

Sorcerer: Wild Magic

Your innate magic comes from the wild forces of chaos that underlie the order of creation. You might have endured exposure to some form of raw magic, perhaps through a planar portal leading to Limbo, the Elemental Planes, or the mysterious Far Realm. Perhaps you were blessed by a powerful fey creature or marked by a demon. Or your magic could be a fluke of your birth, with no apparent cause or reason. However it came to be, this chaotic magic churns within you, waiting for any outlet.

Wild Magic Surge

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, you roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

Tides of Chaos*

Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again.

When this feature has been used, your magic becomes more unstable and is more likely to cause a Wild Magic Surge, depending on the level of spell cast (as shown in the table below).

SPELL LEVEL	SURGE ROLL	
0	1-4	
1	1-6	
2	1-8	
3	1-10	
4	1-12	
5	1-14	
6	1-16	
7	1-18	
8	1-20	
9	1-20	

If you roll on the surge table, you regain the use of Tides of Chaos and your magic becomes more stable.

(only a 1 on a d20 from a spell of 1st level or higher will cause a surge if Tides of Chaos is usable.)

Additionally, any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table any time after Tides of Chaos has been used, you then regain the use of this feature.

Wild Spell*

*As a Wild Magic Sorcerer, you can gain the ability to tap within the wellspring of chaos inside of you. When you gain the ability to choose Metamagic options, you may choose **Wild Spell** as a Metamagic option.*

Wild Spell:

The next time you cast a spell, you may spend 2 sorcery points to roll on the Wild Magic Surge table

Bend Luck

Starting at 6th level, you have the ability to twist fate using your wild magic. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

Controlled Chaos

At 14th level, you gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

Spell Bombardment

Beginning at 18th level, the harmful energy of your spells intensifies. When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage. You can use the feature only once per turn.

Wild Magic Surge Table*:

After you roll on the Surge Table, and before the result effects take place, you may exert yourself to counteract the effects, if you do this you take a level of [exhaustion](#).

To roll on this table roll 1d4 and 2d10s, the d4 is the 100s place, and each d10 is the 10s and 1s place.

1-200	Effect	Roll
1	For the next 24 hours, any fires set by you explode, dealing 1d4 force damage to everyone in a 30 foot radius and extinguishing itself (any fire spells you cast explode in your hand and fizzle).	100-101
2	You cast Grasping Vine that lasts for the next 1d4 turns, this doesn't require concentration to maintain.	102-103
3	You cast levitate on self which lasts for 1d4 turns.	104-105
4	You are reduced as if by the Enlarge/Reduce spell. At the beginning of you next turn you become enlarged. This alternating pattern continues for 1d6 turns.	106-107
5	A bolt of electricity strikes you, make a DC 16 Dexterity saving throw or take 3d4 lightning damage.	108-109
6	Any Weapon on your person turns to food for 1d4 turns.	110-111
7	For the next hour, 1d4 motes of burning energy appear on your body, you may cast Hellish Rebuke that many times as an 2nd level spell.	112-113
8	You cast Melf's Minute Meteors as an 3rd level spell. You do not need to maintain concentration on the spell.	114-115
9	You cast Invisibility on yourself without spending a spell slot while motionless. You remain invisible for the duration if you remain motionless.	116-117
10	You wild shape into a Giant ape for 1d4 turns.	118-119
11	For the next 24 hours, one of your arms becomes magically animated wood under your control. You have disadvantage on Sleight of Hand checks and advantage on Athletics checks made with that limb.	120-121
12	Any food you eat tastes terrible for the next 24 hours.	122-123
13	You are suddenly cocooned in a magic crystal for either 1d4 turns or until something deals damage to the cocoon. While you are cocooned you are immune to all damage, but you cannot do anything on your turns. You lose concentration.	124-125
14	For the next 24 hours, you can cast Speak With Animals 1d4 times.	126-127
15	Fog Cloud is cast centered on you.	128-129

