



D100 Radom

Magical Effects

D100 Random Magical Effects

Any effect requiring a Caster level = highest level spell any party member is able to cast

1. Wall of Force appears in front of you.
2. You smell like a skunk for 1d4₈ days. Can only be removed with Remove Curse, Minor Wish and Wish spells.
3. Eight small, nonpoisonous snakes shoot forth from your fingertips. They don't attack.
4. Your clothes itch for the rest of the day (+2 bonus to Initiative while wearing clothes). If you change clothes, the effect stays with you.
5. Light spell centered on you.
6. All magic items within 60 feet of you when the surge happens wiggle when touched, for 1d8 days. This has no significant effect on their function, though it makes using a ladder or Immovable Rods more nerve-wracking.
7. Next phrase spoken by PC becomes true as if a Wish spell was used, but only lasts 10 minutes. **Do not let PC know this is coming until it happens!**
8. Your hair grows 1 foot in length, in 1 round. Creatures with no hair normally, like the Thri-Kreen, grow some hair. You must make a (DC₄ 10 + your level) DEXTERITY check or be blinded and lose your next action while getting the hair out of your eyes.
9. You pivot 180°, instantly. No effect other than surprise at suddenly looking the wrong way.
10. Your face is blackened by a small, harmless explosion (think exploding cigar from cartoons).
11. You become allergic to all magical weapons for 1d6 rounds₅. Unless you remove all of them during this time, you must make a CONSTITUTION check at negative 1d12 or lose your action due to sneezing and choking. Nothing but time can remove the allergy. Otherwise nothing happens.
12. Your weapon gains a size level for 1d3₈ rounds₅, but you can still use it as if you had monkey grip or similar ability. It does, however, do damage equivalent to its present size. (Medium becomes Large and now does damage as a Large weapon).
13. You are affected as if by Reduce Person for 1d3₈ × 10 minutes. Gain all size bonuses and penalties during this time.
14. You fall madly in love with the target (if you were the target, you get very narcissistic). The love lasts until somebody else casts Remove Curse or the like on you. You will not get rid of it yourself, and will resist any attempt to do so, because you don't consider it a curse!
15. Lightning Bolt at caster level 6.
16. Creeping Doom at caster level 1.
17. For 10 minutes, colorful bubbles (random colors or DM's option) come out of your mouth instead of words. The words are released when the bubbles pop. Spells with verbal components can't be cast until this is over.

18. For 1 round/level, you and everybody within 60 feet of you when the effect happens can't understand each other's speech, regardless of what languages you each try to speak.
19. Wall of Fire encircles you. The "hot" side could face either in towards you, or out (50% chance for either).
20. Your feet and everything on them grow to 3X normal size for 1d3₈ rounds₅. Your movement is half normal, and you have a -4 DEXTERITY penalty.
21. A random creature within 60 feet of you, other than you, becomes ethereal for 3d4 rounds₅.
22. You Levitate up 20 feet and stay there for 1d4₈ rounds₅.
23. Cause Fear affects everything in a 60-foot radius around you, except for you.
24. You speak in a squeaky voice (as if breathing helium) for 1d6 days. No effect other than loss of dignity.
25. You gain X-Ray Vision which lets you see through one layer of material regardless of density, but only one layer, for 1d6 rounds₅.
26. You burst into flames for 1d4₈ rounds₅. The flames don't harm you or your equipment in any way, but any creature within 10 feet of you takes 2d6 fire damage, and any creature that touches you (even with a weapon) takes 3d6.
27. Silence centered on you.
28. 10-foot square pit, 5 feet deep per level, appears immediately in front of you.
29. Reverse Gravity centered on you, lasting 1 round.
30. Colored streamers (random color or DM's option) pour forth from your fingertips for 1 round.
31. One large gem (worth 5000 GP) shoots from your hand at the target, using your base attack bonus to hit (and unaffected by range increments). It travels out to 50 feet per caster level before falling to the ground. If it hits any creature, it shatters into worthless (but very sharp) shards, dealing 5d4 points of damage; otherwise it can be found later.
32. You become Invisible as per the spell
33. Color Spray shoots from your hands (whenever you point at something) for 1d30 days.
34. A stream of 600 butterflies pours forth from your mouth, fluttering around for 2 rounds₅ and blinding everybody within 25 feet of you (including you) unless they roll a 14 or under using their DEXTERITY bonus (or penalty) to AC as an adjustment. You can't hold the butterflies in.
35. You leave monster-shaped footprints (random monster or DM's option) instead of your own, even while wearing footwear, until a Dispel Magic is cast
36. 3d10 gems worth 10 GP each (random types or DM's option) shoot forth from your fingertips. The gems are real, permanent, and non-magical.
37. Music fills the air in a 100-foot radius around you for 10 minutes/ level, loud enough to be heard by everything in the area. 10% chance that it is a permanent curse affecting you, giving your life a melodramatic soundtrack (musical strains accompany any significant action you take) which can only be gotten rid of with Remove Curse or like.
38. Create Food and Water.
39. All non-magical fires within 60 feet of you are extinguished.

