

Essaence Law and Wild Surge Tables

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Essaence Law was written with the Essaence Lords in mind. They ruled the better part of the galaxy, so the story goes, through their mastery of Psionics and the Essaence. Yet, only Kulthea has Essaence. So, they must have had some way to use magic even in the deep of Space. I started thinking of essicrysta, that mysterious crystalline substance that is “a key component of the Lords’ cronagenic devices.” If it was, I reasoned, it must be a whopper of an energy storage and transmittal device, like a capacitor and a transformer wrapped in a 1 ounce matrix the size of a d10. Yikes.

So how did they get from plain ol’ essaence to incredible things like essicrysta, the Eyes of Utha, and the Crystal at the Ahrenreth? They must have tamed it in steps...thus, Essaence Law was born.

It is primarily a tool to manipulate Essaence. There are no overtly offensive spells on the list. This is purposeful. I wanted the list to reflect the mastery the Lords had over the Essaence, not their well-documented ability to kill each other.

Essaence Law is very high powered and really only suitable for high magic campaigns. It certainly falls into the Arcane realm, and would be accessible only by those who are at least partly of K’Ta’Viir blood. Andraax and Ondoal would certainly know this list at least to their level. Mhari Ridaen (Gethaena) would know this list inside and out. Perhaps a few select other outstanding Alchemists might have stumbled upon a few of these spells, but the art of making and using essicrysta belongs to the Altha and their progeny alone.

Notes on making Essicrysta:

THIS IS HAZARDOUS TO YOUR HEALTH!

Every casting is accompanied by a Wild Surge and the caster loses d10 points from her temporary Reasoning and Presence stats per ounce of essicrysta created. These are recoverable at the rate of d12 points per day of *absolute rest*. If the caster does not rest and recover these points within 2 Kulthean days she also loses d10 points of Constitution.

Each ounce is about the size of a standard d10, perfectly clear except for a golden blue sheen in the center, registers as a sentience to *Presence* and other mind detection spells, can store up to 100 power points or psion points (SM), and does so passively from ambient essaence or mental activity.

Essaence Law (MarkII)	AOE	DUR	RANGE	TYPE
1- Mana Light	1'R/Lvl	10 min/l	Touch	U
2- Wall	10'x10'x2'	1 min/l	100'	FE
3- Circle	10'rx10'x6"	1 min/l	100'	FE
4- Flow	5'r/V	1 min/l	100'	FE
5- Enshroud	1 target	1 min/l	10'	FE
6- Essaence Lore	10'r	C	50'	I
6- Cause Surge	1 target	until triggered	100'	F
7- Creature	---	10 min/l/V	self	F
8- Imbed	V	3 rnds	V	U
9- Personal Source●	self	V	Self	U
9- Succor●	self	V	Self	U
10-Essaence Speech	self	10 min/l(C)	Self	U
11-Essaence Touch	1 target	1 rnd/l	Touch	FE
12-Disperse Essaence	1'R/lvl	1 min/l	100'	U
13-Manipulate	1 spell	---	10'	FU
14-Penetrating Gaze	1 target	---	100'	F
15-Repulse	20'r	10 AP's	self	FE
16-Survival*	self	1 min/5 lvls	self	US
17-Storm	1'r/lvl	V	50'	FE
18-Disrupt Source	1 target	1 rnd/10%	100'	FE
19-Pooling	½ cu ft/l	P	10'	U
20-Crystal	1 oz./l	24 hours	self	FU
21-Protect Source	1 target	1 rnd/lvl	50'	FU
22-Mana Molding V	1 effect	V	self	F
23-Reverse Effect	1 target	1 rnd/10%	100'	FE
24-Find Weakness	1 target	1 rnd/5%	50'	F
25-Tuning	1 Crystal	P	touch	FU
30-MultiCrystal	V	P	self	FU
35-Immunity	self	1rnd/5lvls	self	U
40-Encapsule	10'r	1 rnd/lvl	10'	FE
50-Harmonize	1 Crystal	P	touch	FE
60-Essaence Lord	V	V	self	U
70-Condense	1 Crystal	P	touch	FU

1-Mana Light: Causes ambient essaence to glow a blue-green radiance. Intensity can vary from 1 lumen to campfire depending on the amount of ambient essaence. This spell will also cause active magic within the AOE to become visible, vis. Power Perception, except that no information will be obtained, only that there is active magic.

2-Wall: Creates a churning wall of visible essaence. Anything passing through the wall takes an A Essaence critical. Any magic passing through the wall has a 5% chance of being dispelled/draind/absorbed. If an elemental spell is affected, the caster of the elemental spell takes an a shock critical and is drained of d10 PP's. RR's do apply.

3-Circle: As Wall, except creates a circle with a 10' radius 10' high and 6" thick.

4-Flow: As Wall, except creates a cloud/fog with a 5' radius. Each additional PP spent beyond the desired strength increases the radius

6 inches. The cloud will drift at a rate of 5'/rnd and will preferentially drift toward the strongest magic source that round. The area takes one round to form.

5-Enshroud: As Wall, except creates a 2' circle around the target which conforms to the target and moves as the target does. This may be used in addition to armor. Creatures or special items may make a RR to avoid being enshrouded.

NOTE: Wall, Circle, Flow, and Enshroud may have their criticals/% chance increased by doubling PP's spent, i.e. a Wall may have its critical increased to a B and % chance increased to 10% by spending 4 PP's, a C critical and 20% chance with 8 PP's. a D critical and 40% chance with 16 PP's and so on. Circles would be 6, 12, 18, etc., Flows 8, 16, 32, etc., and Enshroud 10, 20, 40, etc. To increase the radius of a flow the caster first chooses the strength, then the desired radius: 8 PP's + 4 PP's = B crits and a 7' radius.

6-Essaence Lore: Caster determines the level of taint, concentration, and patterns of essaence in the area. She will also be aware of the locations of all individuals/items using magic and the realm of each source of magic. A Spell Lore/Spell User Lore roll may be made at 50% activity at +10 to determine exact spells/professions. An Essaence Lore roll may be made at 50% activity to determine approximate power levels.

7-Creature: Caster may create a temporary form from essaence which will obey simple (3 words or less) commands. The creature is made from energy/magic and can be dispelled. The creature may: perform 1 task/5 lvls of the caster, or protect caster for the duration. Spells may be imbedded in the creature via Imbed.

Stats: AT/DB 1(100)

Hits= 5 per PP expended

OB= 3x the avg of the caster's ME/RE bonuses, attacks use the Grappling table with Essaence/Mana/Void crits.
+75 to Stalk/Hide/Ambush due to the ephemeral appearance.

8-Imbed: Caster may imbed a spell in a Creature, Wall, Circle, or Flow. The spell imbedded must cost the same or less in PP's as the structure imbedded; a Wall that costs 4 PP can only have a 4th level spell or less imbedded in it.

9-Personal Source•: Caster can use PP's regardless of ambient essaence. PP's may be regained when back in a normal essaence zone or if tapped from another source (e.g. essicrysta or essaence gems).

9-Succor•: For the duration, caster may cast spells using the surrounding essaence (until it is depleted) and will not use PP's. Caster may incur taint from the essaence if the essaence used is not of the caster's "alignment." PP's available will depend on the amount of ambient essaence but will generally will not exceed 10+5d10 PP's (GM discretion).

10-Essaence Speech: Allows the caster to speak Sylmaria as if she had 10 ranks in the language. This spell is necessary for higher level spells on this list.

11-Essaence Touch: Coats one target with raw essaence. This can be used for several different effects:

- 1) target may make non-channeling spells with a range of self a range of touch for the duration. However, both caster and target take an A essaence crit at -25 as the magic transfer shocks them both.

- 2) A weapon so coated may act as 'mithril' against any opponent that is at least a semi-spell user, and any magic defenses are at 50% efficiency. Magical weapons get a RR, and non-magical weapons are consumed at the end of the duration. Intelligent weapons get a +30 to their RR, and there is a 20% chance a magical weapon is drained for the next day.

- 3) A magic user so coated will suffer varying effects:

Of essence: spells are cast at ½ cost, but 40% chance of a wild surge.

Of mentalism: spells are cast at ¾ cost, but 30% chance wrong spell effect.

Of Channeling: spells are cast at 1.5x cost, and 60% chance of a wild surge.

Arcane: spells are cast at ¼ cost, but 5% cumulative chance with each spell cast of a C Void crit as the essaence is consumed in the spellcasting.

Non-spell users: take a C essaence crit every round due to their non-proficiency with the essaence. This will also happen to spell users who are coated but not casting spells in a given round or who do not have an active spell, such as Shield, to absorb the essaence.

12-Disperse Essaence: Disperses essaence throughout the AOE, creating a zone of ambient magic. Power Perception and Detect Magic spells will be effectively useless as they will find only the dispersed essaence and nothing specific.

13-Manipulate: Caster may double the range, AOE, or targets of the next non-channeling/channeling hybrid spell. Alternatively, caster may add or subtract a charge to a magic item. The cost to cast this spell to add a charge is 13 plus twice the level of the spell being charged. Discharging only expends 13 PP for this spell. If the last charge is taken from an item this way, then it is destroyed. Intelligent items may make a RR.

14-Penetrating Gaze: target must make a RR (-30 mod) or his true form is revealed to the caster if it was changed by non-channeling magic. If the change is illusory, the illusion ceases to exist for the caster. If the change is physical, the 'real' form is seen superimposed on the assumed form. Natural changes (such as lycanthropy) are unaffected. This spell does not protect the caster from any unpleasant mental effects should the form seen be truly alien.

15-Repulse: Creates a circular wave of essaence which radiates out from the caster to its max AOE. This wave physically shoves anything in its path. Unfixed objects must make a STR check or be thrown to the ground and take an A crush critical. Fixed objects take damage as a +30 Fall/Crush attack. Expansion to full radius takes 10 AP's

16-Survival: Caster uses ambient essaence to keep herself alive for the duration. She still takes damage and all penalties from wounds still apply, but she will not die. If the spell expires before fatal damage is healed, she will die.

17-Storm: Caster creates a flowstorm; anyone inside the AOE will be affected in the following manner:

Each round, roll d20. 06-20 means the target has been hit by a microburst, 01-05 means the target has been hit by a bolt.

Microburst: target takes 1 hit and essence users gain d6 PPs

Bolt: Target takes a A essaence critical; essence users (including hybrids) gain their full PPs +10, but must immediately make an unmodified non-attack spell failure and will surge (25% per casting) for the next d10 days. Non essence users lose all their PPs for the day and must immediately make an unmodified non-attack spell failure roll.

Note: EVERYONE NOTICES A FLOWSTORM

The storm will disperse when all the ambient magic in the area has been consumed.

18-Disrupt Source: The target source must resist this spell or else be unable to use any magical properties. Disrupting a source will not kill a magical construct, though it will be immobile for the full failure period.

19-Pooling: Caster pools raw essaence into a suitable container (created by a separate casting of this spell) for use with alchemical spells. Reduces enchantment time to ¼ of normal. Raw essaence is very dangerous to work with and may cause damage unless caster is prepared. It is also volatile and will explode if jostled.

