

If a backlash effect requires the spell have a target that is a creature, and the target of the spell is an object, the spellcaster becomes the target for purposes of the backlash effect. If the caster is suffering from a backlash with a duration, and gets that same backlash again, the Ref should roll for a different backlash unless the backlash's effects stack.

Magic Backlashes!

d100	Backlash!
01-02	Your head transforms into a donkey's head. You can't speak, only bray at a loud volume. You can make a save at the end of each Dungeon Turn. On a success, your head transforms back to normal.
03-04	Your magic makes you feels so good that you are compelled to dance at all times. While under this effect, your speed is reduced by 2 and you have a -2 penalty to all Climb, Hide, Sneak, and Swim rolls. You can make a save at the end of each Dungeon Turn. On a success, the compulsion ends.
05-06	You summon a ghostly, self-playing accordion that is immune to all damage and follows you wherever you go and plays polka loudly until the end of this Dungeon Turn. It is impossible to go anywhere without notice as this accordion plays.
07-08	Each time you speak between now and the end of this Dungeon Turn, roll a d10. On a 10, your words unleash a thunderous boom. Each creature within 3 squares of you takes 1d6 thunder damage. If you are already suffering this Backlash, the damage increases by 1d6.
09-10	Your mood becomes fiery and irritable. If you don't harm another creature before the end of this Dungeon Turn, then the fire inside you makes you take 1d6 fire damage. If you are already suffering this Backlash, the damage increases by 1d6.
11-12	Your body temperature drops, making you very cold until the end of this Dungeon Turn. During this time, your speed is reduced by 1 and if you start your turn submerged in water or soaked with water, you take 1d6 cold damage. If you are already suffering this Backlash, then your speed is reduced by 1 more.
13-14	Your body becomes seasoned by magic, making you vulnerable to cold, fire, lightning, and thunder damage until the end of this Dungeon Turn. If you are already suffering the effect of this Backlash, roll for a new Backlash!
15-16	Your magic creates a thunderous boom that can be heard by all creatures within 100 squares of you. The curious ones come to investigate.
17-18	A powerful gust of wind pushes you and every creature within 10 squares of you 1d6 squares in a random direction determined by the Ref.
19-20	Shuffle your inventory cards into a deck. Roll a d10. Then pull a number of cards equal to the result from the top of the deck. The last card pulled is a piece of equipment that transforms into a feather duster until the end of this dungeon turn.
21-22	Shuffle your inventory cards into a deck. Roll a d10. Then pull a number of cards equal to the result from the top of the deck. The last card pulled is a piece of equipment that turns into a goat under the Ref's control. The equipment remains a goat until the goat dies, at which point it transforms back into the original equipment.
23-24	Shuffle your inventory cards into a deck. Roll a d10. Then pull a number of cards equal to the result from the top of the deck. The last card pulled is a piece of equipment that is teleported into the inventory of another creature randomly chosen by the Ref within 20 squares of you.
25-26	You summon a sticky goo that falls from the sky onto your body. Until this goo disappears at the end of this Dungeon Turn, your speed is reduced by 2. If you are already suffering from the effect of this Backlash, your speed is reduced an additional 2.
27-28	A noxious, unpleasant-smelling cloud of gas forms around your head and follows you wherever you go. This gas imposes a -1 penalty on all power rolls. You can make a save at the end of each Dungeon Turn. On a success, the cloud disappears. f you already have a cloud of gas, its effects get stronger, and the penalty decreases by -1.
29-30	You infuse negative energy into yourself and take 1d3 corruption damage.

31-32	You open a channel into the target of the spell's mind and their worst fears are shared with all your allies within 10 of them. Each ally takes 1d3 psychic damage.
33-34	The target of the spell is compelled to speak only in rhyming couplets. If they fail to do so, they take 1d6 psychic damage. They can make a save at the end of each Dungeon Turn. On a success, the compulsion ends and they can speak normally without penalty.
35-36	You teleport 1d6 squares in a direction chosen by the Ref into an unoccupied space. Straight upwards is often a good choice.
37-38	Your body becomes porcelain. While in this form, you are vulnerable to thunder and untyped damage. You can make a save at the end of each Dungeon Turn. On a success, your body transforms back to normal.
39-40	You are outlined in a supernatural light which makes it impossible for you to hide and easy to attack. Attacks against you gain +2 while this light is active. You can make a save at the end of each Dungeon Turn. On a success, the effect ends. If you are already suffering this Backlash, the light gets brighter, giving an additional +2 bonus to attacks made against you.
41-42	You summon open a portal that unleashes a horde of demonic bees that flit through the local area and then fly back through the portal before it closes. You and each creature within 3 squares of you must make a Might roll as the bees fly over them. ≤ 11 : 3 + your highest skill bonus in poison damage; boned 12-16: 1 + your highest skill bonus in poison damage 17+: No effect
43-44	You summon a load of dirt that falls from the sky, smashing down on you and each creature within 2 squares of you. Each affected creature must make an Agility roll. ≤ 11 : 3 + your highest skill bonus in damage; prone 12-16: 1 + your highest skill bonus in damage 17+: No effect
45-46	The ground beneath you and within 1 square of you turns to quicksand. Each creature standing on the ground must make an Agility roll. ≤ 11 : The creature is restrained by the quicksand (save ends). Each time they fail the save, they take 1d6 damage. If they are reduced to 0 Stamina by this effect, they suffocate to death in the quicksand. 12-16: The creature is restrained by the quicksand until the end of their next turn. 17+: The creature can shift 1 square. A creature who enters the quicksand or ends their turn in it must make the Agility roll. If you are not touching the ground, roll for a different Backlash!
47-48	Fire erupts from your body. You and each creature within 2 squares of you takes fire damage equal to 1d6 + your highest skill bonus.
49-50	Tentacles erupt from your body. You and each creature within 3 squares of you takes 1d6 damage. The tentacles become nonfunctional immediately after emerging and you gain three special wounds. You or a creature who can reach you can remove a special wound's worth of tentacles from your body with a bladed tool or weapon as an action without doing further harm to you. Once all these wounds are removed, so are all the tentacles.
51-52	Your magic summons 1d3 skeletons who appear in unoccupied spaces within 5 squares of you. These skeletons are hostile to all creatures who are not undead.
53-54	You are so overwhelmed with emotion that you fall prone and can't stand up, crawling wherever you wish to go. You can make a save at the end of each Dungeon Turn. On a success, the effect ends.
55-56	Your hands become feet until the end of the Dungeon Turn. You gain +2 speed, but you can't hold or manipulate any objects with your hands while this effect lasts.
57-58	You open a one-way viewing portal that follows you around wherever you go until the end of this

