

# Net Libram of Wild Magic

## Second Edition

Compiled with Material from rec.games.frp.dnd

Edited by

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# Introduction

## About the Net Libram of Wild Magic

This book contains a collection of resource materials for players and dungeon masters playing an AD&D 2nd Edition game that includes wild magic. All items presented here are written by players who have donated their time and ideas about wild magic. While Wild Magic originated in the TSR game world The Forgotten Realms, an attempt has been made to make the material provided here applicable to any game world using AD&D rules.

None of the rules in this book have been approved by TSR, or any other authority on AD&D. Dungeon Masters are encouraged to go over the Net Libram with their players before introducing it to play, to decide which sections will be included in the campaign, and which will not.

The Tome of Magic (AD&D 2nd Edition) is highly recommended for any campaign including Wild Magic. For copyright reasons, no material from TSR books can be included in this or any other public domain net.book. Therefore, certain required tables, spells, and other information regarding wild magic could not be included in this book. Where a gap exists in the information in this book, a page reference to the appropriate TSR book is given.

Due to the fact that my wild wizard Käsemädchen has been changed from male to female, all pronouns in this text have been changed to the feminine form. This is only done for the sake of simplicity, and is not intended to exclude males from AD&D in any way. If anyone has a better solution to this problem, please e-mail me with your suggestions.

## Contradictions with Other AD&D Resources

This book should be considered to be a revision to both the Tome of Magic (AD&D 2nd Edition) and the fifth edition of the Great Net Spell Book. As these resources are updated, this book will be updated to remain consistent. In most cases where a spell, rule, or magic item description differ between this book and other resources, the version presented here provides more detail than the previous version. However, this book specifically contradicts other AD&D resources in the following cases:

**Spell Notation:** Throughout this book, the \* notation used to denote Wild spells in other AD&D resources is not used. Rather, Wild is included in the school listing for all Wild Magic spells.

**Chaos Magic:** This is a fifth level wild magic spell in the fifth edition of the Great Net Spell Book, which is not included in this book. The spell has identical effects to the eighth level spell Wildzone in the Tome of Magic, except that Chaos Magic is permanent while Wildzone has a finite duration. Since this makes Chaos Magic a more powerful spell at a lower level, it is recommended that Chaos Magic be removed from play. Its effects can be duplicated by casting Wildzone and then Permanency.

**Chaos Environment:** This spell was listed at seventh level in the fifth edition of the Great Net Spell Book, but has been changed to ninth level in this book. This is to restore balance to the use of this spell with the removal of Chaos Magic. As well, since Wild Magic regions can be created with a limited duration using the Wildzone spell, the description of Chaos Environment has been expanded to deal with that case. Please see the description of Chaos Environment in this book for more details.

**Wild Magic Items:** Most items listed in the Tome of Magic as having a chance to be controlled by a Wild Mage do not explain exactly what aspect of the item can be controlled. These items are listed in this book, with suggestions for DMs' arbitration of such control.

## Changes to the Second Edition

The following changes have been made since the first draft of the Net Libram of Wild Magic:

- The spells Cyril's Attempted Enhancement (1st level), Cyril's Surge Mastery (2nd level), Cyril's Bungee Snap (3rd level), Godly Chaos (3rd level), Cyril's Bungee Cord (4th level) and Heisenberg's Uncertain Teleport (6th level) have been added.
- The spell Paithan's Hot Streak has been moved from 6th to 5th level, in consultation with the original author.

- The descriptions of the spells Natasha's Wildarmour and Natasha's Nasty Wildmine have been edited, in consultation with the original author.
- A number of Wild Surges that were duplicated have been replaced with new surges.
- The Wild Surge table has been moved to the end of the document, to speed viewing and printing within Microsoft Word.
- Suggestions for recharging and causing a retributive strike with the Wand of Wonder have been added to that item's description.
- A section dealing with the Fabrication of Wild Magic Items has been added to the chapter on Magic Items.
- The items Chaos Blade, Kerchief of Exchange, and Paithan's Heavy Blaster have been added to the Magic Items chapter.
- To reduce incompatibilities with the DMG, the new powers attributed to the Stone of Good Luck in the first draft of this Libram have been changed to a new item, called the Stone of Wild Luck.
- Cyril the Perpetually Counterproductive and Käsegott Von Lieblingszigaretten have been added to the NPC Wild Mages chapter.

## Copyright

Some items in this collection are reprinted under copyright by their authors. As well, this entire collection is protected by anthology copyright held by the editor. This book may be freely distributed for use in AD&D or other FRP games, without profit, in unaltered electronic or print form. Any other use of this material without prior written consent from the editor constitutes a breach of copyright.

## Contacting the Editor

This book is edited by Marc Sherman. I am a full time student at the University of Waterloo, as well as holding a full time co-op job as a software engineer; I work on the Libram in my spare time. While I serve as editor and compiler for the Libram, I assume no responsibility for the accuracy or playability of anything included. I have attempted to edit all submissions to ensure consistency and game balance. Please write me if you have any comments, suggestions, or contributions for future editions of the Libram. I can be reached on the Internet at [msherman@zeus.uwaterloo.ca](mailto:msherman@zeus.uwaterloo.ca).

## Contributing to the Net Libram

Please send me any original material you have regarding wild wizards and wild magic that you'd like to share. Material of all sorts is welcome, including spells, surges, NPCs, monsters, magic items, or discussions of rules regarding wild magic. If you have any of the above or different types of contributions to make, please e-mail them to me at the address above. My preferred format is Microsoft Word, though I can translate just about any file format you can think of. Please be aware that all submissions are subject to editing before release in a future edition of the Net Libram of Wild Magic. As well, please follow these guidelines for the various types of submissions:

### Spell Guidelines

An active attempt has been made to edit spell submissions for the Net Libram to ensure that the spells here are comparably powerful to spells published by TSR of the same level. Many of the spells that appear here were raised in level or lowered in power from the original submissions; players often have a tendency to set the levels of their researched spells a little low. Please take care to balance the power of your spells with those of similar levels.

If you like, I will forward the final edited version of your spell submissions to Boudewijn Wayers for inclusion in the next edition of the Great Net Spell Book, as well.

### NPC and Monster Guidelines

Please provide a complete write-up for your monsters or NPCs, which follows the formatting, sequence, and style of the encounters presented in this edition. Be sure to provide a good mix of game mechanics, role playing information, combat tactics, and character or monster background.

## Wild Surge Guidelines

The wild surge table in this collection has been carefully edited from the various percentile tables currently available on the net. Duplicate entries have been removed, and the many existing tables have been sorted into one complete set of wild surges. In order to simplify the maintenance and updating of this list, I'd ask that you please check your own wild surge lists for duplication of items already on this table, and sort the items from bad to good before submission. If you are submitting a table originally intended for the Wand of Wonder, please reword the surges to refer to the caster of the surge, rather than the wielder of the wand. It would also be preferable if your submissions were balanced between harmful and beneficial surges, as well as weak and powerful surges. If you really want to do me a favour, you could also mark each surge with a number indicating where it fits approximately in scope and power into the current table. Please note that you needn't send wild surges in groups of 100. I'll collect all surge submissions until I have enough to create a new table with 800 entries.

## Contributors

I would like to extend infinite thanks to the contributors who provided material for the Libram, as well as everyone on `rec.games.frp.dnd`. The following people have provided material for the Net Libram of Wild Magic:

- Erwin Abrahamse <erwin@zen.et.tudelft.nl> - Editing Wild Surge tables
- George Bounoutas <antichrist+@cmu.edu> - Natasha's Spells
- Craig Campbell <craigc@csd4.csd.uwm.edu> - Cyril and his spells
- Gary Dearman <gdearman@umiami.ir.miami.edu> - The works of Paithan, Silvarus, and Vlaior, Wild Surge tables, the Wildstone and the complete Deck of Many Things
- Orlando de la Cruz - The works of Paithan
- Knut Skomedal <skomedal@alkymi.unit.no> - Wild Surge tables
- James Fischman - Godly Chaos, Heisenberg's Uncertain Teleport, and the Kerchief of Exchange
- Brian David Waak - Wild Surge tables
- Boudewijn Wayers <wsbusr1@urc.tue.nl> - Compiler of the Great Net Spell Book
- Ed Gatensby (DM), Ken Shaw (Kandar), and Charles Kernerman (Gustov Vanderplotz) - Stone of Wild Luck, and extra thanks for putting up with me while I learned exactly why they called it wild magic

## Editing Notes

I can't remember when or where I found this work, but it was a few years ago. Originally reasonably well formatted in ASCII, I felt this treasure would really shine if it were presented in a more versatile file format. After lying around on my puter for a few years, I finally got around to spend a few evenings to clean it up and nicely format it with Microsoft Word 2000. This is a true gem of "the old school of net creations" are now made available in both Word2k and PDF formats.

I have not altered anything except for the formatting, some spelling errors, and a few wierd language constructs — all of the original text is still here.

— Olik  
April 22<sup>nd</sup> 2000  
Bergen, Norway

# Spells

## First Level

### Cyril's Attempted Enhancement (Alteration, Wild)

Level: 1  
Range: Special  
Components: V, S, M  
Duration: 1 round  
Casting Time: 5  
Area of Effect: Special  
Saving Throw: None

With this spell, the wild mage can attempt to enhance one aspect of the next spell he casts. This second spell must be cast in the round immediately following the casting of Cyril's Attempted Enhancement. The wild mage first casts this spell and states the aspect of the second spell he wishes to enhance. Possible aspects include the area of effect, range, duration, damage, or a -2 modifier to targets' saving throws. However, due to the randomness of the spell, the wild mage only has a 50% chance of enhancing the second spell. After Cyril's Attempted Enhancement is cast, the DM rolls 1d6. On a roll of 4-6, the chosen aspect of the second spell is doubled. On a roll of 1-3, the chosen aspect is halved and a wild surge is generated from the incompletely controlled magical energies. Regardless of the d6 roll, the Level Variation roll must be applied before modifying. If the second spell is not cast in the round immediately after this spell is cast, the Cyril's Attempted Enhancement is wasted.

The material component for this spell is identical to the spell to be enhanced. Note that this requires the mage to expend two of each material component in order to cast both spells.

### Käsegott's Chaotic Keenness (Alteration, Wild)

Level: 1  
Range: 0  
Components: V, S, M  
Duration: 1 round per 2 levels  
Casting Time: 1  
Area of Effect: Caster  
Saving Throw: None

This spell grants the caster a +1 bonus to subsequent rolls on the Wild Magic Level Variation table. This bonus remains in effect for one round for every two experience levels of the caster.

Wild surges are determined using the adjusted roll, and the +1 bonus is applied to the percentile roll for the surge as well.

The material component of this spell is a rabbit's foot, four leaf clover, or other good luck charm. The charm cannot be purchased; the caster must create the charm on her own; by killing the rabbit and curing the foot, or finding the clover in a patch, etc. Any charm may be ruled valid by the DM, though it must be similarly difficult to come by. While this charm is not consumed by the spell, the caster should take care that a perishable charm like a rabbit's foot or a four leaf clover are suitably preserved.

## Second Level

### Cyril's Surge Mastery (Invocation/Evocation, Wild)

Level: 2  
Range: Special  
Components: V, S

Duration: Instantaneous  
Casting Time: 2  
Area of Effect: Special  
Saving Throw: None

This spell is similar to the first level spell Nahal's Reckless Dweomer, in that it releases the power of a wild surge, in the attempt to create a useful effect. Unlike Nahal's Reckless Dweomer however, this spell does not allow the caster to name an "attempted" spell. To balance this drawback, the caster has a 33% chance of controlling some aspect of the surge created.

When this spell is cast, the caster should name a target. The DM then rolls up a surge, adding the caster's level as a modifier, and rolls a d6. If the d6 is 1-4, the surge proceeds as rolled. However, if a 1 or 2 is rolled, the DM should read the surge to the caster, and give the caster an opportunity to control some aspect of the surge.

For example, if the surge "A fireball explodes centered on the caster" is rolled, the caster could choose to exercise control by saying "The damage from the fireball is the minimum possible." Another example would be to set the duration of the surge "The target is slowed" to the maximum possible. Aspects that can be controlled include damage, duration, area of effect, range, and a +2 or -2 modifier to saving throw. Aspects that are given in random ranges (such as 2d6 or 1d6 + 1 round per level) can be altered to at best the maximum or minimum of the possible range. Aspects that are given in absolute numbers can be halved or doubled.

If the surge rolled states that the "attempted" spell succeeds in some way, the DM should re-roll the surge, as there is no attempted spell with Cyril's Surge Mastery.

## Käsegott's Neon Hit Points (Divination, Wild)

Level: 2  
Range: 0 (must be centered on caster)  
Components: V, S, M  
Duration: 1 round per 2 levels  
Casting Time: 2  
Area of Effect: 60' radius circle from caster  
Saving Throw: None

This spell affects a number of creatures within the area of effect equal to half the casters level rounded up. The creatures affected are randomly determined from all creatures in the area of effect, not including the caster. Note that the spell does not discriminate between the caster's friends and foes.

The spell causes the targets' hit points to flash in a bright neon colour above the targets' head. This number will appear in the native language of the caster; anyone who can read this language can read the hit point number as well.

Creatures who are held, petrified, asleep, unconscious, or otherwise inactive are not included in the random determination. Creatures who are invisible, hiding in shadows, or otherwise unknown to the caster, are likewise not included. A creature under the effects of an illusion which the caster has not disbelieved will have the illusory hit points flash, rather than their actual hit point values.

The above restrictions only apply to the initial random determination of targets. If a creature affected by the spell becomes unconscious, petrified, invisible, etc., the hit points continue to flash over their head. If one of the targets was under the effect of an illusion and the caster subsequently disbelieves it (or its duration expires), the neon hit points will update to show the new perceived value.

Note that while the concept of hit points is one of game mechanics, and in actuality has no meaning the player characters observing this spell's effects, the number shown can be interpreted by the characters as a relative measure of strength and health of the creatures affected.

The material component of this spell is a small piece of coloured glass.

## Käsemädchen's Improved Reckless Dweomer (Invocation/Evocation, Wild)

Level: 2  
Range: Special  
Components: None  
Duration: Special  
Casting Time: 1  
Area of Effect: Special  
Saving Throw: Special

This spell is identical to the first level spell Nahal's Reckless Dweomer, except that it has no verbal or somatic components. The wild wizard creates a surge with this spell from the sheer force of her will. Because no time is spent gesticulating and chanting, as with the first level spell, this version is quicker to cast, as well. This spell is very useful as a last resort in situations where the caster is bound and gagged, or otherwise unable to take any useful action.

## Third Level

### Cyril's Bungee Snap (Evocation, Wild)

Level: 3  
Range: 30 feet per level  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 3  
Area of Effect: A magical cord 10 feet long per level  
Saving Throw: Special

This unique spell allows the wild mage to pull wisps of raw magical energy directly from the Astral Plane to create a magical "bungee" cord. (The term "bungee" was chosen by Cyril. He had heard the word long ago and didn't know what it meant, but has always liked how it sounds. He believes it to be from a long-forgotten language.) Two loops on the ends of the cord are then looped over two items/creatures. After the mage has looped the cord and released control of the magic, the raw magical energy in the cord collapses in upon itself, pulling the two items/creatures together at a magnificent velocity. Only creatures who are magically anchored or objects that are securely attached to something else are immune, although the DM may allow a Bend Bars roll for a character who reacts quickly to grab onto something.

Note that there must be some way for a magical cord to fasten itself to each item. For example, a tree can be easily looped, but a wall can only be looped if there are protrusions or other fastening points for the cord.

The two items/creatures are drawn together and will hit each other. Items drawn against items must save vs. crushing blow or be broken into no less than 50 pieces. An item drawn against a person need not save, however, the person will take "falling damage" in accordance with their previous distance from the object (1d6 per 10 feet; maximum: 10d6). If the item is particularly small, the DM may impose less damage. (Cyril prefers bouncing people off of walls with this spell.) If two people are drawn together, each takes "falling damage" for 1/2 their previous distance apart.

In all cases, the DM may call for Strength or Dexterity checks to hold onto items and saving throws vs. fall to check for item damage. In the case of one creature drawn to an item, a saving throw is allowed for 1/2 damage. No saves are allowed for two creatures drawn to each other.

The material component for this spell is a piece of string, looped at both ends.

### Godly Chaos (Invocation, Wild)

Level: 3  
Range: 0  
Components: V, S, M  
Duration: Special  
Casting Time: 1 hour  
Area of Effect: Caster  
Saving Throw: None

This spell, when cast while the wizard is memorising her spells for the day, calls upon the Gods of Chaos to grant the wild wizard a small amount of priestly power. The wizard can substitute one or more of her or her spells to be memorised for priest spells of the sphere of Chaos two levels lower. For example, the wizard can memorise the spell Random Causality (a third level priest spell of the sphere of Chaos) in place of a fifth level wizard spell.

This spell can only be cast if the wizard is in good standing with the local Gods of Chaos. If the wizard has fallen out of favour with these Gods, or has never been religious in the first place, no Gods will hear the request, and the casting of Godly Chaos will be wasted.

Note that the chance of spell failure penalty for low wisdom must be rolled when the granted spell(s) are cast, if applicable. Failure indicates that the spells are lost, without replacement (unless Godly Chaos is cast again the next day, of course).



The material components of this spell are offerings of incense, and other valuable items, worth no less than 200 GP per level of priest spell(s) requested, which are burned in prayer during the casting of this spell. Any material components of the granted priest spells must be available when those spells are cast, although an inscription of the wizard's sigil can substitute for a holy symbol.

### **Gymlainac's Lightbend (Alteration, Wild)**

Level: 3  
Range: Touch  
Components: V, S  
Duration: 1d4 + 1 round per level  
Casting Time: 3  
Area of Effect: Creature touched  
Saving Throw: None

This wild magic spell bends light waves around the recipient, creating an effect similar to the second-level spell Blur and a Cloak of Displacement. The recipient's form is both blurred and sways (regardless of movement), making her much more difficult to hit. When the spell is cast, roll 1d4 to determine the armour class and saving throw bonus. This spell was developed by the wild mage Gymlainac, in an effort to create a wild magic version of Invisibility.

### **Natasha's Nasty Wildmine (Invocation/Evocation, Wild)**

Level: 3  
Range: Touch  
Components: V, S  
Duration: Permanent until triggered  
Casting Time: 1 round  
Area of Effect: Touched object  
Saving Throw: None

When this spell is cast, a chosen object held by the caster will radiate wild magic. The next time that the object is touched (even if it is by the caster), a wild surge will be triggered. . The effective level of the caster is added to the percentile roll, as per the spell Nahal's Reckless Dweomer, but no luck magic such as Hornung's Surge Selector applies to this surge (as the caster may not be present to select the surge). Any surge that indicates that the intended spell takes effect will not have any effect. The object or creature that touched the object is treated as the target of the surge, while the object itself is treated as the caster.

