

# 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	CONSERVATIVE ODDS		RECOMMENDED ODDS		<i>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 1<sup>st</sup> level or higher will cause a surge if Tides of Chaos is usable.)  (Odds are the likelihood to hit the surge table after 3 casts at each spell level)</i>
0	1	14%	1-2	27%	
1	1-2	27%	1-4	49%	
2	1-3	39%	1-6	66%	
3	1-4	49%	1-8	78%	
4	1-5	58%	1-10	88%	
5	1-6	66%	1-12	94%	
6	1-7	73%	1-14	97%	
7	1-8	78%	1-16	99.2%	
8	1-9	83%	1-18	99.9%	
9	1-10	88%	1-19	99.987%	

## 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.

**The value N is equivalent to the spell level that caused the surge (cantrips are 1)**

ROLL	EFFECT
100-101	Any fires set by you attract <b>N</b> zombies for the next 1d4 days.
102-103	You cast <i>Grasping Vine</i> that lasts for the next <b>N</b> turns.
104-105	You cast <i>levitate</i> on self.
106-107	You are reduced as if by the <i>Enlarge/Reduce</i> spell. At the beginning of you next turn you become enlarged. This alternating pattern continues for 1d6 turns.
108-109	A bolt of electricity strikes you, make a DC 12 Dexterity saving throw or take 1d8 damage, take half damage on a successful save.
110-111	The next 1d4 times you sleep or meditate, you are afflicted with horrible nightmares and take 1d4 psychic damage.
112-113	For the next minute, <b>N</b> motes of burning energy appear on your body, you may cast <i>Hellish Rebuke</i> that many times as an <b>N</b> th level spell.
114-115	You cast <i>Melf's Minute Meteors</i> as an <b>N</b> th level spell. You do not need to maintain concentration on the spell.
116-117	You cast <i>Invisibility</i> on yourself without spending a spell slot while motionless. You remain invisible for the duration if you remain motionless.
118-119	You wild shape into a giant ape for one hour.
120-121	Until your next long rest, 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.
122-123	Any food you eat turns to ash in your mouth for the next 24 hours. <i>Remove Curse</i> or a similar spell can end this effect.
124-125	Ice suddenly covers the ground within ( <b>N</b> *5) feet of you at a depth of 6 inches. Each creature that tries to move must make a DC 12 Dexterity saving throw every time it moves on the ice or fall prone.
126-127	For the next <b>N</b> d4 hours, you can speak with animals.
128-129	<i>Fog Cloud</i> is cast centered on you.
130-131	A 10-foot-tall wall of stone appears surrounding you in a 10-foot radius for <b>N</b> turns.

132-133	For the next <b>N</b> turns, your spells cost an additional bonus action to cast.
134-135	You cast <i>Magic Missile</i> as a ( <b>N</b> *2) level spell (up to a maximum of level 9).
136-137	<i>Otto's Irresistible Dance</i> is cast on a creature within 60 feet of you for <b>N</b> turns.
138-139	An Icy mist issues from your body. Creatures within 10 feet of you take 1d4 cold damage at the beginning of their turn.
140-141	For the next minute, the next <b>N</b> spells you cast are affected by the <i>Distant Spell Metamagic</i> .
142-143	Any wounds you seal up, leaving scars that look like fungal-like lattice. You regain <b>Nd6</b> hit points. These scars heal after 24 hours
144-145	<i>Mirror Image</i> is cast on you for the next <b>N</b> turns.
146-147	Each creature within 30 feet of you takes <b>N</b> necrotic damage. You regain hit points equal to the sum of the damage dealt.
148-149	A blast of dark obscuring fog emits from your body, everyone that relies on sight within 100 feet has disadvantage on attack rolls.
150-151	You form a bond with any 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 <b>Nd4</b> days.
152-153	When you cast a 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 target another creature within range with the same effect. You may do this up to <b>N</b> times.
154-155	You are immune to being intoxicated by alcohol for the next <b>Nd4</b> days.
156-157	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.
158-159	A nearby outcropping of rock bursts into flame.
160-161	You lose your next Action.
162-163	Up to <b>N</b> creatures of your choice are affected by <i>Expeditious Retreat</i>
164-165	Illusory butterflies flutter in the air within 10 feet of you for <b>N</b> hours.
166-167	<i>Confusion</i> is cast centered on you; its duration is <b>N</b> turns.
168-169	You may enchant another creature within 30 feet with one additional action on its next turn.
170-171	Extinguish all fires within 120 feet of you. You regain 1d10 hp for each fire you put out.
172-173	For the next <b>N</b> turns, whenever you deal damage you may cast <i>Firebolt</i> as a bonus action.
174-175	You can heal up to <b>Nd8</b> to any targets within 30 feet of you.

