious. DC 10 Perception or Investigation to turn it off and it will disappear. Upon being broken by other means, it will reassemble within the next 24 hours near the party again, alarm sounding.

8. Target has a small thermostat ejected from their mouth. It magically adjusts the temperature of a building it is within when held up to a wall. It cannot be fixed to the wall and must be held there manually to keep the temperature at the set amount. It takes anywhere from 5 minutes to 1 hour for the temperature to reach the set amount depending on the difference.
9. A fridge rises from the ground directly in front of the party. If they are walking, roll a die equal to the number of PC's, in call order or clockwise from the DM at the table, the selected character ends up on top of the fridge and rises with it. The fridge only has a single egg inside of a carton for a dozen, a nearly empty bottle of milk and a 2 day expired slice of cheese.
10. A set of 2 patio chairs and a patio table appear just off to the side of the road or area the party is at. It has an umbrella and two drinks sitting on the table. They are just glasses of some ice cold lemonade that have no extra effects.
- 11.

30) Explosive Animal: A random animal nearby is now a live explosive. It begins to have a faint sizzling sound like a fuse.

1. The nearest large insect.
2. All cardinals within a 10 mile radius.
3. A squirrel in the nearest tree.
4. All ants that are underground within a 50 ft radius.
5. The nearest deer that is male and has grown antlers. The effect fades if the antlers are shed before it explodes but will return when the antlers grow back.
6. The nearest murder of crows.
7. The nearest toad that is at least the size of an average human hand.
8. The nearest owl but instead of having a fuse effect, it will simply explode a half second into its next hoot.
9. The nearest school of fish.
10. all mosquitos that are within a 50 ft radius of the party.
- 11.

31) Plant Phenomenon: A random effect takes place involving the plant life around the party.

1. All plants within 25 ft change to a shade of red.
2. All plants within a 50 ft radius become carnivorous.
3. All trees within 10 miles double their leaf count.
4. All flowers within a 50 ft radius shift 180° on the colour spectrum.
5. All plants within 25 ft change to a shade of blue.
6. All plants within 25 ft change to a shade of yellow.
7. All trees within 10 miles start growing taller at an inch a day.
8. All plants within 50 ft begin producing berries with a high sugar content.
9. All plants within 10 miles gain a slight glow at night.
10. All plants within 25 ft have their root systems all link together
- 11.

32) Immune to WHAT?!: Target becomes immune to a strange and possibly meaningless thing.

1. Torso is immune to polymorph magic, not the rest of their body however.
2. Arrows dealing lethal damage can no longer kill them, but non-lethal ones can.

3. Fire damage as long as they are hopping on one leg.
4. Friendly fire as long as the attacker says sorry before it hits.
5. Arrows can no longer kill the target but can still hurt them.
6. Drowning but can't breathe underwater.
7. Acid damage as long as they are wearing no underwear.
8. Blindness effects as long as they stare directly at the source.
9. Stunned effect as long as they say "no u" as they are being hit by the source.
10. Charmed effect as long as they say, "eh, not my type." as the effect is being cast.
- 11.

33) Alchemical Bodily Fluids: A bodily fluid of the target gains an alchemical effect. This does not harm them in any way as their body automatically adapts to the new property.

1. 1 drop of blood can purify 1 gallon of water.
2. 1 drop of saliva can purify 1 gallon of water.
3. 1 tear can purify 1 gallon of water.
4. Saliva can be an alternative for Alchemical Base in brewing.
5. Blood can be an alternative for Glowing Concoction in brewing.
6. Your blood becomes a corrosive acid. Taking damage from non-magical weapons causes them to become corroded. At 5 stacks of corrosion, the weapon breaks. Blood acidity levels degrade over the course of 4 hours when outside of the body. (Prowler64)
7. Your tears gain healing properties. Drinking a lesser healing potion's worth of your tears grants the effects of a lesser healing potion. You can no longer cry from sadness, happiness or by force, only from pain.
8. Your sweat now acts as a toxin. While perspiring, any one who comes into direct context with your skin must make a DC 13 Constitution saving throw or be poisoned. This effect causes a -1 to all saving throws and lasts for 24 hours. Once excreted, it only holds this effect for 4 hours.
9. Your urine has a paralyzing effect. When it comes into contact with another creature, they must make a DC 13 Constitution saving throw or be paralyzed for 1 turn. Once excreted, it only keeps this effect for 2 hours.
10. Your blood gains healing properties. Upon drinking a lesser healing potion's worth of your blood, a creature gains the effect of a lesser healing potion. Your blood loses this effect after being outside your body for 8 hours.
- 11.