### **Natasha's Wildarmour (Invocation/Evocation, Wild)**

Level: 3  
Range: 0  
Components: V, S, M  
Duration: 1d6 + 1 round per level  
Casting Time: 3  
Area of Effect: Caster  
Saving Throw: None

This spell causes the caster's body to radiate wild magic. Whenever the caster is hit for damage in melee, a wild surge is rolled. The effective level of the caster is added to the percentile roll, as per the spell Nahal's Reckless Dweomer, and any luck magic such as Hornung's Surge Selector or a Stone of Wild Luck active on the caster at the time of the surge may be applied. Any surge that indicates that the intended spell takes effect will not have any effect. The material component is a small piece of metal. Note that this spell only effects melee attackers; ranged attacks will not cause a surge.

## Fourth Level

### Chaos Vision (Illusion/Phantasm, Wild)

Level: 4  
Range: 30 feet per level  
Components: V, S  
Duration: 1 turn per level  
Casting Time: 2 rounds  
Area of Effect: 30 feet per level radius sphere  
Saving Throw: None

This spell offers some protection from teleport spells by constantly shifting and shaping what an area looks like. Thus a wizard cannot use information gathered previously to teleport to the effected area as the surroundings will have seemingly changed. Objects located in this environment or entering it will be effected also, first appearing as one object or animal and then shifting to another.

Another use found for this spell is as a trap. Slimes, moulds and other creatures that don't need senses to attack can be placed in this environment and effectively are invisible. Any attacks on anything in the area of effect is hindered by a -4 modifier to hit.

Note that true seeing and similar magics that see through illusions will likewise penetrate this one. The illusion itself will not cause any damage, although it may cause characters to react in such a way as to hurt themselves. The main purpose of this spell is simply to constantly conceal.

### Cyril's Bungee Cord (Evocation, Wild)

Level: 4  
Range: 30 feet per level  
Components: V, S, M  
Duration: 1 round per 2 levels  
Casting Time: 4  
Area of Effect: A magical cord 10 feet long per level  
Saving Throw: None

This spell creates a cord similar to the one created with Cyril's Bungee Snap. However, there are a few notable differences.

This cord will loop itself over the caster and one other creature within the range of the spell. On the round after the casting, the two will be drawn together to meet in the middle of the cord. They will not hit each other, however, and will pass harmlessly past one another until the cord stretches out to its original length. In essence, the two switch places "in between" rounds. During the "in between" round switching, both are allowed a melee or item attack on the other when they meet in the middle. These attacks are made at +2 to hit.

The cord will continue to switch the two back and forth for its full duration unless cut. The caster can cut the cord at any time. Any other character may cut the cord by successfully Dispelling it or by inflicting damage to it with slashing weapons. The cord has an AC of -2 and as many hit points as the caster has levels. If the cord is cut before the full duration has been reached, a wild surge results. The person who cut the cord is treated as the caster and the person attached to the cord and furthest away from the cut point is treated as the target for the wild surge result. If the caster cuts the cord, her level is added to the surge roll, as per Nahal's Reckless Dweomer.

Both the caster and the target may take any normal action during regular rounds (between switches), but all actions are at +6 penalty to initiative. Movement is restricted to 1/4 the normal rate. AC bonuses for high dexterity are lost while in the cord, as are dexterity bonuses to hit with missile weapons. If either the caster or target move such that a solid object is between them, they are still drawn together, but will take "falling damage" much as in Cyril's Bungee Snap, and the cord will be cut, causing a wild surge.

The material component for this spell is a piece of gold wire, looped at both ends.

### Käsemädchen's Wild Runestones (Divination, Wild)

Level: 4  
Range: Special

Components: V, S, M  
Duration: Special  
Casting Time: 1 round  
Area of Effect: Special  
Saving Throw: Special

This powerful spell gives a wild wizard access to many spells of the school of Divination. Like the spell Wish, however, this flexibility does not come without a price. Every casting of this spell has a high probability of causing a wild surge.

When the spell is cast, the caster should roll a d4. If this roll is a 1, 2, or 3, that is the level of divination which the spell produces. The caster may then name any divination spell of the level rolled with which she is familiar. If the named spell is in the wizard's spell books, success is guaranteed. If the caster has seen the spell cast in the past, but does not know it herself, the DM should roll for the caster's Spellcraft proficiency, at a penalty depending on how recently and how many times the caster has seen the spell. A failure on the Spellcraft roll will cause a wild surge on the spell attempted.

If the wizard rolled a 4 on the d4, a wild surge is caused. The wizard may name any divination spell, even one of a higher level than she can cast, that she has even a vague passing familiarity with, for this surge.

If a divination spell is successfully cast via this spell, the range, duration, area of effect, and possibility of saving throw should be taken from the divination cast. The material component of this spell is a finely carved set of rune stones, worth at least 1000 GP, which is not consumed by the spell. The wizard must have a surface available on which to cast the runes and be able to study them for a round for the spell to be cast successfully.

## Fifth Level

### Paithan's Hot Streak (Reversible) (Enchantment/Charm, Alteration, Wild)

Level: 5  
Range: Touch  
Components: V, S  
Duration: 1d6 + 1 round per level, Special  
Casting Time: 5  
Area of Effect: Creature touched  
Saving Throw: Neg. (reverse only)

This extremely potent spell gives the target a run of good luck. This run of luck is accomplished by applying the margin by which each die roll is succeeded as a modifier to the next. If the first die roll after the spell is cast is failed, the spell dissipates without effect. However, if this roll is successful, then the margin of success is taken as a modifier for the next roll. The spell will expire at the end of the duration, or upon the first failure of a die roll.

Note that this spell only applies to die rolls which have the concept of success vs. failure. For example, the spell will apply to to-hit rolls, but will not apply to damage rolls. Other common die rolls to which this spell applies include thieving ability rolls, saving throws, and proficiency checks.

Modifiers on d20 rolls are converted to and from percentile rolls at the rate of  $1/20 = 5\%$ . For example, if a d20 roll is made by a margin of five, and the next roll is on percentile dice, the modifier would be 25%. Conversely, if a percentile roll is made by 36%, and the next roll is on d20, the modifier would be 7 (percentile modifiers are rounded to the closest 5%).

Regardless of the modifiers being applied to the roll, a natural roll of 1 on d20 or 01-05 on d% will fail and break the streak. Of course, if low is good on a given roll, these failure numbers will be a natural 20 or 96-00.

When a hot streak ends, there is a chance that there will be a probability backlash. There is a 5% chance per roll affected by the hot streak that the subject will automatically fail on the next die roll after the hot streak is over.

The reverse of this spell, Paithan's Cold Streak, causes the victim to have a penalty applied to each roll that is equal to the margin of failure on the previous roll. A successful roll will break the cold streak. The victim is allowed a save vs. spells, which if made negates the spell. However, if the save is failed, the margin of failure is used as the penalty on the next die roll. Like its reverse, a cold streak is broken if a critical roll is made (20 on d20 or 96-00 on d%). Similarly, when the streak is broken, the probability backlash may cause the next roll to automatically succeed.

A cold streak cannot be ended prematurely by Dispel Magic. A Remove Curse has a base 55% chance to remove the spell, modified by plus or minus 5% per difference in the levels of the casters (cf. Dispel Magic).

## Sixth Level

### Heisenberg's Uncertain Teleport (Alteration, Wild)

Level: 6  
Range: Touch  
Components: V  
Duration: Instantaneous  
Casting Time: 2  
Area of Effect: Special  
Saving Throw: None

This spell is a compromise between the fifth level spell Teleport, and the seventh level spell Teleport Without Error. It allows the wild mage to improve her chances of teleporting on target by up to five categories on the Teleport table, however these category improvements must be split between separate rolls for position and velocity.

Unlike the standard Teleport spell, the wizard must roll twice on the error table (see Players Handbook page 172). The first roll indicates the error in position, as in the normal Teleport spell. The second roll determines the error in velocity — a high roll indicates that upon arrival, the caster will be flying up into the air, and a low roll indicates that the caster will be flying down towards the ground. The speed of travel is equal to 1 foot per second for each 1% by which she is in the high or low region on the table. This added velocity will add 1 hit point of damage per foot per second to any falling damage incurred, as well as stunning the wizard for 1 round per foot per second (even if no falling damage is incurred; if the wizard arrives on target but travelling down at 12 feet per second, she will not take any damage, but will be stunned for 12 rounds).

The five categories of improvement can be applied to either of the two rolls, at the wizard's preference. For example, a wizard teleporting to an area never before seen may choose to apply three categories to the position roll (thus rolling on Studied Carefully for position) and two categories to velocity (rolling on Seen Casually). Any improvement beyond Very Familiar results in no possibility of error.

Note that unlike the spell Teleport Without Error, this spell cannot be used for inter-planar travel.

### Paithan's Fiasco (Enchantment/Charm, Alteration, Wild)

Level: 6  
Range: 10 yards  
Components: V, S, M  
Duration: 1 round per level  
Casting Time: 1 round  
Area of Effect: 1 creature  
Saving Throw: Neg., Special

This potent spell is an improved version of both Unluck and Bestow Curse. It shifts the probability patterns into a dramatically negative pattern, causing bad results even when they would be highly improbable. The target of the spell gets one saving throw to avoid the spell entirely. If the save fails, the affected creature acts at -4 for the duration of the spell. This applies to everything: attack rolls, damage rolls, saving throws, proficiency checks, armour class, etc. The spell is cumulative with Unluck and Bestow Curse.

Furthermore, the target must save every round for the duration of the spell or a fiasco will occur. If this happens, the target suffers horribly bad luck. The DM must judge what the absolute worst thing that could happen to the character that round is, and apply it. If the target fails a saving throw, she may suffer maximum damage possible. If she is in melee, her weapon may break. If she is casting a spell, it may backfire and affect her. Whatever the effect, it is drastically bad. At the very least, the target may slip and fall prone in front of her enemies.

Every time a fiasco occurs, there is a 10% cumulative chance that the spell breaks (if this happens, all fiasco and Unluck spells affecting the target also break). In any case, when the spell ends, there is a 50% chance that the target will be affected by the reverse effect of Unluck in the next round, as she "rebounds" from her stretch of bad luck.

The potency of this spell carries a risk with it. When cast, if the caster's Wild Magic Level Variation roll is below 4, a backfire occurs as follows:

1d20	Effect
4	Spell functions as normal
3	Caster and target effected
2	Only Caster effected
1	Caster effected by both Paithan's Fiasco and Unluck.

The material component of this spell is a bit of fur from a black cat.

## Ninth Level

### Chaos Environment (Alteration, Wild)

Level: 9  
Range: 10 yards per level  
Components: V, S, M  
Duration: Special  
Casting Time: 1 turn  
Area of Effect: Special  
Saving Throw: None

This spell is similar to the fourth level spell Chaos Vision. However, rather than producing an illusion as Chaos Vision does, this spell produces a very real effect. The ground constantly rolls and twists, and objects from the wizard's mind appear and disappear.

All creatures and objects in the Chaos Environment are constantly polymorphing, once each round. Note that creatures polymorphed will need to save vs. spells each round to keep their former identity and not take on a new one. All creatures and objects will polymorph back to their original form upon leaving the area of effect.

A person entering this environment had best carry nothing with her or risk losing it as it turns into some form which might not be carryable. People have to make system shock rolls every turn, for the stresses will tear even the mightiest hero apart, given time.

All damage from being crushed, attacked, and otherwise affected by the spell are real, caused by real creatures and environmental changes in the area. A general rule of thumb for damage caused by the constant changes in the environment is 1d6 hit points per round. However, DM's are encouraged to devise specific environmental changes, and apply damage as appropriate.

The material component of this spell is a Wild Magic region, which is consumed by the spell. The area of effect fills the area previously formed by the Wild Magic area. The duration of the Chaos Environment is the duration remaining on the Wildzone which created the Wild Magic region used.

## Complete List of Wild Magic Spells

This section lists all Wild Magic spells by level, and includes a reference to the book in which these spells are published. (ToM) refers to the Tome of Magic, AD&D 2nd edition, published by TSR Inc. (NLWM) refers to this book, the Net Libram of Wild Magic. Reversible spells are shown in italics. Please note that references to the Great Net Spell Book are not included here, as all wild magic spells from that book are reprinted in this Libram (except as noted in Contradictions with Other AD&D Resources on page 2).

### First Level

Cyril's Attempted Enhancement (NLWM)  
Hornung's Guess (ToM)  
Käsegott's Chaotic Keeness (NLWM)  
Nahal's Reckless Dweomer (ToM)  
Patternweave (ToM)

### Second Level

Chaos Shield (ToM)  
Cyril's Surge Mastery (NLWM)  
Hornung's Baneful Deflector (ToM)  
Käsegott's Neon Hit Points (NLWM)  
Käsemädchen's Improved Reckless Dweomer (NLWM)  
Nahal's Nonsensical Nullifier (ToM)

### **Third Level**

Alternate Reality (ToM)  
Cyril's Bungee Snap (NLWM)  
Godly Chaos (NLWM)  
Fireflow (ToM)  
Fool's Speech (ToM)  
Gymlainac's Lightbend (NLWM)  
Natasha's Nasty Wildmine (NLWM)  
Natasha's Wildarmour (NLWM)

### **Fourth Level**

Chaos Vision (NLWM)  
Cyril's Bungee Cord (NLWM)  
Käsemädchen's Wild Runestones (NLWM)  
There/Not There (ToM)  
Unluck (ToM)

### **Fifth Level**

Paithan's Hot Streak / Paithan's Cold Streak (NLWM)  
Vortex (ToM)  
Waveform (ToM)

### **Sixth Level**

Heisenberg's Uncertain Teleport (NLWM)  
Paithan's Fiasco (NLWM)  
Wildshield (ToM)  
Wildstrike (ToM)

### **Seventh Level**

Hornung's Surge Selector (ToM)  
Spell Shape (ToM)

### **Eighth Level**

Hornung's Random Dispatcher (ToM)  
Wildzone (ToM)

### **Ninth Level**

Chaos Environment (NLWM)  
Stabilise (ToM)  
Wildfire (ToM)  
Wildwind (ToM)

# Magic Items

## Fabrication of Wild Magic Items

The creation of Wild Magic items, or even a conventional item created by a Wild Mage, is a risky proposition. Creating items requires the casting of many spells, each of which has a 1/20 chance of causing a Wild Surge. Causing a wild surge in the creation of a magic item is not immediately considered to interrupt the Enchant an Item in progress; however, if the wizard spends any time dealing with the surge, such as fighting a conjured monster, the Enchant an Item will be interrupted, and must be restarted.

Note that in cases where the spell Nahal's Reckless Dweomer is required in the creation of a magic item, such as the Wand of Wonder, a physical surge will only occur if a surge is rolled on the Level Variation table for a given casting. If a surge is not rolled, the wild magic released by the spell is absorbed into the power of the item being enchanted, to be released at the wielder's command.

## Rods

### Paithan's Radioactive Rod

This strange item was accidentally created from a piece of lab equipment by the wild mage Paithan Quinthani. Since she could not determine its function, and thought it might be dangerous, she rather carelessly discarded it. Its current whereabouts are unknown.

The rod is of pure silver, a little over six inches long, and about as thick around as a man's little finger. It is continuously cloaked in a glowing, red-violet aura, and is warm to the touch. Many mages will misidentify the aura as some sort of harmful radiation.

In fact, the rod is cloaked in a double-strength fire shield. If anyone strikes the rod forcefully, the aura will extend to that person, doing twice the amount of damage she would have inflicted. The rod can be used as a melee weapon, doing 1 point of damage, plus 2 points of flame damage, per strike. No damage is done to large creatures. The rod is treated as a +0 weapon for determining what it can hit.

The rod can also be used to parry melee attacks (see *The Complete Fighter's Handbook*, p 70). If the parry is successful, then the attacker takes twice as much damage as she would have inflicted. However, the rod is not meant to be a weapon, and if any attacker ever hits the rod with a natural roll of 20, the rod breaks. The attack will continue through to the parrying character with reduced force (doing half damage). The attacker still takes flame damage, but the fire shield goes out forever when the rod is broken.

Furthermore, the rod is rather short, and has no hilt. If the wielder of the rod rolls a natural 1 when trying to parry, she has managed to get her hand hit by her attacker. She takes half of the attack's normal damage (even if the attack would have missed), and her hand will be crippled and unusable for a length of time depending on the severity of the attack (if the parry was against a kobold's club, the hand might be numbed for several rounds; if the parry was against a frost giant's axe, the hand might be so badly damaged that a Heal or even a Regeneration spell is required to fix it).

Although Paithan's radioactive rod is, in general, a stable item, it has one dangerous drawback. If it ever fails a saving throw versus magical fire, the rod will self-destruct. This self-destruction will release a great deal of magical energy, and is likely to both spectacular and injurious to those in the immediate vicinity.

## Wands

### Wand of Wonder

As stated in the *Tome of Magic*, a wild mage has a 50% chance of being able to control this item. If control is successful, the wild wizard may cast any spell that she has learned, even if it is not memorised, by expending one charge for each level of the spell.

The Wild Surge tables in this Libram may be used as expanded tables for the Wand of Wonder's effects if control is not successful, or if it is used by a conventional wizard. If the DM approves, the Wand of Wonder may be recharged with the use of the spell Nahal's Reckless Dweomer.

At the DM's discretion, the Wand of Wonder may be capable of a retributive strike. This is when the wielder of the wand breaks it in half, releasing all of its stored power in an explosion of Wild Magic. A retributive strike with the Wand of Wonder would create a permanent Wild Magic region in the area of the strike, as well as immediately releasing one surge per every five charges remaining in the wand.

Please see the Dungeon Master's Guide for more details on this item.

## Miscellaneous Magic

### Amulet of the Planes

As stated in the Tome of Magic, a wild mage has a 50% chance of being able to control this item. If control is successful, the wild wizard may name the plane to be travelled to. Note that the wizard must have had some form of contact with that plane in the past, either actually having visited it, having encountered a creature from that plane, or simply having heard stories about the plane around a camp-fire.

Please see the Dungeon Master's Guide for more details on this item.

### Bag of Beans

As stated in the Tome of Magic, a wild mage has a 50% chance of being able to control this item. If control is successful, the wild wizard may state what grows when the bean is planted. The DM must decide if the request is reasonable, and if the player is being a munchkin, the DM is encouraged to interpret her request exactly, much like a wish gone bad.

Please see the Dungeon Master's Guide for more details on this item.

### Bag of Tricks

As stated in the Tome of Magic, a wild mage has a 50% chance of being able to control this item. If control is successful, the wild wizard may name the creature that emerges from the bag. Note that the player must research what the possible creatures are; if she names a creature that is not on the list of possible creatures in a bag of tricks, that use of the bag is wasted.

Please see the Dungeon Master's Guide for more details on this item.