16	A 20-foot-tall Wall of Stone appears surrounding you in a 10-foot radius for 1d4 turns.	130-131
17	For the next 1d4 turns, you are affected by the <i>Slow</i> spell.	132-133
18	A 5th level Magic Missile shoots out of you, you choose who they target .	134-135
19	Otto's Irresistible Dance is cast on a creature within 30 feet of you for a maximum duration of 1d4 turns.	136-137
20	You expend a spell slot, if you have no available slots, take 1d6 psychic damage.	138-139
21	For the next 1d4 turns, all creatures ignore you unless you directly attack them.	140-141
22	Any wounds you have seal up, leaving scars that look like fungal-like lattice. You regain 4d8 hit points. These scars heal after 24 hours.	142-143
23	Mirror Image is cast on you for the next 1d4 turns.	144-145
24	Each creature within 60 feet of you takes 1d4 Necrotic damage. You regain hit points equal to the sum of the damage dealt.	146-147
25	The next attack that hits you within the next 1d4 turns explodes, dealing 1d10 additional radiant damage to both you and the attacker.	148-149
26	You form a bond with any unbonded weapon within 60 feet, as a bonus action on your turn, you can summon that weapon to cause it to teleport instantly to your hand. You cannot be willingly disarmed. This bond lasts for 24 hours.	150-151
27	When you cast your next spell or take an action that targets only one creature and doesn't have a range of self, you can take 1d4 psychic damage to have the effect ricochet to another creature within 30' with the same effect.	152-153
28	You are immune to being intoxicated by alcohol for the next 5d6 days.	154-155
29	You explode with viscous ectoplasm. All creatures within 30 feet of you are sprayed and must make a DC 14 Constitution saving throw or throw up a little in their mouths.	156-157
30	A nearby outcropping of rock bursts into flame.	158-159
31	You may only use your next action to Dash, Disengage, or Dodge.	160-161
32	Up to 2 creatures of your choice are affected by Expeditious Retreat for 1d4 turns, you do not need to maintain concentration to maintain this spell.	162-163
33	Illusory butterflies flutter in the air within 10 feet of you for 1 hour.	164-165
34	Confusion is cast centered on you; its maximum duration is 1d4 turns.	166-167
35	You may cast Phantasmal Force that lasts for 1d4 turns.	168-169

36	Chose an Ability score randomly then roll 1d4, if the roll is even, that ability score increases by that roll, if the roll is odd, the ability score decreases by that roll. This effect lasts for 24 hours.	170-171
37	For the next 1d4 turns, whenever you deal damage it deals an additional 1d4 damage of the spells damage type.	172-173
38	Roll 3d10, you can distribute this pool as health to any number of targets within 30 feet.	174-175
39	For 24 hours, from the elbow down, one of your arms becomes ethereal. You have disadvantage on Sleight of Hand checks to interact with the Prime Material Plane with that hand. As an action, you can make the hand incorporeal so long as you maintain concentration, allowing it to pass through objects. You drop anything in the hand.	176-177
40	A small bush sprouts on the ground in an unoccupied space within 30 feet of you, bearing 10 Goodberries.	178-179
41	You may cast a 2nd level Inflict Wounds on the next creature you touch within 1 minute without using a spell slot.	180-181
42	You immediately reroll on this table twice ignoring this on subsequent rolls.	182-183
43	You can take one additional action immediately.	184-185
44	For the next 1d4 turns, you are a magical magnet, any spells cast within 60' will target you instead of the intended target.	186-187
45	Gravity doubles around you within 60 feet, halving all movement in the area and causing disadvantage on all Strength checks.	188-189
46	1d4 enormous oak trees appear spontaneously within 30 feet of you.	190-191
47	For the next 1d4 turns, a weapon within 10 feet of you is enchanted by Shillelagh.	192-193
48	For the next 1d4 turns you are affected by the Faerie Fire spell.	194-195
49	Darkness is cast centered on you for the next 1d4 turns.	196-197
50	The next spell you cast within one minute is cast at one level higher (to a maximum level of 9th).	198-199
51	For the next minute, you can see any invisible creature if you have line of sight to it.	200-201
52	For the next minute, your face becomes pale, your lips blue, and you may cast Frostbite as a bonus action on creatures that you touch.	202-203
53	For the next minute you may add your Spellcasting modifier to any saving throws.	204-205
54	A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to the Magic Missile spell.	206-207

