

Note: Roll a d100 and a d2. If the d2 = 2, add 100 to the d100 roll. This result gives an even distribution of effects rather than a bell curve would by adding two d100 rolls together.

200 ENTRY WILD MAGIC TABLE

WILD MAGIC SURGE

#	EFFECTS
1	...as you finish casting your spell, the universe fizzles out around you leaving your party standing in a huge room with grid patterns on all the walls. A voice comes from nowhere, "Damn it, Blakes. You crashed the holodeck...AGAIN!" Then everything returns to normal and you say, "WHAT WAS THAT?!"
2	1d4 illusions appear that look exactly like the caster and mimics its movements. Each illusion remains for 1 minute or until it takes any damage. Only true sight can identify the real caster.
3	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.
4	A 10'x10' pit appears immediately in front of caster, 5' deep per level of the caster.
5	A 25' x 25' pit opens up at your location. It's a 20' drop and what's at the bottom? 3d4 poisonous snakes!
6	A ball of snakes flies from your sleeve, causing anyone in a 5' wide line between you and your target to forfeit their reaction until your next turn due to instinctively dodging away. The snakes are otherwise normal and not dangerous.
7	A different, random spell the caster knows of one level higher is cast. If spell was highest level known, a random cantrip effect is cast.
8	A different, random spell the caster knows of one level lower is cast. First level spells result in a random cantrip effect.
9	A layer of sand 2' deep appears in a 60' radius around the caster and is considered difficult terrain.
10	A loud noise accompanies the spell confusing all creatures within 60 feet for 1 round except the caster.
11	A loud noise accompanies the spell confusing only the caster. Suffer the effects of the confusion spell for 1d4 rounds.
12	A modron chosen and controlled by the DM appears in an unoccupied space within 5 feet of you, then disappears 1 minute later.
13	A neutral monster of CR value equal to the lowest member of the party wanders onto the scene from a random direction.
14	A random creature within 60 feet of you becomes poisoned for 1d4 hours.
15	A random party member goes to max HP.
16	A random party member is reduced to 1 HP.
17	A random trap springs emanating randomly from zero to 25' from your location (DM discretion).
18	A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to magic missile.
19	A unicorn controlled by the DM appears in a space within 5 feet of you, then disappears 1 minute later.
20	A werewolf controlled by the DM appears in an unoccupied space within 5 feet of you, then disappears 1 minute later.
21	All allies within 10' of caster receives the benefits of a second wind at caster's level.
22	All combatants gain 5 TEMP HP.
23	All combatants on the battlefield are set to half their original HP.
24	All combatants on the battlefield randomly trade places.
25	All corpses within 60' of the caster animate, start doing the thriller dance, and count as difficult terrain. They are otherwise harmless.
26	All creatures fall prone.
27	All creatures within 10' of caster receives the benefits of a second wind at caster's level.
28	All dice rolls are at -2 until the next rest for the entire party.
29	All familiars/companions within 300 feet return to their owners and forcibly demand attention. Anyone with a familiar/companion acting this way has disadvantage on all attacks, checks, and saves until they take an action to pet, cuddle, or kiss their familiar/companion.
30	All magical weapons within 30' of caster are increased by +2 for 1d4 turns.
31	All non-magic items within 15' of the target glow slightly and gain an aura of enchantment magic for the next 2d12 hours. The items are otherwise not magical (i.e., for reasons of hitting creatures only affected by magic weapons).