<b>176-177</b>	For 1d4 days, 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.
<b>178-179</b>	For an hour, you can speak all languages.
<b>180-181</b>	Cast an <b>N</b> th level Inflict Wounds on any target within 60 feet.
<b>182-183</b>	You immediately reroll on this table twice.
<b>184-185</b>	You can take one additional action immediately.
<b>186-187</b>	You suffer disorienting vertigo. You must make a DC 14 Constitution saving throw or fall prone.
<b>188-189</b>	Gravity doubles around you within 60 feet, halving all movement in the area and causing disadvantage on all Strength checks
<b>190-191</b>	<b>N</b> enormous oak trees appear spontaneously within 30 feet of you.
<b>192-193</b>	For the next <b>N</b> turns, a weapon within 10 feet of you is enchanted by <i>Shillelagh</i> .
<b>194-195</b>	Your silhouette glows while you are either invisible or visible. <i>Remove Curse</i> or a similar spell can end this effect.
<b>196-197</b>	<i>Darkness</i> is cast centered on you for the next <b>N</b> turns.
<b>198-199</b>	The next spell you cast within one minute is cast at one level higher (up to a maximum of 9th)
<b>200-201</b>	Each creature within 30 feet of you becomes invisible for the next <b>N</b> turns. The invisibility ends on a creature when it attacks or casts a spell.
<b>202-203</b>	For the next minute, your face becomes pale, your lips blue, and you may cast <i>Frostbite</i> as a bonus action.
<b>204-205</b>	For the next minute you may add your Spellcasting modifier to any saving throws.
<b>206-207</b>	A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to the <i>Magic Missile</i> spell.
<b>208-209</b>	The next person who hits you with an attack within the next <b>N</b> turns becomes charmed.
<b>210-211</b>	For the next <b>N</b> turns, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.
<b>212-213</b>	You gain a modicum of control over fate for one minute. You may cause any singular save to automatically succeed or fail.
<b>214-215</b>	You are feeling lucky! You may reroll any one die within <b>N</b> d4 hours and add <b>N</b> to the reroll.
<b>216-217</b>	You give a creature within 30 feet of you an <b>N</b> th level <i>Divine Smite</i> to cast within 1 minute
<b>218-219</b>	you ooze sweet-smelling oil for 1d4 rounds and act as if under the <i>Grease</i> spell.