40. One magical item within 30 feet of you (randomly determined and cannot include major artifacts) has its properties changed (DM₁₀ discretion).
41. One formerly mundane item (randomly chosen, you know which one it is) becomes permanently magical somehow (DM's option). You do not know what magic the item gets (just as if you found it in a treasure pile).
42. All magical weapons within 30 feet of you get a +2 enhancement bonus (which stacks with all other bonuses) for 10 minutes.
43. For 10 minutes, smoke pours from the ears of all creatures which were within 60 feet of you, except for you.
44. Dancing Lights, under your control.
45. For 10 minutes, all creatures within 60 feet of you when the surge happened (including you) hiccup uncontrollably. Affected creatures get -1 to attacks and must roll a DC₄ 15 Spellcraft to cast spells with verbal components.
46. All doors (whether normal, secret, magical, or whatever) within 60 feet of you immediately open as if Knock was cast on them.
47. You and the target exchange places.
48. Intended attack happens but affects a random target within 60 feet of you.
49. Nothing happens, but magical items do not lose the charge spent to cause the effect, and spell casters do not lose spell slots for 1d₄ rounds₅.
50. Summon Monster II.
51. Sudden change in weather (heat wave, snow, hurricane, etc. determine type randomly) of the area, lasting 1d6 × 10 minutes. If you are underground, where there is no weather- well, there is now.
52. Deafening bang (i.e. sonic boom) affects all creatures within 60 feet of you. All affected creatures must roll FORTITUDE SAVE₁ DC₄ 14 + the caster level on a d20 or be stunned for 1d₃ rounds₅.
53. Chain Lightning centered on target.
54. A Gate to a random Outer Plane opens and stays open for 1 minute/level. 10% chance something comes through.
55. One random weapon within 20 feet of you shrieks like a Shrieker for 1d₄ rounds₅.
56. Both you and the target are covered in liquid chocolate.
57. You gain 1d8 hit points; if this takes you to over your maximum the new total is now your maximum.
58. The Magic Elemental appears before you. Same shape as a huge, glowing form shaped vaguely like you, but much larger (2 size categories if possible), which remains for 10 minutes/level. The Magic Elemental cannot in any way be controlled by you. Its stats are ([size] Elemental; HD your level + caster level of effect; INITIATIVE₁₅ your bonus +1; Speed double yours; Same AC as you, same bonuses as you, magic resistance 50%, Immune to energy attacks, Damage Reduction 15/Magic; AL CN; SAVE₁ as wizard of your level; STR (yours + 8), DEXTERITY (yours - 2), CONSTITUTION (yours + 4), INT (yours), WIS (yours), CHA (yours). It attacks something randomly every round.
59. All weapons within 60 feet glow (as if by a Light spell) for 1d₄ minutes.
60. Magic Missile attacks the target instead of normal attack

61. Have PC roll normal damage. Target suffers that damage 1d6 rounds₅ after PC's attack. Don't tell the PC, act as if nothing happened.
62. All magical items within 60 feet of you when the fumble happens glow (as if by a Light spell) for 2d8 days.
63. Your arm Polymorphs into a snake and stretches out and bites the target for 2d6 damage. After the attack, it returns to its normal form.
64. Slow is cast on target.
65. Target is deluded into believing something of your choice, for duration equal your CHA modifier (minimum 1 round). It may make a DC₄ 10 + your level wisdom check (at a negative equal to how much you pass a charisma check DC₄ 10 + target's level) to avoid the delusion (you have to tell the target as if you were a Jedi... "you are a fish).
66. Target disintegrates, no SAVE₁ but magic/spell resistance applies. This effect can be reversed with a remove curse, dispel magic or wish spell.
67. Target is Enlarged as per the spell.
68. Darkness centered on the target.
69. Plant Growth (DM₁₀ chooses which type), centered on the target.
70. Target must make a DEXTERITY check at a penalty of 1d12 or drop all of its held equipment.
71. Fireball centered on the target.
72. Target turns to stone, if possible.
73. A randomly chosen possession of yours begins to gripe loudly and sarcastically about your treatment of it ("He never uses me, look how much he prefers the Wand of Fireball. Oh sure, like it's the ultimate attack..."). This griping lasts until you permanently give up the item (and if you ever take it back, the item starts griping again), or use a Wish or Miracle to remove its voice.
74. Everyone within 10 feet of you is affected as if by Heal.
75. Target becomes dizzy (lose all DEXTERITY bonuses to AC and attack rolls, -4 to attack, spell-casting requires a Spellcraft check at -1d12), if possible, for 2d4 rounds₅.
76. Target foregoes all actions other than movement for 2d4 rounds₅, reciting bad poetry instead. If attacked, it defends itself, but otherwise does not participate in combat.
77. Target Levitates up for 20 feet and stays there (even if it can levitate itself normally) for 1d3₈ × 10 minutes.
78. Target is affected by Blindness if applicable.
79. Target is Charmed, as if by the appropriate spell, by you. Inanimate objects are affected, but the exact result of that is up to the DM₁₀ (how does one tell when a door really likes you?).
80. Target must make a WILL Save at a penalty of 2d4 or forget everything that happened to it in the last 1d4₈ × 10 minutes.
81. Target's feet enlarge to 3X normal size, if applicable, for 1d3₈ × 10 minutes. Affected targets move at half normal speed and have -4 to DEXTERITY.
82. A real, permanent Rust Monster appears immediately in front of target, and is voraciously hungry for nearby metal.