### Deck of Illusions

As stated in the Tome of Magic, a wild mage has a 50% chance of being able to control this item. If control is successful, the wild wizard may name the illusion formed by the deck. This illusion must be named by the actual effect, not the playing card used to represent it. If the illusion named is not possible in the deck, or if that card has already been used up, a blank card with no effect will emerge from the deck.

Please see the Dungeon Master's Guide for more details on this item.

### Deck of Many Things

As stated in the Tome of Magic, a wild mage has a 50% chance of being able to control this item. If control is successful, the wild wizard may name the card drawn from the deck. This card must be named by its actual name, not the playing card used to represent it. If the card is not a valid card in the deck, then a random card is drawn.

In addition to the 13 and 22 card versions described in the Dungeon Master's Guide, there is a 54 card version of the Deck of Many Things. Its cards are as follows:



### **Jokers:**

- J Jester — See the DMG.
- TM Fool — See the DMG.

### **Spades:**

- K Ruin — See the DMG.
- Q Euryale — See the DMG.
- J Rogue — See the DMG.
- 10 Knife — Assassins and thieves beset your family. The character somehow becomes the target of a powerful individual or organisation. The thieves and assassins will target those closest to the PC, and will always strike surreptitiously. The assaults will not end until the PC is alone and ruined, or dead, or until she defeats her new enemy.
- 9 Adder — You are afflicted with a wasting disease. The disease causes body rot, and will be fatal in d12 weeks. Every week, the PC permanently loses 2 points of charisma, and there is 25% chance that one point of constitution will be lost as well. The disease negates all cure wounds spells, and hit points are only gained back at 10% of the normal rate. The disease cannot be cured unless the PC is first subject to a remove curse by a caster of at least 12th level.
- 8 Dwarf — Insanity. Treat the characters if she were under the effect of a confusion spell, until the result "wander away" is rolled. At that point, the character becomes catatonic, and remains so until provoked, at which point she enters a homicidal mania until the provocation ceases. Then the catatonia returns.
- 7 Hanged Man — Become a wanted criminal. Evidence is found linking the character - presumably incorrectly - to a most heinous crime (mass murder or treason, for example). The character faces certain conviction if caught, unless she can find some way to unequivocally prove her innocence (for example, by finding the real criminal).
- 6 Gypsy — Your soul is coveted in the nether planes. Typical entities who covet souls are greater demons and devils, and night hags. Agents will be sent to collect (typically succubi or night hags), increasing in power until the character submits. The harassment may be ended by a number of means; seeking sanctuary from a powerful good patriarch or a spell of non-detection are but two possible solutions.
- 5 Pit — Lose your most precious possession. The loss is instant, and can only be reversed by a wish.
- 4 Blind Man — Lose your sight and gain d4 wisdom, or keep your sight and lose d4 wisdom. If the lost sight is ever restored, the wisdom gain is lost.
- 3 Harlot — Kill within 24 hours or your sex will change. The being to be killed must be intelligent.
- 2 Balance — See the DMG.
- A Donjon — See the DMG.

### **Hearts:**

- K Throne — See the DMG.
- Q Key — See the DMG.
- J Knight — See the DMG.
- 9 Sword — Favourite weapon gains a +2 bonus. The card will enchant non-magical weapons. If the weapon is already magical, the +2 adds to its current bonus. No weapon will increase to more than +5.

- 10 Chalice — Go up one level. The PC automatically goes up to the minimum experience point total for the next level.
- 7 Leprechaun — Gain good luck. In game terms, the character is allowed to re-roll any one die roll per game day.
- 8 Crown — Gain fame and fortune. The character's fame starts to spread shortly after the card is drawn, and, along with this, she gains personal power. She will slowly attract followers equivalent to those drawn by a ninth level fighter.
- 5 Sibyl — Gain the ability to see the future. The prophetic ability is equivalent to the prophesy medium power in The Complete Priest's Handbook.
- 6 The Lion and the Mouse — Gain the friendship of an important person. The friendship gained is of someone powerful and important, such as a nobleman, mayor, or high level wizard.
- 3 Shield — +2 protection. The +2 applies to AC and all saving throws.
- 4 Lady — Negate the effects of any one card. The power of the Lady can affect any card in the same or any other Deck of Many Things. It functions whether or not the effect in question has already taken place, and whether or not it befell the drawer, or someone else.
- 2 Gem — See the DMG.
- A Fates— See the DMG.

**Diamonds:**

- K Sun — See the DMG.
- Q Moon — See the DMG.
- J Star — See the DMG.
- 9 Beggar — Never be penniless. This card only protects the character from absolute poverty -- as long as she lives, she will have enough money for food and shelter, at the least. Attempts to cheat the card by temporarily "giving" money away will fail.
- 10 Wheel — Reincarnated upon death. Use the table for the wizard spell reincarnation.
- 7 Hourglass — Longevity or restored youth. The card either grants 50 years longevity, or a return to the base starting age, at the PC's option.
- 8 Seven Sisters — Become attractive to the opposite sex. The character merely becomes incredibly sexually attractive to members of the same or similar races, and of the appropriate sex. Her appearance, charisma, and personality do not change.
- 5 Lamp — Gain the service of a genie. The genie serves for a year and a day, or will grant three wishes, if it is powerful enough and its master so requests. The type of genie is as follows (roll a d12): 1-6 Djinni; 7-9 Efreeti; 10-11 Dao; 12 Marid.
- 6 Dragon — Gain the ability of treasure finding. The ability is equivalent to that bestowed by a potion of treasure finding. It may be used once per day, for up to six turns.
- 3 Black Cat — Disaster strikes your worst enemy. Something truly bad befalls the character's worst enemy. Whatever it is, it should benefit the character, and harm her enemy.
- 4 Tilted Balance — One attribute may be raised to 18, one must be lowered to 3. The ability loss is mandatory, although the gain is optional. If a fighter raises her strength to 18, she may roll for exceptional strength.
- 2 Comet — See the DMG.

A Vizier — See the DMG.

### Clubs:

K The Void — See the DMG.

Q Flames — See the DMG.

J Skull — See the DMG.

9 Thief — Your death is stolen from you. The character's death is stolen by a Nabassu in the Abyss. Upon death she becomes a ghaist in the demon's service, preventing resurrection. The only way to gain one's death back is to slay the Nabassu who stole it.

10 Flaming Wheel — You are plane shifted. The character and all within 20' are shifted to another plane. Use the table for Hornung's Random Dispatcher.

7 Sepulchre — Age to venerable. The character ages to venerable age, suffering all of the appropriate attribute losses.

8 Seven Warriors — Gain the enmity of strangers and become a berserker. Strangers are automatically wary and distrustful of the character, though this can be overcome with time. She suffers a -5 reaction adjustment. Furthermore, the character enters a berserker rage when in melee combat and will attack the nearest creature until dead, or until no living creature is within 60'.

5 Fury — The deck explodes. The card explodes in an 8-die fireball. It then reappears in the deck, which is unharmed.

6 Scorpion — You are polymorphed into a small insect, as per the Polymorph Other spell.

3 Coward — Defeat your next opponent single-handedly or lose one level. This is exactly the reverse of the Comet. The character must single-handedly defeat the next monster(s) encountered or move the mid-point of the previous level.

4 Black Rose — Become a neuter. The character loses all physical evidence of gender, and loses interest in sex. Neuters have a tendency to become plump and passionless.

2 Talons — See the DMG.

A Idiot — See the DMG.

## Kerchief of Exchange

This item appears to be a finely stitched handkerchief. If examined with Detect Magic, it will exhibit a strong aura of alteration.

When the Kerchief is placed over any magic item, such that the item is covered completely, when the Kerchief is removed, the item will have been disappeared. In its place may be a different item of greater or lesser power, or even non-magical items. While the Kerchief can be a blessing when it gives the user a powerful item in exchange, it is a curse when it replaces a fine wand with a pile of wood chips.

When a magical item is completely covered, the DM should roll 1d10 on the following table to determine what is found when the Kerchief is removed:

1. The original item, crushed into bits.
2. A cursed item of the same class as the original.
3. A small bronze statue of [roll on the Harlot table of the 1st edition DMG, page 192].
4. The original item's experience point value in copper pieces.
5. An item of the same class as the original item, worth at most 1/5 the experience points.

6. An item of the same class as the original item, worth approximately the same amount of experience points (between 75% and 150%).
7. The original item's experience point value in platinum pieces.
8. An item of the same class as the original item, worth between three and five times the experience points.
9. The item of the same class as the original worth the most experience points. If no item is worth more than the original, add a special bonus to the original item.
10. Any item (roll randomly on the item chart) worth no more than five times (no minimum) the experience point value of the original item.

The word class in the table above refers to the table in the DMG in which the item is found. Classes include Rods, Staves, Wands, Rings, Miscellaneous Magic, and Weapons. Note that placing an Artefact or Relic under the Kerchief of Exchange will cause the Kerchief to explode in a 12 die fireball, destroying the Kerchief but not the Artefact/Relic.

Placing a cursed item which has not affected anyone yet under the Kerchief will always yield another cursed item. However, if someone has fallen under the curse of the item, lifting the Kerchief will reveal the original item, which will immediately explode in a wild surge. The cursed item is the caster for the effects of the surge, and the person under control of the curse is the target. If the item is not destroyed by the surge (for example, it may fail a save vs. magical fire if the surge reads "A fireball explodes centered on the caster"), then the item's curse will remain in effect.

A wild wizard has a 50% chance to control the Kerchief of Exchange. If this control is successful, the wizard may name any item worth no more experience points than the original item. If the item named is worth more than the original, or the control attempt is failed, the DM should roll on the table above to determine what is found under the Kerchief.

## Marbles of Silvarus (Lesser)

Lesser Marbles of Silvarus are a wild magic item created by the wild mage Silvarus Quinthani, father of the noted Paithan Quinthani. A complete set consists of thirty-six marbles: six red, six clear, and the balance green. To activate a marble, the user must speak the command word. After this is spoken, the marble releases its effects when it hits its target, or after five seconds if the wielder mistakenly hesitates in throwing it. When a marble is expended, it turns black. If a marble cannot go off (for example, marble #12 does not function in the astral or outer planes), then it does not change colour and retains its power.

Silvarus created multiple sets of different lesser marbles, each set possessing a different 36 effects. In all cases, the effect of a red marble is harmful to the target, the effect of a clear marble is beneficial to the target, and the effect of a green marble may be good or bad, depending on the circumstance. The powers of one set of marbles appears below (Note: Since each marble in a set holds only one power, these items cannot be controlled by wild mages.):

- 11 (Clear) Target covered by improved invisibility for one turn.
- 12 (Green) Djinni Lord summoned (AC 4, HD 7+3, hp 59, THAC0 11, # ATT 1, DMG 2d8+4, SA Create food, water, wine, soft goods, metal items, Illusion, Invisibility, Gaseous Form, Wind Walk, Whirlwind) for one hour of service.
- 13 (Green) Create vortex, as spell. Lasts 15 rounds.
- 14 (Green) Plant Growth in a 150' x 150' area.
- 15 (Green) Marbles absorbs next d6 + 18 spell levels cast in a 100' radius.
- 16 (Green) Fear in 20' radius. Effects last one turn.
- 21 (Red) Target must save or be blinded for d4 rounds.
- 22 (Clear) All of the target's abilities are raised to 18 for d4 rounds.
- 23 (Red) Death spell in 15' radius of marble.
- 24 (Red) Target's strength reduced to 5 for one turn.

- 25 (Green) Target does double damage to all opponents, but does normal damage to herself with every strike. Lasts one turn.
- 26 (Green) Wildzone created in a 300' x 300' area around marble. Lasts 2d6 turns.
- 31 (Green) Transmute Rock to Mud in a 20' radius. Mud is 10' high and 5' deep.
- 32 (Green) Target diminished to one-twelfth normal dimensions for one hour
- 33 (Red) Target's hair turns white.
- 34 (Clear) Target gets +2 protection for one hour.
- 35 (Green) Darkness 15' radius around the marble for 25 rounds.
- 36 (Red) Target disappears, and marble turns green. One hour later, target reappears at the location of the marble. If the marble is destroyed in this time, the target is released immediately.
- 41 (Clear) Cure light wounds on target.
- 42 (Green) Hypnotic Pattern for 2d4 rounds.
- 43 (Green) Marble summons (d8): 1 Ostrich; 2 Eagle; 3 Jackal; 4 Bull; 5 Skunk; 6 Rat; 7 Wolf; 8 Lion.
- 44 (Green) All wood within 10' of marble rots. The process can take up to 7 days, based on the size of the item.
- 45 (Green) Temperature in a 50' radius raises or lowers 20-80 degrees for 2d6 turns.
- 46 (Green) A gate opens to a random plane: roll on the table for Hornung's Random Dispatcher.
- 51 (Green) Time Stop in a 15' radius.
- 52 (Green) Target becomes "immune" to metal for one turn.
- 53 (Green) A Wall of Thorns springs up in a 40' x 40' area. Lasts 15 turns
- 54 (Green) Pyrotechnics cause fireworks which blind all creatures within 120' feet who can see them and don't save. Effects last d4 + 1 rounds.
- 55 (Green) 1-3 shriekers are summoned and shriek until silenced.
- 56 (Green) Random Emotion projected on each individual within 20' who does not save. Effects last one turn.
- 61 (Clear) Target affected by a Sanctuary spell.
- 62 (Red) Target must save at -3 or be Held for 3 turns.
- 63 (Green) All green plants within 100' die.
- 64 (Green) Target's alignment changed capriciously.
- 65 (Green) Target becomes ethereal for 2d6 rounds.
- 66 (Clear) Target adds +2 to all damage rolls for 24 hours.

## **Marbles of Silvarus (Greater)**

These magic items are akin to the Lesser Marbles, but are more potent. Each appears as a marble filled with swirling colours. Again, a set of marbles consists of 36. However, any marble in a set may invoke any power of the set (so powers may be used more than once, unlike those of a lesser set). The only indication to the user of the marble as to the nature of the power about to go off is that the marble will change to green, red, or clear as soon as the command word is spoken.

In the hands of a wild mage, greater marbles are truly deadly, because a wild mage may opt to attempt to cause a marble to emit a specific power (assuming she has seen the power, or is aware of the range of powers of the set), with a 50% chance of success. Note: Only one Marble of Silvarus, whether Greater or Lesser, may be invoked by any one person in a round.

## **Stone of Wild Luck (Wild Luckstone)**

In the hands of a conventional wizard, or a non-wizard character, this stone seems to be a normal Stone of Good Luck. However, when held by a wild wizard, this item takes on new dimensions of power. Due to the vast importance that luck plays in the inner workings of wild magic, a wild wizard can gain many new benefits from the Stone of Wild Luck that other wizards cannot.

The wild wizard may apply the +1/+5% to most rolls involving her magical craft, including the Level Variation roll, and the percentage chance to learn spells. Note that a surge is determined to occur if the adjusted roll is equal to the surge number in the Level Variation chart.

If a surge does occur, the Stone of Wild Luck provides the wild wizard with protection equivalent to the spell Hornung's Surge Selector. Two surges are rolled for every surge indicated, and the wizard may choose between the two. Please see Magic That Effects Wild Surge Rolls on page 27 for more information.

While two Stones of Wild Luck cannot be combined, the effects of this stone can be combined with other luck magic, including a standard Stone of Good Luck, as well as spells such as Hornung's Surge Selector, Käsegott's Chaotic Keeness, and Paithan's Hot Streak.

## **Well of Many Worlds**

As stated in the Tome of Magic, a wild mage has a 50% chance of being able to control this item. If control is successful, the wild wizard may name the world or plane that the well connects to, as long as she is in some way familiar with that world or plane (see Amulet of the Planes on page 14 for more information). By naming a pocket dimension, the wild wizard can cause the well to act as a Portable Hole, as long as the wizard maintains control each time the well is moved. In fact, if the wild wizard has seen another portable hold, bag of holding, or similar device, she can use the well to steal items from that device. Of course, if the device is open at the time, the owner will see the new entry created by the well, and can climb through to confront the wild wizard.

Please see the Dungeon Master's Guide for more details on this item.

## **Wildstone**

This strange item appears to be a large, ovoid eye agate approximately 4 inches long. It glows very slightly in the dark with a randomly coloured light from within. The coloured bands shift and move slowly over time, and change in hue and shape.

In fact, the Wildstone is a three-dimensional projection of the existence of an extra-dimensional being composed of wild magic energy. As such, it is dimly sentient, having an Intelligence of 10 and a Wisdom of 6. Its alignment is neutral, as it is primarily concerned with its own self-preservation. However, it does have a chaotic streak, and has a tendency to play practical jokes and dole out its version of "poetic justice" whenever possible. The stone is rather self-centered, and childlike. It is also extremely curious and relatively fearless.

When it enters this dimension, the stone makes a reaction roll towards all present (treat them as friendly; no racial penalties to charisma apply; the Wildstone is +1 to halflings and chaotic creatures; whoever summoned the stone is at +2). Whomever it is most friendly to becomes its keeper, no matter who claims it.

The Wildstone is immune to all magic of 5th level or less. Any such spell cast directly at it will be converted into a wild surge, and returned to the caster with no harm to the stone.

The Wildstone makes all saves as rock at a +d6 bonus (changes every save). Because the Wildstone is not composed of matter, but of magical energy, anything which "destroys" it merely ruptures the barrier between this dimension and the dimension to which it is connected. This causes the stone to cease to exist, and will release 2d4 wild surges in the immediate area (if a spell effect is needed, roll on the table for Paithan's Crazy Orb). One of these surges will always be directed at the thing which destroyed the stone. There is also a 20% chance that a Vortex will form. If

this does not occur, there is a 10% chance that Wildwind will sweep in a random direction. Barring that, there is a 5% chance of a Gate opening.

The Wildstone itself possesses a number of powers. It can move itself by levitation, telekinesis up to 25 pounds., dimension door thrice per day, and cloak itself with displacement once per day. It can blur itself at will, and become invisible once per week. It is passively empathic, and can read the emotions of those within 10' with a 50% chance of success. It can communicate by telepathy, though it is not likely to reveal this until it deems it "the right time."

The Wildstone entity feeds on magical energy, and can use the stone as a feeding orifice. Once per 24 hours, the stone can drain d10 charges from any charged magical item, completely drain the magic from a minor magic item such as a ring, or absorb one memorised spell from a wizard. It must touch the item or wizard to do so. Wizards are entitled to a saving throw unless they are surprised by the stone. Permanent items are allowed a save as if against a rod of cancellation. The spell drained is always selected randomly, although if wild magic spells are present, the stone will take those. The stone never feeds from its keeper or her possessions without permission, nor is it likely to feed from those to whom it is friendly.

Spells absorbed by the stone may be cast by the stone within 24 hours per spell level of absorption: the stone casts as a wild mage of the same level as the original caster (maximum level of ten). The stone prefers not to cast spells except for self defence.