<b>220-221</b>	Nd4 ducklings are summoned and identify you as their mother. The ducklings disperse after a long rest.
<b>222-223</b>	You have disadvantage on all saving throws against magical effects for the next <b>N</b> turns.
<b>224-225</b>	You cast <i>Animate Dead</i> on the nearest corpse within a mile.
<b>226-227</b>	For the next <b>N</b> turns your eyes turn milk white and go blind.
<b>228-229</b>	The next time you roll damage, you may replace <b>N</b> of the die with the maximum possible.
<b>230-231</b>	For the next <b>N</b> turns, whenever you deal damage you may cast <i>Ray of Frost</i> as a bonus action.
<b>232-233</b>	Your skin brightly glows for the next Nd4 hours, giving you disadvantage on Stealth Checks. The light is equivalent to a torch.
<b>234-235</b>	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. Your ability scores remain unchanged.
<b>236-237</b>	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 <b>N+1</b> .
<b>238-239</b>	For the next <b>N</b> turns, all your spells with a casting time of 1 action have a casting time of 1 bonus action.
<b>240-241</b>	For the next <b>N</b> days, you see all reflections on yourself as if you mutated into an eldritch monster.
<b>242-243</b>	For the next <b>N</b> turns, you can cast an <b>N</b> th level healing word as a bonus action.
<b>244-245</b>	All creatures in a 15-foot cone in front of you must make a Wisdom DC (11 + <b>N</b> ) saving throw or are frightened of you for 1d4 rounds. Your eyes become black for this time.
<b>246-247</b>	A creature of your choice gains additional movement equal to <b>N</b> *10 for its next <b>N</b> turns
<b>248-249</b>	For the next 1d4 turns, you cannot speak but gain a breath weapon. Treat this as a <b>N</b> th level <i>Dragon's Breath</i> .
<b>250-251</b>	For the next <b>N</b> turns you are immune to all damage.
<b>252-253</b>	The next time damage is rolled against you, it is rolled twice, using the lower roll.
<b>254-255</b>	For the next minute, a creature of your choice has an extended critical strike ratio, this is equal to (20 - <b>N</b> ) - 20.
<b>256-257</b>	You cast <i>Misty Step</i> .
<b>258-259</b>	<i>Entangle</i> is cast on <b>N</b> creatures at random within 60 feet of you.
<b>260-261</b>	A small rain cloud appears above you for the next 1d4 hours, you look sad.

<b>262-263</b>	Any magic you touch is dispelled for the next <b>N</b> hours, this includes magic items, concentration spells, and curses.
<b>264-265</b>	You become stuck between Planes for the next 1d4 rounds. At the beginning of your turns, make a DC 12 Constitution saving throw to see if you can phase in early.
<b>266-267</b>	Up to three creatures you choose within 30 feet of you take <b>Nd10</b> lightning damage.
<b>268-269</b>	Positive energy radiates inside of you, for the next minute you cannot be affected by any Conditions.
<b>270-271</b>	For the next <b>N</b> turns you are enraged, at the end of each turn you make a DC 10 Intelligence saving throw or continue raging. While you are raging you have resistance to Bludgeoning, Slashing, and Piercing damage, but you cannot cast spells.
<b>272-273</b>	For the next <b>Nd4</b> hours, your skin glows uncomfortably dry and scaly. Your AC equals 17.
<b>274-275</b>	Creatures have disadvantage on the next saving throw you make them roll in the next minute.
<b>276-277</b>	You cast <i>find familiar</i> .
<b>278-279</b>	You begin to bleed from your eyes for 1 minute and take 1 point of psychic damage.
<b>280-281</b>	Reroll on this table <b>N</b> times.
<b>282-283</b>	For the next minute, your hands are bathed in <i>Continual Flame</i> . You may cast <i>Burning Hands</i> as a bonus action without expending a spell slot, this removes the flame.
<b>284-285</b>	Your hands become ethereal for the next 1d4 hours; they are replaced with two <i>Mage Hands</i> that do not require concentration. You drop whatever you were holding.
<b>286-287</b>	You cast <i>Haste</i> on up to <b>N</b> willing creatures, this lasts for <b>N</b> turns and does not require concentration.
<b>288-289</b>	You can teleport up to <b>N*20</b> feet to an unoccupied space of your chose that you can see.
<b>290-291</b>	You sink into the ground up to your waist. You are considered grappled and may make a DC 10 Strength check as an action to unearth yourself.
<b>292-293</b>	For the next <b>N</b> turns your movement is doubled.
<b>294-295</b>	Beautiful flowers and grasses sprout in a 10-foot radius around you.
<b>296-297</b>	A small cyclone picks you up and tosses you <b>Nd10</b> feet in a random direction.
<b>298-299</b>	Up to <b>N</b> creatures gain advantage on the next initiative roll.
<b>300-301</b>	For the next <b>N</b> rounds, you may cast any spell of level 2 or below that you have prepared without using a spell slot.
<b>302-303</b>	Roots sprout from your feet that dig into the ground, anchoring you in place. You are considered grappled. The roots last <b>N</b> turns. As a bonus action you may hack or pull off the roots but take 1d8 damage to do so.