55	The next person who hits you with an attack within one minute becomes charmed for 1d4 turns.	208-209
56	For the next 1d4 turns, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.	210-211
57	You gain a modicum of control over fate for one minute. You may cause any singular save to automatically succeed or fail.	212-213
58	You are feeling lucky! You may reroll any one die within 24 hours and add your proficiency bonus to the reroll.	214-215
59	You give a creature within 30 feet of you the ability to cast a 2nd level Divine Smite within 1 minute.	216-217
60	You cast Grease centered on yourself that lasts for 1d4 turns.	218-219
61	2d4 ducklings are summoned and identify you as their mother. The ducklings disperse after 24 hours.	220-221
62	You have disadvantage on all saving throws against magical effects for the next 1d4 turns.	222-223
63	For the next minute, Bigby's Hand appears to protect you. On your turn as a bonus action you may command the hand to take either the Forceful hand, or the Interposing Hand action.	224-225
64	For the next 1d4 turns your eyes turn milk white and go blind.	226-227
65	The next time you roll damage within the next minute, you may replace up to 1d4 dice with the maximum possible.	228-229
66	For the next 24 hours, you may add your Charisma Ability Modifier to any skill checks that you aren't proficient in.	230-231
67	For the next 1d4 turns, each time you take damage you lose control and must roll on the Wild Surge Table.	232-233
68	For the next 24 hours, your race changes randomly. You gain all racial features of your new race and lose all racial features of your current race.	234-235
69	Cracks appear in your skin that glow with ethereal blue light for the next minute. Chose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than your proficiency bonus (None of the slots can be 5th level or higher).	236-237
70	For the next 1d4 turns, all your spells with a casting time of 1 action have a casting time of 1 bonus action.	238-239
71	For the next 24 hours, you have to loudly announce all of your actions.	240-241
72	For the next minute, you may cast a 1st level healing word as a bonus action without using a spell slot up to 1d4 times.	242-243
73	All creatures in a 15-foot cone in front of you must make a DC 12 Wisdom saving throw or are frightened of you for 1d4 rounds. Your eyes become black for this time.	244-245
74	A creature of your choice gains 20 additional movement for its next 1d4 turns.	246-247

75	You may enchant a single creature within 30' of you with a breath attack, treat this as an 2nd level Dragons Breath.	248-249
76	For the next turn you enchant a creature within 60 feet of you with an additional attack.	250-251
77	The next time damage is rolled against you within the next minute, it is rolled twice, using the lower roll.	252-253
78	A creature of your choice has an extended critical strike ratio, equal to [17 – 20]. This effect goes away the next time the creature critically strikes.	254-255
79	You may cast Misty Step.	256-257
80	Entangle is cast on up to 4 creatures at random within 60 feet of you for up to 1d4 turns.	258-259
81	A small rain cloud appears above you for the next 1d4 hours, you look sad.	260-261
82	For the next 24 hours, any magic items you touch are dispelled while you are touching it.	262-263
83	You become stuck between Planes for the next 1d4 rounds. At the beginning of your turns, make a DC 12 Intelligence saving throw to see if you can phase in early.	264-265
84	Up to three creatures you choose within 30 feet of you make a Dexterity Saving throw with your spell DC, or take 4d12 lightning damage, reduced to half on a successful save.	266-267
85	The next protion you drink also grants you the effects of the Potion of Giant Strength (Hill Giant).	268-269
86	For the next 1d4 turns you are enraged, at the end of each turn you make a DC 10 Intelligence saving throw to stop raging early. While you are raging you have resistance to Bludgeoning, Slashing, and Piercing damage, but you cannot cast spells.	270-271
87	For the next 24 hours, your skin glows uncomfortably dry and scaly. Your AC equals 17.	272-273
88	Creatures have disadvantage on the next saving throw you make them roll in the next minute.	274-275
89	For the next 24 hours your skin becomes extremely slippery, you have Advantage on any checks to evade or escape grapple.	276-277
90	For the next 1d4 turns your vision blurs and you think you see double of everything, you have disadvantage on all attack rolls.	278-279
91	A beam of Wild Magic escapes from your body, a creature within 60 feet of you may make a DC 12 Wisdom Save or is forced to roll on this table one time. (A willing creature automatically rolls on this table)	280-281
92	For the next minute, your hands are bathed in a Continual Flame. You may cast an 3rd level Burning Hands as a bonus action without expending a spell slot, this extinguishes the flames.	282-283
93	Your hands leave the Prime Material Plane for the next 24 hours; they are replaced with two Mage Hands that do not require concentration. You drop whatever you were holding.	284-285