If the stone drains magic from an item, it gains the power of the item (if the item has multiple powers, it gains one selected randomly). It retains this power for 1 year per level of the effect. It can use these powers on its keeper, or itself, as it desires. The stone is very loath to use these powers, although it will use them in self-preservation.

The stone has a strange affinity for gems. It has the ability to transmute gems into base minerals. To do this, it must touch the gem. The transmutation is made at the rate of 1 hour + 1 hour per 100 gold piece value of the gem. The stone enjoys consuming gems in this fashion, although it appears to have no need to do so. Again, it will never transmute its keeper's gems without permission, though if it is placed in a bag or box with gems, it may assume that it has permission.

## Weapons

### Chaos Blade

The Chaos Blade is a long sword enchanted with wild magic. It was forged in the depths of the Abyss by the demonic wild mage known as Lord Vlaior. Vlaior used the Blade as his personal weapon until it was stolen from her shortly before his imprisonment by the elven wild mage Paithan Quinthani.

The Chaos Blade is a highly ornate weapon. It is about the same size as a long sword, but has a curved, hatchet-like blade that is sharp on one edge only. The blade is forged of an unknown greyish metal, and is inscribed with runes of arcane power. The grip of the weapon is made of the hide of some evil fiend of the nether planes, and is also inscribed with runes. The weapon may be used by anyone with long sword proficiency at no penalty to hit.

The Blade is powerfully evil. When first picked up by an appropriate wielder, it will undergo an attunement with her. This process is brief but painful to the new wielder. As a result of this attunement, the wielder of the Chaos Blade will have the mark of Chaos upon her soul. She will be detectable by detect evil or detect balance spells, will be adversely affected by protection from evil, and may suffer any other effects the DM finds desirable (extreme mental anguish, inability to walk on sacred ground, etc). Note that this is particularly horrifying to a paladin (and this is reflected in the fact that the paladin will now be penalised by her own protection from evil). The runes on the weapon's hilt will also be reproduced on the palm of the new wielder's sword hand.

Although the mark of Chaos has no power to influence the victim's alignment directly, it will cause a slight alignment change toward chaotic every time the victim commits a chaotic act, eventually causing most wielders to become chaotic in alignment.

For all of its drawbacks, the Chaos Blade is a very powerful item. It only gains a +1 bonus to hit and damage (this increases to +3 in its native Abyss), but has many other powers.

The wielder of the Blade may, by spinning it about, create a prismatic wall, one colour at a time, at the rate of one colour per round. The wall will be in a circle with about an eight-foot diameter. The wielder must remain stationary during this process. The colours must be created in order, and the wall will gain its blinding ability when fully constructed.

Furthermore, the Blade is impervious to magic of any kind. Any spell cast directly at it is converted into a wild surge, and reflected back at the caster. The wielder may take advantage of this by using the sword to parry spells which are cast at her. Note that not all spells can be parried: a magic missile certainly can be, as can a chain lightning, but an earthquake or a phantasmal force cannot be. Parrying spells uses the same process as parrying weapons does (see The Complete Fighter's Handbook). Each parry takes one attack, and must successfully hit an AC equal to zero minus the spell level (so a 1st level spell has AC -1, while a 9th level spell has AC -9). If the parry is successful, the spell is

converted to a wild surge and sent back in the general direction of the caster. If the parry hits by 4 or more, the reflected surge strikes the original caster directly.

When parrying spells delivered by touch, the DM may wish to rule that the parry must successfully hit the AC of the caster (not an AC equal to zero minus spell level). Spells delivered by touch will automatically strike the original caster directly if parried.

The Blade has one final power. Whenever it hits an opponent with a natural roll of 20, roll d% and consult the Chaos Blade Critical Hit Table. Usually, the target of the critical hit is entitled to a saving throw to avoid the critical hit. The critical hits are as follows:

**1d100 Result**

- |       |   |
|-------|---|
| 01-02 | A temporal rift opens, drawing all within 60' through. All time is shifted backwards one round, and everything must take place again. The damage caused by the Blade remains.   |
| 03-08 | Target is teleported to another location. No guarantee is made as to the target's safe arrival.   |
| 09-10 | Waves of entropy radiate out from the target, warping all in their path. d6 randomly selected items within 10' are polymorphed into other things. The results are usually baneful, and generally are worse the fewer items are polymorphed.   |
| 11-16 | An ear-splitting screeching noise is emitted. All within 20' must save vs spell or be deafened for 2d6 rounds. All eligible items in this radius are affected by a shatter spell. The wielder (but not anything she possesses) is unaffected.   |
| 17-20 | The probabilities of the target's future are shifted. She is affected by Unluck (75%) or its reverse effect (25%) at the 12th level of experience.  |
| 21-25 | All items on or touching the target are hurled away as though by an avoidance spell. This includes the Blade and its hapless wielder.   |
| 26-29 | The reality of the target is warped in some harmful way. Whatever the effect, it causes 8d6 damage, either all at once, or over a period of rounds. The exact effect is left to the GM: the targets sweat may turn to acid, or the blood of her wounds may burst into flame, or her armour may grow inward-pointing spikes, etc...                  |
| 30-33 | The target is physically maimed by a horrible change in her own body. If the target passes a save vs paralyzation, she is merely left paralysed and in horrible pain for 1d6 hours. Otherwise, create an appropriate effect.  |
| 34-38 | The wild magic energy summoned by the Blade explodes uncontrollably. All within 20' take 8d6 damage. Everyone affected may save for half damage except for the target, who gets no save, and the Blade's wielder, who may save for half damage or none.   |
| 39-42 | Against all probability, the target is affected by a totally unexpected source of damage. This may be a bolt of lightning from a clear sky, a falling comet striking her from the heavens, or even a passing roc suffering a sudden death and crashing atop the unfortunate victim. Whatever it is, it inflicts 10d6, with a save allowed for half. |
| 43-47 | The target gets a glimpse of pure chaos, and is mentally disabled by it. If she saves successfully vs paralyzation, she mercifully collapses into unconsciousness for d6 hours. Otherwise, she is feeble-minded (unless the DM has something else in mind).   |
| 48-50 | As above, the target sees chaos. However, she gets a much clearer look, and is driven mad. The particular nature of her derangement is left up to the DM, and should fit the character. Also, she must save vs paralyzation or collapse as above.   |
| 51-54 | The target sees a clear vision of the chaotic madness of the world and herself. She automatically falls unconscious as above and her alignment is changed to chaotic evil.  |
| 55-60 | The target is polymorphed into some small, harmless, vermin.  |
| 61-64 | The target's body is corrupted by the Blade. Her face, along with all her sensory organs, is removed. Unless reversed, this will cause her to die a slow, painful death.  |



- 65-69 The target's entire body is drastically warped by the blade. She is completely transformed into a body of chaos. Typically this body will reflect the most negative personality traits or worst fears of the character. For example, a glutton may be hugely fat and greasy, with ten huge mouths. Similarly, a manipulative person may grow a forked tongue and scales. Someone who has no notable flaws, but is hydrophobic, may be transformed to look like a bloated, drowned corpse.
- 70 The Blade drains the body of the victim, permanently removing one point of Constitution.
- 71-73 The Blade drains the mind of the victim, permanently removing one point of Intelligence.
- 74-78 The Blade corrupts the mind of the victim, permanently removing one point of Charisma.
- 79-83 The Blade corrupts the soul of the victim, permanently removing one point of Wisdom.
- 84-86 A rift opens in reality, sending the target to another plane. Something from the other plane may come through the rift in return.
- 87-91 Waves of psychic pain and trauma are emitted in a deafening mental shriek. All within 20' (except the wielder) must save vs death or fall unconscious. All mind-affecting spells cast by or at affected creatures are negated for d6 turns (after which they return at full effect). No affected creature may cast a spell or use psionics for d10 rounds.
- 92-95 A vortex is opened, and remains for d10 rounds, destroying all in its path. The target is teleported or gated elsewhere.
- 96-97 The entropic change in the target kills her spectacularly. Her blood may boil, or her body may be inverted, or her bones may turn to jelly, or she may simply explode messily, etc...
- 98-99 The target is simply disintegrated.
- 00 The Blade tears through the very fabric of reality, making a zone of entropy. Creatures that exist simultaneously on 2 planes are wrenched (as the psionic power). Entropic effects in the affected area are at a maximum (i.e., anything the DM wants to happen can). Damage from all sources is increased by two dice. Any attempt to enter or leave the area requires a one-half Intelligence check. The area affected is 50 feet in radius, and the rent will last one turn before normality is repaired.

The Chaos Blade is of chaotic evil alignment, but will allow itself to be used by a wielder of any alignment. It can communicate telepathically, and will always goad its wielder toward evil acts. Furthermore, when wielded by someone who is not chaotic evil, it will always weld itself to its wielder's hand at the first sign of battle (teleporting there if necessary) and force its wielder to fight until all foes are dead (cf. sword, +1, cursed). The Chaos Blade has an Intelligence of 17 and an ego of 16, but rarely dominates its wielder.

Needless to say, the Chaos Blade is a powerful and dangerous weapon, and should not be introduced frivolously by a DM. It is also hard to get rid of, since it will cause remove curse spells to bounce back at the wielder. It appears to be indestructible by normal means, and should be treated as an artifact/relic. Getting rid of this item is likely to require a lengthy and dangerous quest.

## **Paithan's Heavy Blaster**

Paithan's Heavy Blaster is an item that could be very potent or relatively useless. Like Paithan's Radioactive Rod, the Blaster was created accidentally by Paithan. It appears to be an ordinary dagger. It has no bonuses in combat, and is not treated as a magical weapon. However, if the command word ("Pandora") is spoken, the Blaster will fire a colour spray from its tip as a second level caster. It can do this once per round, as often as is desired.

The Blaster was not specially prepared to hold enchantment, and is therefore highly unstable. It constantly quivers in its sheath, and, if placed on a table, will vibrate so violently that it will eventually work its way to the edge and fall to the ground. The Blaster could self-destruct at any time, with unknown results (this could be used as the DM to prevent overuse, or to start a planned adventure). Paithan herself noted that the Blaster should never be brought in close proximity to a Vortex. You have been warned...

# Wild Magic Encounters

## NPC Wild Mages

### Cyril the Perpetually Counterproductive

Moon Elf (Grey Elf)  
Fighter/Wild Mage 11/12  
Chaotic Neutral  
Str 16  
Int 18  
Wis 9  
Dex 16  
Con 13  
Cha 11  
AC: Per armor worn  
HP: Roll

Weapon Proficiencies: Long Sword, Whip, Lasso, Bolas, Net, Shuriken.

Non-weapon Proficiencies: Trivia, Spellcraft, Blindfighting, Ancient History, Horse Riding, Tea-brewing, Carpentry, Engineering, Rope Use, Navigation, Blacksmithing.

Languages: Common (R/W), Moon Elven (R/W).

Cyril was born the only child of a well-to-do Moon Elf family deep within the forests of Faerun. The son of a noble family, he found himself surrounded by beauty for most of his life. He developed a deep friendship with Eyahlaa, the son of another noble. As fate would have it, the two friends both fell in love with the same girl, a lovely elven maiden named Luriil. A hatred eventually formed between the former friends. When Luriil chose Cyril as her true love, Eyahlaa ran off into the wilderness in a fit of rage. Cyril, in an attempt to reconcile their friendship, ran after him. Cyril searched and finally found Eyahlaa, who was speaking with a Genie he had summoned from a lamp that he had happened upon. Cyril watched as his former friend requested the three wishes which the Genie had promised him. The first wish was that Luriil would fall "out of love" with Cyril; this happened immediately. The second was that he would be transformed into the most powerful being any elf had ever seen. The Genie then changed Eyahlaa into a two-headed dragon, a cross between a Red and Silver Dragon, reflecting the two sides of Eyahlaa's personality. The third wish was that Cyril were dead. The Genie, in twisting this final wish, transported Eyahlaa to the future to the site of his final confrontation with Cyril. Cyril, upon hearing the wishes, especially the one foretelling his own death, went insane, and has never recovered from the trauma. The knowledge of his imminent demise plagues Cyril, and he secretly fears his confrontation with his old friend, although he knows not when it will take place.

Despite his past, Cyril is happy man. In his insanity (which has proven completely incurable) he has found peace. He thinks of his coming confrontation often, but immediately tries to find something else to occupy his mind. This "something else" has come to be wild magic.

Cyril stands about 5'-11" tall and weighs 155 pounds. He wears dark blue pants, a white blouse, black knee boots and a black cape. His hair is blue, his skin silver, and his eyes blue with gold flecks. He is often (but not always) seen with a tattoo of a hawk on his left inner forearm. On his head, he wears a yellow head-band with red lettering. (The letters are CPC in the Kara-Tur alphabet.)

Cyril is insane. Quite insane. He has eight alternate personalities which come out when he is affected by very strong negative emotions. He does not know that these personalities exist and will deny knowing anything about them when questioned. The alternate personalities never talk to him or to each other. But there's a twist, you see. Cyril's head-band is actually a Hat of Disguise which he doesn't realise he's wearing and is controlled by his subconscious. When Cyril "snaps" into another personality, he literally changes his form to suit this alter ego. Following are the alternate personalities:

Emotion	Appearance	Name	Align.
Hate	Male drow	Nichik	CE
Fear	Human girl in white frock	Kaala	LG
Anger	Male barbarian in fur pelts	Gareth	LE
Jealousy	Old man in rags	Jored	NG

Greed	Male dwarf	Kergaa	NE
Grief	Old woman dressed in black	Lucilla	LN
Lust	Handsome man	Kel	CG
Worry	Male gnome	Gellin	NN

These personality switches only last as long as Cyril feels the appropriate emotion to a great degree. Therefore, the changes are usually short-lived.

Cyril also has an obsession with flight. Being unable to learn the Fly spell (twice now), he has devoted himself to learning spells which simulate flight (Levitate, Feather Fall, etc.) and the creation of a flying machine. Many of his skills have been tailored to fit this. He can often be seen in a tavern or inn poring over piles of papers with sketches of designs for flying machines.

It may seem to some that Cyril talks to himself. In fact, he doesn't. He is talking to his special companion, "Shhh", an unseen servant which has been rendered Hasted and permanent. Cyril considers Shhh to be his best friend.

Cyril's familiar is Screech, a hawk. When not needed, the hawk appears as a tattoo which is virtually invulnerable to any attack. This invulnerability extends only to the tattoo form, not to the true hawk form.

Cyril's horse is named Giddyap.

In addition to the four wild spells he created, Cyril spell book contains many spells which simulate flight in one form or another as well as a few handy offensive spells. Roughly 50% of his spells, however, are not traditional "useful" spells. Spells like Tensor's Floating Disk, Spook, Grease, Irritation, Bind, Lorloveim's Creeping Shadow, Item, and Dig fill his spell book. Strangely enough, he has found many interesting ways of using a number of these spells.

Cyril's fighting style is totally erratic. He jumps from swordplay to using his other non-conventional weapons to any of the spells he has memorised to magic items almost at random. He has even been known to sit down in the middle of the battle to have a quick cup of tea when it looks like everyone else has it under control.

Cyril is the antithesis of an organised character. He will do pretty much anything at pretty much any time. But, keep in mind, he's not stupid. When he needs to, he can be a very formidable opponent. His combination of fighting ability and spell casting is dangerous indeed. Especially with wild magic under his "control".

A note from Craig Campbell:

*I know that Wild Mages aren't allowed to multi-class. But my DM liked the character idea so much that he allowed it. The combination of wild magic, a bunch of unconventional weapons, some of the less-"useful" spells and Cyril's personality have provided for quite a challenge and have resulted in quite a few chuckles. Use Cyril as he is or in bits and pieces. I'm still running him... and will be for a while.*

## Käsegott Von Lieblingszigaretten

Human

Wild Mage 8

Chaotic Neutral

Str 8  
Int 19  
Wis 9  
Dex 18  
Con 16  
Cha 7  
AC: -2  
HP: 38

Weapon Proficiencies: Dagger, Quarterstaff.

Non-weapon Proficiencies: Spellcraft, Healing (+3), Herbalism, Seamanship, Navigation, Engineering.

Languages: Common (R/W).

Käsegott, known among the common folk as Kasey the Chaotic, is a selfish, smarmy fellow. Upon first meeting him, many remark that their first impression of him was that of a used carriage salesman. Even among his many lovers, both male and female (although in his later years, he grew to shun women, after an unfortunate drunken incident in a bordello), he is known as a slimy and sneaky man.

As befits his personality, Käsegott's constant companion is his weasel familiar, Freidrichmerkur. He is also often accompanied by an attack-trained blink dog, named Frankenzappa. However, Käsegott's cowardice is exceeded only by Frankenzappa's, who often runs away for days at a time when combat goes against him and his master.

Käsegott stands six feet tall, and weighs 175 pounds. He has long black hair, tied back in a pony-tail. He has blue eye's shaped like those of a cat, as a result of some wild magic experimentation, which grant him 120' infravision, but tend to accentuate his smarmy appearance. His sigil, the words immer gut in ornate script, is tattooed on his left buttock. He usually wears a fine silk robe of purple with green trim, and custom made black leather boots with silver gargoyle buckles. He is 36 years old, but various magical ageing has given him the body of a 39 year old.

Käsegott is a flashy spender, always ordering the rarest and most expensive item on the menu, and invariably washing it down with the finest in ales, whiskeys or wines, depending on his mood. He will often throw money around, buying a round for everyone in the bar, or a bowl of Dragon Turtle Soup for a pretty serving boy. He is an obnoxious drunkard, who often likes to put on a show by casting Reckless Dweomers on other patrons in the bar. This has gotten him kicked out and banned from just about every drinking establishment he's ever set foot in.

As a student, first under the Great Wizard Freya of Dragon Isle, and later under the Wild Wizard Homer of the Seven Isles, Käsegott gained a reputation for pulling silly stunts, forgetting important instructions, and having altogether too many near-death experiences. His life ever since has been a constant struggle to prove his worthiness and importance, both to others and himself. His flashy, selfish exterior hides a bruised and unconfident person hiding just below the surface.

He is fascinated by the power of magic, particularly the wild variety. One of his favourite hobbies is to find a clearing in the woods, and cast as many Nahal's Reckless Dweomers as he is able to memorise in one day. With the aid of his Stone of Wild Luck, he is able to mould some of these surges to his benefit, but he usually ends up worse for wear. His fascination also leads him to hoard magic items. He usually carries a number, including a Ring of Spell Turning, a Wand of Fire, and Murlynd's Spoon (which has helped him turn many bar brawls into food fights). His exceptional intelligence was raised to its current level through study of the Tome of Clear Thought. He carries all of his gear and components, as well as all four of his spell books, in a Girdle of Many Pouches. He lives in constant terror of the day a wild surge causes him to teleport, ripping a hole in the fabric of the Prime Material Plane and destroying his Girdle and all of his possessions.