<b>304-305</b>	<i>Blink</i> is cast on you.
<b>306-307</b>	You cannot bend your elbows or knees for the next <b>N</b> turns. Your speed is halved, and you have disadvantage on attack rolls and ability checks that use your arms
<b>308-309</b>	<b>N</b> creatures within 30 feet of you regain 2d6 hit points.
<b>310-311</b>	You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face.
<b>312-313</b>	You are blind in one eye for <b>Nd4</b> hours. You have disadvantage on checks relying on sight.
<b>314-315</b>	A blast of sonic energy emits from your body, everyone within 100 feet must make a DC 10 Constitution saving throw or be knocked prone.
<b>316-317</b>	You gain the effects of Bear's Endurance as if by the <i>Enhance Ability</i> spell for the next <b>N</b> hours.
<b>318-319</b>	For the next <b>N</b> turns, you may cast <i>Vicious Mockery</i> as a bonus action.
<b>320-321</b>	For the next minute, you must shout when you speak.
<b>322-323</b>	For the next minute, you regain <b>N</b> hit points at the start of each of your turns.
<b>324-325</b>	Minimize the damage of the next damaging spell you cast within the next minute.
<b>326-327</b>	You cannot speak for the next <b>N</b> turns. Whenever you try to speak, pink bubbles float out of your mouth.
<b>328-329</b>	You become invisible for the next minute. During that time other creatures cannot hear you. The invisibility ends if you attack or cast a spell.
<b>330-331</b>	You cast <i>Silence</i> within 60 feet that lasts for <b>N</b> minutes, this does not require concentration to maintain
<b>332-333</b>	Your hair and clothes constantly flutter like you are in a strong wind for 1d4 hours.
<b>334-335</b>	You can ask <b>N</b> questions of the next tree you touch within 1 hour.
<b>336-337</b>	<i>Arms of Hadar</i> is cast centered on you as an <b>N</b> th level spell.
<b>338-339</b>	Reroll on this table. You may take 1d4 psychic damage to move one space up or down this table from that roll. You may pay this up to <b>N</b> times to move multiple spaces.
<b>340-341</b>	<i>Fly</i> is cast on up to <b>N</b> creatures for a duration of 1 minute, this does not require concentration.
<b>342-343</b>	You Enchant a non-magical weapon within 60 feet of you for 24 hours, the weapon gets ( <b>N</b> /2 + 1 rounded down) added to hit and to damage.
<b>344-345</b>	for the next minute, the next <b>N</b> spells you cast are affected by the <i>Quickened Spell</i> Metamagic.
<b>346-347</b>	You regain a single spell slot of level <b>N</b> or lower.
<b>348-349</b>	You regain all expended sorcery points



<b>350-351</b>	Make a DC 12 Wisdom saving throw, on a fail save wild shape into a sheep for the next <b>N</b> turns.
<b>352-353</b>	You gain resistance to all damage for the next <b>N*2</b> rounds
<b>354-355</b>	All creatures within 100 feet of you are frightened of you for 1d4 turns unless they make a DC 10 Wisdom save.
<b>356-357</b>	All corpses within 30 feet of you whisper to you, babbling mindlessly about the mundane aspects of their lives. You can cast Speak with Dead on a corpse by succeeding on a DC 17 Charisma (Persuasion) check for the next <b>N</b> hours.
<b>358-359</b>	An extra hand grows out of a creature's chest within 60 feet, for the next <b>N</b> turns, you can choose to make an attack on their turn. This attack uses the strength stat of the affected creature and any bonuses it may have, you can make an unarmed strike on any target within 5 feet, including itself.
<b>360-361</b>	Two small branches of an oak tree sprout from your head like antlers for the next <b>N</b> days. <i>Remove Curse</i> or a similar spell can end this effect.
<b>362-363</b>	<i>Dissonant Whispers</i> is cast on you.
<b>364-365</b>	You are immune to bludgeoning, piercing, and slashing damage for <b>N</b> rounds.
<b>366-367</b>	You cast <i>Guiding bolt</i> at <b>N</b> th level.
<b>368-369</b>	You cast <i>Fireball</i> as an <b>N</b> th level spell. It acts as if affected by the <i>Careful Spell</i> Metamagic.
<b>370-371</b>	For the next minute, you can teleport up to 20 feet as a bonus action on each of your turns.
<b>372-373</b>	Your age changes by <b>N</b> . If <b>N</b> is odd, you get younger. If <b>N</b> is even, you get older.
<b>374-375</b>	Your hair falls out but grows back after 24 hours
<b>376-377</b>	For <b>N</b> hours, you become frightened in the presence of fire.
<b>378-379</b>	Choose and roll up to <b>N</b> times: 1d20,1d12,1d10,1d8,1d6,1d4. For the next 24 hours you may replace any of your rolls with one of these dice.
<b>380-381</b>	Maximize the damage of the next damaging spell you cast within the next minute.
<b>382-383</b>	You are pushed ( <b>N*5</b> ) feet in a random direction.
<b>384-385</b>	Each creature within 90 feet of you makes a DC 12 Dexterity saving throw. Each creature that fails takes <b>N</b> d4 lightning damage.
<b>386-387</b>	The next creature to die within the next <b>N</b> rounds is instead polymorphed into a random creature with a CR equal to a third <b>N</b> , rounded down. When that creature reaches 0 hit points it reverts to its original form with 1 hit point.
<b>388-389</b>	You grow dragon like scales all over your body for the next minute, your AC becomes 12+Dex+ <b>N</b> .

