A LITTLE LESS PREP. A LITTLE MORE WONDER.

Wands



A slim case, a spellcaster’s sleeve or a dusty workshop shelf. Roll for one of 15 published wand profiles.

How to use. Roll d100 and find the matching range. Read 00 as 100. An asterisk (*) means attunement is required. Reminders are abbreviated; open the linked reference for complete rules.

d100	Wands	Price / rarity	Quick reminder
01-07	**Wand of Binding** *	Rare	Spells include Hold Monster, Hold Person.
08-14	**Wand of Enemy Detection** *	Rare	Direction of the nearest Hostile creature within 60 ft., not its distance. Includes Invisible, ethereal, disguised and hidden creatures.
15-21	**Wand of Fear** *	Rare	Spells include Command, Fear.
22-28	**Wand of Fireballs** *	Rare	Spend charges to cast Fireball (save DC 15).
29-35	**Wand of Lightning Bolts** *	Rare	Spells include Lightning Bolt.
36-42	**Wand of Magic Detection**	Uncommon	Spells include Detect Magic.
43-49	**Wand of Magic Missiles**	Uncommon	Spend charges to cast Magic Missile.
50-56	**Wand of Paralysis** *	Rare	DC 15 Constitution save or Paralyzed for 1 minute. Target repeats the save at the end of each of its turns; success ends it.
57-63	**Wand of Polymorph** *	Very rare	Spend a charge to cast Polymorph (save DC 15).
64-70	**Wand of Secrets**	Uncommon	This wand has 3 charges and regains 1d3 expended charges daily at dawn.
71-76	**Wand of the War Mage +1** *	Uncommon	+1 to spell attack rolls while held; ignore Half Cover on those attacks.
77-82	**Wand of the War Mage +2** *	Rare	+2 to spell attack rolls while held; ignore Half Cover on those attacks.
83-88	**Wand of the War Mage +3** *	Very rare	+3 to spell attack rolls while held; ignore Half Cover on those attacks.
89-94	**Wand of Web** *	Uncommon	Spend a charge to cast Web (save DC 13).
95-00	**Wand of Wonder** *	Rare	Each use rolls 1d100; no chosen spell guaranteed. Save DC 15; spell ranges shorter than 120 ft. become 120 ft. GM randomizes eligible subjects.

Your table, your treasure. Custom selection odds, independent of value, rarity and challenge rating. Each result has a 6% or 7.000000000000001% chance; earlier rows receive the remaining outcomes. One named profile or its stated bundle per result. Prices are references, not guaranteed resale proceeds.

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