In the outdoors, when set upon by orc or hobgoblin raiders, he likes to use the Wand of Fire to dispense with a large number of the attackers in one blow. In keeping with his selfish nature, his favourite close quarters combat tactic is to cast Vampiric Touch, often memorising two or three instances of the spell each day. He likes to use his own researched spell, Käsegott's Neon Hit Points, to select the enemy with the most potential to be drained by his Vampiric Touches. One of his travelling companions is a crafty dwarven Thief/Psionist, and the two often execute complex and clever plans to outwit and defeat the enemy.

Note from Marc Sherman:

*This is Käsegott at the end of the session before last that I played him in. In the next gaming session, a series of curses, combats and wild surges caused him to change in a number of drastic ways; he is now a female with 13 strength and 12 charisma, and Frankenzappa has run away, for good this time. These changes have caused a rather severe change in personality, and have prompted her to take a new name to mark this transformation, Käsemädchen. While I will continue to play Käsemädchen for a long time, Käsegott is effectively out of play, which is why I present him here as an NPC. Please e-mail me with any interesting situations in your campaign in which you use Käsegott.*

## Silvarus Quinthani

High Elf  
Wild Mage 18  
Chaotic Good  
Str 14 (19)  
Int 18  
Wis 7  
Dex 17  
Con 13  
Cha 14  
AC: -4  
HP: 38

Weapon Proficiencies: Dagger, Punching (2 slots)

Non-weapon Proficiencies: Ancient History, Animal Handling, Animal Lore, Gaming, Herbalism, Local History, Poetry, Religion, Airborne Riding, Land-based Riding, Spellcraft, Swimming, Tumbling

Languages: Common, High Elven

Silvarus Quinthani is the father of the famous wild mage Paithan Quinthani. Silvarus is believed to be responsible for the introduction of wild magic to Oerth. It is unknown whether he conceived of wild magic himself, or if he visited the Forgotten Realms, and brought the idea back from there.

Being an elf, Silvarus is still youthful and vigorous, even though he has generally retired from an adventuring life. He is tall for a high elf (5' 3"), and has a healthy, robust build. He does not dress in the robes typical of a wizard, instead preferring the garb of an elven woodsman (although sometimes too colourful for the tastes of some elves). He hardly looks the part of an arch-mage, with his youthful, handsome face; his long, dirty blonde hair; and his always-present smile.

Silvarus is very casual in his magic, often taking the strangest results in stride. He carries this attitude over to his dealings with people. He is open and friendly, a trait unusual in either elves or arch-mages. He has a special Ioun stone that allows him to speak all languages, and will use it to help him communicate with all manner of people. Even if he becomes angry, he rarely loses his temper. Silvarus also tends to be a bit short-sighted, and may act hastily, without realising the consequences of his actions, and with seeming disregard for his own well-being (this may be a necessary trait for a wild mage). In general, though, he is quite competent at what he does.

Since he is no longer an adventurer, Silvarus rarely engages in combat. When he does, though, he is quite a terror. Silvarus wears a ring of protection, + 3, and bracers of defence (AC 2). He also has enchanted a special girdle of hill giant strength that will function only for mages, and also wears a blue scarf that functions as a stone of good luck. He possesses a carpet of flying that can carry two passengers, and will fight from this platform if possible. If your campaign is set in the World of Greyhawk, Silvarus also possesses the Iron Gauntlet of Urnst, and will use it in battle, combined with his great strength, his punching specialisation, and usually a Malec-Keth's Flame Fist spell. Silvarus is not afraid to engage in melee combat. He uses a Fire Shield for defence, and will often combine this with a Fireflow. Another favourite tactic is to combine Nahal's Reckless Dweomer with Hornung's Surge Selector and Alternate Reality.

Against spell casting opponents, Silvarus will prefer to use Wildstrike and Vortex. If pressed, he may cast Hornung's Surge Selector and then Wildzone, relying on the slight advantage the selector gives him.

Even though Silvarus no longer adventures, he may still play a role in the campaign. He may act as a mentor or instructor to PCs, or they may consult him as an expert on wild magic items. He is also an expert on Ioun stones and such items, and the PCs may wish to consult him if they wish to obtain such items. The PCs may also wish to contact Silvarus if they need to contact the reclusive elves, as he is one of the few powerful elves who deals with humans.

In any case, contacting Silvarus will be difficult for a party not composed entirely of elves. He has retired to Blue Haven, his home in the elven woods, where he spends his time raising cooshee and horses, and doing research. He lives with his wife, a powerful enchantress. Although Silvarus will certainly accept any petitioners, travel through the intervening woods is likely to be a problem, as the elves are most hostile to humans and others in their closed forests. Blue Haven itself is a collection of seemingly harmless wooden buildings in the forest, and hardly looks to be the abode of an arch-mage. Indeed, the PCs may not realise that they have arrived at their destination, even when they meet Silvarus.

## Monsters with Wild Magic

### Lord Vlaior (Greater Tanar'ri)

Climate/Terrain:	Any
Activity Cycle:	Any
Diet:	Unknown
Intelligence:	Supra-genius (19)
Treasure:	DM's discretion
Alignment:	Chaotic Evil
Armour Class:	-4
Movement:	12
Hit Dice:	8 + 32 (88 hit points)
THAC0:	13
No of Attacks:	1
Damage:	By weapon
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	75% (see below)
Size:	M (6' tall)

Lord Vlaior is a demonic wild mage. In appearance, he is much like an arcanadaemon: he appears as a well-muscled human with the head of a fanged jackal. In this form, he usually dresses in fine red robes. He rarely appears in his true form, however, preferring to appear as human, so that he may fit in with human society.

**Combat:** Lord Vlaior has all of the abilities of a 14th level wild mage. He also has all of the abilities and vulnerabilities of demons (Tana'ri). He may use any of the following spell-like abilities at will: Create Darkness, 15' Radius, Teleport Without Error, Telekinese up to 2000 pounds weight, Polymorph Self, Become Invisible, and Levitate. Once per day, he may open a gate, with an 80% chance of success. Usually, the gate brings six Vrock, but any demonic entities may arrive, at the DM's discretion. Lord Vlaior has typical infravision, and always detects invisibility.

Vlaior may only be hit by weapons of at least +1 value. His magic resistance is special: it is 75% to first level spells, and declines by 5% for every spell level above first (so, for example, he is 35% resistant to 9th level spells).

In combat, Vlaior will fight like the supra-genius that he is. He likes to open combat with one or more chaos spells. He fights with his spells in preference to other forms of attack, and will use Invisibility, Telekinesis, and Levitation to keep opponents away from him. One of his favourite tactics is to cloak himself and all of his opponents with Invisibility, 10' Radius, and then put an Improved Phantasmal Force of himself where one of his opponents is standing, in the hopes that that person's comrades will attack him by mistake. He also likes to use Chaos Conduits to deliver offensive spells, as this allows him to deliver touch spells at a distance. He will use Vortex to disrupt formations of enemies. Vlaior also possesses many unique magics of his own. If combat goes against him, he will not hesitate to Teleport away.

Vlaior also usually owns many magic items at any one time, and will use them to his benefit. He once possessed the dreaded Chaos Blade, and, if he should recover it, he will be truly fearsome.

**Personality:** Vlaior is a mercenary. He serves a demon lord or prince of the DM's choosing as a strong right arm, and, in return, is rewarded with human sacrifices, slaves, power, and magic items. Since most demons cannot control wild magic at all, Vlaior's services are much in demand. Since he understands summoning magic well, he may be a demon lord's agent to summon the lord himself to the Prime Material Plane.

Vlaior rarely betrays his master, since, if he gained a reputation for being disloyal, he would never work again. However, he will not allow himself to be destroyed. Even though Vlaior cannot be killed permanently except in the Abyss, slaying his Prime Material body will banish him from the Prime Material plane for a time, and that would disrupt his work.

Although totally evil, Vlaior views himself as a cultured being. He will parlay with enemies if he can see a benefit to himself in doing so. He is not above sharing a bottle of wine with PCs while trying to convince them to join him. Though he will do anything necessary to advance his cause, he finds breaches of etiquette very distasteful, and is loath to attack PCs if he has agreed to a peaceful talk. He will, however, cheerfully lie to and swindle his opponents, as he is at heart a deceptive being. If possible, he will rid himself of foes without fighting, often by using his magic to deceive them (for example, appearing as someone else).

**Role:** Vlaior makes a good antagonist for medium to high level PCs. Lower level PCs could oppose him by fighting his minions, since he dislikes (but will not hesitate to join) personal combat. The PCs could oppose Vlaior by attempting to prevent him from summoning a demon prince to their world, or they could oppose his attempts to regain his Chaos Blade. If one of the PCs obtains the Chaos Blade, they will most certainly have to deal with Vlaior.

# Tables

## Adjudicating Wild Magic Rolls

Adding Wild Magic to your campaign can add some complexity to the game mechanics, especially during combat. While each DM should decide for themselves how to handle these mechanics in their own game, here are some suggestions.

### Rolling the Wild Magic Level Variation

The Wild Magic Level Variation roll (d20) should be rolled by the player playing the wild mage whenever a spell is cast. The player should calculate how the resulting level variation effects the spell, and communicate this information to the DM. The player should make notes of how the Level Variation effects the outcome of spells in her spell book.

While other characters will notice the wild mage preparing to cast a spell at the beginning of the round, they will not know the effects of the spell until it is cast. This holds true for the caster, as well. Therefore, the Level Variation roll should be made in initiative sequence, when the spell is actually cast. If the wild mage was hit previously in the round, causing the spell to be wasted, the roll should not be made.

### Forgetting the Level Variation Roll

In my playing of a wild mage, I have found it very easy to forget to make the Level Variation roll on every spell I cast. If the player or the DM notice that this has happened after the spell has been cast and its effects determined, it should be considered to have had a 0 modification and no surge. If this occurs frequently, the DM should penalise the character in some way. Some possible penalties are: Withholding experience points for the encounter; Causing the next spell (or next few spells) cast by the character to surge (do not inform the player of this penalty until the next spell is cast); Withholding the specialists bonus of 1 wild spell per spell level for the next day.

### Rolling Wild Surges

If the player rolls a surge on the Level Variation table, the DM should be immediately informed. Laughing maniacally at other party members is also appropriate at this juncture. The DM should then roll on the Wild Surge table to determine the surge. If there is a modifier to be applied to this roll, such as from Nahal's Reckless Dweomer, the player should inform the DM before the roll is made, and the DM should add (or subtract) the modifier to the surge roll before announcing the surge.

### Overruling Rolled Wild Surges

As mentioned in the Tome of Magic, there are two different reasons why a surge may be ruled void by the DM. These two cases should be handled in different ways. If a surge cannot occur because it does not apply to the current situation, the DM should state that nothing happens. For example, if the surge Target turned to stone is rolled, but the target of the spell is a rock, no effect is noticed. The player should not count on this, however, as some surges state that their effects are delayed and will not be noticed until some activation condition is met. These should be kept note of by the DM.

The other reason that a surge may be ruled invalid is if the DM decides that the surge would throw game balance in the campaign too much. This includes such occurrences as a surge causing the death of a key NPC to the story line, or a key magic item being destroyed. If this occurs, the DM should re-roll the surge without informing the player. This should be limited to only the rarest of occurrences; the wild mage exists to add unpredictable twists to the game.

## **Magic that Affects Wild Surge Rolls**

Some spells and magic items, such as Hornung's Surge Selector or the Stone of Wild Luck, allow the player to pick between multiple possible surges. When this effect applies, the DM should roll all possible surges at the same time. If any of these surges are ruled invalid for game balance reasons, they should be re-rolled before either are read to the player. The DM should then read the player some of the key words from the surge, although how much to read is at the DM's discretion. A choice should be required immediately. If the player hesitates, the DM should roll to decide which of the surges occurs. Some surges state that another surge should be rolled; if a surge of this type is picked by the player, the additional surge is also effected by the Surge Selector type magic.

## **Dispelling Effects of Wild Surges**

Many surges with "permanent" effects can be removed by a Dispel Magic or Remove Curse. In all cases, the level of the caster for purposes of determining success of the Dispel Magic is the effective level of the surge; i.e. the level of the caster modified by the levelvariation roll that caused the surge. Similarly, the Remove Curse must be cast by a cleric of at least the effective level of the surge.

## **Using the Net Libram Surge Table**

I have edited the language of the wild surge tables for consistency and clarity. Some surges have been simplified or changed from the submissions that were sent, in order to preserve game balance. Many similar and repetitious surges were removed from the various submissions included in this collection. If in the course of using these surge tables, you find any problems with them, or make any changes you find useful, please send them to me; see Contacting the Editor on page 3.

The table provided is much larger than the percentile table provided with the Tome of Magic. Rather than include a number of separate percentile tables in this book, I have combined the many tables available on the net into one coherent surge table. To roll a surge, roll three dice, a d6 and two d10's. The d6 is the hundreds digit, and the d10's are the 10's and 1's digits. This will generate a random number between 100 and 699. Note that if the two d10's come up 00, this result is a 0, not a 100 as in a standard percentile roll.

## **Applying Bonuses to Wild Surge Rolls**

Many spells, such as Nahal's Reckless Dweomer, indicate that the caster's level should be added to the Wild Surge roll. This is intended to improve the caster's chances of producing a surge that helps rather than hurts the party. This implies that the surge table should be sorted from bad to good, which the surge table below is. However, due to the fact that this surge table is much larger than the 100 item table in the Tome of Magic, adding the casters level is much less effective with the new table. Therefore, at the DM's discretion, all spells that call for adding or subtracting the casters level on the original tables should in fact add or subtract five times the casters level from the 100-699 roll used on the table below. Thus a 16th level wild mage would add 80 to her roll on the table below when casting Nahal's Reckless Dweomer and similar spells.

One case which is not covered in the Tome of Magic is when the modifier applied would push the roll off the top or bottom of the table. One way to handle this situation is to make all such rolls cause the extreme surge (i.e. rolls above 699 cause surge 699, rolls below 1 cause surge 1). This solution is not ideal, however, as it makes the extreme surges much more likely to occur than any others on the table. The recommended way to handle this situation is to re-roll any surges that fall off the table, but with double the original modifier applied. If this re-roll is also off the table, re-roll again without further adjusting the modifier.

## **Wild Magic Level Variation**

Due to TSR's copyright restrictions, this table could not be reprinted in the Net Libram of Wild Magic. Please see page 6 of the Tome of Magic (AD&D 2nd Edition) for this table.



If anyone has an alternative Wild Magic Level Variation table that maintains similar probabilities to the Tome of Magic version, please submit it for inclusion in a future edition of the Net Libram of Wild Magic. Please see Contacting the Editor on page 3 for information on how to submit material.

## Wild Surge Table

(Roll 1d6 and 1d100, where the 1d6 counts for the 100s.)

Roll	Surge
100	Caster affected as though run over by automobile (1d100 points of damage, save vs. breath weapon for half damage).
101	Caster goes insane if intelligent; save vs. spells and insanity lasts 1d4 weeks, otherwise permanent though it can be cured with appropriate magic.
102	Lightning strikes the caster from the sky, at the effective level of this surge. The caster is not entitled to a save, but those within a five foot radius must save for half damage.
103	A random creature from the outer planes is Gated in.
104	The next living creature touched by the caster permanently gains 1d6 hit points. The caster permanently loses the same number of hit points (to a minimum of 10 hit points).
105	Target becomes immortal. When she dies, she loses a point of constitution, and rises from the dead at the next midnight. When her constitution is 0, she becomes a Ghost which haunts the caster.
106	Target's hit points are raised to maximum for her hit dice.
107	The caster is imprisoned on another plane.
108	Target grows wings and can fly for 1 hour per day at 12", class B.
109	The caster pivots 360 degrees, creating a vortex. All creatures in the casters line of sight are drawn into the vortex, emerging in Ravenloft.
110	Death Ray strikes target and caster (both must save vs. death, or die).
111	Caster forced to speak in rhyme for 2d6 rounds. Spells with verbal components may not be cast.
112	Caster gains a random harmful miscellaneous magic item which takes effect immediately.
113	The target is returned to the condition she was in before the start of the current combat.
114	A randomly chosen wand within 50 feet of the caster (unless there is a wand of wonder nearby, in which case it is affected) explodes in burst of fire, causing all within 10 feet 1/2 hp of damage per charge. Save versus wand for half damage.
115	Target is cured of 3d6 hit points of damage (to normal maximum).
116	The person closest to the caster will grow hair on their eyeballs. This is very painful, and will cause blindness.
117	All spells cast by the caster during the next 24 hours will generate a wild surge.
118	A Banshee appears by the caster and wails.
119	3d20 Dretches (Least Tanar'ri) are gated in and attack the caster. They are unable to gate in others. If the caster survives, double XP are awarded.

- 120 The caster's toes enlarge to three times the normal size, ruining footwear and inflicting 1d4 points of damage. This effect lasts 2d4 turns. Movement rate is reduced to 50% if walking.
- 121 Insect Plague centered on caster.
- 122 Cold wrought iron meteorite streaks out of sky, hitting caster for 1d10+10 hit points (if underground, waits until exposed to sky).
- 123 All caster's spell components vanish.
- 124 For the next 3d4 rounds, all caster's rolls (whatever size die) are at -1.
- 125 The caster turns into a painting of herself, until Dispelled. Any changes painted onto the canvas will become part of the target if and when she is returned to her normal form.
- 126 A Cloaker appears on the caster's shoulder..
- 127 All caster's weapons turn to cursed backbiting weapons which take effect next time used and then return to normal.
- 128 Caster develops an allergy to one of her magical items. This item causes sneezing and coughing for 1d6 hours.
- 129 Target protected by a Prismatic Sphere.
- 130 Exact duplicate of target comes into being. This effects all but the most powerful artifacts.
- 131 Target gains d% magic resistance for 1d6 rounds.
- 132 Target becomes able to drain a level at a touch for 1d4 rounds.
- 133 The caster is Polymorphed into a 4 foot diameter jellyfish unless a save vs spells at -4 is made. If on dry land, the caster takes 2d4 points of damage per round, but that can be prevented by continual dousing with water.
- 134 Target is protected by Spell Turning for the next turn.
- 135 The caster's familiar turns against him. The animal is no longer treated as a familiar (the empathic link is broken, the caster loses any benefits from having the familiar, the familiar loses bonus hit points and saving throws, and the caster will not be penalised if the animal dies).
- 136 The ground between the caster and target becomes molten lava. All creatures touching the 5 feet wide strip of lava must make a dexterity check to get away (keep rolling until you make the check and take 3d6 in fire damage every round the check is failed).
- 137 Caster loses all teeth. Regeneration or the Regenerate spell required to replace them. Caster must roll a learn spell check on every known spell with verbal components to be able to adapt to the new pronunciations.
- 138 Any luck magic in effect on the caster will have reverse effect for 1d4 rounds. Positive modifiers will become negative, Paithan's Hot Streak will become Paithan's Cold Streak, and Hornung's Surge Selector will cause the surge not selected to occur.
- 139 The target gains an aura which causes Fear in all opponents (save versus paralyzationapplicable) which lasts for 1 turn. (If the target is an object, all those gazing at the object are so affected).
- 140 The target gains 1 hit point per round regeneration.
- 141 Molten lava comes out of ground near caster, who takes 1d10+10 points of damage immediately (save for half). Roll 1d100 for duration: 01-50, 1d4+4 rounds; 51-70, 1d4 hours; 71-85, 1d100 days; 86-100, becomes a real, non-magical volcano.
- 142 Star Trek Conflict music plays, and a cloud of smoke surrounds the caster. When the smoke clears, there will be two incarnations of the caster, one good and one evil. They will be locked in combat. If one is killed, both die. The DM takes one chosen randomly to play.