<b>390-391</b>	<i>False Life</i> is cast on you as an <b>N</b> th level spell.
<b>392-393</b>	You feel overwhelmingly dizzy for <b>N</b> rounds. You must make a DC 12 constitution saving throw whenever you move more than 5 feet on your turn. You fall prone on a failure.
<b>394-395</b>	You glow with radiant energy, if you fall unconscious within the next minute, you immediately regain consciousness with <b>Nd12</b> hit points
<b>396-397</b>	<i>Hunger of Hadar</i> is cast centered on you for <b>N</b> turns.
<b>398-399</b>	For the next minute, you can see any invisible creature if you have line of sight to it.
<b>400-401</b>	You shrink by one size category for <b>N</b> hours.
<b>402-403</b>	For the next <b>N</b> rounds, any time any creature within 60 feet of you takes damage, you heal 1 hit point.
<b>404-405</b>	For the next 24 hours, one of your arms turns to stone, giving you +1 to AC.
<b>406-407</b>	Until your next long rest, your arm becomes flexible, you can attack with it like a whip. It is a Dexterity based weapon and deals (1d4+2+ <b>N</b> ) damage.
<b>408-409</b>	You experience a sharp tingling sensation for <b>N</b> rounds, taking 1 lightning damage at the beginning of your turns.
<b>410-411</b>	You are chilled and your teeth chatter uncontrollably. You have disadvantage on Constitution checks for an hour or until warmed up.
<b>412-413</b>	You shake uncontrollably for 1d4 rounds. You must make a DC 15 Constitution saving throw after performing any action or drop what you are holding.
<b>414-415</b>	For the next minute, the next <b>N</b> spells you cast are affected by the <i>Empowered Spell</i> Metamagic.
<b>416-417</b>	For the next <b>N</b> turns you are vulnerable to fire damage.
<b>418-419</b>	For the next <b>N</b> turns, you regain 5 hit points at the start of each of your turns.
<b>420-421</b>	For the next <b>N</b> turns, if you are hit by a ranged weapon attack, you can use your Reaction to deflect or catch the missile. If you do so, the damage you take from the attack is reduced by 1d10 + Dex + <b>N</b>
<b>422-423</b>	You cast <i>Invisibility</i> on yourself without spending a spell slot while holding your breath. You remain invisible for the duration if you hold your breath.
<b>424-425</b>	You cast <i>Time Stop</i> for 1 turn.
<b>426-427</b>	For the next 1d4 days, horrid pustules grow on your face, giving you disadvantage on all Charisma checks except intimidation.
<b>428-429</b>	For the next minute, the next <b>N</b> spells you cast are affected by the <i>Twinned Spell</i> Metamagic.
<b>430-431</b>	You emit a cloud of ash. <i>Blur</i> is cast on you for the next <b>N</b> turns.