34) Spell Flare: Targets spells gain an added effect that provides no actual benefit. Trail effects apply to non projectile effects as a circle around them or added as a background to the target.

1. Spells are now trailed by rainbows.
2. Spells are now trailed by black mist.
3. Spells are now trailed by bat-like shapes made of crimson red light.
4. Spells are now trailed by vines.
5. Spells now have a strong lemon scent.
6. If spell procs. prone, plays the trumpet "womp womp" sound.
7. Spells shoot sparkles when they strike their target.

8. Spells shoot “action words” when they strike their target. (i.e. POW, BAM, KAPOW)
9. Spells that cause pushback (i.e. thunder wave) are paired by a loud voice that yells, “Fus Ro Da!”
10. Spells make an audible “pipe drop” sound.
- 11.

35) Magical Literature: A single piece of written text (scroll, spell book, notes etc.) on the target's person is given a random effect.

1. Spell book becomes invisible but the text is still there.
2. A random spell scroll on the target's person goes off. DM's discretion how it goes off.
3. All spell scrolls on the target goes off.
4. Target has a random piece of text on their person spill glitter every time it is opened.
5. Target has a random piece of text on their person read itself out loud whenever opened. If this occurs with a spell scroll, it goes off immediately after it stops talking.
6. Target's texts begin to dance when the owner is not looking. The letters move about and act as if partying but every time the owner of the text looks they all stop and end up in their original places without the owner being able to notice.
7. Target's scrolls always end up unraveling to the floor no matter what their original length was.
8. A book on the target gains sentience and speaks like an old English professor. Always correcting poorly worded phrases, mocking others on occasion, so on. When put away. It has a chance to attempt to keep talking, now sounding muffled through the bag or shelf it has been placed in or on.
9. Target's scroll's and book's letters are now painted in red ink.
10. Target's scroll's and book's letters are now painted in white ink.
- 11.

36) “Invisibility”: Target gains an effect that occurs every time they become invisible.

1. A faint, glowing orb appears above their head.
2. Footstep sounds are amplified as if in an extremely echoey cave.
3. Hums uncontrollably the entire time.
4. Foot wear doesn't become invisible.
5. A “kick me” note is visible where their back would be.
6. A halo appears above their head.
7. Their movements and actions are narrated by a voice in the sky.
8. They have a faint, glowing outline of their body that emits dim light.
9. They have an uncontrollable urge to whistle while they move.
10. An arrow appears above their head similar to quest locators in games.
- 11.

37) Prestidigitation (Temporary): A momentary sensory effect afflicts the target until they take a short or long rest.

1. They feel like ants are crawling in their shoes. Taking the shoes off removes the feeling. Lasts until a short or long rest.
2. Everything is tinted blue.
3. Target smells smoke if there's a forest fire on the continent.
4. Target hears a random scream happen every 1d4 minutes, the scream is different each time.
5. Target hears whispers in their ear as if someone is right next to them every 1d4-1 hours.
6. Target feels as if their clothing is soaked.
7. Target smells tea tree oil when in sunlight.
8. Target smells pastries whenever someone is within 5 ft of them.
9. Target feels like they are covered in dust while wearing clothes. Effect fades if they take their clothes off.
10. Target hears thunder everytime 2 objects collide at a sizable speed.
- 11.

38) Prestidigitation (Permanent): A sensory effect afflicts the target every time they deal with something.

1. Casting magic causes them to smell sulfur for 1d4 rounds.
2. All liquids taste like sweet nectar.
3. All foods taste like stale bread.
4. Casting magic causes them to hear a ringing in their ear for 1d4 seconds.
5. Everything has a slight blue tint to it.
6. Everything has a slight green tint to it.
7. Casting magic causes the next food they eat to taste strongly of garlic.
8. Casting magic causes them to smell freshly cut grass for 1d4 rounds.
9. All liquids taste of room temperature water.
10. All bread tastes of dirt.
- 11.

39) Colour Shift: Targets hair, eyes, skin, tongue, clothes or other attire changes colour. This can be removed by drinking or bathing/washing in a liquid designated within the effect.