20-Crystal: Caster may make essicrysta. Multiple castings of this spell allows caster to fuse separate crystals together, making one larger crystal. Once created, the crystal will have a distinct resonance which will respond to its creator as though it were a familiar. Once the crystal reaches ½ the caster's mass, it may be 'tuned.' Caster may not have more than 3x her mass in essicrysta in existence at one time. The caster must have the appropriate lab apparatus to create essicrysta, and must have at least 3 cubic feet of Pooled essaence per ounce of essicrysta created.

21-Protect Source: Target gains a +50 to all RR's against spells or effects which might alter her source of essaence.

22-Mana Molding V: This spell may be used to simulate any 1st-5th level spell from any list. If no spell exists for the desired effect, this spell will provide those effects but at approximately 1st-5th level in power.

23-Pervert Effect: Targets spells are reversed in effect for the duration. Some spells cannot be logically reversed (GM discretion).

24-Find Weakness: For the duration, the target must use her worst magic RR for all spell RR's.

25-Tuning: Orders the resonances within a Crystal so that it acts as a Lesser Essaence Focus. Benefits of a Lesser Focus may include: anyone within 20' of the Focus gains an additional +30 to ESF rolls and gains 2d10 extra PPs per day; acts as a natural portal to any linked Crystals (linked via a MultiCrystal spell)

30-MultiCrystal: Allows caster to link several individual Tuned Crystals so that they act as a single entity. Locally, each Crystal acts as a Lesser Focus. Globally, linked Crystals may act as portals, limited (1000') scrying devices, and will influence the essaence between them to stabilize, effectively creating a major Flow.

35-Immunity: For the duration, no spells will work on the caster except for spells active at the casting of this spell. Does not apply to spells with Type E (elemental).

40-Encapsule: Creates an impermeable barrier through which no physical motion can occur. Additional castings of this spell may add one of the following restrictions:

Non-Elemental Spells

Elemental spells

Gating/Phasing

50-Harmonize: As Tuning, except creates a Greater Essaence Focus and acts as a "home base" if networked with other Crystals.

60-Essaence Lord: Caster may make any one spell on this list which does not have a DUR of P, permanent. Caster may have only one of these Permanent spells in existence at one time.

70-Condense: Caster may reduce the mass of essicrysta she has created by up to 1/10th of the original mass without affecting any properties it may have. Thus, if the caster condenses all the essicrysta she ever created, she may have up to 30x her mass in original essicrysta, but the actual mass of condensed essicrysta is still only 3x the caster's mass. This also has the effect of reducing the size of a essicrysta mass.

NOTES ON ESSAENCE LAW:

All spells on this list have an additional BAR modifier of -10 if cast on targets who are spellusers and not Of Channelling. Pure Channelling users get a +20 to their RR, and non spell users get a +10. Intelligent items get RR's based on their primary realm and any GM assigned modifiers.

All these spells are dispelled at the caster's level and Realm. Anyone having familiarity with manipulating Essaence (e.g. Navigators) may have an easier time resisting and/or dispelling raw Essaence effects. (GM discretion)

This is obviously a very powerful list and should be classified as the character's most expensive DP cost and restricted to character classes that are Arcane or those descended from the original users of this list, the K'ta'Viir.

Essaence Criticals

	Large Normal	Essaence Slaying		Super Large Normal	Essaence Slaying
01-05	Short circuit. Essaence arcs back at you and gives you both 10 hits	Foe feels uncontrollable urge to giggle, but groans in pain instead. +10 hits	01-05	Foe laughs hysterically as the essaence wraps itself around you instead of him. You take an 'A' essaence critical	What was that? +0 hits
06-10	+10 hits	+20 hits	06-10	+5 hits	+10 hits
11-20	+14 hits	+28 hits	11-20	+6 hits	+13 hits
21-30	+18 hits	+36 hits	21-30	+8 hits	+20 hits
31-40	+22 hits	+44 hits	31-40	+9 hits	+25 hits
41-50	+30 hits	Head shot destroys magical headgear. W/helm- +40 hits W/O- +30 and 5/rnd	41-50	+10 hits	Foe is more nimble than you thought, but he's still too big to avoid the attack. He breaks his leg trying to avoid it. +35 hits
51-65	Essaence swirl distracts your foe. He tries to parry and fails. 3* (-20)	Dazzling display teleports foe 200' in a random direction. When he stops, he takes 75 hits and a random magic item on him explodes, giving him an UM 'C' explosion crit.	51-65	Not bad, but not great either. +12 hits	Whoa! How did your foe get a magic weapon? No matter. It goes flying along with foe's lower arm. +45 hits and 12/rnd
66	Foe's hair stands on end and nearly ignites. Unfortunately for him, the rest of him does +50 hits	Hope you didn't want to interrogate this one. Or collect any goodies. Blast sucks foe into another plane. +75 hits.	66	With all that essaence floating around, some of it had to have hit your foe. Stunned without parry for 3 rnds. +20 hits and 3/rnd	You almost feel sorry for foe as he looks perplexed just before his head explodes in a wash of color. Death. +50 hits
67-80	Is foe a spellcaster? He is now! Foe internalizes assault and can use it to manifest a 1-3rd level spell effect. He'll take 20 hits and stun himself for 6 rounds for his efforts, though.	Foe laughs at your efforts, then takes one up the nose. +40 hits and his head glows international orange for 3 days.	67-80	This essaence thing is going to get you into trouble someday. In the meantime, though, everyone within 20' of foe will either gain or lose 5d10 PP's. Foe just loses 15 hits.	Foe learns how to fly the hard way. He breaks his neck as he lands. He'll be paralyzed after his next attack drives bone into his spinal cord. +40 hits, (-100)
81-90	A light breeze of essaence flows through foe and continues on for 30', taking 30 hits and d20 PP's from everyone it encounters.	If foe is a spelluser, he loses all his PP's at once. Unfortunately, this fuels the onslaught and foe takes as many hits as PP's he lost. If foe isn't a spelluser, he just takes 75 hits.	81-90	Foe seems to trip on something. (-30) due to instability.	The very earth despises foe and a 10' deep chasm opens up beneath him and closes. Foe is stuck and now 10' shorter. (-75) and you have a clear shot at his head (+35).
91-95	A shimmer envelops foe, and suddenly there are two of him! The new foe (has a beard) immediately engages your foe in combat, screaming "There can be only one!"	Bummer. All that effort and foe just stands there. And stands. And stands. Is he breathing? No? Oh well...	91-95	Your magic items pulse and discharge themselves at your foe all at once. All elemental attacks are at +30, point blank range for BAR's.	Foe becomes conduit for ambient essaence and gets a glimpse of spellcasting life as he becomes one with the essaence and fades out of existence.
96-98	Essaence streaks toward foe, then inexplicably stops in front of him. Foe ponders this briefly then is struck from behind by an unseen force. Foe crumples to the ground.	Oooh! Fireworks! Too bad they're from all his magical gear exploding. Foe dances around trying to avoid himself for 3 rounds before dying from massive shock. +45 hits	96-98	Loud pop ruptures eardrums stuns foe for 20 rounds. Successive concussive blast does 30 hits.	Essaence shuts down foe's central nervous system. He dies in 2 agonizing but colorful rounds as his body spews out the excess. +100 hits
99-100	Careful strike envelops foe. If foe is using magic, he is absorbed into it. If not, he explodes messily.	Look at the pretty lights! Foe and everything 10' around him vaporizes, but remaining nimbus holds all his magic items in a stasis for 6 rnds	99-100	Arcs of essaence strike foe. He drops everything he is holding as he tries to get away. He only succeeds in burning himself. +35 hits, 5/rnd	A vortex opens up, sucks foe through, and closes. 2 rounds later a belch is heard and foe's equipment drops from the sky.
101-150	Essaence arcs across foe, pauses at his back, and leaves a nasty burn which glows green until healed. +25 hits and 10/rnd	Concentrated strike burrows through abdomen. +35 hits and 10 hits/rnd	101-150	Foe panics and runs away. Tracking him will be easy since he's glowing a daisy yellow that will show up even in Utterdark.	Foe must make a RR vs. Arcane at your level or shapeshift into a small innocuous furry animal.
151-175	Essaence picks up foe, twirls him around and puts him down hard. +30 hits and at -40 for 3 rounds until the dizziness passes.	Foe rockets into the air 30' and comes down on his head. Ouch. +40 hits and creates a 3' deep crater as he takes a normal Large Crush crit.	151-175	Essaence blast sweeps foe off his feet/tentacles/whatever. He breaks something and is slow to get up. +40 hits stun w/o parry for 3 rounds and at -50	Flowstorm! Too bad your foe is in the center of it. (+25)
176-200	Essaence pulses toward foe, giving him d4 additional criticals and 50 hits.	Coruscating wave of essaence hits foe and sticks to him. Foe will take a 'D' Essaence crit every round for 2d10 rounds unless he uses a lot of magic to absorb it.	176-200	Foe begins to have size issues. 50/50 chance he'll shrink/grow up to a % equal to 2x the level of the attack. The stress gives him 30 hits and he can do nothing. If he shrinks more than 20% he's now Large.	You've heard the expression in one ear and out the other? Now you've seen it. Brain is parboiled to perfection. Mmmmm. Oh yeah, foe is dead.
201-250	Oops. Magical energies rip open a rift in reality. Foe struggles in vain for 4 rounds against it before getting sucked in. Now you have another problem...	Essaence swirls around foe before being absorbed by his weapon/armor. This makes them magical for the 3 rounds foe has before they explode and kill him in a 5'R Essaence ball.	201-250	SURGE! Whatever it is, it seriously damages your foe. +50 hits and breaks foe's leg. Any charged items on him have a 50/50 chance of being drained/fully charged.	Uncontrolled blast causes d4 surges directed at foe. All that and 70 hits too.
250+	Colorful curtain of essaence separates you from foe. When it passes, foe is gone and has conveniently left all of his equipment behind.	Impressive display fascinates foe for half a round before the follow-up blast cooks him in magical energy where he stands. Death.	250+	You impress yourself and everyone around you. The whole area is awash with essaence as foe is obliterated and his allies consider fleeing. +25 to your allies for 2 rnds.	Blast enters mouth, vaporizes everything that makes foe function and leaves an empty husk standing for a moment before collapsing. Dragon hide, anyone?