<b>432-433</b>	For the next hour, you leave a thin layer of frost on anything you touch. As an action, you can touch water and turn a 5-foot cube of it into ice, which melts after 1 minute.
<b>434-435</b>	A magical blast detonates at your location dealing <b>Nd6</b> force damage to everyone within 15 feet of you if they fail a DC 12 Dexterity saving throw, but you are unharmed.
<b>436-437</b>	Regain highest-level expended spell slot.
<b>438-439</b>	You become translucent. You have advantage on Dexterity (Stealth) checks while you are naked.
<b>440-441</b>	You cast <i>Scorching Ray</i> at <b>N</b> th level choosing targets at random.
<b>442-443</b>	<i>Fireball</i> is cast as an <b>N</b> th level spell centered on you.
<b>444-445</b>	You are surrounded by faint ethereal music for <b>N</b> hours.
<b>446-447</b>	For the next 24 hours, any metal you touch is affected by the <i>Heat Metal</i> spell.
<b>448-449</b>	A random creature within 60 feet of you is turned into a potted plant until the start of your next turn.
<b>450-451</b>	You polymorph into a random creature until the end of your next turn.
<b>452-453</b>	You become hard to see for the next <b>N</b> turns while you are moving, all attacks of opportunity against you are made with disadvantage.
<b>454-455</b>	For the next 24 hours you comprehend all languages besides common.
<b>456-457</b>	You turn into a potted plant until the start of your next turn.
<b>458-459</b>	You switch places with any target.
<b>460-461</b>	You cast <i>Detect Thoughts</i> . This last for <b>N</b> hours and does not require concentration. Each time you focus to listen, you take 1d4 psychic damage
<b>462-463</b>	You glow with bright light in a 30-foot radius for the next <b>N</b> turns. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn.
<b>464-465</b>	Gain temporary HP equal to <b>Nd4</b> .
<b>466-467</b>	Your height changes by <b>N</b> inches. If the <b>N</b> is odd, you shrink. If the <b>N</b> is even, you grow.
<b>468-469</b>	Roll <b>Nd20</b> and keep track of each roll, for the next 24 hours you may replace any roll with one of your rolls.
<b>470-471</b>	For the next <b>N</b> turns, one of your cantrips is replaced with <i>Eldritch Blast</i> empowered with <i>Agonizing Blast</i> and <i>Eldritch Spear</i> .
<b>472-473</b>	The next time damage is rolled against you, it is rolled twice, using the higher roll.
<b>474-475</b>	For the next minute, you can add <i>Sneak Attack</i> damage to any creature you attack at advantage with, or if another enemy of the target is within 5 feet of it, the damage is <b>Nd6</b> .
<b>476-477</b>	A geyser temporarily erupts from the ground beneath you throwing you 10 feet into the air, you are knocked prone and take 1d4 bludgeoning damage.

<b>478-479</b>	You are wracked by existential horror for 1d4 rounds and are frightened. You may make a DC 10 Wisdom saving throw at the end of each of your turns to end this effect.
<b>480-481</b>	For the next <b>N</b> hours, you can comprehend all languages but can only speak Abyssal.
<b>482-483</b>	Your face catches on fire dealing 1d4 damage, leaving an ashen scar that heals after 24 hours.
<b>484-485</b>	You vomit <b>Nd20</b> gold pieces.
<b>486-487</b>	Your ears, nose, and lips burn off, giving you disadvantage on Persuasion checks and advantage to Intimidation checks. They grow back after a long rest.
<b>488-489</b>	An eye appears on your forehead for the next day. During that time, you have advantage on checks that rely on sight.
<b>490-491</b>	Your eyes turn vibrant blue for <b>Nd4</b> days. Regain <b>N</b> sorcery points.
<b>492-493</b>	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
<b>494-495</b>	You gain a d10 inspiration die. You may add this to an attack roll, ability check, or saving throw you make within the next 10 minutes.
<b>496-497</b>	You cast <i>Sleep</i> as an <b>N</b> th level spell.
<b>498-499</b>	Make a DC 12 Wisdom saving throw, on a failed save you are frightened by the nearest creature until the end of your next turn.