



Thank you for your interest in another fine Emerald Giant product.

The lists in this document were generated by the Dungeon Crawler computer program. If you happened to purchase this reasonably priced software, you could generate an endless supply of such items. New material is being added all the time. Enough advertising.

Great effort has been taken to make sure the results are useful, interesting and fun. Recognizing the limits of computer-generated descriptions, I expect you will find entries that don't work for you. Some will be too silly or too serious for your taste. Whatever. In actual use, I tend to generate a cluster of items and pick the one I like best at a given moment—something that fits the mood of the game. I'm sure you'll do the same.

Also, some of the lists Emerald Giant has made available are humorous by their very nature. Passwords and Tavern Diversions are good examples. There are many I would never use in a serious role-playing session, but I hope you find them hilarious and well worth the price of admission.

Enjoy.

Randy Baker  
Emerald Giant Software



## 6 INSANITIES

### 1. SUICIDAL MANIA

Danger is opportunity. You are only alive when you're close to death. The closer to death you are, the closer to ultimate safety. You have no fear, and that is such a great service to your friends. You can go anywhere, do anything. Better volunteer to disarm all the traps, forgo healing, and test any magic items that have yet to be identified. And be sure to charge forward at the first sign of combat! Start the fight by throwing your helmet and shield at the monster's face! If there's no obvious danger at the moment, go find some! Bash open a door, kick over a chest! Practice your monster calls!

### 2. EFFERVOPHOBIA

Bugs bug you. All of 'em. The ones nesting in your hair and the ones crunching beneath your boots. There is no nook or cranny safe from the bugs and their eggs. Plug your mouth, nose and ears with anything handy. Next, close your eyes and begin tearing off anything they can hide in. There's a big fat one wriggling between your toes right this instant!

### 3. XENOPHOBIA

You can only trust those of your own ilk, namely your friends and family. Well, except for that one with the weird religion. And maybe that one with the pointy ears. Come to think of it, are any of them really very much like you? Anything or anyone different from you is suspect. Whisper warnings to your friends constantly, and beware the ones who have already been converted! If you are faced with something hostile and strange, hand it a weapon of the type you wield. Dress it in similar armor. Do anything you can to make it look like you!

### 4. HALLUCINATORY INSANITY

The world is so simple, just take it as it comes. That little blue fellow with the catapult on his head is about to fire at you! But that's alright, because you'll just unfold your wings, and fly away! What is that purple glow inside the mage's mouth? Perhaps it's a fairy who will grant you a wish if you help it to escape! Others may find your theories and behaviors utterly random. But you're okay with that!

### 5. ALGORPHOBIA

Hell is the absence of heat, light and love. Cold defines evil in all its aspects. Worse yet, cold can freeze your body and subject you to endless paralyzed misery. The undead are cold. Could this be coincidence? Hah! Suspect anything cold, whether it be brick, beast, steel, or starry night. Wrap yourself in anything warm: leather, robes and owlbeards make good blankets.

### 6. INTERNOPHOBIA

Fear what is within. Everything bad is hidden on the inside. From the inner workings of an evil mind, to the festering corruption that lives underground, it is all secret and hidden from view. Beware anything that is not obvious and manifest from the start. Jokes and puns and innuendo are as terrible and frightening as a dark hole or a closed dresser drawer. They all seek to mask the evil within. Avoid all such places and things. Open all bottles, bags, pouches, drawers and packages immediately. Explain with clarity and great detail everything you think and do. Keep nothing to yourself. Unmask the evil!