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32	All normal doors, secret doors, portcullises, etc., (including those locked or barred) within 60' of caster open.
33	All weapons within 30 feet of the caster are +1 weapons for 1d4 rounds. (Weapons greater than +1 become +1)
34	All your enemies fall prone.
35	An eye appears on your forehead for the next minute. During that time, you have advantage on Wisdom (Perception) checks that rely on sight.
36	Caster and target exchange place. If more than one target, choose at random. If cast on self only, you teleport 30' in a random direction.
37	Caster gains X-ray vision for 1d6 rounds.
38	Caster polymorphs randomly. CR is equal to caster level.
39	Caster suffers same spell effect as target(s).
40	Caster's target(s) polymorph randomly. CR is equal to caster level.
41	Cause fear with 60' radius centered on caster. All within radius except the caster must make a saving throw against the caster's DC.
42	Channeling the anguish of a million wrongfully doomed souls, you curse your enemy. All enemy units are inflicted with the Bane spell for 1 minute.
43	Creatures have advantage on saving throws against any spells you cast in the next minute.
44	Creatures have disadvantage on saving throws against the next spell you cast in the next minute that involves a saving throw.
45	Die. Reincarnate next round.
46	Do not make your d20 wild magic rolls for the next 3 spells cast.
47	Each ally within 20' of you gains resistance to a random damage type for the rest of the encounter.
48	Each ally within 20' of you is vulnerable to a random damage type for the rest of the encounter.
49	Each creature within 30 feet of you becomes invisible for the next minute. The invisibility ends on a creature when it attacks or casts a spell.
50	Each creature within 30 feet of you takes 1d10 necrotic damage. You regain HP equal to the sum of the necrotic damage dealt.
51	Everyone in the party banks one random failure on a check or save (as determined truly randomly by the DM and checked only on a success).
52	Everyone in the party can bank one automatic success on a check or save.
53	Everyone on the battlefield needing to make a save can make it now.
54	Everything being worn within 30' of you spontaneously and magically falls off.
55	For 1 minute each ranged spell by the caster also launches a level 1 magic missile at a random target.
56	For 1 minute, each spell cast by the caster also casts Level 1 color spray in a random direction.
57	For 1d4 rounds caster and a random foe trade brains. (Player controls NPC; NPC controls caster).
58	For 1d4 rounds range on all spells by the caster double and touch spells can be cast with a range of 15'.
59	For the next minute, all your spells with a casting time of 1 action can have a casting time of 1 bonus action if you wish.
60	For the next minute, any flammable object you touch that isn't being worn or carried by another creature bursts into flame.
61	For the next minute, you can see any invisible creature if you have line of sight to it.
62	For the next minute, you can teleport up to 20 feet as a bonus action on each of your turns.
63	For the next minute, you must shout when you speak.
64	For the next minute, you regain 5 HP at the start of each of your turns.
65	For the next minute, you take ongoing damage of 5 HP at the start of each of your turns. Any heal ends this condition.
66	If you die within the next minute, you immediately come back to life as if by the reincarnate spell.

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67	Illusory butterflies and flower petals flutter in the air within 10 feet of you for the next minute.
68	Instead of the cast spell, a 5'x20' banquet table with a luxurious feast appears in the nearest possible location. Each creature that can see the banquet must make a DC 10 + Their Level WIS saving throw or spend their next turn moving to the table and eating food.
69	Lightning storm! For the next 1d6 rounds, a bolt of lightning strikes a random creature in the area for 2d12 lightning damage.
70	Make two d20 wild magic rolls for each spell cast until the next long rest.
71	Massive flood waters appear! 2d6 feet of water fills the area instantly at a radius of 500'.
72	Maximize the damage of the next damaging spell you cast within the next minute.
73	Mysterious gray beings materialize around you and shift out of existence with you. 1d4 rounds later, you're back exactly where you were. WTF?!
74	One magical item within 30' of caster (randomly chosen and not that of the caster) is permanently drained of all its magic.
75	One normal item within 30' of caster (randomly chosen and not that of the caster) becomes permanently magical (gains the magic property).
76	OUCH!! You stubbed your..spell? Somehow you hurt yourself on that one and will be sore for the next 1d4 rounds (when you cast a spell or cantrip) you take your level in damage.
77	Permanently decrease one random ability score by 1 of a random party member.
78	Permanently increase one random ability score by 1 of a random party member.
79	Random party member gains a random magic item (DM Discretion).
80	Random party member loses a magic item of their choice.
81	Regardless of condition, you are under the impression you have one (1) HP.
82	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. The change is permanent.
83	Roll a d10. Your height changes by a number of inches equal to the roll. If the roll is odd, you shrink (minimum 6" high). If the roll is even, you grow. The change is permanent.
84	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
85	Silence, 15' radius centered on caster for 1d4 rounds.
86	Sleet Storm centered on the caster. Lasts 1d6 rounds.
87	Spell affects 1d4 additional random targets. Allies otherwise immune ARE affected.
88	Spell affects random target within 60' of the caster, instead of intended target.
89	Spell backlash. Spell functions normally, but caster falls unconscious for 1d4 rounds unless s/he passes a DC 10 + Caster Level CON save.
90	Spell fails completely. Slot burned.
91	Spell fails completely. Slot is not used, but you fall prone and slide 30' away from the target (area).
92	Spell fails. Slot burned. Both you and target (area) are stunned for 1 round.
93	Spell functions at 1 level higher than cast.
94	Spell functions at 2 levels higher than cast.
95	Spell functions at 3 levels higher than cast.
96	Spell functions normally, but is accompanied by an intense flash, blinding the caster and all within a 30' radius for 1d4 rounds.
97	Spell goes off at maximum effect but the caster is affected with a hold person spell which lasts one minute or until DC 10 + Caster's Level CON save at the beginning of the caster's turn.
98	Spell has 1/2 effect (as determined by the DM whether it be damage, healing, time of effect, etc.)
99	Spell has a minimum duration of 1 turn (i.e., a fireball creates a ball of flame that remains for 1 turn, a lightning bolt bounces and continues, possibly rebounding, for 1 turn, etc.)
100	Spell has double effect (as determined by the DM whether it be damage, healing, time of effect, etc.)

