Wild Surge Table 3

01	Caster permanently loses one spell chosen randomly (Can relearn at next level).
02	The caster's tongue grows long enough to touch the tip of his/her nose. If the caster's tongue is already that long, the surge affects some other part of his/her body.
03	An enormous cyclone picks up the target and his/her/its friends and takes them to Kansas (or some other boring, flat, wheat-filled spot in the Prime material plane).
04	Caster and target must re-roll their highest stat that is not a prime requisite (roll 4d6 taking the highest 3 dice)
05	Caster and target must re-roll their hit points.
06	*Green Slime* rains over the target for 1d4 rounds (creatures within 5' of target save versus breath weapon or be hit).
07	*Advanced Illusion* of a *Fireball* centered on caster.
08	Caster's next spell cast at 0th level.
09	Caster bursts into flames, taking 2d6 in damage.
10	Hostile creatures within 60' of the caster are restore to full hit points.
11	Caster is automatically memorizes his next wild surge (as per *Weldon's Remembrance*), but forgets all others so memorized.
12	The caster's weapons flee from him/her as per the *Frisky Chest* spell.
13	Caster gains *Bat Sense* as per the spell (Great Net Prayer book level 1), but loses all forms of visual perception for 1 day.
14	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).
15	Caster must save versus breath weapon or find his/her lungs filled with water. If the saving throw is failed, the caster can do nothing but cough and sputter for 1d4 rounds.
16	Caster bursts into flames for 1d4 rounds. Any creature within 10' of caster take 2d6 in fire damage, creatures touching the caster take 3d6 fire damage. The caster is unharmed, but his belongings must save versus magical fire or burn.
17	Caster encased in a block of lime jello 10' 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).
18	Target bursts into flames, taking 2d6 in damage.
19	All creatures slain by the caster during the last day rise up as free willed undead and attempt to destroy him/her. The undead have all their original abilities and skills, and need no food or sleep. If the caster is slain, the undead created by the surge turn to ash.
20	Caster and target must re-roll their constitution (roll 4d6 taking the highest 3 dice).
21	*Confusion* centered on caster.
22	Target chained to the ground (tensile strength of the chains 3000 pounds).
23	The ground between the caster and target becomes molten lava. All creatures touching the 5' 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).
24	An enormous cyclone picks up the caster and his/her friends and takes them to Kansas (or some other boring, flat, wheat-filled spot in the Prime material plane).
25	Target encased in a block of cherry jello 10' 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).
26	The ground opens up and swallows the caster to the neck.
27	All creatures within 60' of caster save versus spell or *Forget*.
28	The ground opens up and swallows the target to the neck.
29	All gold in the caster's possession turns to water.
30	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.

31	The target, if able to cast spells, casts them all (targeted randomly).
32	Target must save versus breath weapon or find his/her lungs filled with water. If the saving throw is failed, the target can do nothing but cough and sputter for 1d4 rounds.
33	Caster chained to the ground (tensile strength of chains 3000 pounds).
34	Caster's next spell is cast at 1d4 levels lower.
35	Some part of the caster becomes permanently invisible (hand, ear, toes, etc.) *Dispel Magic* to reverse.
36	The target's weapons flee from him/her as per the *Frisky Chest* spell.
37	All creatures in a 20 yard sphere centered on caster become *Invisible*.
38	Target sprouts wings and can fly at 24".
39	The ground beneath the target becomes slippery as if *Greased*.
40	The wild surge triggers the casting of another memorized spell (chosen randomly).
41	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.
42	All water within 60' of the caster turns to wine. Drink up.
43	A free willed *Simulacrum* of the caster appears 3' in front of the caster; the simulacrum has 65% of the caster's knowledge and abilities, and 50% of the caster's level.
44	All creatures within 120 yards of the caster are randomly *teleported without error* to a position not more than 120 yards form the caster.
45	Caster gains a *familiar* if he/she doesn't already have one. It will appear within 1d4 hours.
46	*Continual Cold* spell. (Let the caster name the area of effect).
47	A geyser erupts midway between caster and target. Anyone within 10 feet take 2d6 in damage from boiling water.
48	*Continual Darkness* spell. (Let the caster name the area of effect).
49	A hemisphere 120 yards in diameter centered between target and caster is filled with dense fog, cutting visibility to 1 foot within the region.
50	An enormous glitter covered ball appears in midair, the words and music from Staying Alive are heard loudly, and the caster and target dance disco for the next 2 rounds.
51	*Continual Heat* spell. (Let the caster name the area of effect).
52	Target is affected by the *Statue* Spell.
53	The caster's eyes become vertically slitted like a cat's. The caster gains 120' infravision, but loses 1 point of charisma. If the caster has cat-eyes already, they revert to normal, and all infravision is permanently lost (Toggle).
54	Caster grows fangs like a vampire. The fangs enable him 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, rolling this surge again will remove them (Toggle).
55	Target is affected by the *Wraithform* Spell.
56	Caster and friends *teleported without error* to the next place named (No weight limit).
57	Caster is affected by the *Statue* Spell.
58	The caster's finger-nails grow to 12 inches in length.
59	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).
60	*Advanced Illusion* of a *Wall of Fire* surrounding caster.
61	Caster must save versus spell or suffer lycanthropy (type of lycanthropy is chosen to match caster's alignment as closely as possible). If the caster is already a lycanthrope, this surge removes the disease (Toggle).
62	The caster's teeth turn into a white, unbreakable stone. He/she can chew through just about anything (including soft metals), can bite to attack for 1d3, and never gets a cavity again.
63	All creatures within 120 yards of the caster are turned to face the West. (R.E.M.)
64	Caster permanently gains infravision 60'. If the caster already has infravision, it is permanently lost (Toggle).

