

Appendix 1: Wand of Wonder Effects

Table TX1 – Wand of Wonder Tables (d100)

Subtable 1 (01-25)

d100	Effect subtable 1
01-10	Slow creature pointed at for one turn
11-18	Deludes wielder for one round into believing the wand functions as indicated by a second die roll
19-25	Gust of wind, double force of spell
26-30	Stinking cloud at 30-foot range
31-33	Heavy rain falls for one round in 60-foot radius of wand wielder
34-36	Summon rhino (1-25), elephant (26-50), or mouse (51-00)
37-46	Lightning bolt (70' x 5') as wand
47-49	Stream of 600 large butterflies pour forth and flutter around for two rounds, blinding everyone (including wielder)
50-53	Enlarge target if within 60 feet of wand
54-58	Darkness in a 30-foot diameter hemisphere at 30 feet center distance from wand
59-62	Grass grows in area of 160 square feet before the wand, or grass existing there grows to 10 times normal size
63-65	Vanish any nonliving object of up to 1,000 pounds mass and up to 30 cubic feet in size (object is ethereal)
66-69	Diminish wand wielder to 1/12 height
70-79	Fireball as wand
80-84	Invisibility covers wand wielder
85-87	Leaves grow from target if within 60 feet of wand
88-90	10-40 gems of 1 gp base value shoot forth in a 30-foot-long stream, each causing one point of damage to any creature in path -- roll 5d4 for number of hits
91-97	Shimmering colors dance and play over a 40-by 30-foot area in front of wand-creatures therein blinded for 1d6 rounds
98-00	Flesh to stone (or reverse if target is stone) if target is within 60 feet

Subtable 2 (26-65)

d100	Effect Subtable 2
01	Target turns to stone.
02	1d10 arrows fall on the floor in front of caster.
03	Caster glows a bright pink.
04	Room or area is filled with a very bright light. (Sunlike, will damage undead.)
05	Wand Summons 1d4 Skeletal Warriors.
06	1d20 Daggers fly from the wand towards target.

d100	Effect Subtable 2
07	Caster gains a wish, must be used or lost before their next action.
08	Heavy stone block appears above caster then falls. Reflex save DC 25 or take 10d10 damage. Save dodges.
09	Wand shoots a fireball. Treat as normal fireball. 6d6 damage.
10	Wand teleports caster behind target.
11	Supercharge. Wand gains unlimited charges.
12	Monster Summoning 3
13	Gold pieces fly from wand. 1d12 thousand.
14	Target grows 2 more arms and 3 more feet in height.
15	Sputter. Sputter. Wand just shoots out sparks.
16	Random roll. One member of party grows antlers.
17	Caster multiplies. Creates one more exactly like himself. This takes 4 rounds, they cannot take another other action.
18	Target multiplies. Creates one more exactly like himself. This takes 4 rounds, they cannot take another other action.
19	Wand disappears for 1d4 days. Reappears in casters hand.
20	Wand glows brightly. Will detect magic for 1d6 turns.
21	Commune spell, ask three questions.
22	Wand shoots forth a multitude of flowers. Gets in everyone's way.
23	Magic washes over Caster. Can talk to animals for 1 week.
24	Monster Summoning 2
25	All gold on caster doubles. Double weight.
26	Disintegration beam. Fort DC or 20d6 damage Disintegrates if killed. 5d6 if saved.
27	Target gains an extraordinary ability.
28	Wand will remove caster out of dangers way. All attacks on caster miss for 1d8 rounds all save are made with evasion.
29	Random caster possession will become animated and talk.
30	Summons Earth Elemental. 10 hit dice. Will unerringly obey caster.
31	Target is hasted. Permanently.
32	Something of the casters appears in the targets hands.
33	Lightning bolt 180' 10' wide. (6d6)
34	Casters hair falls off. All of it.
35	Target disappears (transported to another plane)

