

Wand of Wondrousness

An Inscrutable Variant of the AD&D® Game's Unpredictable Magic Item.

by Ed Friedlander

The *wand's* effects are rarely decisive, sometimes helpful, and usually fun. It is best introduced when a hostile mage uses it against the adventurers.

Each time the *wand* is used, the player rolls 1d100 to determine what happens. The wand often backfires, so the user rolls 1d4, and if "1" is rolled, the effect is reversed. Creatures conjured obey the user (or opponent if the effect is reversed), they disappear after six rounds; inanimate objects last until dispelled. Magical effects last for the listed duration or for six rounds. Maximum range is 60' unless noted otherwise. The DM is free to decide how often the *wand* can be used (no more than once a round please), whether it has charges, and whether it can be recharged.

Wand Effects

1. User develops hiccups, no action next round (no possibility of reverse effect).
2. *Gust of wind*, 60' long, from wand toward target creature.
3. Fireworks, everybody with 80' of target creature blinded and disoriented for 2 rounds (-4 "to hit" and saves).
4. Miniature snowstorm appears over target creature.
5. Paralysis ray at target creature (save vs. dexterity or be paralyzed for 20 rounds minus constitution score).
6. Brightly colored flashing lights cover a 15' radius around target; all creatures in the area save vs. dexterity or be stunned 1d4 rounds.
7. Attack doggie (HD 1; hp 2; AC 6; #AT 1; Dmg 1; THAC0 19).
8. Attack kitty (same as doggie, #7).
9. *Darkness* spell (5' radius) on target creature (save vs. dexterity or it moves with creature).

10. *Enlarge* target creature to twice normal size (double damage), no save.
11. *Slow* spell on one target creature, no save.
12. Attack rat (HD 1; hp 2; AC 6; #AT 1; Dmg 1; THAC0 19; SA infects target creature with leptospirosis on a "to hit" roll of 20).
13. *Faerie fire* on one target creature, no save.
14. Popcorn sprays from wand at target creature.
15. *Lightning bolt* 10' wide and 40' long, 2 points base damage.
16. Attack chicken (HD 1; hp 2; AC 6; #AT 1; Dmg nil; THAC0 19; SA target creature is -4 "to hit" and saves while chicken attacks).
17. Whiskey sprays from wand at target creature.
18. Ten fake gems shoot from wand at target creature, no damage, each worth 1 gp.
19. *Reduce* target creature to half normal size (half damage), no save.
20. *Magic missile* at target creature (one missile, 1d6 damage).
21. Attack viper (HD 1; hp 2; AC 6; #AT 1; Dmg nil; THAC0 19; SA hit causes save vs. poison or lose 1 hp/round for four rounds).
22. *Confusion* spell on one target creature.
23. Thin ray of cold (2 hp base damage).
24. Meteor (automatically hits target creature for 2 points damage, then explodes for 2 points base fire damage in 10' radius).
25. Swarm of attack wasps covers target creature, save vs. petrification or flee until they go away.
26. Flowers shoot from wand at target creature.
27. Acid shoots from wand in a 60' stream (save vs. dexterity or take 2 points acid damage).
28. Attack grizzly cub (HD 4; hp 6; AC 6; #AT 3; Dmg 1/1-6; THAC0 15; SA hug for additional 1d6 points if both paws hit).
29. Attack butterflies (no effective attack).
30. Attack shark (HD 6; hp 12; AC 4; #AT 1; Dmg 3-24; THAC0 13; SA swallows human-sized creatures whole on a "to hit" roll of 20), not much good out of water.
31. *Fireball* (radius 20', base damage 2 points).
32. Attack skunk (HD 1; hp 1; AC 6; #AT 1; Dmg nil; THAC0 19; SA *stinking cloud* on one creature, flees after delivering *cloud*).
33. *Levitate* target creature (save vs. dexterity to avoid, if dropped, the target will *feather fall*).
34. Target creature turns a random bright color.
35. All of target creature's non-magical equipment *teleported* back home (save vs. dexterity to avoid).
36. Target creature's feet (shoes, etc.) covered with chewing gum, save vs. strength to move, slowed if successful.
37. Attack pugilist (HD 2; hp 10; AC 8; #AT 2; Dmg 1/1; THAC0 16; SA hit causes save vs. constitution or be stunned 1d4 rounds).
38. Colored candies shoot from wand at target creature, no damage.
39. *Burning hands* (2 points damage).
40. Oil shoots from wand (target creature must save vs. dexterity or fall).
41. *Scare* spell at target creature.
42. Target creature's mouth fills with chewing gum, must spend one round taking it out prior to using verbal spells, breath weapon, biting, etc.
43. *Phantasmal force* of hideous monster (DM's choice), poorly executed, doesn't fool anybody.
44. Mud sprays on target creature save vs. dexterity or be blinded until wiped off.