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101	Spell is delayed by 1d4 rounds. Spell affects specified target even if it has moved.
102	Spell is reversed if it is reversible. If the spell is not reversible, the DM should attempt to define a reverse effect (i.e. fire to water or ice, damaging spells heal). If a reverse effect is not possible, spell fails.
103	Sudden change in weather (temperature rise, snow, rain, etc.) lasting 1d4 rounds.
104	Suffer an effect on the DMG indefinite madness table.
105	Suffer an effect on the DMG long term madness table.
106	Suffer an effect on the DMG short term madness table.
107	Take advantage on the next two rolls where it can be used.
108	Target becomes incorporeal for 1d4 rounds.
109	Target enlarged for 1d6 rounds.
110	Target is petrified for 1d2 rounds.
111	The calendar instantly moves forward 3 days.
112	The caster and each person affected by the spell is knocked prone.
113	The caster and the target exchange positions. If the spell does not require a target (i.e., Fireball or lightning bolt) the caster instead teleports to the target location. The spell does not go off, but the slot is expended.
114	The caster calls odds or evens. Roll a die. If they are correct, the target falls madly in lust with a random creature nearby. If they are incorrect or if there is not one target, the caster falls madly in love with a random creature. This lasts until the end of the encounter.
115	The caster suddenly knows the entire bus schedule for Spokane, Washington in 1974.
116	The closest creature to your target who is not the target gets cursed with battle rage (it is a random target if an AOE spell). Their next action, they must move to and attack the closest creature to them with intent to kill (not the spell's target). Attacker must add any applicable class perks like sneak attack or Smite that they have in the best effort to KILL. When they hit someone, the curse leaves them and goes to the target who took damage. Again, this creature moves to and attacks the nearest person (but not the one who passed the curse to them). The curse lasts for 8d6 actions (each actor's turn in the fight counts as one action). If a target who the curse would be passed to dies, the curse remains on the attacker.
117	The Daylight spell is in effect for 1d4 rounds emanating from the target for 500'.
118	The forges of Avernus belch forth noxious fumes as you finish your casting. In addition to the normal spell effect, a Stinking Cloud, centered at your target location, appears also. It lasts for one minute.
119	The next damaging spell you cast within the next minute does critical damage.
120	The party falls prone.
121	The spell's source is changed to a random ally. The spell's direction and target remained unchanged (although it may now be invalid and the spell fizzles).
122	The temperature dramatically drops in the room and anyone caught inside takes an ongoing 1d4 cold damage for the remainder of the encounter.
123	Time freezes, you and all allies are teleported to a pocket dimension for 8 hours, then restored in time exactly as you were, but naked. (Instant long rest, but equipment doesn't return for another hour.)
124	Time freezes, you and all allies are teleported to a pocket dimension for one hour, then restored in time exactly as you were. (Instant short rest.)
125	Until the next long rest you forget spells higher than level 1.
126	Until the next long rest you know one spell of your choice of any class up to level 1d4.
127	Up to three creatures you choose within 30 feet of you take 4d10 lightning damage.
128	When rolling on this table, roll TWICE using both results except this one for the next 1+1d6 days.
129	While tapping the element for that spell, you caught the attention of an extra-planar being. A mephit of the elemental type you cast appears and sees you as an ally wielding its element. The mephit stays for 1 minute (if the caster attacks with any other element for that duration, the mephit sees this as a betrayal and attacks the caster with fervor). If the spell was not elemental, a dog appears.
130	You and all creatures within 30 feet of you gain vulnerability to piercing damage for the next minute.