	Dungeon Turn. You can't sense anything on the other side of the portal, but anyone on the other side can see and hear through the portal. The other side of the portal appears near a personal enemy or rival of the Ref's choice.
59-60	You teleport up to 50 squares away in a horizontal direction chosen by the Ref into an unoccupied space.
61-62	You become encased in earth from the neck down and are restrained (save ends). Each time you fail to save against this effect, you take 1d3 damage.
63-64	If the effect of the spell is good, you cast it and target the nearest enemy, regardless of the spell's range. If the effect of the spell is bad, you cast it and target yourself, regardless of the spell's range. The Ref determines if the spell is good or bad.
65-66	You get a full feeling in your stomach. At the start of each of your turns in combat, you must roll any die. On an odd result, you spend the turn vomiting slugs and can do nothing else. You can make a save at the end of each Dungeon Turn. On a success, the effect ends.
67-68	The Ref randomly chooses a coin, gem, or other treasure that you carry. It melts.
69-70	You transform into a frog of size 1T. Your Stamina maximum is reduced to 1, you have 0 slots, and you lose all your skills. You have a climb and swim speed equal to your walking speed and Jump +2. At the end of each Dungeon Turn, make a save. On a success, you transform back into your normal self.
71-72	Giant antlers spring from your head. If you cut these off, they instantly grow back. You can't wear hats or any type of headgear that isn't specially modified to fit your new noggin.
73-74	Shuffle your inventory cards into a deck. Roll a d10. Then pull a number of cards equal to the result from the top of the deck. The last card pulled is a piece of equipment that is teleported off your person into a dungeon of the Ref's choice.
75-76	Your mouth and ears meld shut until you finish a rest. While suffering from this condition, you can't speak or hear anything.
77-78	Your eyes become light sensitive. You treat bright light as if it were darkness. You can make a save at the end of each Dungeon Turn, ending this effect on a success.
79-80	You summon a cloud of buzzing, stinging insects that follow you around and don't allow you to rest until you feed them 1,000 pounds of flesh.
81-82	Your Strength score decreases by 1 until you finish a Rest. This effect is cumulative.
83-84	Your Agility score decreases by 1 until you finish a Rest. This effect is cumulative.
85-86	Your Mind score decreases by 1 until you finish a Rest. This effect is cumulative.
87-88	Your mind is warped by magic. The Ref randomly chooses a skill in which you have at least a +1 bonus and a skill in which you have no bonus. You lose the bonus to the skill you have and gain it in the skill you do not.
89-90	Magic within your body reshapes one of your hands into a deadly weapon. Roll any die. On an even result, your right hand changes. On an odd result, your left hand changes. The Ref randomly chooses a mundane 1-handed weapon. Your hand is now this weapon. You can carry it without an inventory slot, but you can't ever use that hand to hold another object.
91-92	Magic bursts forth from inside your body, causing you to suffer 1d6 wounds.
93-94	Lightning flies from your body. You and each creature within 5 squares of you takes lightning damage equal to 3d6 + your highest skill bonus.
95-96	You become allergic to magic. Whenever you or any creature uses a magic item or casts a spell within 10 squares of you, you take 1d6 damage. You can make a save at the end of each Dungeon Turn, ending this effect on a success.
97-98	Magic is angry with you! Whenever you cast a spell, the result is treated as one tier lower. If you get a

	tier 1 result, it is treated as a Doom! You can make a save at the end of each Dungeon Turn, ending this effect on a success.
99-100	A portal to Hell opens beneath you and sucks you into it as a chorus of demons laughs at your unfortunate fate. The portal shuts as your soul and body are forever sealed away.