- 143 Caster permanently loses one spell chosen randomly (Can relearn at next level).
- 144 All creatures slain by the caster during the last day rise up as free willed undead and attempt to destroy her/her. The undead have all their original abilities and skills, and need no food or sleep.
- 145 Caster opens gate to another location/plane of existence and is pulled through.
- 146 Caster Levitates uncontrollably, always heading upward until the spell duration is reached, then falls.
- 147 Caster is in great pain (1d20 hp of stun damage, morale check, no strenuous activity) for 1d3 rounds.
- 148 Green Slime spews out of the caster's nose. It will attack the caster at +4 in the first round, attack random victims normally in subsequent rounds.
- 149 The caster becomes a very strong magnet for 1d4 rounds. All metal in the area will fall towards the caster. Metal weapons will roll a hit against the caster, and those wearing metal armour will fall onto the caster, doing 1d6 damage to each.
- 150 Target is Healed.
- 151 Strength of target increases to 18/00 (no save; wears off in 1-4 days). DM's discretion as to effect, if any, on animals or monsters.
- 152 Caster emits a powerful fart which does 1d10 points of damage to the herself, save for half damage. This also propels the caster far from the site and ruins non-magical clothing completely.
- 153 Area within 100 foot radius of caster becomes a dead magic region. Magical creatures become inert, and items and spells will not function in this area.
- 154 One charge from a randomly chosen type of rod, staff or wand effects the caster.
- 155 Caster and target must re-roll their highest statistic that is not a prime requisite (roll 4d6 taking the highest 3 dice).
- 156 Nearest creature friendly to caster is replaced by Doppelganger. The replaced creature is imprisoned in the Doppelganger's lair.
- 157 Fireball, centered on caster (at effective level of this surge).
- 158 All creatures in a 60 foot radius hostile to the caster are duplicated, including possessions, etc.
- 159 Target can only be hit by a +1 or greater weapon for 1d10 + 10 rounds.
- 160 Hostile creatures within 60 feet of the caster are restore to full hit points.
- 161 Target becomes extremely drunk (no save).
- 162 Target permanently gains 1 hit die or experience level.
- 163 The caster is effected by Deafness.
- 164 Caster bursts into flames for 1d4 rounds. Any creature within 10 feet of caster take 2d6 in fire damage, creatures touching the caster take 3d6 fire damage. The caster is unharmed, but her belongings must save versus magical fire or burn.
- 165 A 30-inch colour stereo-TV from a totally different dimension appears before the caster. It affects those watching as a Colour Spray.
- 166 Gallows appears, caster saves vs. spells to avoid getting hung. The rope can be cut down before the caster is killed if it is struck with 10 points of damage within one round. The rope is AC 3.
- 167 Caster is affected by the Statue Spell.

- 168 The intended spell functions in reverse, if possible.
- 169 The intended spell backfires on the caster.
- 170 1d10 skeletons under target's control arise out of the ground and attack the caster (this will violate alignment if the caster is good, requiring an atonement).
- 171 The caster is buried to the chest in offal that oozes in from a gate that spontaneously appears.
- 172 The caster and all of her party is teleported to another site of conflict.
- 173 The ground opens up and swallows the caster to the neck.
- 174 Confusion centered on caster.
- 175 Caster surrounded by hot coals. All those attempting to walk on the coals must make a wisdom check or suffer 1d10 points of damage.
- 176 The intended spell functions, but effects caster as well as target.
- 177 Target becomes invulnerable to edged weapons for 1 hour.
- 178 Caster is Held.
- 179 Magnetic repulsion on caster. Metallic items can't be brought closer than 5 feet for 1d20 rounds. This also applies to all items caster already has, which go flying off.
- 180 Caster has a bulls-eye target painted on it. Anyone aiming at it with a missile or missile-like spell has +2 to hit, does +1 damage per die, and any saving throws are at -2. This lasts for one hour.
- 181 Target is struck by Otto's Irresistable Dance.
- 182 Gong sound rings out (as Chime of Hunger, but affects the caster only).
- 183 Delude caster to believe as if a second roll had had effect.
- 184 A juvenile dragon of random type flies onto the scene.
- 185 Re-roll, but the effect doesn't happen now. Instead one of the caster's nails falls off. Discarding or destroying the nail causes the effect to take place, always affecting the caster even if it's an effect which would normally be on a target.
- 186 The caster's weapons flee from her as per the Frisky Chest spell.
- 187 The caster grows an argumentative, annoying second head on her shoulder.
- 188 One charge is consumed with a fizzle from one of the caster's charged magic items.
- 189 Target imbued with Improved Invisibility.
- 190 Stinking Cloud centered on caster.
- 191 The caster is picked up by an invisible hand and shaken like a rag-doll for 2d6 rounds. Spell casting under such conditions is impossible.
- 192 Technicolor hailstorm. All those within 50 feet of the caster are hit by 1d4 icy stones per round, doing 1d4 points of damage each, for 1d4 rounds (if affected by normal weapons).
- 193 The caster is turned into a puddle of water for 2d4 rounds. If the sunlight is too strong, 1d4 points of damage per round is incurred by evaporation unless the caster has protection from fire. Caster returns to normal after the duration expires.

- 194 Caster's mouth is puckered for 1d10+10 rounds. No speech, spell casting, breath weapons, or other uses of the mouth are possible.
- 195 Target becomes 2-dimensional (as per Duo-Dimension) for 10 rounds; flat side initially faces caster.
- 196 Target forgets last 24 hours.
- 197 The caster's pack catches fire for 1d6 rounds (but is not consumed). Caster takes 1d4 points of damage per round and must drop it unless immune to normal fire.
- 198 The caster spins in the air 10 feet above the ground, transfixing all who see it and fail to save, and remains spinning so until she fails a dexterity check, falling for 1d6 damage. The caster is then incapacitated by dizziness for 1d6 rounds.
- 199 Advanced Illusion of a Fireball centered on caster.
- 200 All gold in the caster's possession turns to water.
- 201 Mirror Image affects the target.
- 202 The caster becomes a close personal friend of the target, and tries to keep anyone from harming her new friend. She will try to broker a peace between the target and her party, but will use force to keep the peace if she must.
- 203 Caster covered with tar and feathers. This causes the caster to be blinded and suffer -4 to dexterity.
- 204 Caster is struck dumb for 1d4 hours.
- 205 Caster turned into an infant of the same race. The caster reverts to her original age after 1d10 rounds.
- 206 There is an immediate random encounter with a monster hostile to the caster.
- 207 Sleep spell cast on caster and companions.
- 208 Target gains power of speech in the language of caster, and intelligence of at least 9. This also applies to inanimate objects.
- 209 The caster is bound in metal straps. These require a skilled locksmith to remove.
- 210 The caster is teleported to the top of the highest tree in sight. A dexterity check is required in order to avoid falling.
- 211 Area in 100' radius of caster held in stasis 1d10 days; there will probably be someone/something standing outside waiting for the field to end.
- 212 The wild surge triggers the casting of another memorised spell (chosen randomly). Both the spell cast and the spell that caused the surge are lost from memory.
- 213 Caster jerks uncontrollably for 2-4 rounds, then a hypnotic pattern appears, affecting all within range who gaze upon it.
- 214 Caster is affected as if by a philter of stammering and stuttering.
- 215 Caster forgets all memorised spells. After 1d6 rounds, the spells return.
- 216 The caster is teleported to the closest goblinoid brothel.
- 217 Caster is Teleported to her home. There is a possibility for error.
- 218 One member of the caster's party is blinded for 1d8 rounds.
- 219 Incapacitating poison gas comes out of the caster's ears and drift in general direction of target. All those between the caster and target save versus poison or fall unconscious. Caster saves at -2 and target saves at +2.

- 220 Target picks between two more surge rolls, as Hornung's Surge Selector.
- 221 All magical weapons within 30 feet of caster lose their magic powers for 2 rounds.
- 222 Small rubber balls (each 1 inch in diameter) rain down for 1-4 rounds within a 20 foot radius of the caster, causing all in the area to make a dexterity check or trip and fall. The balls remain in the area, causing a check each round until cleared.
- 223 Target has True Sight of general area of target (lasts 10 rounds).
- 224 Caster affected as though hit by a Rust Monster.
- 225 Caster chained to the ground (tensile strength of chains 3000 pounds).
- 226 Caster sprayed with 2d20 pieces of confetti each, edge on; they do 1 hp damage each, save for half; affects only creatures hit by normal weapons.
- 227 All glass or crystal within 30 feet of the caster shatters. Magic items or glass containers holding magic items get a saving throw.
- 228 Target is affected as per potion of Gaseous Form.
- 229 Trees around caster fall down (if none, some grow first). Caster must save versus petrification or be trapped by a tree and take 1d6 points of damage.
- 230 1d10 Ioun Stones shoot at and circle the target's head.
- 231 The target is made ethereal. Unless she is familiar with the ethereal plane, she will not realise it, and will not be able to return to the prime material plane unless someone else joins her and guides her out.
- 232 Next missile weapon used by target multiplies into 6 when used.
- 233 The intended spell functions, but consumes twice the normal allotment of material components.
- 234 A beam of infrared light which blinds all with infravision in caster's area for 2d6 rounds.
- 235 A geyser erupts midway between caster and target. Anyone within 10 feet take 2d6 in damage from boiling water.
- 236 Sticks to Snakes, under target's control, affects a randomly chosen item within 10 feet of the caster. Duration is 16 rounds.
- 237 Everyone within 50 feet of the caster is thrown 6 months forward in time.
- 238 Evard's Black Tentacles take effect around the caster.
- 239 Caster polymorphs into something rhyming with her name (DM's choice).
- 240 Command "surrender" in appropriate language to caster and associates.
- 241 All of the caster's magical items are teleported to random locations within 100 feet.
- 242 Fear on caster.
- 243 Caster hit by 1d6+4 giant staples, which do 1d4 points of damage each and staple it to the closest surface. (If no surface or if a save is made, 1 point each and the caster isn't stuck).
- 244 Nearest dead body within 60 yards of caster rises as a juju zombie and attacks caster.
- 245 All food within 50 feet of the caster turns to yellow mould.
- 246 A random spell of the same level as the intended spell affects caster at the effective level of this surge.

- 247 Entangle is cast, centered on the caster, at 10th level.
- 248 The target sings with 10th level bard effect, for 1 hour.
- 249 The caster becomes covered in an inert green slime that oozes out of the air around her body. All the caster can do is wipe at her face in order to avoid drowning. This effect lasts 1d6 rounds. The caster is effectively blind for the duration.
- 250 Target's skin turns to steel, giving her/her a base armour class of 0 (cumulative with other armour) for 1d6 rounds.
- 251 The caster spins for 1-4 rounds and must make a dexterity check in order to move or act each round thereafter for 1-4 rounds.
- 252 Jail cell of appropriate size appears around caster and party. Victims need a "bend bars" roll to escape.
- 253 Target is affected by the Wraithform spell.
- 254 Caster's next spell cast at 0th level.
- 255 Target turns into Mummy. Save vs. Death Magic negates.
- 256 The caster is paralysed for 1d10 hours.
- 257 The caster's mount (if any) is Polymorphed into a goat unless a save vs polymorph is made by the beast. If the caster has no mount, the closest one is affected instead.
- 258 An enormous cyclone picks up the caster and her friends and takes them to Kansas (or some other boring, flat, wheat-filled spot in the Prime material plane).
- 259 Caster changes sex (as Girdle of Femininity/Masculinity).
- 260 The caster is teleported to the top of the highest mountain top in sight.
- 261 Target turns Invisible for 1d10 + 10 rounds.
- 262 A poisonous spider (DM decides type) appears close to caster and attacks.
- 263 Feign Death centered on target.
- 264 Target's hair thickens and grows 4 yards long in 4 rounds. Target must part the hair to see. The hairs are impossible to damage for 1d3 hours afterwards, improving the target's AC by 10 vs slashing weapons.
- 265 The attempted spell functions, but at minimum possible effect (duration, damage, etc)
- 266 Target is Hasted.
- 267 Caster shocked as per shocking grasp.
- 268 The spell functions, but at 1/3 normal damage, area of effect, duration and range.
- 269 All creatures within 60 feet of caster save versus spell or Forget.
- 270 All magic items within 60 feet of the caster wiggle when touched for 1d8 days.
- 271 A randomly chosen person near the caster has their knees reversed to bend the other way. The change is permanent, and will lower dexterity and charisma by one. Armour will require modification.
- 272 The next time the caster and her associates return home, they are visited by a stern old tax collector. This fellow will demand 10% of all the characters own in taxes, and has the power to enforce her demands. She will return each month, until dispelled.
- 273 Caster summons a Leprechaun.

- 274 All clothing, armour, weapons and similar equipment within a 30 yard radius area around the caster must save vs. disintegration or enlarge to double size, for a duration of 4d10 rounds.
- 275 Caster shoots forth a web at the target, and acts as one anchor point.
- 276 Caster's stomach is emptied, and she becomes ravenously hungry and must stop to eat.
- 277 Caster sweats buckets for a month, has to drink at least 5 litres of water per day or lose one point of constitution for the duration.
- 278 Magic Mouth appears, insults caster, and vanishes.
- 279 Caster Polymorphs into mammal appropriate for the area, or a random type if inapplicable; 40% chance for a monster type.
- 280 The caster becomes hysterically religious for one month, believing herself to be a deity, and will try to convert followers.
- 281 The caster and target exchange bodies. If the target is a completely non-sentient object, the caster will fall into a coma.
- 282 Caster and friends teleported without error to the next place named (No weight limit).
- 283 All gold on target turns to lead (no save unless the target is itself made of gold).
- 284 Caster changes race (monsters turn to similar monsters).
- 285 The caster's footwear animates and grows teeth for a duration of 3d4 rounds. These teeth will attack everything within range, causing the caster to kick the closest person. The teeth do 1d4 points of damage beyond the casters kick damage.
- 286 No one (except the caster) can hear the caster for 1d6 rounds. Spells with verbal components may still be cast. Caster can hear normally.
- 287 Caster glows some colour for 1d12 days, brightly (like a torch).
- 288 The caster becomes so immensely dirty that a dust cloud forms around her. Only natural bathing will remove the dirt. Charisma is effectively lowered by 5 (1 minimum) for the duration.
- 289 The caster falls prone on the ground. It will take one round for her to right herself.
- 290 Caster's hair turns green (or some other colour if already green). This is permanent until new hair grows in.
- 291 The target is teleported directly behind the caster.
- 292 The target and caster (only) are sealed in an impenetrable wall of force that only falls when one of the two dies.
- 293 Target glows blue; much like the spell Faerie Fire, duration permanent.
- 294 The target is covered by plate armour, AC 2. All other armour worn falls off. +3 to AC of monsters, but may make small monsters less mobile. Spell users affected cannot cast spells. The armour lasts for 2d10 rounds.
- 295 The caster is enclosed in a Prismatic Sphere for 24 hours. All associates are left on the outside.
- 296 The shield that is closest to the caster is turned into a flower basket. AC bonus is lost.
- 297 The caster and target become locked in a heated debate over the nature and use of wild magic. Neither will do anything but argue for 1d6 rounds. If the two do not speak any language in common, a small imp will appear to act as translator.
- 298 Advanced Illusion of a Wall of Fire surrounding caster.



- 299 The caster is deluded into thinking that his favourite weapon or wand has turned into a poisonous snake. The delusion lasts for 1d6 rounds.
- 300 Drain 1 level from one random target within a 50 foot radius around the caster. Save vs spells at -5 negates. If this kills the target it becomes a free-willd Ju -Ju Zombie out for vengeance.
- 301 The next time the PC's enter a town, the inhabitants will try to chase them away.
- 302 Lycanthropy on caster according to alignment.
- 303 Each gold piece on the caster turns into the equivalent value in copper pieces.
- 304 The next 10 meals the caster eats will taste like cow dung for all those involved.
- 305 Spell functions, but cannot be controlled by caster (DM decides effects randomly).
- 306 A skunk is conjured before the caster, who is promptly sprayed.
- 307 A Dust Devil is summoned and attacks the target.
- 308 No effect, but the next surge the caster causes will have two effects.
- 309 The ground beneath the target becomes slippery as if Greased.
- 310 Caster Polymorphs into reptile/amphibian appropriate for the area, or a random type if inapplicable; 40% chance for a monster type.
- 311 A nearby bird starts an imitation of the Star Spangled Banner in a deep, rich baritone, and will follow the caster, singing at 100 decibels, for one month.
- 312 Caster affected by an irritating rash for 1-4 rounds, reducing her dexterity to 3.
- 313 All slain creatures within 60 feet of the caster receive a Raise Dead spell.
- 314 Caster Polymorphs into bird appropriate for the area, or a random type if inapplicable; 40% chance for a monster type.
- 315 Caster encased in a block of lime Jello 10 feet on a side. Creatures so encased must make a dexterity check to escape (keep rolling every round until the check is made, or pass out in 3 rounds for lack of oxygen).
- 316 Target gains infravision (or some other unusual vision if she already has infravision) but loses all normal vision. This lasts 1 day (note that sunlight and torch light contain some infrared so the result is hardly blindness; target hits at -1).
- 317 Target's skin turns hard as a diamond (base AC 0) for 2 turns; still mobile (and no more damage-prone than usual; i.e., not brittle).
- 318 The caster's tongue grows long enough to touch the tip of her nose. If the caster's tongue is already that long, the surge affects some other part of her body.
- 319 Dispel Magic at the effective level of this surge affects all magic within 50 feet of the caster.
- 320 Caster's next spell is cast at 1d4 levels lower.
- 321 The caster's feet are changed to two left feet, or two right feet for 1 day. The caster's movement rate is cut in half for the duration.
- 322 1d100 pieces of gold rain down in an area 60' in diameter centered on caster. Creatures within the area make a dexterity check to escape, or take 1d6 points in damage from the falling coins.
- 323 Heavy Rain 60' radius centered on caster for 2d6 turns, moving with caster.

