

D100 STAR SURGE	
1	Spell doesn't work, no magic works for next minute, smells of baked cookies
2	Next spell cast causes 2D12 damage to target
3	Target goes invisible for 10 minutes
4	Spell doesn't work for 1D6+1 rounds (or minutes) and bells chime to count down
5	Caster teleports 10' to the left, if there's something there then it swaps places
6	Target can only physically fight for 1 minute
7	All creatures in area go blind for 1 minute
8	A tiny water sprite (5HP, attack for 1D12) appears and obeys the caster
9	Circle of 10 disinterested frogs appear around the caster
10	Target vomits up all rat one size smaller than itself
11	Caster's shoes turn to wooden clogs, if not wearing shoes, clogs appear
12	Target teleports 30' in the air
13	Caster glows for 30 minutes
14	20' glass ball appears around a figure. Roll D4: 1/2 around caster, 3/4 around target
15	36 Butterflies appear in the area, smells of lavender
16	60' area of ground begins to tremble and shake, save or fall
17	Spell doesn't work and caster can only yell for 1 minute
18	Everyone starts to grow hair everywhere on skin. Existing hair doubles in length and new hair falls out in 10 minutes
19	Everyone sees in black & white for 30 minutes
20	Trumpets blare for 10 seconds
21	Everyone affected by the spell with a voice yells what the spell was
22	Everyone grows 1D12 inches, permanently
23	Everyone shrinks 1D6 inches, permanently
24	All movable objects and creatures within 20' of caster get pushed away 20', sounds like thunder
25	Pocket of target fills with 10gp, compelled to yell "I HAVE GOLD"
26	Spell doesn't work, next footstep calls down lightning for 3D12 damage

27	All creatures can't bend joints for 1 minute, movement and damage and skills are halved, smells of baked bread
28	Target is healed for 1D12 (deals damage if intent of spell was healing)
29	Caster and target both fall over
30	Anyone in area trying to sneak or be sneaky causes faint music to follow them (plucky string instrumental)
31	Spell inverts and does opposite of intent (heal instead of damage, share lies instead of compel truth, etc.)
32	Fog fills area as far as caster can see and obscures vision beyond 10'
33	Everyone drops what they're holding, smells like autumn leaves
34	Target and caster switch places, sounds like a duck quacking
35	Player sitting to left of caster (as well as caster) receive 2D8 Lightning damage, smells like pine
36	Non magic dagger appears at the feet of random target
37	Spell doesn't work but caster's footprints glow for 1 hour
38	Random target forgets how to do the last action they did for 10 minutes
39	2D6 violent fungi sprout and attack nearest target (5HP, 1D4 attack)
40	Snow begins to fall for 1 minute and temperature drops
41	Caster forgets how to speak for 1 minute
42	Everyone increases in size until they sit or lay down
43	Random target grows wings (or extra pair) for 1D4 hours. Useless.
44	4D4 tulips blossom and the sounds of buzzing bees fills the area
45	All written text within 10' of target burns up (not the material it's written on, just the letters/words themselves)
46	All living plants within 30' of caster awaken, run away for 5 minutes, then return to the soil
47	Caster's voice comes out of random object within 30' of them for 1 hour (object changes if destroyed, out of range, etc.)
48	Target turns to wood for 1D12 minutes
49	Random target gets thrown 30' in opposite direction of caster
50	Spell gets delayed by 1 round, 1 minute, or 1 hour (Gamemaster chooses)

51	Spell decreases in potency by 50%
52	A face of smoke and fire appears within 30' of the target and proclaims the most recent crime while looking at the guilty party (Murderer, thief, liar, etc.)
53	Spell doesn't work but 4D4 tulips blossom
54	2D6 harmless skeletal hands emerge in circle around target while snapping in time
55	Target's damage/healing is maximized for next 3 actions
56	1D4 imps appear around the target and follow their command (10HP, 1D4 x 2 attacks)
57	Random target's arms and/or legs double in length for 1 hour, reach and speed appropriate doubled
58	5' by 20' Pillar of light shines down on each living creature in the area for 1 minute
59	Magic silence fills the area for 1D4 minutes
60	Spell doesn't work but circle of fire rings around target for 1 minute, moves with target and is harmless
61	Random target halves in size for 4 hours
62	All living creatures drop whatever they're holding (if anything) as an ostrich egg appears in their hands
63	Next living being to ask a question becomes a toad for 1D4 minutes
64	Random target paralyzed for 30 seconds, smells like lemon
64	Hands of Caster separate from their arms and can be controlled up to 30' away, lasts 1 hour
66	Random target's neck disappears for 1 day, everything works as normal but hanging or decapitation are impossible
67	Spell doesn't work but an angry dwarf comes up from underground, punches the target for 1D6 damage, says "Serves you right!" and poofs out of existence
68	All living creatures laugh for 1 minute
69	Everyone goes invisible until they speak
70	Caster's movement speed is doubled and casting time is halved for 1 minute
71	Spell repeats again in same spot, harmless sparks appear in the area
72	Target goes blind for 1 minute

73	8D6 fire damage to oldest living creature in the area
74	Spell doesn't work but caster is encased in 20' egg including everything around them that can fit, very easy to break
75	Random target turns into a bull for 1 minute
76	Spell doubles in potency
77	Vision abilities reverse (those who can see in the dark can't, vice versa), area smells of apples
78	All weapons glow for 1 hour
79	Caster and Target both healed for 10HP each
80	Caster's mouth fills with 1D6 gems worth 100gp each
81	All weapon attacks on target hit for 30 seconds
82	Caster gets second action immediately
83	Spell doesn't work but random target falls asleep, can be woken up
84	Any doors unlock within the area, a voice sings "you're welcome"
85	Harmless flowers bloom on the skin of a random target and can be plucked without injury
86	Spell is cast without using any consumables, smells like cinnamon
87	All living creatures teleport in a line in order of age
88	Caster's damage/healing is maximized for next 3 actions, smells of smoke
89	Random target grows rabbit ears for 1 day and gets +2 bonus to hearing-based checks
90	Everyone floats 10' up before gravity returns to normal
91	Caster can see anything invisible or hidden for 1 hour
92	All creatures are compelled to say "thank you" when injured until they sleep or go unconscious
93	Youngest living creature in area is healed for 3D6
94	Next two-legged being to talk starts jumping up and down for 1 minute
95	Everyone awakens a minute later, flat on their back
96	Target's HP goes to half (whether up or down)
97	All physical attacks hit for 30 seconds
98	Random target gets fully healed
99	All consumables / slots of caster and target are restored
00	Random target knows exactly what they need to do or where they need to go next