1. Hair becomes a vibrant pink that glows a little. Water
2. Skin becomes Orc green. Water
3. Trousers become camo. Lemon juice.
4. Shirt becomes a vibrant cyan. Holy water.
5. Skin becomes a dark gray. Tomato juice.
6. Skin glows in the dark. Colour is respective to your skin colour. Ghoul saliva.  
(Prowler64)
7. Eyes become blood red. Elf blood.
8. Tongue becomes cyan. Beer.
9. Hair becomes the darkest black, reflecting no light. Fine elven wine.
10. All clothes become brightest white, glows slightly. Marsh water.
- 11.

40) Walking Trail: Target has a perpetual trail of something following them when they walk. The trail lasts no longer than 3 seconds and simply dissipates as the target moves.

1. Grass sprouts up behind them as they walk.
2. Comedic stink lines.
3. A short rainbow trail from their ass.
4. A spectral flag that represents their home lands.
5. Dark mist.
6. An outline of themselves made of blue light.
7. Purple fire appears where they step but does not burn anything.
8. Bubbles that float up and away from them.
9. Ghostly wisps of energy that give off a faint white light. Does not produce enough light to be considered dim light.
10. Little orbs of light that do not glow enough to produce dim light.
- 11.

41) Puzzling Presentation: The entire party has a puzzle set before them in one way or another. This can come in many forms including a teleport to a location (in which they will return after), an object or series of objects are placed before them or one is revealed in the ground, nearby wall/cliff or any other nearby surface. They can be rewarded by the DM as they see fit but failing it should not end in any severe punishment. Puzzles will be provided on another document once they are sorted out.

1. The party is teleported to the Abyssal Labyrinth.
2. A 6 sided cube appears floating 3 ft off the ground in front of the party. It has symbols on each side. Investigation of 13 or higher can deduce the symbols to represent fire, ice, dark, light, life and death. A symbol on one of the sides glows. Solutions can be created by DM but some will be added in an alternative document.
3. The ground beneath the party begins to shake and split apart. A 3 inch layer of ground moves aside and reveals a tile based puzzle on the ground.
4. The ground shakes lightly for a moment. A voice says aloud in the distance, "I speak for the trees." As a hedge maze bursts up around the party. "And for some fucking reason, they're speaking Vietnamese." If someone tries to get above the hedges, the hedges grow up in tandem, to prevent them from seeing further out. "No cheating." They can hear in the same voice from before.
5. The party is teleported into a lowly lit room with 4 evenly sized walls. Upon inspecting each wall, they can find that they are numbered; 1, 2, 3 and 4. Under the label for the fourth wall, text in a language of the DM's choice or a random one says, "break me". The walls are all indestructible but any means. They are immune to all magical and non magical damage. Someone in the party just had to say something IN CHARACTER that "breaks the fourth wall". Anything will do.
6. A nearby cliff side has a chunk break off to reveal a hidden passage. The party can enter and find an old mineshaft. It doesn't go very far as there seems to be some sort of door. Possibly found by the mining operation. The door asks a riddle and answering it correctly will cause the door to open into an ancient vault hiding some magical items.
- 7.

42) Alignment Shift: Target has one of the following happen to them; their alignment changes, they gain another flaw / bond or their ideals / personality change.

1. Alignment to Chaotic N OR True Neutral
2. Alignment to Chaotic E OR Chaotic G
3. Add flaw: "I am deathly afraid of the people I work for."
4. Add bond: "My people seek knowledge of the universe and I was chosen to learn this knowledge for them."
5. Add/change ideal: "This world is not built for the weak, they stay out of my way or else."
6. Alignment to Lawful N or Lawful G
7. Alignment to Neutral G or Neutral E
8. Add flaw: "No one is worth dying for, I fight for me and myself alone."
9. Add/change ideal: "Those who fight for themselves are selfish, those who fight for others are heroes."
10. Add bond: "I've learned of my family's dark past and I seek to right their wrongs."
- 11.

43) Food for Thought: A random food or foods appears before the party.

1. A crate of bananas
2. Green eggs and Ham
3. 16 Cinnamon Buns
4. A BLT
5. A massive fruit basket
6. 20 cantaloupes
7. A basket of strawberries
8. 3 loaves of freshly made bread
9. A beef sub that is 4 ft long
10. A bucket of granola

44) Drinking Problem: A random drink with a random taste, smell and effects appears before the party.