- 324 Caster is shrunk to 1/12th her normal size, permanently.
- 325 Target loses all hair, feathers, etc. Charisma is affected at DM's discretion, according to the target's race. A morale check may be necessary.
- 326 The intended spell functions, but consumes 1 charge from a random charged magic item.
- 327 Permanent Darkness on area 30' radius around caster.
- 328 The caster's clothing and equipment become invisible, causing the caster to become embarrassed. Previous invisibility is negated.
- 329 The enchantments of all weapons and armours within a 50 foot radius area around the caster invert their bonuses for 2d10 rounds. I.e. +3 becomes -3.
- 330 Caster tied down with magically appearing rope.
- 331 Some part of the caster becomes permanently invisible (hand, ear, toes, etc.) Dispel Magic to reverse.
- 332 All of the caster's flesh except her blood-vessels and bones becomes transparent for 1d4 turns. The characters charisma is lowered by 10 (1 minimum) for the duration.
- 333 Caster is coated in a thick layer of candy, and gains a +1 bonus on AC due to extra protection. Caster must spend one round in order to clear eyes and mouth. The candy will solidify unless removed within one turn, immobilising the victim.
- 334 Caster and target exchange places, clothing, possessions, etc.
- 335 The area around the caster becomes uncomfortably hot.
- 336 A randomly-chosen possession of the caster's begins to gripe about the caster's treatment of it, loudly complaining about the bad working conditions, the lousy pay, the long working hours, etc.
- 337 Caster has vision of the players playing AD&D 2nd edition for 1 round. She is effected by a sense of ennui for one day.
- 338 A barrel of syrup appears in the air above the caster's group. It empties over the first person that notices it (whoever makes the greatest margin on a dexterity check).
- 339 Next spell cast within 100 feet of the caster has triple effect, or -4 on saves otherwise (doesn't apply to spells from devices).
- 340 Target smells of roses for a month. If killed, her body will not decompose, and is Resurrected at the end of the month without intervention.
- 341 Caster and target must re-roll their constitution (roll 4d6 taking the highest 3 dice).
- 342 A free willed Simulacrum of the caster appears 3 feet in front of the caster; the simulacrum has 65% of the caster's knowledge and abilities, and 50% of the caster's level.
- 343 Gust of Wind centered on caster.
- 344 Caster Polymorphs into fish appropriate for the area, or a random type if inapplicable; 40% chance for a monster type.
- 345 Caster are covered in liquid chocolate.
- 346 One of the caster's items teleports to target's hand. The target drops other items held that hand. If the target is not a creature, or has no hands, the item just lies on the ground.
- 347 All moving creatures within 60 feet of the caster must save vs. spell or trip and fall.
- 348 Create Water is cast above the caster.

- 349 Caster's entire party teleported to nearest artifact/relic (does not guarantee it to be usable, and it will very likely be in the possession of someone else).
- 350 Target (unless totally unintelligent) goes berserk and attacks nearest creatures physically.
- 351 Caster Polymorphs into plant appropriate for the area, or a random type if inapplicable; 40% chance for a monster type.
- 352 Target grows to double height. Lasts 1d4 hours.
- 353 Caster must save versus breath weapon or find her lungs filled with water. If the saving throw is failed, the caster can do nothing but cough and sputter for 1d4 rounds.
- 354 All the spells the caster has memorised go off, one per round, from level one up. Caster has no control over the sequence, but can name targets on a successful Spellcraft roll if she takes no other action that round.
- 355 All creatures within 120 yards of the caster are randomly teleported without error to a position not more than 120 yards from the caster.
- 356 The caster's associates all turn green whenever they come within 5 feet of her for the next 2d10 turns.
- 357 Target begins whistling Whistle While You Work. Targets allies gain +1 on morale for duration of 1d4 rounds.
- 358 All spells are exchanged between the minds of the target and the caster, if both are compatible spell casters. If not, all spells are lost and must be re-memorised.
- 359 Caster deluded (as per potion of delusion) for 1 round into believing the spell functions as intended.
- 360 The caster's hair spontaneously combusts, and remains burning for 6d10 turns. The hair is not consumed and no damage is taken. The flame is in fact illusory, and can be disbelieved.
- 361 Target cleaned, dirt and bad smells removed (1d4 hp damage to corporeal undead or to creatures made of mud or earth).
- 362 1d6 chickens appear at the caster's feet and run away at top speed.
- 363 The caster's clothing becomes sentient for 2 weeks, refusing to leave her warm, comfortable body, complaining loudly if treated roughly or if forced into contact with uncomfortable elements.
- 364 The caster's finger-nails grow to 12 inches in length.
- 365 Suds flow from the ground in a 60 foot radius around the caster for 2-5 rounds, at 3 cubic feet per round. The suds are either from soap (25%) or beer (75%).
- 366 Caster hit by a flurry of non-magical snowballs. No damage unless target is fire or heat based, then 1d12 hit points.
- 367 Random plant appears and takes root near caster.
- 368 A yellow mushroom grows from the caster's right ear in two rounds. It is edible, but tastes of wax. Caster must save vs spell or be distracted during the process.
- 369 Tip of the caster's nose glows for a second (no other effect).
- 370 A watermelon appears in the caster's hands.
- 371 All weapons within 60 feet of the caster sing a shrill note for one round.
- 372 The casters clothes are transformed into a soft, skin-tight, glossy black leather outfit studded with silver.
- 373 Heavy rain falls for 1 round in 36 foot range of the caster.

- 374 Caster speaks in a squeaky voice for 1d6 days.
- 375 Caster's clothing changes to the outfit of a Hell's Angels biker.
- 376 The intended spell appears to fail when cast, but will go off when the caster uses another spell.
- 377 A field of mushrooms sprouts around the caster. Eating a mushroom will cure 1d6 hit points (50%), or cause 1d6 hit points of damage (50%).
- 378 All visible areas of the sky currently occupied by clouds become clear, while all clear areas become cloudy. This effect lasts 1 turn, and is likely to produce a very dense fog that blinds everyone in the area.
- 379 One randomly chosen magical weapon has its enchantment bonus changed to the level variation rolled when this surge was invoked.
- 380 A solar eclipse occurs (lunar if at night). This lasts until the next sunup or sundown.
- 381 Everything visible to the caster loses its colour for 2d6 turns, turning a shade of grey.
- 382 A loud ZAP is heard. No other effect.
- 383 Exact reverse of a second roll; re-roll if not reversible.
- 384 A hemisphere 120 yards in diameter centered between target and caster is filled with dense fog, cutting visibility to 1 foot within the region.
- 385 Darkness as the priest version of the spell.
- 386 A forest grows up around the caster in 3d4 rounds, 1 mile in diameter per effective level of this surge.
- 387 Sweet music fills the air, produced by a nearby flower. The flower will never die, continuing to sing forever if picked. The tune never repeats.
- 388 The intended spell functions, but it's accompanied by spectacular special effects.
- 389 A 50 foot boulder rises from the ground directly below the caster, elevating her/her 200 feet into the air. The boulder will remain flying for 1 year per effective level of this surge.
- 390 Roll again and double effects.
- 391 Everybody's last meal animates and seeks the easiest way out, which will be downwards if more than 3 hours have passed. No damage is incurred, but combat ceases for 2 rounds, and the result may be embarrassing.
- 392 Everybody within 50 feet of the caster and target both start singing bawdy drinking songs for a duration of 2d4 rounds. Everybody affected must save vs. spells or become friends. Those who make their save may attack with surprise.
- 393 A random wand within 50 feet of the caster changes to some other type of wand, staff, or rod; no change in appearance, command word, or number of charges. The owner will not discover this until the wand is next used.
- 394 An enormous glitter covered ball appears in mid-air, the words and music from Staying Alive are heard loudly, and the caster and target dance disco for the next 2 rounds.
- 395 All blunt weapons within the caster's sight emits loud kissing noises when they hit a target for the next turn.
- 396 Nothing happens. The DM should roll many dice, and chuckle a bit.
- 397 Roll again, but substitute caster/target. Re-roll second roll if inappropriate.
- 398 The fingers of a randomly chosen creature nearby shrink to 1/12th their former size for an hour.
- 399 The area is shaken by an Earthquake for 3 rounds.

- 400 Random weather change, 1 mile radius.
- 401 Caster summons a buzzard, giraffe, or large kitten.
- 402 Everything visible to the caster changes colour for 2d6 turns.
- 403 Caster and target must re-roll their hit points.
- 404 Caster grows fangs like a vampire. The fangs enable her to bite to attack for 1d3, but reduce the caster's charisma by 1. The fangs can be removed by a cure disease spell. If the caster has fangs already, this surge will remove them.
- 405 Five foot long bright pink flower petals with green polka dots rain from the sky in an area 50 feet in radius around the caster. Everything within the area is buried, and combat is stopped for 2d6 rounds while everybody fights their way to the surface.
- 406 All soil and ground covering in a 100 foot radius area around the caster becomes invisible for 1d6 days, clear down to the bedrock, so everyone will seem as if they are standing on air. All buried items will be visible.
- 407 All grass in the 160 square foot area before the caster grows out of control. If there was no grass already, a well-manicured lawn sprouts.
- 408 All copper pieces within 30 feet of the caster are permanently transformed into gold pieces, and vice versa.
- 409 A rainbow appears for one hour overhead.
- 410 The area fills with countless butterflies, blinding everyone for two rounds.
- 411 A deep lake forms within 100' radius of the caster. Those who cannot swim will drown as though dropped in a normal lake.
- 412 Caster summons a large dove, a large rabbit, or a large iguana.
- 413 An empty log cabin pops up next to the caster.
- 414 Rabbit comes out of the nearest hat or helmet, soiling the hair of the wearer.
- 415 A desert oasis grows around the target.
- 416 One randomly chosen creature within 50 feet of the caster will strike only critical hits or critical misses for 2d4 rounds. On a natural 1-5, a companion is hit, 6-10 weapon is dropped or the attacker falls prone, 11-19 double damage, 20 instant kill.
- 417 Everybody within 200 feet of the caster becomes completely invulnerable for 2d6 rounds.
- 418 The battlefield becomes covered with slick ice. All present must make a dexterity check at -4 each round or fall and lose all action for the round. Attacks are made at -4 to hit, and all melee weapons inflict only half damage. The ice melts normally.
- 419 One plant within a 5 foot radius of the caster swells alarmingly and then explodes in a cloud of pollen, obscuring everything in a 50 foot radius sphere for 3 rounds per effective casting level of this surge.
- 420 Everyone visible to the caster feels cold for five rounds. This has no other effect.
- 421 Solid fog between caster and target.
- 422 Caster summons a rhino, elephant, or large mouse.
- 423 All rock within a 20 foot radius sphere centered on the target turns into a random metal (whatever ore was most common in the rock).
- 424 Large 50' oak with mistletoe springs up (nobody is injured).

- 425 Caster names anything desired (not more than a limited wish), and then the DM rolls for a 50/50 chance that it happens to the caster or to the target.
- 426 The caster's eyes become vertically slitted like a cat's. The caster gains 120 foot infravision, but loses 1 point of charisma. If the caster has cat-eyes already, they revert to normal, and all infravision is permanently lost.
- 427 The caster summons an ugly painting (25%), bellows (25%), or storm giant's boot (50%).
- 428 Burst of fireworks (harmless but neat).
- 429 Re-roll, affects both caster and target.
- 430 Target's nose grows 10 times its normal size for 2-6 rounds.
- 431 The intended spell functions, but it is delayed 1d6 rounds.
- 432 Caster is automatically memorises her next wild surge (as per Weldon's Remembrance), but forgets all others so memorised.
- 433 A ring of mushrooms appears around target (no other effect).
- 434 Black felt hat (value 15 sp.) appears on the caster's head.
- 435 1d4 rotten tomatoes hit target (effect is at DM's discretion).
- 436 1d6 raw eggs hit target from above (effect is DM's discretion, but shouldn't be major).
- 437 Cream puffs fly from caster's hands toward target.
- 438 Motion pictures with subtitles are projected on the target for about 90 minutes or until the caster casts another spell.
- 439 The caster retains the memory of the spell that resulted in this surge. Roll another surge.
- 440 Caster knows alignment of target.
- 441 Caster's shadow vanishes (1d4 days duration).
- 442 Graffiti reading "<caster's name> was here!" appears written on target in ink. The writing is visible even if target is not.
- 443 Handedness of target reversed (no save).
- 444 Leaves sprout on the target's body. These cause no damage and may be pruned.
- 445 Harmless light beams resembling Prismatic Rays radiate from the caster in a random direction.
- 446 Green worms jump towards the target.
- 447 All water within 60 feet of the caster turns to wine. Drink up.
- 448 All claws and nails within 30 feet of the caster are filed short and blunt, becoming largely harmless.
- 449 Target is turned upside down; stunned 1 round and must make a dexterity check to not drop held items.
- 450 The spells cast during the next round will last for 10 times as long as normal, or a minimum of 1 turn, whichever is longer. Do not inform the caster of this.
- 451 An stream of beer shoots forth from the caster's finger-tips for 1d3 rounds.
- 452 Target has great desire to make love to the caster, making only overbearing attacks. The target may save on 3rd and successive rounds until it wears off.

- 453 All the caster's coins are transformed into pearls (100 GP base value). These will remain pearls until two hours after they are sold or traded to someone else, then returns to normal. They cannot be used as magical components.
- 454 Target changes race (monsters turn to similar monsters).
- 455 All air disappears around target (sonic boom, 1d4 hp stun damage, dexterity check to drop held items).
- 456 Caster jumps in a random direction 1d3 x 60 feet. The caster can only jump 60 feet backwards.
- 457 Darkness affects the target every other round for 3-10 rounds.
- 458 Tasha's Uncontrollable Hideous Laughter affects the target.
- 459 Pie flies at target; target must waste a round wiping it off her face, or fight at -2 for the next 3 rounds.
- 460 Iron Flask appears and target is forced inside if it doesn't save; each target is tried until one doesn't save; if they all save, the caster's party goes next.
- 461 Lycanthropy on target according to alignment.
- 462 Target inflates like a balloon for 1-4 rounds and deflates for another 1-4 rounds. Only living material of up to 1,000 pounds is affected (the object will not float in the air).
- 463 The caster is endowed with impressively large genitals (if male) or breasts (if female).
- 464 The first four notes of Beethoven's Fifth Symphony echo through the air. All creatures within hearing range hostile to the caster must make a morale check.
- 465 Target's ears grow enormously huge, (1 foot per round) until target falls over because of the weight after 2d4 rounds. The ears will then fall off and fly to the caster's home, where they will mount themselves over the doorway and flap for visitors.
- 466 Target Polymorphs into reptile/amphibian appropriate for the area, or a random type if inapplicable; 40% chance for a monster type.
- 467 The first spell that the caster ever researched takes immediate effect. If the caster has not researched any spells, she feels a distinct sense of inadequacy as a wizard.
- 468 Target changes sex (as Girdle of Femininity/Masculinity).
- 469 Caster has accurate vision of future (about 1 hour ahead) and is aware what it is but can do nothing else except stare for 1d4 rounds.
- 470 Caster healed for 1-8 hp if wounded.
- 471 All weapons and armour within a 50 foot radius of the caster become rubbery and useless for 2d4 rounds. When armour solidifies, it will be fit perfectly to the wearer, granting a +1 for that wearer. Weapons used during this period will be ruined.
- 472 Target screams (wasting a round, though voice or breath weapon attacks take effect automatically).
- 473 Target completely mirror reversed, including items.
- 474 Anti-Plant Shell around caster only.
- 475 The caster is affected by a Strength spell.
- 476 Double gravity on target's location (lasts 1 hour).
- 477 Aura of caster altered so as to change apparent alignment. This lasts for 1d3 days.

- 478 Thick dust covers target; 10% chance each magical dust type (Dryness, Illusion, Tracelessness, Appearance, Disappearance, Sneezing and Choking). A saving throw is allowed if the effect is harmful.
- 479 The target is paralysed and invisible for 1 hour (1 save vs. spells to avoid both effects).
- 480 Target Polymorphs into plant appropriate for the area, or a random type if inapplicable; 40% chance for a monster type.
- 481 Target Polymorphs into bird appropriate for the area, or a random type if inapplicable; 40% chance for a monster type.
- 482 Target will rise as random undead when killed (no save; if target is already undead all its damage is healed instead).
- 483 Caster has foreknowledge of the next 3 wild surges, but the information is only 75% reliable.
- 484 Target sprayed with mostly harmless insecticide. Does 1d10 points of damage to large insect and insect-like creatures, kills small insects.
- 485 Target is Slowed.
- 486 All spells cast during the previous turn are recast during this round, affecting the same victims again.
- 487 Caster Bestows Curse on target (as per cleric spell).
- 488 Marbles appear on floor near target; dexterity check for next 5 rounds to avoid losing balance (which gives a -2 armour class penalty).
- 489 The next time the PC's enter a town the inhabitants will try any method available to entice them to live there permanently, short of imprisonment.
- 490 Target Polymorphs into fish appropriate for the area, or a random type if inapplicable; 40% chance for a monster type.
- 491 The caster makes the next saving throw attempted.
- 492 Target drops weapon.
- 493 Shimmering colours dance and play over a 12 foot x 9 foot area in front of the caster; creatures therein are blinded for 1-6 rounds.
- 494 The intended spell functions; all saves made at +2.
- 495 A spray of boiling oil strikes the target for 1d6 points of damage.
- 496 Target emits a bad odour, lowering her charisma by 2 (permanently).
- 497 Target's clothing and armour fall to the ground.
- 498 Target laughs maniacally for 2 rounds (-4 penalty on all actions; no combat possible).
- 499 One of the caster's items pops over and draws a pentagram (or thaumaturgic circle, or other warding diagram) around the target. Targets capable of being confined by such diagrams must save versus magic at -5 to avoid it. The item drops at the circle.
- 500 The caster is effected by Invisibility.
- 501 Personal Magnetism centered on caster.
- 502 Target Polymorphs into mammal appropriate for the area, or a random type if inapplicable; 40% chance for a monster type.
- 503 A Ray of Delusion hits the target. The caster decides what effect the target thinks the ray had.