Essaence Criticals

	Large Normal	Disruption Slaying		Super Large Normal	Disruption Slaying
01-05	That would have hurt a lot had foe been smaller. +2 hits.	Foe raises his eyebrow at you and it falls off. +10 hits.	01-05	A piece of foe hits you in the head and distracts you. +10 hits but you're at -20 for a round.	+10 hits
06-10	+5 hits	+20 hits	06-10	+5 hits	+11 hits
11-20	+7 hits	+28 hits	11-20	+6 hits	+13 hits
21-30	+9 hits	+36 hits	21-30	+7 hits	+15 hits
31-40	+11 hits	+44 hits	31-40	+8 hits	+17 hits
41-50	+15 hits	Rib cage implodes. Breathing is going to be difficult. +45 hits, stunned for 3 rnds and at +30.	41-50	+9 hits	+19 hits
51-65	+20 hits	Weapon arm explodes in a Daliesque display of flesh. +50 hits and 12/rnd. Stunned W/O parry for 3 rnds and arm is useless unless magically animated.	51-65	+10 hits	+21 hits
66	Foe's spleen forces its way out and takes several large blood vessels with it. They promptly begin leaking. +50 hits and 20/rnd.	That's gross.	66		
67-80	+30 hits	Foe charges you and is suddenly facing the other way. Too bad it's only his top half. +45 hits and death in 12 rounds as he fails to cope with his new orientation.	67-80	This essaence thing is going to get you into trouble someday. In the meantime, though, everyone within 20' of foe will either gain or lose 5d10 PP's. Foe just loses 15 hits.	Foe learns how to fly the hard way. He breaks his neck as he lands. He'll be paralyzed after his next attack drives bone into his spinal cord. +40 hits, (-100)
81-90	Foe's nose falls off. This might be an issue if his helm is supported by his nose. +26 hits and 3/rnd.	Foe's neck becomes elastic as his vertebrae disintegrate. His spinal cord follows and foe is unconscious in 2 minutes, dead in 6 minutes as he asphyxiates. +60 hits.	81-90	Foe seems to trip on something. (-30) due to instability.	The very earth despises foe and a 10' deep chasm opens up beneath him and closes. Foe is stuck and now 10' shorter. (-75) and you have a clear shot at his head (+35).
91-95	Foe's shoulders collapse; his armor slips down around his waist and makes movement difficult. +32 hits, stunned w/o parry 4 rnds and at -50.	Pop goes the weasel. Foe's head bounces off into a corner. Death usually follows. +55 hits.	91-95	Your magic items pulse and discharge themselves at your foe all at once. All elemental attacks are at +30, point blank range for BAR's.	Foe becomes conduit for ambient essaence and gets a glimpse of spellcasting life as he becomes one with the essaence and fades out of existence.
96-98	Rupture foe's lungs. He is at a cumulative 30 as he drowns in his 12 hits/rnd. +40 hits.	Foe stops suddenly, get a pained look on his face, and collapses as his brain starts to leak out his nose. +60 hits and at -100.	96-98	Loud pop ruptures eardrums stuns foe for 20 rounds. Successive concussive blast does 30 hits.	Essaence shuts down foe's central nervous system. He dies in 2 agonizing but colorful rounds as his body spews out the excess. +100 hits
99-100	A loud crunch accompanies a loud thud as foe falls over. +50 hits and 6 random bones broken.	Foe does his best impression of an invertebrate. It's a pretty good one, too. Foe dies after 2 rounds of squishy existence.	99-100	Arcs of essaence strike foe. He drops everything he is holding as he tries to get away. He only succeeds in burning himself. +35 hits, 5/rnd	A vortex opens up, sucks foe through, and closes. 2 rounds later a belch is heard and foe's equipment drops from the sky.
101-150	Foe reaches up and you hear several popping noises. You know it's not his back adjusting when his weapon drops to the ground because he no longer has fingers. +30 hits and 5/rnd	Can we have your liver? Foe obliges without you even laying a saw on him. +55 hits and 20/rnd	101-150	Foe panics and runs away. Tracking him will be easy since he's glowing a daisy yellow that will show up even in Utterdark.	Foe must make a RR vs. Arcane at your level or shapeshift into a small innocuous furry animal.
151-175	Who needs feet? Not your foe, apparently. +35 hits and 10/rnd. Foe moves at -75	Wow. Legs disintegrate and leave foe much shorter. Be careful or he'll bite your knees off. +60 hits and at -100	151-175	Essaence blast sweeps foe off his feet/tentacles/whatever. He breaks something and is slow to get up. +40 hits stun w/o parry for 3 rounds and at -50	Flowstorm! Too bad your foe is in the center of it. (+25)
176-200	Blast off foe's leg/tentacle/whatever. He can still crawl...+45 hits until he bleeds out after 4 rounds.	You saw "Alien," right? +65 hits and 1 round of agonizing death throes. Kinda disturbing, really.	176-200	Foe begins to have size issues. 50/50 chance he'll shrink/grow up to a % equal to 2x the level of the attack. The stress gives him 30 hits and he can do nothing. If he shrinks more than 20% he's now Large.	You've heard the expression in one ear and out the other? Now you've seen it. Brain is parboiled to perfection. Mmmmm. Oh yeah, foe is dead.
201-250	Foe wears his heart on your sleeve...momentarily. He can't cope with the trauma and dies. You heartbreaker, you.	Did you really "need" to know what the inside of a troll looked like? +70 hits and foe dies.	201-250	SURGE! Whatever it is, it seriously damages your foe. +50 hits and breaks foe's leg. Any charged items on him have a 50/50 chance of being drained/fully charged.	Uncontrolled blast causes d4 surges directed at foe. All that and 70 hits too.
250+	Disrupt foe into a fine powder. Ashes to ashes...	Parts is parts. Everything within 20' is covered with foe.	250+	You impress yourself and everyone around you. The whole area is awash with essaence as foe is obliterated and his allies consider fleeing. +25 to your allies for 2 rnds.	Blast enters mouth, vaporizes everything that makes foe function and leaves an empty husk standing for a moment before collapsing. Dragon hide, anyone?

WILD SURGE TABLE

Roll (d6+d100) Surge

- 100 Caster affected as though run over by an automobile. +100 Huge Fall/Crush attack.
- 101 Caster's sanity reduced to half of its present state. If he makes a successful Sanity check with the new stat the reduction only lasts d4 weeks. Otherwise the loss is permanent but can be healed with appropriate magic.
- 102 Caster struck by lightning. +50 lightning bolt strike, no DB. Those within 5' of caster get half their DB.
- 103 A random extraplanar creature is gated in and will act appropriately.
- 104 The next living creature the caster touches gains d10 hit points and the caster loses the same amount, permanently. This can raise the creature's hit points above maximum.
- 105 Target becomes immortal. When he dies, he loses 5 points of potential and temporary Constitution and rises from the dead at the next midnight. This continues until his CON becomes 0, at which time he becomes a Revenant which will hunt down the caster.
- 106 Target's hit points are raised (and healed) to his racial maximum.
- 107 The caster is imprisoned on another plane (GM choice). The captors may or may not be intelligent enough to care properly for their new inmate.
- 108 The caster grows wings (50% feathered, 50% skin) and can fly at 50'/rnd.
- 109 The caster pivots 360 degrees, creating a vortex. All creatures in the caster's original line of sight are drawn in, emerging on the ethereal plane.
- 110 Caster and target affected by Jolts III, no RR.
- 111 Caster forced to speak in rhyme for d12 rounds. Verbal components of spells are useless.
- 112 Caster gains a random harmful (for him) miscellaneous magic item which takes effect immediately.
- 113 The target is returned to the condition he was in before the start of the current situation.
- 114 A randomly chosen wand within 50 feet of the caster (unless there is a wand of elemental anything nearby, in which case it is affected) explodes, all within 10' of it take a 'B' essence critical or the critical appropriate to the type of element in the wand.
- 115 Target is cured of 5d10 hit points (up to normal maximum).
- 116 The person closest to caster grows hair on their eyeballs. This is very painful and will cause blindness. A successful remove curse spell will remove the hair but not the damage.
- 117 All spells cast by the caster in the next 24 hours will cause a wild surge.
- 118 A Banshee appears by the caster and Wails.
- 119 3d20 Demons from the Third Pale are gated in and attack the caster. If the caster survives, award double XP.
- 120 The caster's toes enlarge to 3x their normal size, ruining footwear and inflicting d10 points of damage and reduces the caster's BMR to 50% of normal. If the caster is wearing metal footwear (or something else which wouldn't normally be destroyed) d10 toes are broken. Toes return to normal size after d8 turns.
- 121 Caster is attacked by 2d100 small annoying insects (50% chance they're the biting kind).
- 122 A meteorite streaks out of the sky and hits caster for 5d10+50 hit points. (if underground, waits until exposed to sky).
- 123 All of caster's spell components vanish.
- 124 For the next 3d4 rounds, all of caster's rolls are at -5.
- 125 The caster turns into a painting of herself, until Dispelled (any Dispel will do). Any changes painted on the canvas will become part of the caster if and when she is returned to her normal form.
- 126 A rumtifusel appears on the caster's shoulder.
- 127 All of caster's weapons turn to Cursed Friendslaying weapons which take effect the next time they are used and then return to normal.
- 128 Caster develops an allergy to one of her magic items. This item causes sneezing and coughing for d6 hours every time it is used. Caster will be at -30 during this time.
- 129 Target protected by a Cancel (caster's realm) Sphere 10'R for 1 round/caster's level.
- 130 Exact duplicate of the target appears. This affects all but the most powerful artifacts. The duplicate and the target may not be friendly to each other!
- 131 Target gains d100% resistance to magic for d6 rounds.
- 132 Target is able to drain Life Essence (RCII) at a touch for d4 rounds.
- 133 Caster changes into a 4 foot diameter jellyfish unless a RR vs. Arcane is made at -20. If on land, the caster takes 4d10 points of damage each round unless continually doused by water.
- 134 Target is protected by Reverse Spell for the next turn.

- 135 The caster's familiar turns against him. The animal is no longer treated as a familiar and will act as a normal creature of that type will. This may include attacking the caster (usually just running away). If caster doesn't have a familiar, he does now (GM choice. Be creative).
- 136 The ground between the target and the caster turns to molten lava. All creatures touching the 5' by 10' strip of lava will take two 'E' heat criticals every round they are in contact with it.
- 137 Caster loses all teeth. A regeneration spell/herb or suitable replacement will be needed, else the caster will have to make an ESF roll for every spell with a verbal component and is at -50 for all spoken interactions (communications, influences, etc.)
- 138 Any magic altering the caster's DB/OB or RR's will reverse in effect for d4 rounds; a Shield spell will be -25 instead of +25 to DB, a Resist Heat spell will give a -5 to RR's instead of +5, etc.
- 139 The target gains an aura which acts as a Fear spell at the caster's level. Everyone gazing at the target gets a RR.
- 140 The target gains Regeneration at the rate of 1 hit/round, as per the talent (Character Law)
- 141 Molten lava comes out of the ground near caster, who takes 5d10 points of damage and an 'E' Heat critical per round until he moves away. Roll d100 for duration: 01-50, d4+4 rounds; 51-70, d4 hours; 71-85, d100 days; 86-100, becomes a real, non magical volcano.
- 142 Star Trek Conflict Music plays, and a cloud of smoke surrounds the caster. When it clears, there will be two incarnations of the caster, one good and one evil. They will be locked in combat. If one is killed, they both die. The GM takes one chosen randomly to play.
- 143 Caster permanently Forgets one spell chosen randomly. It may be re-learned at 2x DP cost at the next level.
- 144 All creatures slain by the caster in the last 24 hours rise up as Revenants and attempt to destroy him/her. All undead have their original abilities and skills.
- 145 Caster opens a gate to another location (GM choice or random) and is pulled through.
- 146 Caster Levitates uncontrollably, always heading upward until the spell duration (at the caster's level) is reached, then falls.
- 147 Caster is in great pain (takes d20 hits, stunned for d4 rounds and at -30 to all activity) for d3 rounds.
- 148 Caustic slime spews out of caster's nose. Caster takes an 'A' Acid crit and cannot smell for one month.
- 149 Caster becomes a very strong magnet for d4 rounds. All metal in the area will fall toward the caster. Metal weapons will attack the caster at +20, those wearing metal armor will fall on the caster, each taking a +30 Small Fall/Crush attack.
- 150 Target is affected by a Heal V, as per the Healer spell.
- 151 Target's STR increases to 102 (no RR, wears off in d4 days). GM discretion as to effect on animals/monsters.
- 152 Caster emits a powerful fart which does d10 damage to the caster, propels her 10 feet forward, and remains where the caster was and acts like a Stun Cloud for d4 rounds. Any non-magical trousers are ruined completely.
- 153 Area within 100' of caster becomes a null magic zone. Magical/animated creatures become inert and items and spells will not work in this area.
- 154 One charge from a randomly chosen Wand, Rod, Staff, or other Charged item affects the caster if she fails a RR vs. herself.
- 155 Caster and target must re-roll their highest statistic that is not a Prime Requisite. Use the current Potential even if it not the original.
- 156 Nearest creature friendly to the caster is replaced by a doppelganger. The original creature is imprisoned in the doppelganger's lair (wherever that may be).
- 157 Fireball, centered on the caster (no RR) effective at caster's level.
- 158 All creatures in a 60' Radius hostile to the caster are duplicated, including possessions, etc.
- 159 Target can only be hit by a +5 weapon or greater for the next d10+10 rounds.
- 160 Hostile creatures within 60' of caster have their hit points restored to maximum.
- 161 Target becomes extremely drunk (no RR). Target acts at -75.
- 162 Target permanently gains 1 rank of Body Development or 1 level.
- 163 The caster becomes Deaf (as per the flaw). Remove Curse will cure this condition.
- 164 Caster Immolates (as per the spell) for d4 rounds.
- 165 A 30-inch Color TV appears from another time and dimension appears in front of the caster. All who view it must make a SD check or be totally unable to do anything except watch the screen.
- 166 A gallows appears. Caster must make an AGI check to avoid being hung. The rope can be cut down before the caster is killed in one round; the rope is AT 9 and has 20 hits.
- 167 Caster is affected by Paralyze (as the spell). Duration is based on the caster's level.
- 168 The intended spell functions in reverse, if possible.