1. A whisky that tastes of apple juice, smells of lavender and causes the same effect as a double shot of Everclear upon consuming.
2. A juice that tastes of sweet nectar, smells of poppies and causes the consumer to forget a single event that occurred within the last 24 hours.
3. Water that tastes of dwarven beer, smells of dirt and causes the drinker to become higher than a kite.
4. Jello that tastes of milk, smells of lilacs and causes a DC 13 Constitution saving throw. On success, they heal half of their max HP. On fail, they pass out for 5 minutes and heal quarter of their max HP.

45) Chicken: An object or objects begin charging directly at the target or party. They believe that it is very real and cannot discern otherwise. It is, however, an illusion and not moving out of the way will cause it to disperse just before hitting, leaving an item on the ground from one of the above lists.

1. A steam train barreling towards the party. An inch before striking the closest person, a portal opens and the train vanishes into it. The party cannot enter said

portal as it has a barrier preventing living things from entering. An item falls out of the train's caboose before vanishing.

2. A bull appears before the party, it glares at one PC and snorts, then charges. If the PC stands their ground it will come to an abrupt stop within an inch of their face, snort, then charge away after spitting out an item.
3. A boulder the size of a small house rolls from a nearby hill or cliff directly towards the party. Upon getting within a foot of the closest party member, it bounced up and over the party, crashing down and shattering on the ground, revealing an item within.

4.

46) Eureka!: Target gains a +1 to either Int or Wis and learns a proficiency, language or skill at random. Three will be listed, just to cover already acquired skills. They are chosen in order until one they don't have fits.

1. Int. AND acrobatics, athletics or sleight of hand.
2. Int. AND arcana, investigation or religion .
3. Wis. AND persuasion, deception or intimidation.

4.

47) Materials For You: Target has a random amount, of a random material added to their inventory.

1. A single iron ingot.
2. 200 lbs. of flower petals.
3. 1d6+2 sword hilts made from iron and oak wood.

4.

48) Alchemical Anomaly: A random material gains a random alchemical property. While in its base form, the effect is extremely weak but when brewed in an alchemical base it makes a potion with said effect. Potion's base, flavour, consistency and aroma are also stated.

1. Sand, true sight within 5 ft. Glowing Concoction, true sight within 30 ft. Sludgy consistency, tastes like sand, no smell.

2.

49) Fun Rituals: Target learns a random ritual to perform. Each ritual requires a circle of chalk (type of chalk can vary), salt, ash or charcoal. Circle can be of DM's design or random. There will be a set up time, a casting time, and a resource cost given for each ritual.

1. A ritual to summon an avatar of the god of water and ice.
2. A ritual to recall all party members to the ritual's location.
3. A ritual that summons a decided creature of their choosing that they have interacted with within the past week and communicate with them for 10 minutes.
4. A ritual that heals the party for half their max HP. However it requires a sacrifice to be performed. Sacrifice must have a max HP value equal to or higher than half the max HP of the party member with the highest max HP value.
5. A ritual that cures all party members of all ailments caused by Chaos Surge effects.

6.

50) Body Alterations: Target has an alteration to their body that may add or remove functions to their person.



- 1.
2. Big toes become opposable thumbs.
3. Literal, 2 left feet.
4. Arms become 1d6+2 inches longer.
5. Legs become 1d6+2 inches longer.
- 6.

51) Home Renovations: Targets home has alterations made to it that they are unaware of until they visit. For some reason, thoughts of home do pop into their head but are unsure why.

1. Their house is now surrounded by a 10ft wide moat of water.
2. Their house is now burning.
3. Their house is now composed of paper mache.
4. Their house is now upside-down.

52) That Looks Painful: Target has a sudden, strange injury happen to them. They take damage that would coincide with the injury. Can be healed by any means.

1. A 3 ft rod of steel, 2 inches in diameter, is run through their right thigh. 2d10 non lethal.
2. Hot knife appears, piercing their right hand. 2d6 non lethal.
3. A branch appears and pokes them in the left eye. 1d4 non lethal.
4. 2d4 teeth become chipped and 1d4-2 teeth fall out. 2d4 non lethal.
5. Black eye. 1d4 non lethal.
6. A dagger is embedded in their right shin. 1d6 non lethal.
7. An arrow is embedded in their left knee. 1d6 non lethal.
8. A bear trap is clasp down on their right leg. 2d6 non lethal and halved movement speed.
9. A crochet needle is embedded in their left hand. 1d6 non lethal.
10. A 2x4 is placed atop their head with the force of an orc. 2d6 non lethal.
- 11.