- 504 No gravity on target's location (lasts 1 hour).
- 505 Target disappears, to reappear nearby when the caster casts another spell or is killed.
- 506 All magic resistant creatures within 100 feet of the caster lose their resistance for 2d10 rounds.
- 507 Target aged 2d20-20 years (no save).
- 508 Caster can automatically Identify one item in the next 24 hours with a 100% chance of success. The spell need not be memorised, and does not count against the caster's spells for that day.
- 509 All lead in the caster's possession turns to gold.
- 510 All creatures in a 20 foot sphere centered on caster become Invisible.
- 511 1d10 skeletons under caster's control arise out of the ground and attack the target (this will violate alignment if the caster is good, requiring an atonement).
- 512 Green Slime rains over the target for 1d4 rounds (creatures within 5 feet of target save versus breath weapon or be hit).
- 513 10-40 1 GP base value gems shoot from the casters fingertips. For each person in the path of the gems, roll to see how many percent of the remaining gems hit, -5% per AC below 10.
- 514 The caster's teeth turn into a white, unbreakable stone. She/she can chew through just about anything (including soft metals), can bite to attack for 1d3, and never gets a cavity again. If the caster already has stone teeth, this surge removes them.
- 515 A random spell of the same level as the intended spell affects target at the effective level of this surge.
- 516 Caster's clothes change colour to match their surroundings for the next turn, making her harder to hit. Melee attacks are at -2, missile attacks at -4.
- 517 The target is struck mute for the next day.
- 518 Target must save versus breath weapon or find her lungs filled with water. If the saving throw is failed, the target can do nothing but cough and sputter for 1d4 rounds.
- 519 Target sealed in an extra dimensional pocket (as per Rope Trick) for the duration of the spell (to a minimum of 2d4 rounds).
- 520 The target is paralysed for 1d10 hours.
- 521 Continual Cold spell. (Let the caster name the area of effect).
- 522 The caster retains memory of the intended spell. The spell succeeds.
- 523 Caster gains benefits of Wraithform.
- 524 Normal fire springs up at target's feet (1d4 points damage).
- 525 Caster's skin turns to steel, giving her/her a base armour class of 0 (cumulative with other armour) for 1d6 rounds.
- 526 Sleep spell cast on target and companions.
- 527 The target is struck by a Ray of Enfeeblement at the effective level of the surge.
- 528 Target has urgent call of nature and immediately retreats to relieve herself.
- 529 Target is sent 3d10 rounds forward in time.

- 530 The target begins to recite very bad poetry for 2-8 rounds, taking no other action unless attacked, as if requested to do so under a charm spell.
- 531 The ground opens up and swallows the target to the neck.
- 532 Summon a Creeping Doom (95%) or Flying Doom (5%) controllable by caster if a save vs spells at -3 is successful.
- 533 Target's weapon or other possession becomes a teddy bear, leg of mutton, ladle, or herring. If the target has no possessions, roll again.
- 534 Caster's next spell is cast at 1d4 levels higher.
- 535 Target shot with 1d10 darts +1; roll with THAC0 15 for each dart.
- 536 Target hit for 1 round by Bigby's Clenched Fist.
- 537 The targets next use of a special attack form backfires on herself.
- 538 Hold monster centered on target.
- 539 Fumble affects the target at twice normal duration.
- 540 Caster gains a familiar if she/she doesn't already have one. It will appear within 1d4 hours.
- 541 Target Charmed as appropriate spell (save vs. spells is allowed).
- 542 1d4 Flame Arrows shot at target.
- 543 Target is teleported 30 feet straight above caster. Target falls for 3d6 hit points, caster makes dexterity check for half damage.
- 544 Water sprays from the caster's tear ducts (like a water pistol); 1/3 chance each for holy, normal or unholy.
- 545 Caster has True Sight of general area of target (lasts 10 rounds).
- 546 The target, if able to cast spells, casts them all (targeted randomly).
- 547 An Incendiary Cloud affects the target area.
- 548 Caster gains the Midas touch. Anything smaller than the caster that the caster lays hands on in the next 1d3 rounds turns permanently to gold (melee attack required to touch an unwilling opponent, and saving throw versus spell applicable).
- 549 Fascinate affects the target, who focuses on the caster.
- 550 Caster Turns Undead as cleric of the same alignment, at the effective level of the surge.
- 551 1d4 Ear Seekers appear on target.
- 552 Loud horn sound (Horn of Valhalla; highest type usable by caster).
- 553 Target is affected by the Statue spell.
- 554 Blinding light emanates from the caster. All creatures looking in that direction are blinded for 1d6 rounds.
- 555 Caster permanently learns one new spell for her books. Choose randomly.
- 556 Small licks of flame shoots from each of the caster's fingers.
- 557 The caster sings with 10th level bard effect, for 1 hour or until the caster casts another spell, which can have no verbal components of course.

- 558 A Force Cage affects the target.
- 559 Continual Darkness spell. (Let the caster name the area of effect).
- 560 Target bursts into flames, taking 2d6 in damage.
- 561 Transmute Metal To Wood on target.
- 562 Prismatic Rays radiate in random directions from the caster.
- 563 Caster can speak a previously unknown language, common in the surrounding area, which doesn't cost a non-weapon proficiency.
- 564 Chromatic Orb shoots at target, at the caster's THAC0, at the effective level of the surge.
- 565 Sticks to Snakes, under caster's control, affects a randomly chosen item within 10 feet of the caster. Duration is 16 rounds.
- 566 Caster's hands spew colourless slime in a cone 20 feet wide and 40 feet long, affecting the area as a Grease spell.
- 567 The caster picks an object nearby for Animate Object.
- 568 A golem is created from the nearest appropriate substance. If the caster saves vs. spells, the golem will obey the caster, otherwise it will attack.
- 569 Continual Heat spell. (Let the caster name the area of effect).
- 570 The target is affected by a Psionic Blast.
- 571 The target is buried to the chest in offal that oozes in from a gate that spontaneously appears.
- 572 Haste spell centered on caster.
- 573 Stinking Cloud centered on target.
- 574 A pillow (25%), small table (50%), or anvil (25%) appear over the target's head. The pillow causes no damage; the table causes 1-6 hp damage; and the anvil causes 3-30 hp damage, plus the target must save vs. petrification or be knocked unconscious.
- 575 Target teleported 1d100 miles away.
- 576 The target is bound in metal straps. These require a skilled locksmith to remove.
- 577 Target polymorphs into something rhyming with its name (DM's choice).
- 578 Target buried to its waist or to 5' (whichever is less) in concrete (fights at -3 to hit, -4 AC).
- 579 Target Confused.
- 580 Target with non-weapon proficiency or knowledge of anything other than fighting sits down and performs it for 1d10 rounds, using arbitrary materials if no normal ones are available (i.e., making money bags out of her cloak).
- 581 Target crumbles to dust, with a 1/20 chance, rolled once per round, that it will return to normal. If the dust is scattered, the target is destroyed.
- 582 Caster fires Magic Missiles at the target, at the effective level of this surge.
- 583 Caster gains 1000 experience points, and generates another wild surge. Roll again.
- 584 Web is cast centered on the target at the effective level of this surge.

- 585 A nearby wand doubles in size (retaining its abilities). If cut in half, both parts become Wands Of Wonder, Each with half the original number of charges.
- 586 Target instantly coated with unlit Greek oil.
- 587 A randomly chosen item on the target's person sprouts wings and attacks another enemy target for 2-3 rounds as a 6+4 HD creature. Only small hand-held objects are so affected. See animate object.
- 588 Target attempts to commit suicide for one round. Must roll normal to-hit against self, as its really just a cry for help.
- 589 Dispel Magic is cast upon the closest item or being to the target for which this spell would have any effect.
- 590 Caster picks between two more surge rolls, as Hornung's Surge Selector.
- 591 Otiluke's Freezing Sphere; second effect only on target.
- 592 All gold in the caster's possession turns to platinum.
- 593 Caster turns ethereal for 1d6 rounds.
- 594 Caster breaths fire as per a randomly determined potion of fire breathing (only one breath is allowed).
- 595 All fluid in containers on target turns to deadly poison.
- 596 The caster changes sex and gains 5 points of charisma (25 maximum). If the sex change is reversed, the gain is lost.
- 597 The target switches to an alignment far removed from her current one.
- 598 Target and all equipment are turned to flavoured Jello, according to alignment; LG: orange, NG: lemon, CG: strawberry, LN: orange-pineapple, N: plain, CN: strawberry-banana, LE: pineapple, NE: lime, CE: banana. The target reverts after 1d20 rounds.
- 599 Target is Teleported to her home. There is a possibility for error.
- 600 A nearby tree turns into a Treant controllable by caster, which can attack immediately, and lasts 1 turn. If the Treant is killed (56 hp), the caster also dies. The caster feels increasingly uncomfortable.
- 601 Target chained to the ground (tensile strength of the chains 3000 pounds).
- 602 A Deck of Many Things (full 54 card version included in this Libram) appears before the caster.
- 603 The target's weapons flee from her as per the Frisky Chest spell.
- 604 Scare cast on target.
- 605 Caster and target must re-roll their lowest statistic (roll 4d6 taking the highest 3 dice).
- 606 Caster's eyes continuously change colour, acting as a Hypnotic Pattern to all those within 5 feet who can see the caster's face. The caster retains the colour shifting eyes for 1 day.
- 607 Target loses claws, horns, antlers, or other hard non-living body parts not possessed by humans. Regeneration or the Regenerate spell required to replace them.
- 608 The target Levitates 20 feet above ground for 3d10 rounds.
- 609 Target becomes Astrally Projected for 2d4 rounds unless a save vs spells at -5 is successful.
- 610 Target gets random disease.
- 611 Caster's arm stretches out as a snake and bites the target for 2-12 hp damage (treat as 6+4 HD monster; maximum range 20 feet).

- 612 Sunray centered on caster.
- 613 1d6 Caltrops appear at target's feet.
- 614 The caster's eyes become powerful lanterns for a duration of 1 day per effective level of this surge. The beams are very narrow, only 3 feet wide at the range of 120 feet. Anyone looking into the light must save vs spells at +3 or be blinded.
- 615 A Spiritual Hammer flies out at the target.
- 616 A Simulacrum of the caster appears in the caster's place, and the caster is teleported randomly out of sight (no further away than necessary); the simulacrum is under the caster's control.
- 617 Delayed Blast Fireball; the caster must make a Spellcraft check to be able to recognise the spell; otherwise it goes off at the end of its maximum duration.
- 618 Feeblemind, 80% chance on target, 20% on caster.
- 619 Target sent to another plane (as per Hornung's Random Dispatcher).
- 620 Target becomes haemophilic. She loses 1 hit point per round for each wound taken until healed. Cure Disease negates.
- 621 Caster gains random magic item, dropped from 10 feet above caster's head; damage is 1d6 (stun); and the object must save vs. crushing blow to avoid breakage (if applicable).
- 622 Target loses all skin (normally fatal in a few hours unless healed; 1d10+10 points of damage immediately). Target must save vs spell each round or fall unconscious from the pain. Creatures with natural AC's better than -5 are immune.
- 623 All creatures in a 15 foot radius of the Caster receive a Heal spell.
- 624 All weapons within 60 feet of the caster receive Enchant a Weapon and Permanency, giving them one more "+" (if possible).
- 625 Caster is protected by Spell Turning for the next turn.
- 626 The caster's clothes are changed into the uniform of a Star Fleet captain. None of the characters understand, but the caster's charisma is increased 1 point while in the uniform. (The uniform may not be duplicated, as the material is unknown).
- 627 The intended spell works as normal, but area of effect is doubled. Caster may choose to re-target the spell before it goes off.
- 628 Target is cooled to absolute zero and is breakable (on a hit roll 12 greater than needed). Target must make a system shock roll to survive the thawing process.
- 629 Summon Invisible Stalker which is controllable by caster.
- 630 The next living creature touched by the caster permanently loses 1d6 hit points. The caster permanently gains the same number of hit points.
- 631 Target explodes, taking 1d6 hit points of damage per effective level of this surge. All within 5 feet of the target take half as much damage. Bystanders can save for quarter damage.
- 632 Radiation beam strikes target for 1d20 hit points, illness if not immune to disease, leading to death in 1d3 days unless cured by a cleric of equal level to the effective level of this surge. Saving throw vs. poison applies only against the illness.
- 633 Target becomes vulnerable to all attack forms to which it would normally be immune, until dispelled. This includes magic resistance, but not saving throws.

- 634 Caster gains 2 experience levels. If the caster has been level drained, any levels recovered are permanent. Otherwise the levels are gained for 1 hour (like a Potion Of Heroism).
- 635 Caster casts a magic user spell of her choice from the 8th level or less, no components necessary, casting time 1. (Give the player 10 seconds to decide on the spell.)
- 636 The caster drains the target of as many hit points as are required to put the caster at maximum. The target will regain these hit points if the caster is killed, and is aware of this fact.
- 637 Monster Summoning I-VII (roll 1d8, re-roll 8s).
- 638 Caster gains Stoneskin at the effective level of this surge.
- 639 All creatures in a 60 foot radius hostile to the caster are paralysed for 1d8 rounds (saving throw negates).
- 640 Caster is surrounded by a force field for 1d10 rounds. Only creatures friendly to the caster may pass through.
- 641 Time Stop for all in 15' radius, except caster. This lasts 1d3 rounds.
- 642 The caster's hands turn into +3 magical melee weapons for 5 rounds; if the caster has a weapon proficiency they become that type, otherwise a random type. The caster may attack with each hand in one round, -2 to-hit with the main hand, -4 with the other.
- 643 One of the caster's weapons flies into the air and attacks target (THAC0 15, # ATT 1, 24 hp, damage 1d6) until the caster re-grasps it, target is killed or knocked out, or item loses all its "hit points" (which does not destroy it).
- 644 Target affected as per Ring of the Ram (3 charges).
- 645 Caster instantly knows all sorts of information about target (its mission, general history, name, class, level, abilities, monster type, etc...).
- 646 1d4 silver bullets fly at the target (damage 1d10 each; an attack roll at THAC0 15 is needed for each bullet). Each bullet contains 1 sp. in silver.
- 647 Drain target's magic items (except artifacts and relics) of all magical properties; each item saves as a character of the target's level.
- 648 Chain lightning centered on target.
- 649 All magic items on target take effect. Potions behave as though one dose was drunk; scrolls are read; charged items use 1 charge on target; weapons and the like cause effects only if they do something other than cause damage.
- 650 Caster gains a +1 to all saving throws for the next 24 hours.
- 651 Cone of Cold at the effective level of this surge is directed at target.
- 652 Caster summons a griffon, unicorn, Pegasus, or other fantastical animal to serve as a steed. The steed will appear in 1d8 days.
- 653 Caster gains green thumb for 1d4 days; grows any seed by touch, heals 1d8 points per round to plant monsters.
- 654 Spray of molten gold as a Burning Hands spell shoot from the caster's mouth (1d100 GP; does 1 hp/GP damage, save for half; also starts fires; this is an area effect).
- 655 A 8 HD Elemental of random type is summoned. The caster has a 50% chance of controlling it, if she stops and concentrates for the duration. The summoned creature disappears after 3d6 rounds.
- 656 A lesser Demon or Devil is summoned. The caster has a 50% chance of controlling it, if she stops and concentrates for the duration. The summoned creature disappears after 3d6 rounds.
- 657 The caster gains 1d8 x 10% magic resistance for 1 turn.

- 658 Laser beam strikes target,  $2d12 + AC$  (if metal armour is worn) damage; no save, but target must be visible.
- 659 Target is Harmed (Heal reversed).
- 660 Next successful attack by target on caster heals instead of damages.
- 661 All those within 50 feet of the caster who have infravision lose it and those who don't gain it, for  $1d6$  turns.
- 662 Caster gains a Detect Magic that lasts for a month. Sensitivity is so great that looking at a +3 or greater item will blind the caster for  $1d4$  rounds.
- 663 Magic Missiles are shot at target at effective level of this surge.
- 664 Flesh to Stone on target (reverse if target is stone).
- 665 A vorpal guillotine blade flies out from the caster's hands and flies at the target at +3 to hit; if the creature cannot be killed by decapitation it takes  $1d6+3$  points of damage if hit.
- 666 Everything in 10 foot radius centered around the target is sliced into 1 inch cubes by radiant force fields (except for ethereal creatures). Save vs. spells to avoid the effect.
- 667 Flame Strike strikes target.
- 668 Mirror of Opposition effect on target (no save; 1 creature only, does not work on invisible targets).
- 669 Lightning Bolt shoots at target (at effective level of this surge).
- 670 Ice Storm centered on target.
- 671 Caster is able to Fly as the spell at will for a duration of one month.
- 672 Hero or other famous figure friendly to caster is summoned and remains for one turn.
- 673 Sphere of Annihilation appears on target (if the target saves vs. Death, it appears  $1d6+3$  feet away instead).
- 674 Hostile creatures within 60 feet of caster must save versus death or explode violently.
- 675 DM shouts "Wish!" and counts down from ten. If the caster makes a wish within the count, it is granted.
- 676 Caster gains a wild psionic ability.
- 677 Caster's hit points are raised to maximum for her hit dice.
- 678 The intended spell functions, with twice normal effects, including damage, area of effect, range, and duration.
- 679 The next time that the caster utters the word "Blind," "Kill," or "Stun" it acts as a Power Word spell. (Let the caster name the area of effect).
- 680 Roll  $6d6$ , multiply each roll and the casters level together, and give the caster that many experience points (maximum of 1 level gain).
- 681 All of the caster's statistics raised to 18 for 1 hour.
- 682 Target turned to solid gold, including possessions (1 save vs. death for both target and possessions).
- 683 The intended spell functions at twice it's maximum duration. Instantaneous spells or one use only spells persist for  $2d4$  rounds (e.g. a Fireball will explode each round; each successful touch during the extended duration of a Vampiric Touch will drain hit points; etc.)
- 684 Caster has limited omniscience for 1 minute, may ask any questions desired of the DM (only for 60 timed seconds).

- 685 Target must save or explode in a cloud of poison gas affecting creatures in 10 foot radius.
- 686 Target is imprisoned on an outer plane.
- 687 The spell functions, at three times the normal duration, range, area of effect, and damage.
- 688 One tonne boulder drops on target (piece of ceiling if underground); save for 3d10 points of damage, otherwise death (does not affect creatures which cannot be hit by normal weapons). Creatures which are very large get proportionally larger boulder.
- 689 The caster's deity is summoned. This does not obligate the deity to come, but is liable to attract her attention. A reasonably smart deity will recognise the summoning as unintended, but will still watch the caster more closely for a while.
- 690 Caster may gamble up to 3 points of intelligence on a save vs. spells.
- 691 The target is struck by Disintegration.
- 692 A 1 inch diameter hole is drilled through the target (dexterity check indicates that the target ducked in time). This does 2d6 points of damage, and has a 20% chance of hitting a vital organ, killing the target.
- 693 A magical artifact of great power is transported into the caster's hands. Caster is affected by handling it normally if it has detrimental effects. The previous owner of the artifact will probably come after it and demand to have it back real soon.
- 694 Roll on Monster Summoning I-VII (roll 1d8, re-roll 8s). The caster gains the ability to Shape Change into that creature. The ability cannot be used more than once per week, or it will be lost.
- 695 The target is swallowed up by the earth.
- 696 A cone of cold affects the target area at double damage.
- 697 The caster must roll a save vs. spell. If the save is made, one point is gained to a random attribute (roll d6). If the save is failed, one point is lost.
- 698 The intended spell functions at the maximum possible effect.
- 699 Next wish-like statement made by caster or associate that is not beyond the power of a wish spell is granted.