- 169 The intended spell backfires on the caster and caster must make a roll on the Attack Spell fumble table.
- 170 D10 skeletons under the target's control rise up out of the ground and attack the caster (this may anger the caster's deity!).
- 171 The caster is buried to the chest in offal that oozes from a gate that spontaneously appears.
- 172 The caster and all of her party are transported to another site of conflict.
- 173 The ground opens up and swallows the caster to the neck.
- 174 Caster is affected by Confusion, as the spell.
- 175 Caster is surrounded by hot coals. All those attempting to walk on the coals must make a SD check to stay on them.
- 176 The intended spell functions, but affects the caster as well as the target.
- 177 Target becomes invulnerable to Slash criticals for 1 hour.
- 178 Caster is affected by a Hold Kind spell.
- 179 Caster becomes magnetically repulsive for d20 rounds. Metallic objects cannot be brought closer than 5 feet, any ferrous items on the caster are repelled and go flying.
- 180 A large bullseye target appears on caster, giving anyone aiming at her with any kind of ranged attack a +10 to hit. This lasts for 1 hour.
- 181 Target begins to dance uncontrollably and will continue until he drops from exhaustion. A Dancing roll may be made to keep from falling over and crashing into things.
- 182 A loud Gong sounds.
- 183 The spell fails but the caster believes it affected the target to the maximum possible effect (if the max possible is death, the caster must choose a new target).
- 184 A juvenile dragon of a random type flies onto the scene and acts appropriately.
- 185 Re-roll, but the effect doesn't happen right now. Instead, one of caster's fingernails falls off. The re-roll takes effect when the nail is discarded or destroyed and always affects caster, even if the surge says 'target.'
- 186 All of caster's weapons jump off her to a spot 10 feet away.
- 187 Caster grows an argumentative, annoying second head on her shoulder.
- 188 One charge is consumed with a fizzle from one of caster's charged magic items.
- 189 Target turns Invisible as per the spell, but can be hit once before turning visible again.
- 190 Stun Cloud centered on caster.
- 191 The caster is picked up by an invisible hand and shaken like a rag doll for d6 rounds. Spellcasting under such conditions is impossible unless casting an instantaneous spell.
- 192 Technicolor hailstorm. All those within 50' of caster are hit by d4 icy stones, doing d6 hits each. The storm lasts for d4 rounds.
- 193 The caster is turned into a puddle of water for d8 rounds. Evaporation or splashing will do d20 hits. The caster returns to normal form at the end of the duration.
- 194 Caster's mouth is puckered for d10+10 rounds. No speech, spell casting, breath weapons, or other uses of the mouth are possible.
- 195 Target is affected as per Flattening for 10 rounds, flat side initially faces caster.
- 196 Target Forgets the last 24 hours.
- 197 The caster's pack/robes whatever ignites for d4 rounds. Caster takes an 'A' Heat critical every round unless she removes the source of the flame or renders herself immune to natural flame/heat.
- 198 Caster is yanked into the air 10 feet and spins around rapidly, transfixing all those who see it as per Hypnotize. Caster will continue to spin until she fails a Stun Maneuver roll, at which time she falls, taking a +10 Small Fall/Crush attack, instead if hits she is stunned without parry for the indicated damage.
- 199 Illusion of a Fireball centered on caster. All who see this feel the heat of the Fireball but the caster is unharmed.
- 200 All gold in the caster's possession turns to water.
- 201 A large mirror appears in front of the target. If the target tries to get around it his mirror image emerges from the mirror and engages him in combat.
- 202 The caster is affected as per a Charm Kind spell where she thinks the target is her best friend.
- 203 Caster is covered with tar and feathers. This causes caster to be blinded and all MM are at -20. 50% chance target will stop what he's doing and taunt and laugh hysterically at the caster.
- 204 Caster is Mute for the next d4 hours.
- 205 Caster turned into an infant of the same race. She reverts to her original age after d10 rounds.
- 206 There is an immediate random encounter with a monster hostile to the caster.
- 207 Caster and her party affected by a Lord Sleep spell, divvying up levels starting with caster and proceeding randomly until all 20 levels are assigned.

- 208 Target gains power of speech in the caster's native language and High Intelligence. This also applies to inanimate objects.
- 209 Caster is bound in High Steel straps. These will take a skilled locksmith to remove.
- 210 Caster is teleported to the top of the highest tree in sight and must make an AGI check to avoid falling.
- 211 Area in 100' of caster is held in stasis d10 days; caster is unaffected.
- 212 Wild surge triggers the casting of another randomly chosen spell.
- 213 Caster jerks uncontrollably for d4 rounds, then a hypnotic pattern appears, affecting all who see it as a Hold Kind spell.
- 214 Caster gains a stutter. Remove curse will cure it.
- 215 Caster Forgets all her spells for d6 rounds. Items still function.
- 216 Caster is teleported to nearest goblinoid brothel.
- 217 Caster is teleported home. Normal teleport error rules apply.
- 218 One member of the caster's party is Blinded for d8 rounds.
- 219 Incapacitating green gas comes out of the caster's ears and floats in the target's general direction. All those between caster and target must make a RR at caster's level vs. Poison or fall unconscious.
- 220 Target picks between two more surge rolls.
- 221 All magical weapons within 30' of caster lose their magical powers for 2 rounds only.
- 222 Small rubber balls (1 inch diameter) rain down in a 20' radius around caster for d4 rounds. Everyone in the area must make an AGI check to move or fall down. The balls remain in the area, causing a check every round of movement until cleared.
- 223 Target affected by True Sight as per the Seer spell for 10 rounds.
- 224 Caster's ferrous items must make a RR vs. 4th level or rust completely away in one round.
- 225 Caster chained to ground; tensile strength of chains is 3000 lbs.
- 226 Caster sprayed by 2d20 pieces of confetti, edge on. They do 1 HP of damage each and caster has annoying paper cuts that will itch maddeningly as they heal.
- 227 All non-magical glass or crystal within 30 feet of caster shatters.
- 228 Target's form turns gaseous for d4 rounds. A good gust of wind will disperse the cloud and kill the target.
- 229 Trees around caster fall down (if none, some grow first). Caster must make an AGI check or be pinned beneath them.
- 230 D10 Orbital Stones (C&M II) shoot from the caster's fingertips and orbit the target's head. They are under target's control.
- 231 Target is made ethereal. Unless the target is familiar with the ethereal plane he may not realize what has happened and will not be able to return unless shown the way.
- 232 Next missile weapon used by target multiplies by 6; one arrow becomes 6, each with its own attack.
- 233 The intended spell functions but consumes twice as many PP's. If this exceeds the caster's level, normal overcasting rules apply.
- 234 A burst of infrared light blinds all with infravision in the caster's vicinity for 2d4 rounds.
- 235 A geyser erupts midway between caster and target. Anyone within 10 feet of it takes a 'B' Heat critical from the boiling steam.
- 236 A random snake is teleported in to within 10 feet of caster and is under the targets control.
- 237 Everyone within 50 feet of caster is thrown 5 months back in time.
- 238 Earth Fingers (as per the spell) grow out of the earth and attack the caster.
- 239 Caster shapeshifts into something rhyming with her name (GM choice).
- 240 A booming voice audible over the din of battle says "SURRENDER!" This acts as a Command Word and all who hear it must make a RR at the caster's level or surrender to anyone who makes their RR.
- 241 All the caster's magic items are teleported to random locations within 100 feet. Items that don't wish to be separated from the caster get a RR.
- 242 Word of Fear on the caster. No RR.
- 243 Caster hit by d6+4 giant staples which do 'A' puncture criticals at -25 and staple the caster to the nearest surface. This may be the ground.
- 244 Nearest dead body within 60 yards of the caster becomes a Zombie and attacks the caster.
- 245 All food within 50 feet spoils completely.
- 246 A random spell of the same level as the intended spell affects caster if she fails a RR.
- 247 A net falls on the caster and she immediately takes a 'C' Grappling critical with any part of the body mentioned in the critical becoming so entangled it will have to be cut out.
- 248 The target gains 20 ranks in singing and can't wait to try it out. Ever hear a troll sing?