53) It's Raining WHAT?!: It begins to rain a random liquid or material.

1. Lava
2. Sand
3. Silicate Rocks
4. Werewolf Hair
5. Cats and Dogs
6. Acid for 1d6 rounds, deals 1d4 damage at the start of a creature's turn.  
(Prowler64)
7. Lesser healing potion
8. Obsidian shards, 1d4 slashing damage per round in open air.
9. Sponges
10. Walnuts
- 11.

54) Detect... Something: Target gains a detection spell that detects a random item, material or creature within 25 ft to 10 miles depending on what they are detecting.

1. Cast spells, 10 miles, (always detects itself)
2. 3 legged cats, 10 miles

3. Iron ore, 100 ft
4. Water, 500 ft
5. Hot singles in your area, 10 miles
6. Orcs, 3 miles
7. Stray cats, 1 mile
8. Magical items, 100 ft
9. Beer, 1 mile
10. Merchant, 5 miles
- 11.

55) Touchy Instinct: Target can discern something about an object or creature that they touch. This can be done once per short rest.

1. Alignment
2. What they ate for breakfast
3. Favorite colour
4. Age
5. Favorite food
6. Name
7. Where they live
8. How far they've traveled today
9. Their place of origin
10. Their goals
- 11.

56) Fluent Tongue: Target gains the ability to speak with a random type of creature, regardless of what language they actually speak.

1. Spiders
2. Bats
3. Dogs
4. Elves
5. Gnolls
6. Kobolds
7. Dragons
8. Wolves
9. Demons
10. Internals
- 11.

57) Projectile Vomiting: Target vomits up a random substance, material or object.

1. ½ gallon of water
2. 15 oak leaves
3. 5 iron ore chunks
4. 4 ft of rope
5. 25 acorns
6. 1 cup of sugar
7. 15 small pine cones
8. 12 small granite rocks

9. 1 common lightning core
10. 10 gold
- 11.

58) Trust No One: Target now doesn't trust someone or something.

1. A random party member
2. A random city's guards
3. Elves
4. Cats
5. Their own deity
6. Gnomes
7. Dogs
8. Snakes
9. Monks
10. Royalty
- 11.

59) Unprovoked Anger: Target becomes frustrated and angry in the presence of something. Not directly towards it but just in general.

1. Cast spells
2. Swords
3. Paper
4. Water
5. Gods or Deities
6. Royalty
7. Goblins
8. Gnolls
9. Dragons
10. Bows
- 11.

60) Enchanted Boots: Target's boots gain a random magical effect.

1. +10 to the wearer's movement but only on sand.
2. Boots can hover but only when not worn.
3. -5 to the wearer's movement but only on grass.
4. +30 to the wearer's movement but only on ice, does not prevent them from having to make saves for slippery terrain.
5. -10 to the wearer's movement but only on volcanic rock.
6. Use a command word, boots can magnetize to any surface for up to 5 minutes. One use per long rest.
7. Grants resistance to fire damage when worn.
8. Use a command word, grants feather fall effect to the wearer for 5 minutes. One use per long rest.
9. Use a command word, illuminate a 15 ft area in bright light and an additional 15 ft in dim light around the wearer for 1 hour. One use per long rest.
- 10.

61) Enchanted Gloves: Target's gloves or gauntlets gain a random magical effect.

