

Appendix 1: Wand of Wonder Effects

Table TX1 – Wand of Wonder Tables (d100)

Subtable 1 (01-25)

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

Subtable 2 (26-65)

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

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

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

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

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

Subtable 3 (66-00)

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

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

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

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



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