- 249 The caster is covered in an inert green slime which drips incessantly into her eyes. This goes on for d6 rounds during which time caster is at a -50.
- 250 Target's skin turns to steel, giving him AT 20 for the next d6 rounds.
- 251 Caster spins rapidly for d4 rounds and is stunned for d6 rounds afterward. Stun Maneuver rolls apply.
- 252 Jail cell bars of the appropriate size surround the caster and her party (and anyone else in between).
- 253 Target must make a RR vs. the caster or become a Wraith.
- 254 Caster's next spell cast at 1st level in effect.
- 255 Target must make a RR vs. 10th level or turn into a Lesser Mummy.
- 256 Caster must resist herself or be affected by Flesh to Stone for 10 hours.
- 257 The caster's mount is shapeshifted into a goat if it fails a RR vs. the level of the intended spell. If the caster has no mount, it affects the nearest one.
- 258 An enormous tornado picks up caster and her associates and takes them to Kansas (or some other boring, flat, corn filled spot on the same plane).
- 259 Caster changes sex.
- 260 The caster is teleported to the highest mountain top in sight.
- 261 Target Phases into and out of the ethereal plane for the next d10+10 rounds.
- 262 A poisonous spider (GM choice) appears near the caster and attacks.
- 263 Target collapses and appears to be dead. He is not, however, and it is Absurd (-70) to discover this. He'll wake up and be fine in d6 minutes.
- 264 Target's hair thickens and grows 4 yards long in 4 rounds. Target must part the hair to see. The hair is impossible to damage for d3 hours.
- 265 The attempted spell functions, but at minimum possible effect (at 1st level, only 'A' crits, etc.)
- 266 Target is Hasted as per the spell.
- 267 Caster takes an 'A' electricity critical.
- 268 The spell functions, but at 1/3 normal damage, AOE, range, duration, etc.
- 269 All creatures within 60 feet of caster must resist the caster or Forget, as per the spell, for 1 hour/10% failure.
- 270 All magic items within 60 feet of caster wiggle when touched for the next d6 days.
- 271 A randomly chosen person near the caster has their knees reversed to bend the other way. This is permanent, and incurs a -3 to their AGI bonus. Armor will require modification. On the plus side, their base Jump is now doubled.
- 272 The next time caster and her associates return home, they will be visited by a stern old tax collector who will demand 10% of all they own as taxes, and has the authority to enforce the collection. He will return every month demanding another 10% until dispelled.
- 273 Caster summons a Leprechaun (or other suitable Fey).
- 274 All non-magical clothing, weapons, armor, and similar equipment must make a RR vs. the level of the intended spell or Enlarge to twice their normal size for 4d10 rounds.
- 275 Caster shoots a web at the target, who takes a 'C' Grapple critical with any limb mentioned being entangled. The caster is one (possibly the only) anchor point.
- 276 Caster's stomach is emptied; she becomes ravenously hungry and must stop to eat.
- 277 Caster sweats buckets for a month, and must drink at least 3 liters of water per day or lose one point of Temporary Constitution for each day the water requirement is not met.
- 278 An Imp appears, insults the caster, and disappears.
- 279 Caster shapeshifts into a mammal appropriate for the area, or a random type if no mammals are around; 40% chance for a monster type.
- 280 Caster becomes hysterically religious for one month, believing herself to be an Avatar of some previously unknown god(dess) and will try to convert followers.
- 281 Caster and target exchange bodies. If the target is completely non-sentient the caster's body will fall into a coma.
- 282 Caster and friends are teleported without error to the next place named.
- 283 All gold on target turns to lead.
- 284 Caster changes race.
- 285 The caster's footwear animates and grows teeth for 3d4 rounds. These teeth will attack everything within range, causing the caster to kick the nearest person. Treat the attack as a +50 MSt/+30SBi.
- 286 No one (except the caster) can hear the caster for d6 rounds. Caster can still hear normally.
- 287 Caster glows a primary color for d12 days. This glow has the effective light of a normal torch.
- 288 Caster becomes immensely dirty- so much so that a dust cloud forms around her. Only natural bathing will remove the dirt. Interactions with others will suffer a -30 penalty (unless they enjoy that kind of thing).

- 289 Caster falls flat on her face and must stand up again.
- 290 Caster's hair turns florescent green (some other obnoxious color if already green). This is permanent until new hair grows in.
- 291 Target it teleported directly behind caster.
- 292 Target and caster (only) are sealed behind an impenetrable force wall that only falls after one of them is dead.
- 293 Target glows bright blue, permanently.
- 294 The target is covered with plate armor (AT20). Any other armor worn falls off. All MM penalties apply. This lasts for d4 rounds then the armor disappears (but the original armor does not reappear on the target's body!).
- 295 Caster is surrounded by a giant pliable (but impenetrable) bubble for 24 hours. (Giant hamster ball, anyone?)
- 296 The shield closest to the caster is turned into a flower basket. Any DB due to shield is lost (but the flowers smell nice).
- 297 Caster and target become locked in a heated debate over the nature and use of Arcane Magic and will do nothing else for d6 rounds. If the two do not have a language in common, an imp appears to act as translator. Inanimate objects animate for the duration.
- 298 Circle Aflame, as per the spell, surrounds caster and moves with her, duration based on caster's level.
- 299 Caster thinks her favorite weapon/wand/other long skinny object has turned into a poisonous snake. This lasts for d6 rounds.
- 300 Caster gains a level at the expense of a nearby being. The caster gains skills appropriate to the being drained. If this reduces the being's level to zero, the being dies and is resurrected as a revenant who hunts down the caster. The being can be anything, including small mammals, insects, etc.
- 301 The next time the PC's enter a town the inhabitants will try to chase them away.
- 302 Caster contracts Lycanthropy as per the Flaw. Make it something suitably innocuous.
- 303 Each gold piece in the caster's possession turns into the equivalent value in copper pieces.
- 304 The next 10 meals the caster eats will taste like cow dung.
- 305 Spell functions, but cannot be controlled by caster (GM determines effects).
- 306 A skunk in conjured before the caster, who is promptly sprayed.
- 307 A Lesser Air Elemental is summoned and promptly attacks the target.
- 308 No effect, but the next surge the caster causes will have two effects.
- 309 The ground beneath the caster becomes slippery as if icy. -50 to all MM if care is not taken.
- 310 Caster shapechanges into a reptile/amphibian appropriate to the area, or a random type if no reptiles or amphibians are in the area. 40% chance for a monster type.
- 311 A nearby bird starts singing the Star Spangled Banner in a rich baritone voice, and will follow the caster, singing at 100 decibels, for 1 month.
- 312 Caster develops an irritating rash for d4 rounds and is at -30 to scratch incessantly.
- 313 All slain creatures within 60 feet of caster become Type II created Undead.
- 314 Caster shapechanges into a bird appropriate to the area, or a random type if no birds are in the area. 40% chance for a monster type.
- 315 Caster encased in a block of lime Jello 10 feet on a side. Caster must make an AGI check every round to escape. Keep rolling until she gets out or passes out from lack of oxygen.
- 316 Target gains infravision (or some other unusual vision if he already has infravision) but loses all normal vision. This lasts for 1 day.
- 317 Target's skin turns hard as a diamond and will be immune to slash and puncture attacks. This does not affect his AT/DB or MM, but only lasts 2 turns.
- 318 Caster's tongue grows long enough to touch the tip of her nose. If her tongue is already that long, the surge affects some other part of her body.
- 319 Spell Hold III as per the spell, except affects all spells in a 50' radius around caster.
- 320 Caster's next spell is cast at d4 levels lower in effectiveness (a 5th level spell would be resisted as though it were 1st level if a 4 was rolled).
- 321 Caster's feet are changed to two left feet for one day. Caster's BMR is halved and fitted footwear becomes uncomfortable.
- 322 D100 pieces of gold rain down in a 30' radius of caster. Anyone caught in the radius takes d20 hits from the falling coins until they are outside the radius.
- 323 Heavy rain in a 60' radius, centered on caster, for d8 rounds. The rain moves with the caster.
- 324 Caster Shrinks, as per the spell, but to 1/12th her original size, permanently.
- 325 Target loses all hair/fur/feathers/scales etc. Reaction is determined by target's race/outlook. Other effects determined by GM (flying will be tough without feathers). Whatever is lost grows back naturally.

- 326 The intended spell functions, but consumes one charge from a random nearby charged magic item instead of PP's.
- 327 Utterdark 30' centered on caster. This is permanent unless dispelled at the level of the intended spell and moves with caster.
- 328 Caster's clothing and equipment turn invisible. Very embarrassing.
- 329 Enchantments and bonuses on all weapons and armors/shields within a 50' radius of caster have their bonuses inverted for 2d10 rounds (i.e. a +10 weapon becomes a -10 weapon).
- 330 Caster is tied down with magically appearing rope.
- 331 Some random body part of the caster becomes invisible. This is permanent unless dispelled at the level of the caster.
- 332 All of casters flesh except her blood vessels and bones become transparent for d4 turns. Ick.
- 333 Caster is coated in a thick layer of taffy. She reduces slash crits by 2, but the taffy will solidify in one turn. Caster will be immobile unless the taffy is removed.
- 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, lousy working conditions, low pay, long working hours, etc.
- 337 Caster has a vision of the players around a table, rolling dice, playing Rolemaster. This lasts for one round. She is affected by a sense of ennui for the rest of the day.
- 338 A barrel of syrup appears in the air above the caster's party and empties itself on the first person to notice it (normal Alertness or Observation rolls).
- 339 Next spell cast within 100 feet of the caster has triple effect or an additional -20 to the RR, whichever applies (doesn't apply to spells from items).
- 340 Target smells of roses for one month. If killed, his body will not decompose and will resurrect as though given a Lifegiving spell with no stat degeneration at the end of the month.
- 341 Caster and target must re-roll their Constitution Statistic; use the current Temporary stat at -10.
- 342 A free willed simulacrum of the caster appears 3 feet in front of her. The simulacrum has 65% of the caster's skills, (use ranks, not bonus), all her Talents and Flaws, and is 50% of caster's level.
- 343 Vacuum A 10' centered on caster.
- 344 Caster shapechanges into a fish appropriate to the area, or a random type if no fish are in the area. 40% chance for a monster type.
- 345 Caster is covered in liquid chocolate.
- 346 One of caster's items teleports into the target's hand. Target drops anything previously held in the hand. If target has no hands or is not a creature, the item just lies there.
- 347 All moving creatures within 60 feet of caster must make a AGI check or trip and fall.
- 348 Create Water, as per the spell, at caster's level, just above the caster's head.
- 349 Caster's entire party teleported to the nearest artifact/relic (does not guarantee it is usable, and it is likely to be in the possession of someone else).
- 350 Target Frenzies as per the skill and attacks the nearest thing.
- 351 Caster shapechanges into a plant appropriate to the area, or a random type if no plants are in the area. 40% chance for a monster type (Huorn, Deathwoode, etc.).
- 352 Target Enlarges, as per the spell, to 2x normal size. This lasts for d4 hours.
- 353 Caster finds her lungs filled with water; she must make a CON check or do nothing but cough and sputter for d4 rounds.
- 354 Every spell the caster has learned in the last level go off, one per round, until caster is exhausted. Caster may name the target with a successful Spell Mastery roll.
- 355 All creatures within 120 feet of the caster teleport to random other positions within 120 feet of the caster.
- 356 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." All targets allies gain a +15 to OB due to increased morale for d4 rounds.
- 358 All spells are exchanged between the minds of the caster and the target if they are both spellcasters. If not, the caster Forgets all her spells for the next 24 hours.
- 359 Caster thinks the spell has functioned as intended when it actually hasn't. This delusion lasts for 1 round.
- 360 The caster's hair spontaneously combusts into blue flame and continues to burn for 6d10 turns. The hair is not consumed, and no damage is taken. The flame is actually an Illusion and can be detected as such.
- 361 Target is cleaned. All dirt and bad smells are removed. This can actually cause damage to creatures composed of earth, GM discretion.

