

## WILD MAGIC SURGE

### d100 Effect

- 1 Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
- 2 You expend all sorcery points, taking 1d6 force damage for each point lost. You gain temporary hit points equal to the damage taken for the next hour.
- 3 Roll on this table twice, ignoring this result on subsequent rolls.
- 4 You cast *see invisibility* on yourself.
- 5 A halo of letters appears around your head. For the next hour, you are aware if someone you can hear is lying.
- 6 For the next minute, any flammable object you touch that isn't being worn or carried by another creature bursts into flame. Giggling laughter can be heard from the fire.
- 7 You cast *dragon's breath*. The damage type is random.
- 8 You cast *fireball* as a 3rd-level spell centered on yourself.
- 9 You cast *ice storm* as a 4th-level spell centered on yourself.
- 10 You cast *magic missile* as a 5th-level spell.
- 11 You cast *reduce* on yourself.
- 12 Roll a d10. Your height changes by a number of inches equal to the roll. If the roll is odd, you shrink. If the roll is even, you grow.
- 13 Ill omen falls upon you. When making an ability check, attack roll, or saving throw, the DM may force you to roll with disadvantage once.
- 14 You cast *confusion* centered on yourself.
- 15 You cast *hold person* on a creature within 20 feet. If you choose no creature, you cast it on yourself.
- 16 For the next minute, you regain 5 hit points at the start of each of your turns.
- 17 For 10 minutes, you speak in a stranger's unusual voice. The voice is disruptive, but how it sounds is up to you.
- 18 You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face.
- 19 For the next minute, creatures within 30 feet of you gain 5 temporary hit points at the start of your turn. These hit points do not stack.
- 20 You cast *grease* centered on yourself.
- 21 Your hair turns bright pink.
- 22 The air charges with magic. Creatures have disadvantage on saving throws against the next spell you cast in the next minute that involves a saving throw.
- 23 You infuse creatures with magic. Creatures of your choice within 30 feet of you have advantage against the next effect that involves a saving throw.
- 24 Your skin turns a vibrant shade of blue. A *remove curse* spell can end this effect.
- 25 You encase yourself in a block of earth that fills all 5-foot spaces surrounding you. If a creature is in a space where the earth appears, they are pushed to the nearest unoccupied space. Each 5-foot section of the block has 20 hit points, and an AC of 17.
- 26 An eye appears on your forehead for the next hour. During that time, you have advantage on Perception checks that rely on sight.

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- 27 Your hands become iron fists for the next minute. You cannot move your fingers, but your unarmed strikes deal 1d6 bludgeoning damage.
- 28 For the next minute, all your spells with a casting time of 1 action have a casting time of 1 bonus action.
- 29 You become slightly intoxicated and have difficulty concentrating. You have disadvantage on maintaining concentration on spells for the next hour.
- 30 You teleport up to 60 feet to an unoccupied space of your choice that you can see.
- 31 For the next minute, any spell you cast with that costs one action allows you to immediately fly 15 feet via magic winds that carry you briefly and deposit you on a surface. This movement doesn't provoke attacks of opportunity.
- 32 You are transported to the Astral Plane until the end of your next turn, after which time you return to the space you previously occupied or the nearest unoccupied space if that space is occupied.
- 33 You cast *misty step*, arriving at your location in a burst of delicious foods.
- 34 Maximize the damage of the next damaging spell you cast within the next minute.
- 35 Icy power swirls around you. For the next minute, you may cast *ray of frost* as a bonus action.
- 36 Roll a d10. Your age changes by a number of years equal to the roll. If the roll is odd, you get younger (minimum 1 year old). If the roll is even, you get older.
- 37 Your next damaging spell cast within the next minute creates a spectral fist that knocks the target(s) prone.
- 38 1d6 flumphs controlled by the DM appear in unoccupied spaces within 60 feet of you and are frightened of you. They vanish after 1 minute.
- 39 For the next hour, you leave a trail of flowers, fungi, and moss wherever you step.
- 40 You regain 2d10 hit points.
- 41 You switch positions with a creature of your choice within 60 feet in a puff of smoke.
- 42 You turn into a potted plant until the start of your next turn. While a plant, you are incapacitated and have vulnerability to all damage. If you drop to 0 hit points, your pot breaks, and your form reverts.
- 43 You cast *grasping vine*.
- 44 For the next minute, you can teleport up to 20 feet as a bonus action on each of your turns.
- 45 For the next minute, you are moved 5 feet in random direction at the end of each of your turns.
- 46 You cast *levitate* on yourself.
- 47 For the next hour, you can walk on walls and ceilings.
- 48 A unicorn controlled by the DM appears in a space within 5 feet of you, then disappears 1 minute later.
- 49 A loud voice narrates your thoughts and actions for the next minute. It can be heard clearly from up to 100 feet away.
- 50 You can't speak for the next minute. Whenever you try, pink bubbles float out of your mouth.