94	You cast Haste on up to 2 creatures, this lasts for 1d4 turns and does not require concentration to maintain.	286-287
95	You cast Tasha's Hideous Laughter, if there is no targets within range, you target yourself.	288-289
96	You sink into the ground up to your waist. You are considered grappled and may make a DC 12 Strength check as an action to unearth yourself.	290-291
97	For the next 1d4 turns your movement is doubled.	292-293
98	Beautiful flowers and grasses sprout in a 10-foot radius around you.	294-295
99	You are compelled to use your remaining movement in a random direction.	296-297
100	You enchant a non-magical weapon with the thrown property within 60 feet of you to return to the person who threw the item at the end of their turn. This lasts for 1 hour.	298-299
101	For the next 1d4 rounds, you may cast spells of level 2 or below that you know without using a spell slot.	300-301
102	Roots sprout from your feet that dig into the ground, anchoring you in place. You are considered grappled. The roots last a maximum of 1d4 turns. As an action you may hack or pull off the roots but take 1d8 slashing damage to do so.	302-303
103	Blink is cast on you that lasts for 1d4 turns.	304-305
104	You cannot bend your elbows or knees for the next 1d4 turns. Your speed is halved, and you have disadvantage on attack rolls and ability checks that use your arms	306-307
105	Up to 1d4 creatures within 30 feet of you regain 2d4+4 hit points.	308-309
106	You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face.	310-311
107	You are blind in one eye for 24 hours. You have disadvantage on checks relying on sight.	312-313
108	You are overcome by severe stomach cramping, you get a -2 to all attacks and skill checks until you relieve yourself.	314-315
109	You gain the effects of Bear's Endurance as if by the Enhance Ability spell for the next 1d4 hours.	316-317
110	Everyone within 60' of you are effected by the Friends spell for 1 minute, this does not require concentration to maintain.	318-319
111	For the next minute, you must shout when you speak.	320-321
112	For the next minute, you regain 1d4 hit points at the start of each of your turns.	322-323
113	Minimize the damage of the next damaging spell you cast within the next minute.	324-325

114	You cannot speak for the next 1d4 turns. Whenever you try to speak, pink bubbles float out of your mouth.	326-327
115	For the next 24 hours, you can cast Disguise Self up to 1d4 times, without expending a spell slot.	328-329
116	You cast Armor of Agathys at 2nd level.	330-331
117	Your hair and clothes constantly flutter like you are in a strong wind for 1d4 hours.	332-333
118	You can ask 1d4 questions of the next tree you touch within 1 hour.	334-335
119	Arms of Hadar is cast centered on you as an 1st level spell.	336-337
120	You emit a magical cloud, all creatures within 30' of you turn invisible for a maximum of 1d4 turns or until they attack.	338-339
121	Fly is cast randomly on a creature for a duration of 1 minute, this does not require concentration.	340-341
122	You Enchant a non-magical weapon within 60 feet of you for 1 minute, the weapon gets 1d4 added to hit and to damage.	342-343
123	For the next minute, Spells you cast don't require Verbal, Somatic, or Material Components to cast.	344-345
124	You regain a single spell slot of level 3 or lower.	346-347
125	You regain all expended sorcery points.	348-349
126	Make a DC 12 Wisdom saving throw, on a fail save wild shape into a sheep for the next 1d4 turns.	350-351
127	You gain resistance to all damage for the next 1d4 rounds.	352-353
128	All creatures within 30 feet of you are must make a DC 12 Intelligence Check or are blinded for 1d4 turns.	354-355
129	You can cast Speak with Dead on a corpse by succeeding on a DC 12 Charisma (Persuasion) check. You can attempt this up to 1d4 times.	356-357
130	An extra arm grows out of a creature's chest within 60 feet, for the next 1d4 turns, you can choose to make an attack on their turn. This attack uses an Unarmed Strike of the affected creature and any bonuses it may have, you can make an unarmed strike on any target within 5 feet, including itself.	358-359
131	Two small branches of an oak tree sprout from your head like antlers for the next 1d4 days. Remove Curse or a similar spell can end this effect.	360-361
132	You are affected by the Bane spell for the next 1d4 turns	362-363
133	For the next 24 hours you may cast Augury once without using a spell slot.	364-365