- 362 D6 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 the caster's warm, comfortable body and complaining loudly if treated roughly or exposed to uncomfortable elements.
- 364 Caster's fingernails grow to 12 inches in length.
- 365 Suds flow from the ground in a 60 foot radius around the caster for d6 rounds at the rate of 3 cubic feet per round. Suds are from either soap (25%) or beer (75%).
- 366 Caster hit by a flurry of non-magical snowballs. No damage unless she is fire or heat based, in which case she takes a 'B' Cold crit.
- 367 Random plant appears and takes root at caster's feet.
- 368 A yellow mushroom grows out of the caster's right ear over the course of two rounds. It is edible but tastes like wax. Caster must make a SD check or be distracted (-30) during the process.
- 369 Tip of caster's nose glows red for a second. No other effect.
- 370 A watermelon appears in the caster's hands.
- 371 All weapons within 60 feet of caster sing one shrill note for one round.
- 372 Casters' clothing is transformed into a soft, skin-tight, glossy black leather outfit studded with silver.
- 373 Heavy rain falls in a 30' radius of caster for one round.
- 374 Caster speaks in a squeaky voice for the next d6 days.
- 375 Caster's clothing changes to the outfit of a full patch Hell's Angel biker.
- 376 The intended spell appears to fail when cast, but will go off the next time caster uses a spell.
- 377 A field of mushrooms sprouts around caster. They are edible and will either heal 3d10 hits (50%) or cause 3d10 hits (50%).
- 378 All visible areas of cloudy skies clears, and clear skies cloud over.
- 379 One randomly chosen magic item has its enchantment (not material) bonus changed by -d10 (50%) or +10 (50%).
- 380 A solar eclipse occurs (or lunar if nighttime). This lasts the rest of the night/day.
- 381 Caster loses color vision for 2d6 turns. Everything is just shades of grey.
- 382 A loud ZAP is heard. No other effect.
- 383 Exact reverse of a second roll; re-roll if non-reversible.
- 384 Fog, as per the spell, 60' radius centered halfway between caster and target.
- 385 Darkness, as per the spell, 10' radius centered on target.
- 386 A forest grows up around caster in 3d4 rounds, 1 mile radius per level of the intended spell.
- 387 Sweet music fills the air, produced by a nearby flower (if there aren't any one grows first). The flower will never die, even if picked, continuing to sing forever and the tune never repeats.
- 388 The intended spell functions, but with spectacular special effects.
- 389 A 10 foot diameter boulder rises from the ground directly under the caster. Footing is precarious...
- 390 Roll again and double effects.
- 391 Everybody's last meal animates and seeks the easiest way out, which will be down 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 caster and Target starts singing bawdy drinking songs for d10 rounds. Everyone affected must make a RR vs. the caster or become friends. Those who make their RR may Ambush those who don't.
- 393 A randomly chosen charged item has its spell changed. The appearance, command word, and number of charges does not change. Just the spell. Owner won't know this until the item is used again.
- 394 An enormous glitter covered ball appears in mid-air between caster and target. The words and music to "Staying Alive" play loudly, and caster and target dance disco for the next 2 rounds.
- 395 All blunt weapons within the caster's sight emit loud kissing noises whenever they hit anything for the next turn.
- 396 Nothing happens. The GM should roll many dice and chuckle a bit.
- 397 Roll again, but substitute caster/target. Re-roll if inappropriate.
- 398 The fingers of a nearby randomly chosen creature shrink to 1/12th their normal size for 1 hour.
- 399 Quakes, as the spell, for 2 rounds. Roll d4+3 to determine Richter Scale severity.
- 400 Random weather change, 1 mile radius.
- 401 Caster summons a buzzard, giraffe, or kitten.
- 402 Caster becomes color blind (red/green) for 2d6 turns.
- 403 Caster and target exchange current HP total.
- 404 Caster grows fangs like a vampire. The fangs can be used to attack on the SBi table, but lower APP by 5. The fangs can be removed by an Undisease spell. If the caster has fangs already, this surge removes them.

- 405 Five foot long pink flower petals with green polka dots rain from the sky in an area 50' around the caster. Everything in the area is buried and combat stops for 2d6 rounds while everyone fights their way to the surface.
- 406 All soil and ground covering a 100' radius around caster becomes invisible for d6 days, so that it will seem everyone is standing on air. Buried objects will be visible.
- 407 All grass in a 160 square foot area around caster grows uncontrollably. If there was no grass previously, a well manicured lawn sprouts.
- 408 All copper pieces within 30 feet of caster are changed into gold pieces, and vice versa.
- 409 A rainbow appears for one hour overhead.
- 410 The area fills with countless butterflies, blinding everyone for 2 rounds.
- 411 A deep lake forms in a 100' radius of caster. Everyone in that area gets a quick swimming lesson.
- 412 Caster summons a large dove, a large rabbit, or large iguana.
- 413 An empty log cabin pops up next to the caster.
- 414 Rabbit comes out of the nearest helm/hat. It runs for its life, but not before soiling the head of the wearer.
- 415 A desert oasis grows around the target.
- 416 One randomly chosen creature within 50' of caster will automatically score a critical for the next 2d4 rounds. If the creature misses or would give only hits, the critical will be an 'A' appropriate to the type of attack.
- 417 Everyone within 200 feet of the caster becomes completely invulnerable for 2d6 rounds.
- 418 The ground becomes covered in slick ice. MMs may be required. Ice melts normally.
- 419 A plant within 10 feet of caster swells alarmingly and then explodes in a cloud of pollen, obscuring everything in a 20 foot radius as per a Fog spell.
- 420 Everyone in caster's view feels cold for 5 rounds. No other effect.
- 421 Fog, as per the spell, but only between the caster and the target, and moves with them.
- 422 Caster summons a rhino, elephant, or large mouse.
- 423 All rock within a 20' radius of target turns to a random metal (whatever ore is most prevalent).
- 424 Large oak tree with mistletoe springs up in a place where no one will be injured.
- 425 Caster names anything desired (not more than 10th level in effect), and GM rolls a 50/50 chance it will happen to target or caster.
- 426 Caster's eyes become vertically slitted like a cat's. The caster gains Nightvision (as the talent), but gains Unique Looks Lesser (as the Flaw). If the caster has slitted eyes already, this surge removes them.
- 427 Caster summons an ugly painting (25%), a bellows (25%), or a giant's boot (50%).
- 428 Burst of fireworks (harmless but neat).
- 429 Re-roll, affects both target and caster.
- 430 Target's nose grows to 10 times its normal size for d6 rounds.
- 431 The intended spell functions, but is delayed by d6 rounds.
- 432 A giant sock appears in the target's mouth.
- 433 A ring of mushrooms appears around target (no other effect).
- 434 A black felt hat (value 15 sp) appears on caster's head.
- 435 D4 rotten tomatoes hit target (effect at GM discretion).
- 436 D6 raw eggs hit target from above (effect at GM discretion).
- 437 Cream puffs fly from caster's hands toward target.
- 438 Target is turned into a cartoon rendition of himself and will not be able to take any action without making a short (less than 1 round, no more than 60% action) speech telling everyone exactly what he's going to do.
- 439 Caster gains one rank of spells on the list the intended spell comes from.
- 440 Caster learns the profession of the target.
- 441 Caster's shadow vanishes for d4 days.
- 442 Graffiti reading "<caster's name> was here!" appears on target written in ink. Ink is visible even if target is not.
- 443 Handedness of target is reversed. Target must take time to switch hands or suffer the appropriate penalty.
- 444 Leaves sprout on target's body. These do no damage and can be pruned.
- 445 Harmless colorful light beams radiate from caster.
- 446 A large green worm appears and jumps at the target.
- 447 All water within 60' of caster turns to fine elven wine. Cheers!
- 448 All claws and nails within 30 feet of caster are filed short and blunt, making them harmless.
- 449 Target is turned upside down and right side up in the same round. Target is stunned 3 rounds and is at -30.
- 450 All spells cast during the next round will last 10 times longer than normal. Do not inform caster of this.
- 451 A stream of beer shoots from caster's fingertips for d3 rounds.

- 452 Target is Charmed (regardless of race) and is enamored of the caster. He will follow the caster around, serenading her, for the next d4 days.
- 453 All caster's coins are transformed into pearls (100 GP base value). They will remain pearls until 2 hours after they are sold or traded to someone else, then return to normal. They cannot be used as spell components.
- 454 Target changes race (monsters turn to similar monsters).
- 455 Vacuum A, 10' radius, centered on target. No RR.
- 456 Caster jumps in a random direction d3x20 feet. Caster cannot jump more than 20 feet backwards.
- 457 Darkness, 10' radius, centered on target for one round. It reappears in the 3rd, 5th, etc. for d20 rounds.
- 458 Target can do nothing but laugh uncontrollably for d8 rounds.
- 459 Cream pie flies at target; target must waste a round wiping it off his face or fight at -20 for the next 3 rounds.
- 460 A jinn bottle appears; target must make a RR vs. the level of the intended spell or be forced inside and the jinn released. If target makes his RR, a randomly chosen ally of target is next, one by one until one fails his RR. If they all make their RR's, the caster's party is next. The jinn is under the caster's control if the target/ally of target fails their, if a party member gets stuck, the jinn is under the target's control.
- 461 Target contracts Lycanthropy, GM choice as to type.
- 462 Target inflates like a balloon for d4 rounds and deflates for another d4 rounds. This only affects living material up to 1000 pounds and will not float.
- 463 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 caster are affected by Fear, as the spell, if they fail a RR vs. the caster's level.
- 465 Target's ears grow enormously huge (1 foot per round) until target falls over from 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 front door and flap for visitors. Target's ears are otherwise unharmed.
- 466 Target shapeshifts into a reptile/amphibian appropriate for the area, or a random type if no reptiles/amphibians are around; 40% chance for a monster type.
- 467 The first spell caster ever learned takes effect.
- 468 Target changes sex.
- 469 Caster has an accurate vision of the future (as per Anticipations) about one hour head. Unfortunately, the vision lasts d4 rounds, during which time the caster can only stare straight ahead.
- 470 Caster is healed as a Heal V spell if wounded.
- 471 All weapons and armor within a 50' radius of caster become rubbery and useless for 2d4 rounds. When armor solidifies, it will reduce minimum MM penalties by 50% due to the excellent fit. Weapons used during this time will be ruined.
- 472 Target screams (wasting a round, though voice or breath weapon attacks take effect automatically).
- 473 Every object on target reverses itself; armor is on backward, sword is in other hand, etc.
- 474 All plants in a 20' radius around caster wither and die.
- 475 Caster's STR bonus is doubled for rounds/level of the intended spell.
- 476 Target falls down and is pinned there as though under a great weight for 3 rounds.
- 477 Magical aura of caster changes so as to change apparent Realm. This lasts for d3 days and does not affect her casting ability (but might confuse some Seers or Mage Hunters).
- 478 Thick dust covers target, 50% chance target is allergic to it and starts sneezing uncontrollably.
- 479 Target is turned Invisible, as per Invisibility, and Paralyzed at the same moment. This lasts for d4 rounds.
- 480 Target shapeshifts into a plant appropriate for the area, or a random type if no plants are around; 40% chance for a monster type (Huorn, Deathwoode, etc).
- 481 Target shapeshifts into a bird appropriate for the area, or a random type if no birds are around; 40% chance for a monster type.
- 482 Target will rise as a random undead when killed (no RR), if target is already undead, all its damage is healed.
- 483 Caster has foreknowledge of the next 3 Wild Surges, but the information is only 75% correct.
- 484 Target is sprayed with mostly harmless insecticide. Does 5d10 hits of damage to large insect/insect-like creatures, kills small insects.
- 485 Target is Slowed (opposite of Haste) for 2 rounds.
- 486 All spells cast during the previous round are re-cast again this round (no AP or PP cost), affecting the same targets again.
- 487 Caster Curses target if he fails a RR at caster's level. Roll d20 on the Dark Curses spell list to determine which curse affects target.
- 488 Marbles appear on the floor next to the target. Target will have to make Hard MM rolls every round to stay on his feet.