## 12 BLESSINGS

- 1. SECRETS OF THE DRAGON!**  
Against dragons, the blessed entity now possesses a +3 attack and damage bonus. This lasts for 3 weeks.
- 2. FASHION FLESH!**  
The blessed gains the ability to harmlessly manipulate his own flesh, so as to mimic persons and equipment. Gain a +6 bonus to disguise, and can manifest non-magical items as a move-equivalent action. Lasts for 8 months.
- 3. GOOD VIBRATIONS!**  
You gain 8 Constitution. It fades at one point per day.
- 4. BLACK MAGIC BANE!**  
Any harmful magic directed at you has its effects reduced by half. Your saves vs. magical effects are at +2. This lasts for 30 minutes.
- 5. UNICORN!**  
A unicorn horn grows from the blessed's head. This provides a natural attack that does base 1d8 damage (assuming a medium-sized creature). The horn can be used to neutralize poison 2 times per day. The best part is that the horn can be retracted (and made to vanish) or extended again with a successful Will save vs DC 15. The horn always emerges during unconsciousness, rages or any other 'loss of control' situation. Lasts 7 days.
- 6. THREATS!**  
Your critical threat increases by 2, after all other modifiers are applied. This blessing lasts for 3 hours.
- 7. WHISPER OF THE MIND**  
You no longer have need of verbal spell components in order to cast spells. This also applies to spoken command words and the like. Items operated by the spoken word now operate for you at will. This blessing lasts for 1 year.
- 8. GRACE UNDER PRESSURE!**  
The blessed gets a Ref save vs 16 to avoid fumbling. Roll whenever a fumble occurs. Lasts for 8 hours.
- 9. WHITE MAGIC BOON!**  
Any beneficial magic directed at you has +50% effect. This lasts for 1 hour.
- 10. ARCANE SINK!**  
The blessed can power magical items with her own energy, converting hit points to charges. Each charge of an item costs 2 hit points, which can be healed as normal. The hit point expenditure can be immediate (to fire off a wand, for example) or delayed (to charge a wand). Charging can only bring an item up to its potential. The blessed may even kill herself in the act of powering up magical devices by dropping to -10 HPs. Finally, hit points can be used to power items that have a specific number of uses per day (or the like). The GM determines the cost in such cases (perhaps 2 HPs per equivalent spell level of the effect). This lasts for 14 hours.
- 11. SMART!**  
Favorite weapon becomes endowed with a compatible intelligence. Generate Intelligence on the Treasure Screen.
- 12. ENCORE!**  
Gain a +6 bonus to dancing. Lasts for eternity.

## 20 CURSES

1. **NOT SO CRAFTY**  
You suffer a 3 penalty to cobbling
2. **WEAKNESS!**  
You lose 2d6 Strength. It returns at one point per day. If it is less than 3, you are unable to stand.
3. **WHITE MAGIC CURSE!**  
Any beneficial magic directed at you has only 50% effect. This lasts for 1 day.
4. **TRANSFORMATION!**  
Your sex changes. This lasts for 9 years.
5. **INCREDIBLE SHRINKAGE!**  
You lose 1d12 inches of height.
6. **CLUMSY!**  
You lose 2d6 Dexterity. It returns at one point per day. Because of this curse you will also fumble whenever you miss in combat. A clumsy mage will cause a wild magical effect whether the spell succeeds or not. If Dex is less than 3, you have no sense of balance, and no sense of up or down.
7. **MAGIC SPONGE!**  
Your next saving throw vs any magical effect will be at -8. There is a 20% chance that you will absorb any spell cast within 10 ft of you for the next 10 minutes.
8. **ILL OMEN!**  
There is a 1 in 6 chance that any strike that hits you will be a critical hit. This curse lasts for 1 day.
9. **WHOA NELLIE!**  
Gain 1d4x10 lbs. Permanent.
10. **AGE!**  
You age 1d4 years.
11. **SENSELESS!**  
You are struck utterly senseless, flopping about randomly, deaf, dumb and blind, unaware of even your own mad flailing and gibberings. This makes you a monster magnet and probably a monster snack. (Double the Monster Frequency on the Themes Screen). Lasts for 5 hours.
12. **COWARDICE!**  
Make a Will save (DC 16) whenever a fight breaks out, a trap goes off, etc. Failure means that you collapse in a fit of hysterical terror. Your screams attract monster 50% of the time. This lasts for 1 week.