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131	You and the target switch places (if AOE you switch with a random target).
132	You are bardically inspired with a d10.
133	You are bardically inspired with a d12.
134	You are bardically inspired with a d6.
135	You are bardically inspired with a d8.
136	You are cloned. Only one can be used at a time. This is the same as a mulligan. If you truly die, you just start over where you left off as a clone.
137	You are frightened by the nearest creature until the end of your next turn.
138	You are immune to being intoxicated by alcohol for the next 5d6 days.
139	You are intoxicated until the next long rest.
140	You are poisoned for 1d4 rounds.
141	You are reduced to 1 HP.
142	You are surrounded by faint, ethereal music for the next minute.
143	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.
144	You are trapped inside a dark and impenetrable force field for 1d4 rounds. Nothing gets in or out. Objects, sounds, light, nothing!
145	You become invisible for the next minute. During that time, other creatures can't hear you either. The invisibility ends if you attack or cast a spell.
146	You become one with creation and briefly see a vibrant vision of the being known as the Great Gyga, 1st of all creators, then the vision fades and you are back in combat with a tick of divine inspiration. (Gain inspiration.)
147	You can take one additional action immediately.
148	You can't do anything "offensive" (attacks) against enemies for 1d4 rounds.
149	You can't speak for the next minute. Whenever you try, bubbles float out of your mouth.
150	You cannot cast 1st level spells until the next long rest.
151	You cannot cast cantrips until the next long rest.
152	You cannot speak until someone says your name.
153	You cast confusion centered on yourself.
154	You cast fireball as a 3rd-level spell centered on yourself.
155	You cast fly on a random creature within 60 feet of you. It lasts one minute.
156	You cast fog cloud centered on yourself.
157	You cast grease centered on yourself.
158	You cast levitate on yourself.
159	You cast magic missile as a 5th-level spell.
160	You cast mirror image on yourself.
161	You cast polymorph on yourself. If you fail the saving throw, you turn into a goat for the spell's duration.
162	You cast Shield on yourself.
163	You fall unconscious and are immune to all damage types for 1d4 rounds.
164	You gain 1/10 of current XP,
165	You gain a moment of clarity beyond even the gods, discovering you are nothing more than a bunch of numbers and words written on a sheet of paper (or zeros and ones in the case of Fantasy Grounds VTT).
166	You gain a random magic item (DM Discretion).
167	You gain resistance to all damage for the next minute.
168	You gain TEMP HP equal to your level.

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169	You glow with bright light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn.
170	You go to max HP.
171	You have no actions for 1d4 turns.
172	You instantly grow a long beard made of feathers that immediately causes you to sneeze, at which point the feathers explode out from your face.
173	You lose 1/10 of current XP. If it drops you below your current level, you stay the same level.
174	You lose a magic item of your choice.
175	You lose one sorcery point. If you have none, you lose one next time you recover them.
176	You lose your lowest level spell slot. If no slots left, you lose it next time you gain your slots back.
177	You lose your current highest level spell slot. If no slots left, you lose it next time you gain your slots back.
178	You may add one to any ability score and decrease another by one if you wish.
179	You realize who all of your elected officials are and it leaves you feeling sad. This has no real effect.
180	You regain (Your Level #)d4 HP.
181	You regain 2d10 HP.
182	You regain all expended sorcery points.
183	You regain your highest level expended spell slot.
184	You regain your lowest level expended spell slot.
185	You rip a hole into the Positive/Negative Plane. Roll a die. Odds is Positive, evens is Negative. For the next 3d4 rounds of combat, any creature starting its turn up to 10' from the space the spell was cast into heals or takes 2d4-1 points of damage.
186	You sneeze. A 60' cone of snot covers all targets causing them to be slowed for 1d4 rounds.
187	You start laughing uncontrollably for 1d4 rounds. Spell casting impossible and you have disadvantage on all attacks..
188	You teleport up to 60 feet to an unoccupied space of your choice that you can see.
189	You think that you might explode if you do not move carefully, and gingerly for the rest of the encounter. You are slowed.
190	You turn into a breath mint until the end of your next turn. Should anyone eat you, your form reverts immediately, and that could be VERY BAD! While you are a mint you are vulnerable to all damage and if you drop to zero HP, your form reverts back. You gain a + 5 to AC as a breath mint.
191	You turn into a chicken for 1 round. As a chicken you are immune to all damage.
192	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 HP, your pot breaks, and your form reverts.
193	Your entire body itches, spend the next 1d4 rounds feverishly only scratching yourself.
194	Your hair falls out but grows back within 24 hours.
195	Your head is enlarged by two sizes. All hits to you in melee combat deal full damage. Remove curse cures this.
196	Your size decreases by one size category for the next minute.
197	Your size increases by one size category for the next minute.
198	Your skin turns a vibrant shade of blue. A remove curse spell can end this effect.
199	Your speed doubles for the remainder of the encounter.
200	Your target is poisoned for 1d4 rounds.

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