- 489 The next time the PC's enter a town the inhabitants will try any method available, short of imprisonment, to try to get the PC's to live there permanently.
- 490 Target shapeshifts into a fish appropriate for the area, or a random type if no fish are around; 40% chance for a monster type.
- 491 Caster automatically succeeds on her next roll.
- 492 Target drops his weapon.
- 493 Shimmering colors dance and play in a 12'x9' area directly in front of the caster. Everyone caught inside is stunned.
- 494 The intended spell functions but any RR's are made with an additional modifier of +10.
- 495 A spray of boiling oil strikes the target and he takes a point-blank firebolt attack.
- 496 Target emits a bad odor, lowering his APP by 3, permanently. Only the strongest perfume/cologne will cover it up.
- 497 Target's clothing and armor fall to the ground.
- 498 Target jumps around wildly (as if in a mosh pit) for 2 rounds.
- 499 One of the caster's items pops over and draws the appropriate Circle to confine the target. Targets susceptible to summoning must resist at an additional -25 to avoid being encircled. The item drops at the circle.
- 500 Caster is affected by Invisibility.
- 501 Caster's APP is raised to 102. Anyone viewing her will act appropriately.
- 502 Target shapeshifts into a mammal appropriate for the area, or a random type if no mammals are around; 40% chance for a monster type.
- 503 A beam of light strikes the target. The caster can choose what effect the target thinks the beam had.
- 504 No gravity at the target's location (max 5' radius) for 1 hour.
- 505 Target disappears, only to reappear nearby when the caster casts another spell or is killed.
- 506 All creatures within 100 feet of caster that are naturally resistant to Stun or Hits/round critical effects lose their resistance for 2d10 rounds.
- 507 Target aged 2d20-20 years.
- 508 Caster can automatically identify one item in the next 24 hours with a 100% chance of success. She will know everything about the item, e.g. its properties, who made it and when, who has owned it, etc.
- 509 All lead in the caster's possession turns to gold.
- 510 All creatures in a 20' sphere centered on caster become invisible, as per Invisibility Sphere, except caster is still visible.
- 511 D10 Lesser Skeletons under caster's control rise out of the ground and attack the target. This may anger the caster's deity!
- 512 A bucket of green slime appears over target's head and dumps the slime all over the target.
- 513 4d10 (10 minimum) 1 gp base value uncut gems shoot from the caster's fingertips at the target.
- 514 The caster's teeth turn into unbreakable white stone. She can chew through just about anything (including soft metals) and never gets a cavity again. If caster already has stone teeth this surge removes them.
- 515 A random spell at the same level of the intended spell affects the target instead.
- 516 Caster's clothing changes color to match the surrounding environment as per the Camouflage spell. If the environment changes the caster's clothes will not change again.
- 517 Target is mute for the next day.
- 518 Target finds his lungs filled with water; he must make a CON check or do nothing but cough and sputter for d4 rounds
- 519 Target is sucked into a an extradimensional pocket for the duration of the intended spell.
- 520 Target is affected by Hold Kind as per the spell, for the duration of the intended spell.
- 521 A 10' radius area chosen by the caster becomes intensely cold (for the surrounding environment) for one hour.
- 522 The intended spell functions as intended.
- 523 Caster gains Mistform, as the Talent.
- 524 Normal fire springs up at the target's feet.
- 525 Caster's skin turns to steel, giving her an AT of 20 with no MM penalties for d6 rounds.
- 526 Lord Sleep, as the spell, cast on target and target's allies.
- 527 All of target's Temporary stats are reduced by 5d10 to a minimum of 1.
- 528 Target has an urgent call from nature and must immediately retreat to relieve himself.
- 529 Target is sent d4 rounds forward in time. To everyone else it looks like the target simply disappeared.
- 530 Target begins to recite very bad poetry for 2d4 rounds, taking no other action unless attacked.
- 531 The ground opens up and swallows target up to the neck. (Fore!)

- 532 Caster summons a Mistraven or Faerie Dragon, which will agree to become the caster's familiar if she requests it.
- 533 Target's weapon or other possession becomes a teddy bear (25%), leg of mutton (25%), or red herring (50%). If target has no possessions roll again.
- 534 Caster's next spell is cast as though she were d4 levels higher.
- 535 Target shot with d10 darts; roll on dagger table at +20 and multiply damage by the # of darts, max crit is a 'B'.
- 536 Target is struck by an invisible fist; roll on Brawling table at +50.
- 537 Target's next action automatically fumbles as though he rolled an 01.
- 538 Target is stunned for d10 rounds.
- 539 Spin, as the spell, on target.
- 540 Caster gains a familiar if she doesn't already have one. It will appear in d4 hours and no spells are necessary to effect the bond.
- 541 Target is teleported 30 feet directly above caster and will fall the next round. +30 Fall/Crush, and caster may be hit if she fails to notice the falling target!
- 542 D4 flame arrows shoot at target. Use caster's best Directed Spell bonus or Missile attack bonus, whichever is greater, and attack on the Long Bow table with Heat criticals of 2 levels less in severity. Roll each attack separately.
- 543 Target is Charmed, regardless of race/outlook/intelligence, if he fails a RR vs. the caster's level.
- 544 Water sprays from the caster's tear ducts like a water pistol, 1/3rd chance each for normal, holy, or unholy.
- 545 The target, if able to cast spells, casts them all with random targets and normal PP and EXH expenditure.
- 546 Triad of Fire, as the spell, attacks target. If caster has the appropriate Directed Spell bonus she may use it.
- 547 Caster has True Sight, as the Seer spell, for 10 minutes.
- 548 Caster gains the Midas Touch. For the next d3 rounds, anything smaller than her that she lays her hands on will turn to solid gold.
- 549 Target is fascinated by what the caster is doing and will stop whatever he is doing to watch.
- 550 Caster gains the use of Repel Undead True for one time only. It need not be used immediately.
- 551 Target is covered in earwigs. These do no damage but are likely to greatly annoy the target and gross everyone else out as they drop off his body and scurry away.
- 552 Loud horn sound. This has the effect of raising everyone's OB by 10 as they feel inspired.
- 553 Flesh to Stone on target. Reverse if target is already stone.
- 554 Alkar, as the spell, on caster. Ooooh...
- 555 Caster learns a randomly chosen spell. Can be from any realm and need not fit on any of her existing lists.
- 556 Small licks of flame shoot from caster's fingertips. These do no damage but can ignite flammables.
- 557 Caster begins singing as though she had 20 ranks in singing. This lasts for 3 days and she hums in her sleep.
- 558 Target is wrapped in chains of force which will give him an 'A' Electricity critical if he struggles. Target is entitled to a RR at the caster's level.
- 559 Sudden Light spell, caster names target.
- 560 Target bursts into flames, taking a 'C' Heat critical every round until the flames are extinguished.
- 561 All metal on the target turns into wood.
- 562 Caster is struck by a sudden bit of insight about a random skill and will succeed the next time she uses that skill as if she rolled a 100. The spell is lost.
- 563 Caster is suddenly fluent (5 ranks) in a previously unknown (to her) language that is common in the area.
- 564 Lightning Ball, centered on target.
- 565 A Whitesnake appears on the target's shoulders.
- 566 Caster's hands spew a colorless slime in a cone 20 feet wide and 40 feet long, affecting the area as though it is covered in slick grease.
- 567 Caster picks an object nearby for Animation. The object must be smaller than the caster but is under the caster's control.
- 568 A golem is created from the nearest appropriate substance. 50/50 chance it will obey or attack the caster.
- 569 Caster chooses one object within 100' to heat up to 200 degrees Fahrenheit.
- 570 Target is affected by a random spell from the Sorcerer Base list Mind Destruction.
- 571 The target is buried to the chest in offal that oozes from a gate that spontaneously appears.
- 572 Haste spell on caster.
- 573 Stun Cloud centered on target.
- 574 A pillow (25%), small table (25%), or anvil (50%) appears over the target's head. The pillow causes no damage, the table causes d10 points of damage, and the anvil strikes on the Fall/Crush table at +50. DB's do apply.

- 575 Target is teleported d100 miles away (horizontally).
- 576 Target is bound in High Steel straps. These will take a skilled locksmith to remove.
- 577 Target shapeshifts into something rhyming with its name (GM choice).
- 578 Target buried to his waist or to 5' (whichever is less) in solid concrete. He fights at -15 and has a -20 to his DB.
- 579 Horror, as the spell, on target if he fails a RR vs. the caster's level.
- 580 Target immediately stops what he is doing to sit down and perform some other non-combat related skill with whatever materials are at hand (e.g. making money bags out of his cloak).
- 581 Target crumbles to dust, with a 20% chance per round he will return to normal. If the dust is scattered, the target is destroyed.
- 582 Caster fires a Shock Bolt at the target. Appropriate Directed Spell skill applies.
- 583 Caster gains 5000 experience points and generates another Wild Surge.
- 584 Target is covered in spider webs, complete with thousands of tiny spiders which will crawl into every crevice and space in his armor.
- 585 A nearby wand/rod/staff doubles in size (retaining its magical properties). If cut in half, both pieces become Wands of Random Spells, casting only spells from the list the original spell was from (e.g. a wand of Firebolts would cast spells from Fire Law), and each has half the original number of charges.
- 586 Target instantly coated in unlit flammable oil.
- 587 A randomly chosen item on the target's person sprouts wings and flies away.
- 588 Target attempts to commit suicide for 3 rounds. Must roll normal attacks on himself (minimum DB). If he inflicts a serious wound or stuns himself he stops, as it really is just a cry for help.
- 589 The appropriate Dispel X spell is cast upon the closest item or being to target (could be caster!).
- 590 Caster picks between two more surge rolls.
- 591 Cold Ball, 2x damage, centered just to the left of target.
- 592 All gold in the caster's possession turns to platinum.
- 593 Caster turns ethereal for d6 rounds.
- 594 Caster breathes fire as a Young Fire Drake for one breath only.
- 595 All fluid in containers on target turn to deadly poison (Extreme Reduction, 20th level).
- 596 Caster changes sex and gains a +25 to her APP bonus. If the sex change is ever reversed (spells, remove curse, etc.) the gain is lost.
- 597 Target changes to an effective alignment far from the one he is now (evil priests will become good, etc.). If target is "neutral" or acting only on instinct, no effect.
- 598 Target turns into a block flavored Jello, all his possessions are suspended in the Jello.
- 599 Target is teleported home/to lair/etc. There is a possibility of error as per Teleport.
- 600 A nearby tree becomes sentient and is under the control of the caster. It may attack immediately if the caster chooses. This lasts for 1 turn. However, if the tree dies, the caster also dies. The caster feels increasingly uncomfortable.
- 601 Target chained to ground; tensile strength of chains is 3000 lbs.
- 602 A Tarot of Many Teachings (RC VII) appears at the caster's feet, and she and each of her party members may draw one card. If RC VII is not available, the deck gives a +50 to Divination and Scrying.
- 603 Target's weapons jump off him and bounce away out of reach.
- 604 Target is displaced 10 feet to the right.
- 605 Caster and target switch their RR's; caster has target's and target has caster's. This includes and race modifiers.
- 606 Caster's eyes continuously change colors for 24 hours. Anyone viewing them must resist at the caster's level or be Charmed.
- 607 Target loses all claws, horns, antlers or other hard non-living body parts not possessed by humans. They will regrow naturally.
- 608 Target levitates 20 feet above the ground for 3d10 rounds.
- 609 Target is affected by Absolution, but for 2d4 rounds only.
- 610 Target gets a random disease. Roll d20 on the Evil Channeling Diseases list.
- 611 Caster's arm stretches out and slaps the target across the face. This could be quite entertaining in a crowded bar when the target is 50 feet away.
- 612 Caster feels as though she is in the hot seat and takes d4 'B' Heat criticals.
- 613 D12 caltrops appear at the target's feet.
- 614 Caster affected by Nightvision Curse. She might want to consider changing her name to Diogenes.
- 615 A war hammer flies at the target, strikes at +100 and does Holy criticals. It disappears.

