Wild Surge Table II

01	Target *slowed* for 1 turn.
02	Caster deluded (as per *potion of delusion*) for 1 round into believing the spell functions as indicated by a second die roll.
03	Caster is base of a double-force *Gust of Wind.*
04	*Stinking Cloud* at 18' range.
05	Heavy rain falls for 1 round in 36' range of the caster.
06	Caster summons a rhino, elephant, or large mouse.
07	*Lightning Bolt* as per *wand of lightening.*
08	A stream of 600 large butterflies pour forth and flutter around for 2 rounds, blinding everyone; they disappear.
09	The target, if within 36' of the caster, is *enlarged.*
10	*Darkness* is cast in a 18'-diameter hemisphere at 18' distance from the caster.
11	Grass grows in an area of 96' square before the caster, or grass existing there grows to 10 times its normal size.
12	*Vanish* any non-living object of up to 1,000 lbs. mass and up to 30 cubic feet in size (the object becomes ethereal).
13	Caster diminished to 1/12 normal size, as per *potion of diminution.*
14	*Fireball* as per *wand of fireballs.*
15	*Invisibility* covers the caster.
16	Leaves grow from target if within 36' of the caster.
17	10-40 gems of 1-gp base value shoot forth in an 18'-long stream, causing 1 hp damage each to any creature in their path. Roll 5d4 for the number of hits on the target. Gems that miss go on to strike the being immediately behind the target, with hits determined as above, until all gems hit or the spell's range is reached.
18	Shimmering colors dance and play over a 12'x9' area in front of the caster; creatures therein are blinded for 1-6 rounds.
19	*Flesh to stone* (or the reverse, if the target is stone) is cast on the target, if within 18' of the caster.
20	Caster shoots forth a *web* and acts as one anchor point.
21	Caster shocked as per *shocking grasp.*
22	*Reverse gravity* affects the target and all within an 18' radius (including the caster, if close enough) for 2-5 rounds.
23	*Tasha's uncontrollable hideous laughter* affects the target.
24	800 small rubber balls (each 1 inch in diameter) rain down for 1-4 rounds within an 18' 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 further checks at the start of each round of combat, until they are carried or swept away.
25	Caster summons a large dove, a large rabbit, or a large iguana.
26	*Chain lightening* centered on target.
27	Target and caster are covered in liquid chocolate.
28	Target *hasted.*
29	*Hold monster* centered on target.
30	Suds flow from the ground in a 54' radius around the wielder for 2-5 rounds, at 3 cubic feet per round. The suds are either from soap (25%) or beer (75%).

31	The target is *polymorphed* as per *wand of polymorphing* into a random creature (01-75: DM select any random-monster table and rolls thereon) or non living item (76-00: DM selects any table from Appendix 1 in the DMG and rolls thereon).
32	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.
33	Caster healed for 1-8 hp if wounded.
34	Caster fires *magic missiles* as per *wand of magic missiles.*
35	Target inflates like a balloon for 1-4 rounds and deflates for another 1-4 rounds. Only living material of up to 1,000 lbs. is affected (the object will not float in the air).
36	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 54').
37	Caster breaths fire as per a randomly determined *potion of fire breathing* (only one breath is allowed).
38	Target is *disintegrated* as per the spell.
39	*Scare* cast on target.
40	Caster affected by an irritating rash for 1-4 rounds, reducing his dexterity to 3.
41	*Darkness* affects the target every other round for 3-10 rounds.
42	*Fumble* affects the target at twice normal duration.
43	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.
44	Caster summons a buzzard, giraffe, or large kitten.
45	A *delayed blast fireball* takes effect from the point of casting with a delay time of 5-50 counts.
46	Caster and target exchange places, clothing, possessions, etc.
47	Target *confused.*
48	*Mirror Image* affects the target.
49	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.
50	A *dust devil* is summoned and attacks the target.
51	Caster *jumps* in a random direction 1d3x60'. The caster can only jump 60' backwards.
52	A *force cage* affects the target.
53	The caster is affected by a *strength* spell.
54	Target's weapon or other possession becomes a teddy bear, leg of mutton, ladle, or herring. If the target has no possessions, roll again.
55	Caster's hands spew colorless slime in a cone 18' wide and 36' long, affecting the area as a *grease* spell.
56	*Fear* or *faerie fire* affects the target.
57	An *incendiary cloud* affects the target area.
58	A *chromatic orb* affects the target.
59	Caster is affected as if by a *philter of stammering & stuttering*.
60	A *ray of enfeeblement* affects the target.
61	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 make a constitution check at -4 or be knocked unconscious for 2-12 turns.

62	The caster *summons* an ugly painting (25%), bellows (25%), or storm giant's boot (50%).
63	Target affected as per *ring of the ram.*
64	2-6 cream puffs fly from caster's hands toward target.
65	Target imbued with *improved invisibility.*
66	*Fascinate* affects the target, who focuses on the caster.
67	Target's nose grows 10 times its normal size for 2-6 rounds.
68	Target is affected as per *potion of gaseous form.*
69	Caster *levitates* uncontrollably, always heading upward until the spell duration is reached, then falls.
70	*Evard's black tentacles* take effect around the target.
71	Caster is affected by *stoneskin.*
72	Caster *summons* a leprechaun.
73	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.*
74	Caster jerks uncontrollably for 2-4 rounds, then a *hypnotic pattern* appears, affecting all within range who gaze upon it.
75	A *cone of cold* affects the target area at double damage.
76	All magical weapons within 30' of caster loose their magic powers for 2 rounds.
77	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.
78	*Firefinger* shoots from each of the caster's fingers.
79	All moving creatures within 60' of the caster must save vs. spell or trip and fall.
80	All glass or crystal within 30' of the caster shatters. Magic items or glass containers holding magic items get a saving throw.
81	No one (except the caster) can hear the caster for 1d6 rounds. Spells with verbal components may still be cast. Caster can hear normally.
82	Sudden, drastic change in local weather conditions for 1d10 hours. Can include snow falling in the desert, etc.
83	Spell works normally but is not wiped from the caster's mind. Material components are consumed.
84	*Monster Summoning III.*
85	Blinding light emanates from the caster. All creatures looking in that direction are blinded for 1d6 rounds.
86	A watermelon appears in the caster's hands.
87	*Personal Magnetism* centered on caster.
88	All creatures in a 60' radius hostile to the caster are duplicated, including possessions, etc.
89	All creatures in a 60' radius hostile to the caster are paralyzed for 1d8 rounds (saving throw negates).
90	Spell works as normal, but area of effect is doubled. Caster may choose to retarget the spell before it goes off.
91	1d6 chickens appear at the caster's feet and run away at top speed.
92	Caster can automatically *Identify* one item in the next 24 hours with a 100% chance of success. The spell need not be memorized, and does not count against the caster's spells for that day.
93	All weapons within 60' of the caster sing a shrill note for one round.

94	Spell functions; all saves made at +2.
95	Spell appears to fail when cast, but will go off when the caster uses another spell.
96	All magic items within 60' of the caster wiggle when touched for 1d8 days.
97	Caster forgets all memorized spells. After 1d6 rounds, the spells return.
98	*Haste* spell centered on caster.
99	*Feign Death* centered on target.
00	All weapons within 60' of the caster receive *Enchant Weapon.*