1. When worn, hands are kept comfy and warm.
  2. Target can climb ice as if it was non slippery terrain.
- 62) Enchanted Hair: Target's hair gains a random magical effect.
1. Hair shifts colours based on the target's emotions.
  2. Hair can lash out at a target within 5 ft like a whip. 1d4 slashing damage.
  3. Target's hair is always clean and smells like lavenders.
  4. Target's hair now grows no longer than it currently is but will regrow back to this current length overnight.
  5. Target's hair can be activated with a key word and glow a bright light for 30 ft and dim light for another 30 ft.
  6. Target's hair can be controlled as an extension of themself, being able to grab and hold items weighing no more than 5 lbs.
  7. Target's hair can be activated with a command word and functions as a rope of climbing. It extends to a target location, anchoring itself magically allowing it to be climbed like a rope. This does not cause harm or pain to the target.
  - 8.
- 63) Enchanted Pants: Target's pants gain a random magical effect.
1. When worn, the target believes that pants are just an illusion.
  2. When worn, the target is immune to lava but only their legs.
- 64) Enchant Weapon: Target's weapon (the one in their hand, if not a random one) gains a random magical effect.
1. One a missed attack, the sword insults its wielder.
  2. Attacks do 1d4 extra cold damage. The damage affects the target and the wielder.
- 65) Sentience: A random object nearby or item in a character's inventory becomes sentient.
1. Closest tree, thinks that it is extremely knowledgeable, will insist on others asking it questions, if a yes or no question is asked it will always respond with "hmmmmmm, perhaps."
  2. Character's armour, insists that any time it gets dirty the character must stop whatever they are doing and clean it, has a -2 to AC while complaining.
- 66) Morning Grogginess: Target wakes up each morning with a random effect chosen during the current surge.
1. Target wakes up and rolls from the vomiting table above.
  2. Target wakes up floating 2 ft above their resting place and drops once they realize.
- 67) Avenge Me: The next enemy the target slays will say "Avenge me, brothers..." before dying. The target will be jumped shortly after by a random group from the table below.
1. A group of sentient bananas.
  2. A group of goblins.
  3. A group of sentient crates.
- 68) Door Issues: Target has a random effect happen to them each time they enter a door way of any form.
1. Target is thrown 1d4 ft forwards into the room.

2. Target goes limp and drops to the floor for just a second as if rag dolling before popping back up.
  3. Target gains a SEVERE craving for bread.
- 69) Death's Call: When the target is brought to 1 HP, something random happens to them.
1. A box containing 3 healing potions drops on their head, dealing 1 damage.
  2. A magical hand appears and picks up the target, carrying them to safety.
- 70) Chained Together: Target is magically chained to a random object or creature that is either nearby or appears.
1. The entire party is chained together, they have 5 ft of chain max between each of them.
  2. Target is changed to the nearest tree.
  3. Target is chained to the nearest bird.
- 71) Level-Up! At a cost: Target is offered the chance to gain a level. There is a cost to doing so though. They either must take a burden and find a way to remove it or must complete some kind of task. They can learn these by clues they are given.
1. Max HP is reduced by 20.
  2. Must chop down 3d10 trees and burn them.
  3. Must drink a keg of ale in a single sitting.
- 72) The Voices in my Head: Target now has voices in their head that whisper, chant or scream something at random.
1. Hears "I am groot" chanted constantly. It is faint enough to drown out if they try hard enough.
  2. Everytime the target misses, they hear "Why must you fail me so often?!" screamed at them.
- 73) Fashion Freak: Target is suddenly in a random costume that lays over their current equipment. Can be torn or taken off depending on the costume.
1. Clown costume with the big shoes, red nose and poofy red hair.
  2. Guard costume but the armour is made of cheap plastic.
  3. Lamb costume made of cotton.
- 74) Encased: Target or group is encased in an object of some random material. DC and check to escape will be listed.
1. Sphere of ice, fire spell to melt or DC 13 Str to shatter.
  2. Iron bars with a jail door, DC 15 SoH to open the door or DC 7 Str to bend the bars (their enchanted with flimsy)
- 75) It's Terminal: Target dies under a strange and specific circumstance.
1. They are caught shaking hands with an enemy while in view of one of the Six.
- 76) Sick as a Dog: Target becomes afflicted with a random illness.
1. The common cold except every time they sneeze, they expel small flames from their nose. This flame doesn't harm them but can light combustible materials.
- 77) OCD: Target gains an extreme compulsion to do something in a particular circumstance.
1. When in the presence of items that all have a great variety in colours, the target must sort them in correspondence with a rainbow.

78) Projectile Shift: The next time the target fires a ranged attack of any kind, the projectile or projectiles transform into something random. It still hits the target if the attack was successful but may have a different effect at DM's discretion.

1. A Land-Shark
2. A Level 3 fireball
3. An oak wood 2x4
4. A combination wrench
5. A banana
6. A nest of angry hornets
7. An umbrella
8. An orange
9. 2d4 caltrops
10. A syringe

79) Wait, I know you: Target is believed to be someone or something else. DC 13 Wisdom on the viewer's end to ignore this new effect.