Appendix 1: Wand of Wonder Effects

d100	Effect Subtable 2
36	Caster suffers a <i>confusion</i> spell, no save.
37	Luck increases by 1 permanently.
38	Caster is put into haste until end of battle.
39	Wand shoots forth water. 1000 gallons.
40	Wand turns to dust.
41	Party is teleported to last place of rest
42	Time Stop. Everything is stopped but caster. 1D4 turns
43	Target ages 100 years.
44	Pit opens between caster and target. Up to 20'wide 30' deep.
45	Four bottles appear before caster. Earth, Wind, Fire, Water. Elementals, (10 hit die) breaking the bottle or opening it lets them out, they obey no one.
46	<i>Monster Summoning 1</i>
47	Caster gains Special Ability.
48	Random creature in location changes gender.
49	Caster learns 2 more languages.
50	Wand shoots gems out towards target. 1d20 gems of 500gp value.
51	Deadly poison drips from wand tip. (type X)
52	Summons 1 balrog. Very pissed and not pleased to be there.
53	Target's arms morph into iron spikes.
54	Caster gains <i>heal</i> spell
55	Wand extinguishes all fires.
56	Wand becomes highly magnetic.
57	Caster changes sex.
58	Target goes blind.
59	Wand opens a portal to a random plane.
60	Absolutely nothing happens. Go figure.
61	Summons a familiar. DM's choice.
62	Target's size is halved.
63	Caster gains X-ray vision for 1d10 rounds.
64	Target dies. Gets fort saving throw DC 25. if succ. 10d10 damage
65	Caster becomes immortal. (feels tingle. Will not age)
66	Caster doubles his/her weight.
67	Target becomes loyal to party. Will help them if possible.
68	Whole party starts to fly. Lasts 1d10 turns.
69	Target instantly goes berserk. double its attacks/melee no dodge

d100	Effect Subtable 2
70	Caster become loyal to party. Feels the love. Must take 1d4 rounds to contemplate it.
71	Wand makes a 100 mph wind gust shoot towards target.
72	Summons a pixie, no apparent effect.
73	Wand creates a <i>Bigby's crushing hand</i> and sends it to target.
74	Target teleports behind party.
75	Caster turns to stone. Gets saving throw (Fort DC 17)
76	Target runs away from caster for 1d4 rounds.
77	Target becomes smarter +5 Int.
78	Pit appears below target and caster each. 10'deep
79	All magic in room starts to glow.
80	All within 30 ft go blind for 1d10 rounds (including wand holder)
81	100-1000 lbs (1d10) of Manure buries Target Or Wand Caster 50% chance
82	Target gains additional d6 1=hand 2=leg 3=head 4=tail 5=arm 6=foot
83	Random magic item from Party replaced by another random magic item.
84	A Small meteor strikes Target 10d10 x1d10 damage up to 10-60 yards radius
85	Caster gains 1d6 to prime ability
86	Caster loses -1 from prime ability
87	Caster and Party teleports to the Olde Phoenix Inn
88	Caster gains notice of deity 50-50 bad or good
89	Random minor power added to random party item
90	Gates In Barbed Devil 50% attacks party or target then disappears
91	Caster becomes monster attractor 25%
92	Target becomes missile attractor 300ft radius All thrown objects attack them.
93	Caster gains 1d6 hit points permanently
94	Random Magic Item within 50 ft drained of magic 1-6 days
95	Target or caster polymorphs into Bozo the clown (minus weapons) 50%
96	Target suffers major wound 2d10 damage.
97	Type 9 angel arrives to help or hinder depending on circumstances.
98	Random item from Table T19 appears in front of caster.
99	Random creature present cursed with 1 negative level.

Appendix 1: Wand of Wonder Effects

d100	Effect Subtable 2
100	Next creature seen (not currently present) of the right gender falls in love with Caster.

Subtable 3 (66-00)

d100	Effect subtable 3
01	Target is slowed.
02	Deludes wielder into thinking wand worked some other way.
03	<i>Gust of wind</i> , as if cast by 9th level magic user.
04	<i>Stinking cloud</i> at 3" range.
05	Heavy rain falls in 6" radius of wielder.
06	Summon rhino (1-25), elephant (26-50) or mouse (51-00).
07	Lightning bolt (6d6) strikes target.
08	600 butterflies stream from wand, blinding everyone for 2 rounds.
09	Target enlarged to twice its size.
10	<i>Darkness</i> , 3" hemisphere about wand.
11	Grass grows in 16" radius of wand.
12	Sends target (if non-living) to ethereal plane.
13	Diminishes wielder to 10% of normal height.
14	Fireball (6d6) hits target.
15	Wielder becomes invisible for 1d6 turns
16	Leaves grow from target.
17	10-40 gems (each of 1 GP base value) shoot forth in a 3" long stream for 1 HP damage each (roll 5d4 to see how many hit target).
18	Shimmering colors dance over a 4"x3" area in front of wand -- creatures inside blinded for 1d6 rounds.
19	Flesh to stone (or reverse if target is stone).
20	1 point added to wielder's main ability score
21	Animates dead (1 figure) if within 6".
22	Audible glamor as if cast by 6th level magic-user.
23	Color spray hits target as if cast by 6th level magician
24	Wielder comprehends languages permanently
25	Creates a gourmet meal (with silverware, table, etc.) for 1d4 people.
26	Cures 1d8+2 HP to everyone
27	Levitates wielder 10 feet.
28	Continual light cast at target.
30	Stream of 6d6 rotten tomatoes stream out from wand up to 30 foot" range.