134	You cast Guiding bolt at 1st level.	366-367
135	You can only walk backwards for the next hour.	368-369
136	For the next 1d4 turns, you can teleport up to your movement each turn (this counts as your movement).	370-371
137	For the next 24 hours, Your age changes by 1d10. If the roll is odd, you get younger. If the roll is even, you get older.	372-373
138	Your hair falls out but grows back after 24 hours	374-375
139	For 1d4 hours, you become frightened in the presence of fire.	376-377
140	Cast Animate Objects, you can only animate 4 total objects .	378-379
141	Maximize the damage of the next damaging spell you cast within the next minute.	380-381
142	If you die within the next minute, you immediately come back to life as if by the Reincarnate spell.	382-383
143	For 1d4 turns you turn into a magical void, You become immune to any magical damage, and any spells you try to cast fizzle.	384-385
144	If a creature within the next 1d4 rounds is reduced to 0 hit points, it is instead polymorphed into an owl for up to 1 minute. If this creature is reduced to 0 hit points, or if the minute elapses, it returns to its original form with 1 hit point.	386-387
145	You grow dragon like scales all over your body for 24 hours, your AC becomes 14+Dex.	388-389
146	False Life is cast on you as an 2nd level spell.	390-391
147	You and all creatures within 30 feet of you gain vulnerability to piercing damage for the next 1d4 turns.	392-393
148	You glow with radiant energy, if you fall unconscious within the next minute, you immediately regain consciousness with 2d12 hit points	394-395
149	You cast Hunger of Hadar that lasts for 1d4 turns, this doesn't require concentration to maintain.	396-397
150	For the next 1d4 turns, any creature damaged by you is pushed back 10 feet.	398-399
151	You shrink by one size category for 24 hours.	400-401
152	For the next 1d4 rounds, any time any creature within 60 feet of you takes damage, you heal 1 hit point.	402-403
153	For the next 24 hours, one of your arms turns to dense stone, giving you +1 to AC. You cannot use this arm and you get disadvantage on any checks that would use two arms.	404-405

154	For the next 24 hours, one of your arms becomes flexible, you can attack with it like a whip. It is a Finesse weapon with reach that you are proficient in that deals (1d4+2) slashing damage.	406-407
155	You become drowsy and fall asleep after 1d4 turns, you can be woken normally or with any loud noise.	408-409
156	You are chilled and your teeth chatter uncontrollably. You have disadvantage on Constitution checks for an hour or until warmed up.	410-411
157	You shake uncontrollably for 1d4 rounds. You must make a DC 14 Constitution saving throw after performing any action or drop what you are holding.	412-413
158	A large object materializes over a creature and falls on it unless it makes a DC 16 Dexterity saving throw, on fail it deals 3d10 bludgeoning damage.	414-415
159	For the next 1d4 turns you are vulnerable to acid, cold, fire, lightning, and thunder damage.	416-417
160	For the next 1d4 turns, you gain the feat Elemental Adept for every available damage type.	418-419
161	For the next 1d4 turns, if you are hit by a ranged attack, you can use your reaction to reduce the damage by 1d10 + Spellcasting Modifier, if the damage is reduced to 0 this way, you can reflect the attack back at the attacker	420-421
162	The next spell you cast within 1 minute is extremely loud, it deafens everyone within 30 feet of both the caster and the target for 1d4 turns.	422-423
163	You cast Hold Monster which lasts for a maximum of 1d4 turns.	424-425
164	For the next 1d4 days, horrid pustules grow on your face, giving you disadvantage on all Charisma checks but advantage on intimidation.	426-427
165	Any equipment that you have is suddenly repaired to pristine condition.	428-429
166	You emit a cloud of ash. Blur is cast on you for the next 1d4 turns.	430-431
167	For the next 24 hours, people not hostile to you are compelled to ask for your autograph.	432-433
168	A magical blast detonates at your location dealing 2d6 force damage to everyone within 15 feet of you if they fail a DC 12 Dexterity saving throw, but you are unharmed.	434-435
169	Regain highest-level expended spell slot.	436-437
170	For the next 24 hours, you become translucent. You have advantage on Dexterity (Stealth) checks while naked.	438-439
171	You cast Scorching Ray at 2nd level choosing targets at random.	440-441
172	Fireball is cast as a 3rd level spell centered on you.	442-443
173	You are surrounded by faint ethereal music for 1d4 hours. This gives you disadvantage on checks relying on surprise, and advantage to intimidation checks.	444-445

