

Generic Universal Odd Magical Effects Chart

1	All the character's hair falls out. ALL of it.
2	The character's hair grows 5d6 inches everyday.
3	The character's hair turns into writhing vines.
4	The character now has only one hair but it's six feet long.
5	The skin on the character's face melts off with no other effects than looking really nasty.
6	The character now has long floppy donkey ears.
7	The character's skin oozes with greenish foul-smelling ichor.
8	The character loses their sense of smell.
9	The character loses their sense of taste. Fashion taste that is.
10	The character is all thumbs. Literally. The character's fingers and toes fall off and are replaced with thumbs.
11	The character grows an extra eye in a random location. The character can't see out of the eye but maybe something else can...
12	The character now smells strongly of bacon. Hmm. Bacon. Monsters love bacon.
13	The character now has unblinking fish eyes and smells like anchovies.
15	Randomly rearrange the character's attribute scores.
14	Character must eat twice as much food as normal just to stay sated.
16	The character is allergic to gold.
17	The character breaks out in 1d100 tumors. Each tumor has a semiprecious stone in it worth 1 CP and causes 1d6 damage to remove.
18	The character gets angry at a random inanimate object. The character attacks it until the object is destroyed or the character drops from exhaustion.
19	The character has the delusion that they are invisible but only when naked.
20	Character hears voices in his head. Roll 1d6 at the start of each encounter. Even: Encouraging, +1 To-Hit and Saving Throws. Odd: Disparaging: -1 To-Hit and Saving Throws.
21	A monkey follows the character around and steals small objects and puts them in the character's pack. The monkey is invisible to everyone except the character.
22	The character thinks they have gained the ability to speak with animals. This totally untrue. The information the character gains is false, crazy, or whatever the character wants to hear.
23	The character must succeed on a Saving Throw versus Magic to think that something isn't an illusion.
24	The character must make a Saving Throw versus Magic each time he speaks. On a failure, the character speaks only gibberish.
25	The character must make a Saving Throw vs Magic or chase after thrown objects like sticks, balls, axes, flaming vials oil etc.
26	The character wakes up every morning covered in blood. Maybe it's just a magical side effect or maybe the party should search the area for bodies.
27	The character must make a Saving Throw versus Magic each time he drinks a potion. The potion only works if the Saving Throw is failed.
28	The character can see perfectly in darkness but is blinded in daylight.
29	Character is immune to the effects of alcohol.
30	The character's Charisma is now 19. Some things may like the character too much.