1. A criminal from a far away land that has a 100,000 gold bounty on their head.
2. Is a house cat.

80) Sticky Situation: Target is now covered in some kind of jelly or slime. Effect, colour and texture is random. It is always odorless.

1. An orange, sticky gel that causes all objects that bump into the target to be repelled at a strong force.

81) Hit me: Target has a random effect added to them the next time they are hit.

1. Target becomes doused in oil.
2. Spontaneously combusts.
3. Gets turned around 180°.
4. Weapon swaps to their off hand or flips upside-down if 2 handed.
- 5.

82) Perception Issues: Target perceives incorrect information on the next handful of interactions.

1. Target believes the next interaction involves potato salad.

83) Shocking Revelation: Target is shocked for 1d6 lightning damage the next time they touch a particular object.

1. Any party member
2. A sword
3. Any food item

84) Burning Feeling: Target is burned for 1d6 fire damage the next time they touch a particular object.

1. Any party member
2. A sword
3. Any food item

85) Cold to the Touch: Target is chilled for 1d6 cold damage the next time they touch a particular object.

1. Any party member
2. A sword
3. Any food item

- 86) Don't Touch That: Target is flung 3d6 feet away the next time they touch a particular object.
1. Any party member
  2. A sword
  3. Any food item
- 87) Firmly Grasp It: Target cannot drop or unequip a particular item for 1d6-1 (minimum of 1) hours after picking it up.
1. Any sword
  2. Any shield
  3. Any piece of bread
- 88) That Offends Me: Target believes that a particular object or thing is offensive to themselves or their deity.
1. Bread severely offends the target.
- 89) What's in my Pockets?: Target's pockets become filled with a random object or material.
1. Sand
  2. Glass shards
  3. Small chunks of iron.
- 90) Time Shift: Target or world around them progresses or regresses in age.
1. Target ages 2 years
  2. Target regresses 2 years
  3. World ages 3 seconds
- 91) Dreadful Paranoia: Target has an extreme paranoia that something is watching them and fears this thing.
1. A duck named Ravager Dark.
  2. Alien humanoids that can transform into giant apes.
  3. A small orb of blue energy named Beast Angry.
- 92) What Friends are for: Target's allies get a random effect applied to them, typically a thought or feeling about the target.
1. They have a slight fear that the target is secretly an alien.
  2. They all radiate a very slight light when within 5 ft of the target.
- 93) Family Reunion: Target's family members get a random effect applied to them, typically a thought or feeling about the target.
1. They have a slight fear that the target is secretly an alien.
  2. They all radiate a very slight light when within 5 ft of the target.
- 94) My Precious: Target's most prized possession has an effect applied to it.
1. Gains a slight floating effect when not held.
  2. Deals 1d4 radiant damage to those who try to hold it but aren't the target.
- 95) Water Shift: Any water on the target's person changes to a random liquid or material.
1. Lava
  2. Sand
  3. Iron sand
  4. Pulverized glass
- 96) Just a Flesh Wound: Target's wounds have an effect applied to them (including future ones).
1. Sprout small flowers
  2. Weep honey

3. Look far worse than they are
  4. Always have a silver bullet within them
- 97) That's New: Item in the target's hand has a random effect given to it.
1. Becomes heated to 500 degrees (1d10 fire damage if not immune)
  2. Becomes chilled to -100 degrees (1d10 cold damage if not immune)
  3. Has their name engraved in it
  4. Transforms into a banana
- 98) Draw for Effect: Target or nearby allies have an effect given to them whenever the target draws one of their own weapons (not someone else's though).
1. All allies become encased in ice
  2. Target's mouth magically disappears for 1d4 rounds
  3. All allies are healed for 1d4 HP
- 99) Planetary Disaster: The world is struck with a random effect.
1. All water shifts to lava and all lava shifts to water.
  2. Apples trees now grow tomatoes and tomato plants now grow apples.
  3. All animals can now speak common.
  4. The world is split into two, even hemispheres. They also rotate in opposite directions. The gap between them is 500 ft but some land make partial bridges across that line up every couple of hours.
  - 5.
- 100) Godly Event: An event occurs that involves a being of greater power.
1. Target's deity shows up and gives a short speech before rejecting them as a follower.
  2. Target's deity shows up as an avatar to assist them.
  - 3.

Misc. Ideas (I'll squeeze them in somewhere)