174	For the next hour, any metal you touch with your hands is affected by a 2nd level Heat Metal spell, the effect stops when you let go, you can apply damage as a bonus action on your turn.	446-447
175	A random creature within 60 feet of you is turned into a potted plant for 1d4 turns.	448-449
176	The next spell you cast within one minute is cast twice at the same target but requires twice the spell slots.	450-451
177	You become hard to see for the next 1d4 turns while you are moving, all attacks of opportunity against you are made with disadvantage.	452-453
178	For the next hour, you cannot deliberately tell a lie.	454-455
179	You turn into a potted plant until the start of your next turn.	456-457
180	You switch places with any target within 60 feet.	458-459
181	Your skin turns blue for 24 hours.	460-461
182	You glow with bright light in a 30-foot radius for the next 1d4 turns. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn.	462-463
183	The next short rest you take is extremely refreshing, you gain the benefits of a long rest from it.	464-465
184	For 24 hours, your height changes by 1d10 inches. If the roll is odd, you shrink. If the roll is even, you grow.	466-467
185	Roll 2d20 and keep track of each roll, for the next 24 hours you may replace any roll you see with one of your rolls.	468-469
186	For the next minute, one of your cantrips is replaced with Eldritch Blast empowered with Agonizing Blast and Lance of Lethargy.	470-471
187	The next time damage is rolled against you in the next minute, it is rolled twice, using the higher roll.	472-473
188	For the next minute, you can add 2d6 Psychic damage to any creature you attack at advantage with, or if another enemy of the target is within 5 feet of it. You can only do this once per turn.	474-475
189	You become extremely sticky, you have advantage on your grappling checks and disadvantage on checks to break grapple.	476-477
190	You are frightened of the nearest creature you see for 1d4 turns. Make a DC 12 Wisdom saving throw at the end of each of your turns to end this effect early.	478-479
191	For the next hour, you can comprehend all languages but can only speak Abyssal.	480-481
192	Your face catches on fire dealing 1d4 fire damage, leaving an ashen scar that heals after 24 hours.	482-483
193	The next turn you take no action, but vomit 2d20 gold pieces.	484-485

194	For the next 24 hours, you cannot help but speak with a lisp, you gain disadvantage on all intimidation and persuasion checks.	486-487
195	An eye appears on your forehead for 24 hours. During this time, you have advantage on checks that rely on sight.	488-489
196	Your eyes turn vibrant blue for 1d4 days. Regain up to 2 sorcery points.	490-491
197	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.	492-493
198	A wave of force erupts from your body, all creatures within 30' of you are pushed 30' away from you, they must make a DC 12 Acrobatics or Athletics save or be knocked prone.	494-495
199	For the next minute, When you are hit by an attack or you fail a saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw. When you use this, you cannot cast spells other than cantrips until the end of your next turn.	496-497
200	Make a DC 12 Wisdom saving throw, on a failed save you are charmed by a random creature within 30 feet for 1d4 turns.	498-499