45. Attack canaries (no effective attack).
46. Positive energy ray (basic damage 2, 6 vs. undead or evil extra-planar creatures, save vs. dexterity for half damage).
47. Negative energy ray (basic damage 2, 6 vs. paladins or good extra-planar creatures, save vs. dexterity for half damage).
48. *Arrow +1* (range 120', THAC0 14, shatters whether it hits or misses).
49. *Shadow monster* fighter (HD 1; hp 1; AC 10; #AT 1; Dmg 1; THAC0 20; SA looks really dangerous).
50. Fool's gold (100 pieces) shoot from wand, no damage.
51. Black pudding (HD 3; hp 6; AC 10; #AT 1; Dmg 1-4; THAC0 16; SA dissolves wood and metal; SD immune to cold, blow or lightning spreads, fears fire) shoots from wand, any target must save vs. dexterity or be covered.
52. Gray ooze (same as black pudding, but immune to most spells, lightning and blows do full damage).
53. Ochre jelly (same as black pudding but weapons, cold, and fire do full damage).
54. Attack giant ant (HD 1; hp 1; AC 8; #AT 1; Dmg 1; THAC0 20; SA successful bite allows sting attempt, if sting hits target must save vs. poison or have dexterity lowered to 3 for 20 rounds).
55. Target creature's sex changes (duration one day).
56. Creeping bugs cover target creature (as *creeping doom*, but only four deadly bugs).
57. Target creature *polymorphed* into berserk ogre that attacks anyone it can reach (save vs. dexterity to avoid transformation).
58. Stream of black pepper shoots at target (save vs. dexterity or sneezing causes -4 "to hit" and saves).
59. *Improved invisibility* covers target creature.
60. Target creature grows thick hair all over body (or loses it all if hairy, people will be mistaken for werewolves, duration one day).
61. Target creature becomes intoxicated (-6 to intelligence, wisdom, dexterity, and charisma) unless target saves vs. constitution), duration one hour.
62. Attack tyrannosaurus rex (HD 2; hp 15; AC 6; #AT 1; Dmg 1-8; THAC0 16), just a baby.
63. Squirts ink at target creature (save vs. dexterity or be blinded until target washes its face).
64. All magic items carried by target creature glow a random bright color.
65. *Dancing lights* (glowing globes of random color).
66. Any normal fires or flames within 60' of target creature produce *pyrotechnics* (both smoke and fireworks).
67. Miniature rain storm over target creature.
68. Wet ice covers floor in a path in front of the wand user 5' wide and 25' long. Everybody in the path saves vs dexterity or falls.
69. Sounds of reinforcements, opponents check morale.
70. All leather items within 60' of target creature glow a random bright color.
71. *Grease* spell, where it would do the most harm to target creatures.
72. *Dig* spell (if possible) under target creature.
73. Paper-mache crown appears on target creature's head (looks impressive); trumpet fanfare.
74. All normal fires and flames within 60' of target creature go out.
75. Attack mouse (no effective attack).
76. Insane cleric of target creature's alignment (HD 1; hp 8; AC 10; #AT 1; Dmg 1d8; THAC0 20; no spells) appears and begins preaching.
77. Insane cleric of wand user's alignment appears (same statistics as #76) and begins preaching.
78. Target creature saves vs. wisdom or flees for 1d6 rounds.
79. Attack rabbit (no effective attack).
80. Insane dwarf appears and attacks target creature (HD 2; hp 6; AC 6; #AT 1; Dmg battle axe; THAC0 19).
81. Bouncing rubber ball (AC 0, hp 1) attacks target creature, save vs. dexterity or be hit and stunned 1d4 rounds).
82. String of *entanglement* binds target creature, save vs. strength to break free (try every round until successful).
83. *Reverse gravity* on all within 10' of target creature, no save.
84. Cotton balls stream from wand.
85. Neon sign correctly declaring alignment of target creature appears in the air.
86. Neon sign misrepresenting alignment of target creature appears in air (roll randomly for alignment displayed).
87. *Blessed* crossbow bolt shoots from end of wand and automatically hits (1 point of damage, kills rakshasas).
88. Wall of peanut brittle appears between target creature and wand user.
89. Attack octopus (HD 8; hp 8; AC 4; #AT 8; Dmg 1 each; THAC0 12; SA hit causes save vs. strength or be squeezed for 1 hp/round by each tentacle), not much use out of water.
90. Loud waltz music plays.
91. Target creature grows feathers (duration 6 turns).
92. Demented cult member appears and solicits donations; target creature must save vs. wisdom or spend next round driving away the cultist.
93. Target creature saves vs. charisma or goes insane for 1d12 turns.
94. Target creature covered with polka dots (random bright color, no save).
95. Sheriff appears and serves subpoena on target creature.
96. All metal items within 60' of target creature glow a random bright color.
97. Attack lowlives (2-5 appear, HD 1; hp 1 each ; AC 10; #AT 1; Dmg 1-4; THAC0 20; AL lawful evil).
98. Attack lowlives (same statistics as #97; neutral evil).
99. Attack lowlives (same statistics as #97; chaotic evil).
00. User is transformed into a fighter (only if magic-user); double hit points, strength 18/01, AC 0, attacks twice a round for 1d4 +5, THAC0 20 minus level, duration one day. In any case, the *wand* becomes *dagger* +2 for remainder of the day.