d100	Effect subtable 3
31	A stream of gravy (mystery meat) shoots out of the wand. A 5' by 20' area before the caster is effectively "greased"
32	A cloud (1" radius of target) of dust of sneezing and choking appears.
33	Target takes 3d8 points of damage, as if from an invisible sword.
34	Cone of cold shoots towards target (6d6+10 points damage).
35	1d4 icicles shoot out and hit target for 1d4+1 points damage apiece.
36	Discus flies out. Roll to hit target 1d2 damage.
37	Teleports target to 10' in front of wielder. If they are closer they are teleported back.
38	Disintegrates target save fort DC 17.
39	Wall of fire (2d6 damage) cast at target.
40	Wall of ice (10'x10'x1') forms between wielder and target.
41	Wall of cheese (10'x10'x1') forms between wielder and target.
42	A jet of blue flame (20' long) shoots out, for 4d6 damage.
43	Turns target to a randomly determined color.
44	All of target's hair falls out (or target grows hair if bald).
45	All of wielder's hair falls out (or wielder grows hair if bald).
46	Wand turns into a ring (but functions normally).
47	Wand turns invisible.
48	Wand turns to another type of wand until it is used once, then reverts to its usual form and powers.
49	All nocked arrows within 100' burst into flame.
50	10,000 ping-pong balls fall from the sky onto target.
51	A paper bag envelopes target. AC 6, 6 HP. Must be destroyed to remove it.
52	Creates 2d4 identical images of wielder, all facing different ways.
53	Levitates target 10'.
54	Summons Legionnaire of the Damned.
55	Summons horse with cart and driver.
56	Causes target to become amorous enough to grab first member of the opposite sex of any species.
57	Paralyzes target. 1d4 rounds
58	Paralyzes wielder. 1d4 rounds
59	Paralyzes both target and wielder. 1d4 rounds
60	Paralyzes random creature present. 1d4 rounds
61	Summons flesh golem. Will do nothing without

Appendix 1: Wand of Wonder Effects

d100	Effect subtable 3
	commands.
62	Loud drumming for 1d4 turns.
63	Dance music plays for 1d4 turns.
64	Floor starts to talk to wielder (but no one else can hear it).
65	Target turns gaseous.
66	Diminishes target to 10% of height.
67	Projects image of huge army behind wielder
68	Puts a door (3'x8'), closed, between wielder and target (if walls are more than 5' apart, there is empty space between the doorframe and walls).
69	Summons a fairy dragon.
70	Causes target to do Otto's Irresistible Dance.
71	Opens pit (10' deep) under target.
72	Opens pit (10' deep) under wielder.
73	Turns target invisible.
74	1d4 shriekers appear and begin shrieking.
75	Causes loud laughter to come from walls (or trees, if outside).
76	Outlines target with faerie fire.
77	A whirlwind randomly wanders the field of combat.
78	Target falls in love with wielder.
79	Target feigns death.
80	Target dies. Save Fort DC 25.
81	Rock under target turns to mud.
82	Summons 18 herd beasts.
83	Bubbles shoot forth, blinding everyone within 2" for 1d4 rounds.
84	Wand shoots a low-power (optical) laser beam from its end.
85	Random deck of many things card effect on wielder
86	Charms target.
87	Groo wanders in.
88	Target shrinks to 2" and is imprisoned in a crystal ball.
89	A gong appears and a mallet strikes it 1d8 times, then both disappear.
90	Wielder changes sex.
91	Wand grows to 16' long and 3" in diameter. For 1d4 turns.
92	Wand turns to limp rubber. For 1d4 rounds.
93	A booming voice sounds, "Give up! You cannot win!"
94	Target polymorphs into form of wielder.
95	Two fingers form and poke target in the eyes.

d100	Effect subtable 3
96	A hand forms and tickles target.
97	Target explodes, doing 2d6 damage to everyone within 30'.
98	Target turns to water.
99	Wielder falls asleep (nothing can wake them for eight hours).
00	Target becomes loyal follower of wielder (whether wielder likes it or not!)