83. Target Polymorphs randomly, once per round, for 1 round/caster level. The last form has a 50% chance of being permanent (until a Remove Curse or similar spell is used), otherwise it lasts 1 round.
84. Target falls madly in love with you if it's a creature. The love lasts until somebody other than your character casts Remove Curse or some other spell to get rid of the condition on it; if you cast any such spell (even Wish or Miracle), it fails, and the target's feelings are hurt ("Don't you love me?").
85. Bull's Strength, on you.
86. Small, black raincloud forms over target, and follows it around wherever it goes, if it moves, even inside buildings or other structures (it ducks to enter doorways, hangs around outside windows until it seeps through, or finds some other way in). It starts raining immediately, and there is a 20% chance per round that the cloud produces a small, harmless lightning bolt. It lasts 1d10 minutes. A successful Dispel Magic against ends the curiously loyal storm.
87. Stinking Cloud centered on target.
88. A heavy object (random and preferably silly) appears over the target and falls, doing 2d10 points of damage when it hits. If the target moves, the object stops falling (if it was), moves to follow the target (at the same speed), and then falls again, so no SAVE₁ is allowed to avoid the damage. PC cannot be kill in this manner, but may be dropped to 1 HP.
89. Target sneezes uncontrollably for 1d6 rounds₅, during which time all spellcasting, and supernatural ability uses are impossible.
90. Intended attack happens but has a 60-foot radius effect centered on the target. All within the area are affected, if possible, including the caster.
91. Target's clothes (if it's wearing any) itch, for 1d10 minutes, giving it a -2 DEXTERITY penalty. If it isn't wearing clothes, then its skin itches. Changing clothes does not relieve the effect, though removing them (if it was wearing any), and not putting others on, does.
92. Target's race randomly changes once per round, until a Dispel Magic succeeds against the caster level. Inanimate objects change to a different make or brand once per round instead.
93. Target turns ethereal for 2d4 rounds₅.
94. Haste on target
95. All non-magical cloth on target crumbles to dust immediately. Magical cloth gets a SAVE₁ vs. disintegrate at a penalty of 1 for each of the attacker's levels.
96. Target sprouts real, permanent leaves, which are normal except for what they're sticking out of. They do no damage and may be removed without penalty. Animal targets may not want to remove them, however, because while they have leaves, animals can photosynthesize food (assuming normal water intake, and consumption of a source of minerals such as farm soil once/month, it never needs to eat normal food, and does not suffer the effects of starvation).
97. Target sprouts a new, utterly useless appendage (wing, arm, tentacle, tail, etc.) which remains until a Dispel Magic, remove curse, or similar spell succeeds against the caster level.
98. Target changes color (randomly, or DM's choice).

99. If target is holding an object, it Polymorphs permanently into a teddy bear, leg of mutton, ladle, or a herring (roll 1d4₈). Otherwise, reroll on this chart.
100. You turn invisible as per the spell Greater Invisibility. This effect lasts for 1d20 rounds₅.

Translations of terms into other RPG systems

1. REFLEX SAVE – Also known as DEXTERITY CHECK/SAVE in other systems such as D&D 5E.
2. FORTITUDE SAVE – Also known as CONSTITUTION CHECK/SAVE in other systems such as D&D 5E.
3. WILL SAVE – Also known as WISDOM CHECK/SAVE in other systems such as D&D 5E.
4. DC – Difficulty condition that must be overcome. For instance – DC 17 is a Roll on a D20 + any modification for the type of save/check being made against the condition.
5. Round – A definition of time usually referring to 6 seconds or 1 single turn for a Player Character (PC).
6. Grapple – an attempt to grasp, grab, or otherwise prevent another character from doing an action such as an attack, fleeing, etc.
7. +X – is a bonus given to the Player to add to his/her D20 roll along with other bonuses the player would usually have.
8. dX – such as d100, refers to a (d)ice with (X) number of sides.
9. Text in Italics – Usually refers to an action accomplished with a Spell, such as *Healed* which refers to the spell “Heal”.
10. DM – or GM refers to Dungeon Master or Game Master. i.e. the person running the game. Also - most likely - the person who is using this list.