# 12 CONFUSIONS

1. **NUTS:** Put iron rations in someone's scabbard.
2. **SHOW ME**  
You begin a heartfelt performance, using your immense dancing skill.
3. **NUTS:** Attack the leader of your party (or the tallest, failing a clear leader).
4. **ENRAGED:** Think of nothing but violent attack. If it dies, move on to something else.
5. **STUNNED:** The fireplace is ablaze, but no one's at the inn.
6. **NUTS:** Give someone a hotfoot.
7. **NUTS:** Give your weapon to your foe.
8. **POETIC PREPONDERANCE:**  
Everything is in disorder. By speaking only in rhyme, you can give order to things and eventually the world will make sense again. Alternately, you might speak only puns, or perhaps clichés.
9. **NUTS:** Sing a bawdy tavern song!
10. **NUTS:** Find the enemy leader and demand his surrender!
11. **NUTS:** Steal all the treasure you can get your hands on, and run away!
12. **NUTS:** Take a long nap.
13. **NUTS:** Attack your best friend. It's for his own good.
14. **COMA**  
The confusion is too much. Your conscious mind collapses in a heap of cross-connected neurons.
15. **BERSERKER!**  
If you're going to fight, don't hold back anything. Put it all into attack, drop that shield, and don't stop until the pieces stop twitching.
16. **FEEBLEMIND**  
It is sometimes difficult to tell confusion from utter raging stupidity. Like right now.
17. **NUTS:** Offer your foe a buttery baked confection or a piece of delicious candy.
18. **NUTS:** Tell your foe that his mother is calling.
19. **JESTER'S COMPLEX**  
Everything is funny. And it isn't funny enough. What would make that troll laugh?
20. **NUTS:** Run away! In fact, try running through every corridor in the dungeon or every street in the city.

## 20 RANDOM MAGICAL EFFECTS

The following magical effects are suitable for your Rod of Wonder, spell fumbles, magical pool effects, and anything else you can dream up. The Dungeon Crawler program's database holds 400+ distinct random effects, and hundreds more are usually added with each update.

1. PERMANENT PRESS! Clothing (and armor) fuses into one solid mass as hard as iron
2. IS ANYONE ELSE WARM? Heat Metal spell.
3. CLOWN FEET: Feet become enormous. -4 initiative and movement for 5d6 minutes
4. DRY SPELL: Water cannot come within 5 feet of (someone)'s principal weapon -- it is pushed back as if by an unseen wall
5. SLIGHT DELAYS: Your little cantrip seems to fail. 1d4 rounds later, it reappears from the ether to take full effect. If a spell fumble or effect did not create this effect, generate a random spell as needed.
6. BING JELLO! Encased in a block of lime gel 40 ft on a side. Creatures so encased must make a Ref vs DC 14 check to escape. Roll every round until the save is made or the victim(s) suffocate.
7. WHAT WERE YOU THINKING? All spells (some one) has memorized are burned from his memory.
8. FUF NEEGLE? YIB!! All speech sounds like complete gibberish within 40 ft.
9. DOES THIS WEAR OFF? All of (someone)'s attribute scores are halved
10. TWO-HANDED BROAD SAUSAGE: Weapon or other possession becomes something random such as a giant razor clam, haunch of meat, wooden bucket, or a bell jar.
11. MUCH BETTER: Healed for 100 HPs if wounded.
12. HAZAAH! Burst into flames for 1d6 rounds. Any creatures within 15 ft on the first round also take 1d6 in fire damage.
13. TONER LOW: A free willed Simulacrum appears; it has Int 3, Wis 3.
14. DODGE THIS! All spells (someone) currently has memorized allow no Saving Throws.
15. RAT-A-TAT: 3d4 gems shoot like missiles from fingertips. They do 1d3 damage apiece.
16. SQUEEEEEEEEL! (Someone) blasts forth a horrible squeal like a shrieker in heat.
17. BANG! A deafening bang sounds out to 40 ft. Save Fort vs 15 or be Deaf and Stunned for 1d6 rounds.
18. TINY: Height decreases by 10%, along with an appropriate weight decrease. Dex +1, Con -1.
19. OF IN-HUMAN BONDAGE: Roped to the ceiling (Str vs DC 16 to break out).
20. NOT-SO-EVIL TWIN: A Simulacrum appears in (someone)'s place, and the (someone) is teleported randomly out of sight (no further away than necessary).

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