- 616 A simulacrum of the caster appears in the caster's place as she is teleported to appropriate cover. The simulacrum is under the caster's control.
- 617 Waiting Fireball, as per the spell, caster can name the condition which triggers the blast.
- 618 Either target or caster must reduce all their statistics to the lowest one; 80% target, 20% caster.
- 619 Target sent to another plane.
- 620 Target contracts Hemophilia as per the Flaw.
- 621 Caster gains a random magic item (should be no more than Potent) which appears 10 feet above her head and falls. If she makes a Hard (-10) Alertness roll she can avoid the falling item; otherwise it hits her on the head. Roll breakage normally.
- 622 Targets circulatory system jumps out and runs away. Oddly, this has no ill effect on target.
- 623 All creatures in a 15 foot radius of caster receive a healing spell which heals their most grievous wound. This only affects living creatures but may heal fatal damage.
- 624 All weapons within 60 feet of caster receive a random lesser magical attribute (see Treasure Companion).
- 625 Caster is protected by Reverse Spell at the level of the intended spell for 1 turn.
- 626 The caster's clothes are changed into that of a Star Fleet Captain. None of the characters understand, but the caster's PR bonus is raised by 3 while in uniform. The uniform may not be duplicated, as the material is unknown.
- 627 The intended spell works, but has its AOE doubled. Caster may retarget the spell if she makes a successful Spell Mastery roll.
- 628 Target is cooled to absolute zero and may shatter if hit. Target must make a successful CON check at -30 to survive the thawing process.
- 629 Caster summons an extra planar entity which she can control (unless it's a Clostoph, in which case she should just run).
- 630 The next living creature the caster touches loses 3 points of Temporary CON, which is added to caster's Potential CON.
- 631 A random body part on the target is Disrupted as per Touch of Disruption.
- 632 Target must make a RR vs. disease at the caster's level or contract radiation sickness. All his hair will fall out, he will lose weight alarmingly, etc.
- 633 Target must resist all spells with his lowest RR for 2d6 rounds.
- 634 Caster gains 2 experience levels.
- 635 Caster may cast a spell of her choice of 14th level or less, instantaneously. Give the player 10 timed seconds to choose.
- 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 lost hits if the caster is killed, and is aware of this fact.
- 637 Instant Random Encounter (roll at +50) appropriate for the area.
- 638 Caster gains Wallrunning, as the spell, for 1 turn.
- 639 All creatures hostile to the caster in a 60' radius are Glamoured to see each other as the caster.
- 640 Caster is surrounded by a Mantlet (as the Armsmaster spell, Mentalism Companion) for d10 rounds.
- 641 Time Stop as the Power Word (50th lvl Magus list, RC III) for all except the caster, in a 10' radius, for d3 rounds.
- 642 Caster's hands turn into +15 magical melee weapons appropriate for her primary weapon category. Caster may attack twice in one round as per Two Weapon Combo but with no non-proficiency modifier. The hands return to normal after 5 rounds.
- 643 One of caster's weapons flies through the air and attacks target as per a Dancing Weapon.
- 644 Target takes one 'A' Impact critical every round for the next 3 rounds.
- 645 Caster instantly knows all sorts of information about the target; its mission, race, general history, name, profession, level, abilities, strengths, weaknesses, mother's first name, etc.
- 646 D4 silver bullets fly at target. Use Sling table at +50. Bullets contain 1 sp worth of metal each.
- 647 Drain target's magic items (except artifacts) of all enchantments; each item gets a RR vs. the caster at the target's level.
- 648 Chain Lightning centered on target.
- 649 All magic items on target take effect. Target is the target as all runes are read, one charge from charged items are expended, any daily items go off, etc. Weapons and the like only cause effects if they do something other than cause damage, e.g. a haste spell, stun relief, etc.
- 650 Caster gets to add 5 to every roll (including crit rolls) she makes for the next 24 hours.
- 651 Cold Cone (as a mature Cold Drake) directed at target. Brrrrr.

- 652 Caster summons a Gryphon, Pegasus, Dracacus, or other fantastical animal to serve as a steed. The steed will appear in d8 days.
- 653 Caster gains a green thumb for d4 days; grows any seed by touch, may cast Heal <plant/tree etc> at a touch.
- 654 Spray of molten gold as Firebolt shoots from caster's hands. D100 GP, OB is +1/GP, i.e. 55 GP is a +55 Firebolt attack. If the attack scores a critical, target will continue taking damage every round as the gold stuck to him cools over 6 rounds.
- 655 A Type II elemental (random) appears. The caster has a 50% chance of controlling it if she stops and concentrates for the duration of 3d6 rounds.
- 656 A demon from a random Pale (roll d6) is summoned. The caster has a 50% chance of controlling it if she stops and concentrates for the duration of 3d6 rounds.
- 657 Caster gains d8x10% to her magic RR's for 1 turn.
- 658 Laser beam strikes target. If target is wearing metal armor he takes a 'C' puncture crit and an 'E' heat crit. Otherwise a 'C' puncture crit and a 'C' Heat crit.
- 659 Target takes 5d10 hits (as Heal V reversed).
- 660 Next successful attack by target on caster heals instead of harms.
- 661 All those within 50 feet of caster who have any special vision (night, infra, dark, etc.) lose it, and all who don't, gain Darkvision for d6 turns.
- 662 Caster gains the ability to see magic for a month. The sensitivity is so great that if she looks at a +15 or greater item she is flash-blinded for d4 rounds. She should probably invest in Ray-Bans.
- 663 Target sees a volley of arrows headed for him and will react appropriately. They're not really there, though, and his allies wonder what the heck he's doing.
- 664 Earth Hand, as per the spell, under the caster's control, attacks the target.
- 665 A vorpal guillotine blade flies from the caster's hands and strikes the target with a +75 OB on the Broadsword table. If a 'B' critical or better is obtained, the creature is decapitated and the head falls into a magically appearing basket. The creature gets its normal DB.
- 666 Everything in a 10 foot radius of target is sliced into 1 inch cubes by radiant forcefields (except ethereal creatures). Sheer Folly (-50) MM to avoid the effect.
- 667 A giant (6' tall) rubber ducky falls out of the sky to land between caster and target with a loud "SQWEEKEE."
- 668 Caster steals target's reflection for d20 days. For that time, anytime caster looks in a mirror she will see the target instead of herself. Makes grooming difficult...
- 669 A rock launches itself from the ground and strikes target on the head. This does no damage except to skew any helm he has on and make him think he's being attacked from someplace else.
- 670 All of target's actions for 2d4 turns are accompanied by theme music and pop-up balloons containing his thoughts.
- 671 Caster is able to Fly, as the spell, at will, for one month.
- 672 Hero or other famous figure friendly to caster is summoned and remains for one turn.
- 673 A 3' black sphere appears and floats off in a random direction, vaporizing a 3' circle in everything it comes into contact with. It remains for d20 rounds, moving at 10'/round.
- 674 An announcer's voice is heard, announcing everyone's moves and offering critique when someone does something wrong. When it's all over, the voice will give a synopsis of the event and a final opinion, good or bad.
- 675 GM shouts "WISH!" and counts down from ten. If the caster makes a wish within the count, it is granted. Be creative, be cruel.
- 676 Caster gains a wild psionic ability; roll for a random psion. If psions are inappropriate or not used, use Mentalism. One spell/psion only is learned, and there is a 40% chance the spell/psion will automatically go off when caster is placed in a stressful situation.
- 677 Caster is healed of all non-fatal damage incurred thus far without scarring.
- 678 Caster scrambles her Potential statistics. All but the Prime Requisite stats must be randomly reassigned. Temporary stats stay with their Potentials.
- 679 The next time caster says the word "Blind," "Kill," or "Stun," it acts as though a Power Word has been spoken with durations based on 10% failure. Let the caster name the target.
- 680 Roll 6d10, multiply each roll and the caster's level together, and give the caster that many experience points (max 1 level gain).
- 681 All of caster's statistics are raised to 100 for 1 hour.
- 682 Caster loses all ranks in a random skill. She will not discover this until she tries to use that skill.
- 683 Caster is exempt from all random determinations, as per the Wyrd spell, for the next 24 hours.

- 684 Caster has limited omniscience for 1 minute and may ask the GM any questions. The GM must answer truthfully (to the best of his/her knowledge). 60 timed seconds only!
- 685 Caster Multiclassed, but to a random profession. DP costs are now the lesser of the two costs for the caster's old profession and her new profession, per skill.
- 686 Target is imprisoned on another plane.
- 687 The spell functions, but at 3x normal AOE, DUR, range, and damage.
- 688 A one-ton boulder drops on the target (piece of ceiling if underground). Target is unharmed, though squashed flat. A "meep-meep" is heard from behind the boulder. Target must take 2 turns to wiggle out from underneath. Creatures which are very large get proportionately larger boulders.
- 689 The caster's deity is summoned. This does not oblige the deity to come, but is liable to attract attention. A reasonably smart deity will recognize the summoning as unintentional, but may still watch the caster a little closer for a while.
- 690 Caster may gamble up to 15 points of her temporary RE stat on a future RR. If the RR succeeds, the points are not lost. If it fails, she loses the points and must regain them through leveling.
- 691 Target is the subject of an Unmetal spell; all non-magical metal on the target must resist the caster at half the target's level (min 1) or be reduced to dust.
- 692 Target turned into an infant of the same race. He reverts to his original age after d10 rounds.
- 693 A magical artifact of great power is transported into the caster's hands. The caster is affected normally by handling it if it has detrimental effects. The previous owner will probably be missing it and be coming after it very soon.
- 694 Roll on the appropriate Random Encounter table for the area. The caster gains the ability to shapechange into that creature. This ability cannot be used more than once per week or it will be lost.
- 695 Portal, as the spell, directly underneath target, duration based on the caster's level.
- 696 Icebolt, 2x damage at target. Caster may use any applicable Directed Spell skill.
- 697 Caster makes a RR vs. herself using the appropriate realm. If the RR is made, she gains one point to the Potential of a random stat. If the RR fails, one point is lost from a random Potential stat.
- 698 The intended spell functions as though the BAR or attack roll was a 100.
- 699 The ugliest handbag anyone has seen falls out of the sky with a thud. Anyone opening the bag has their clothes transformed into those of an English Nanny and has an irresistible urge to start singing. A few rounds later two dirty children and several penguins wearing bow ties jump out of the bag and begin to dance and sing. Anyone watching must make a RR vs. the level of the intended spell or join them. This lasts for 12 rounds, then the bag, children, and penguins disappear, the caster's clothes return to normal, and everything is as it was before this surge, but everyone feels fuzzy and happy inside and no one disagrees with anyone for the next turn.