65	All creatures in a 15' radius receive a *Heal* spell. (Let the caster name the area of effect).
66	Target sealed in an extra dimensional pocket (as per *Rope Trick*) for the duration of the spell (to a minimum of 2d4 rounds).
67	All spells cast by the caster during the next 24 hours will generate a wild surge.
68	Target is replicated if possible (artifacts, relics, and unique creatures are not replicated).
69	Caster gains a +1 to all saving throws for the next 24 hours
70	Target's next attack results in a crit.
71	Caster and target must re-roll their lowest stat (roll 4d6 taking the highest 3 dice).
72	Caster's clothes change color to match their surroundings for the next turn, making him/her harder to hit. Melee attacks are at -2, missile attacks at -4.
73	All gold in the caster's possession turns to platinum.
74	Caster and target must re-roll a stat of their choice (roll 4d6 taking the highest 3 dice).
75	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.
76	All lead in the caster's possession turns to gold.
77	Caster is affected by the *Wraithform* Spell.
78	Caster's next spell is cast at 1d4 levels higher.
79	The target gains an aura which causes *Fear* in all opponents (save versus paralyzation applicable) which lasts for 1 turn. (If the target is an object, all those gazing at the object are so affected).
80	Caster's skin turns to steel, giving him/her a base armor class of 0 (cumulative with other armor) for 1d6 rounds.
81	Target's skin turns to steel, giving him/her a base armor class of 0 (cumulative with other armor) for 1d6 rounds.
82	Caster's eyes continuously change color, acting as a *Hypnotic Pattern* to all those within 5' who can see the caster's face. The caster retains the color shifting eyes for 1 day.
83	An stream of beer shoots forth from the caster's finger-tips for 1d3 rounds.
84	Caster gains 1000 experience points, and generates another wild surge. Roll again.
85	Caster summons a griffon, unicorn, pegasus, or other fantastical animal to serve as a steed. The steed will appear in 1d8 days. Roll again.
86	Target's hit points are raised to maximum for his/her hit dice. Roll again.
87	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). Roll again.
88	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). Roll again.
89	Caster's hit points are raised to maximum for his/her hit dice. Roll again.
90	Caster's next attack results in a crit.
91	The next living creature touched by the caster permanently loses 1d6 hit points. The caster permanently gains the same number of hit points. Roll again.
92	Hostile creatures within 60' of caster must save versus death or explode violently.
93	Target is protected by *Spell Turning* for the next turn.
94	All of the caster's stats raised to 18 for 1 hour.
95	Caster's next spell cast at 30th level.
96	All slain creatures within 60 feet of the caster receive a *Raise Dead* spell. Roll again.
97	Nearest dead body within 60 yards of caster rises as a juju zombie under caster's control.
98	Caster is protected by *Spell Turning* for the next turn.
99	Caster permanently gains an additional one spell (choose level randomly). Roll again.

100	Caster casts a magic user spell of his choice from the 8th level or less, no components necessary, casting time 1. (Give the player 10 seconds to decide on the spell.) Roll again.