

# Wild Magic Table

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Heavily Inspired:

[https://www.dandwiki.com/wiki/Wild\\_Magic\\_Surge\\_Table\\_Variant\\_\(5e\\_Variant\\_Rule\)](https://www.dandwiki.com/wiki/Wild_Magic_Surge_Table_Variant_(5e_Variant_Rule))

To roll with this table ...Percentile Die and a D10, and a magical effect will occur, follow the table below to see what effects take place depending on the role.

**Example Rolls:**

- PD [00] + D10 [0] = 100
- PD [00] + D10 [1] = 01
- PD [50] + D10 [7] = 57

## Blue Wild Magic Table:

| D100 | Effect   | D100 | Effect   |
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| 1    | A puddle of grease appears where you are standing, with a 10-foot radius. You and anyone within 10 feet of you must make a <b>DEX</b> check at your spell save DC or fall prone. | 51   | Mushrooms sprout around you in a 5-foot radius and vanish after 1 minute. If one is harvested and eaten within this time, the creature must make a <b>CON</b> saving throw against your spell save DC. On a failed save, it takes 5d6 poison damage. On a successful one, it gains 5d6 temporary hit points. |
| 2    | You levitate 6 inches off the ground for 1 minute.   | 52   | You can smell exceptionally well for 1 minute, gaining blindsight with a radius of 10 feet and advantage on all smell Perception ( <b>WIS</b> ) checks.  |
| 3    | You gain <a href="#">tremorsense</a> with a range of 30 feet for 1 minute.   | 53   | Your feet sink into the ground, making you completely immobile for one minute. This has no effect if you were not standing on the ground when the spell was cast.  |
| 4    | You make no sounds for 1 minute and you gain advantage on any Stealth ( <b>DEX</b> ) checks.   | 54   | One random gem worth 100gp appears near you.   |
| 5    | You grow a beard made of feathers, which remains until you sneeze. At the beginning of your turn make a DC 15 <b>CON</b> Saving Throw when failed you sneeze.                    | 55   | For the next minute, you have double vision. This gives you disadvantage on ranged attacks (including spell attacks) and Perception ( <b>WIS</b> ) checks involving sight.   |
| 6    | You can't speak for 1 minute. When you try, pink bubbles float out of your mouth.  | 56   | You are surrounded by a faint, pleasant odor. You gain advantage on all <b>CHA</b> checks you make within the next minute.   |
| 7    | You are immune to intoxication for the next 5d6 days.  | 57   | You lose proficiency on all skill checks for 1 minute.   |
| 8    | You recover your lowest-level expended spell slot.   | 58   | You gain <a href="#">freedom of movement</a> for 1 minute.   |
| 9    | For the next minute, you must shout when you speak.  | 59   | You gain darkvision with a radius of 60 feet for 1 minute. If you already have darkvision, you lose it for 1 minute  |

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| 10 | Illusory butterflies and flower petals flutter in the air around you in a 10-foot radius for 1 minute.   | 60 | Approximately 100 gallons of water appear over your head and those within 10 feet of you, evenly distributed above everybody within the radius.  |
| 11 | You cast <a href="#">mirror image</a> on yourself, which lasts for 1 minute and does not require concentration.  | 61 | You gain a +1 to your AC for one minute.   |
| 12 | You are surrounded by faint, ethereal music for 1 minute.  | 62 | You fall victim to a horrible cramp in both legs, reducing your speed by 10 feet for 1 hour.   |
| 13 | Gain 1d4 Hit Points  | 63 | The next spell you cast within the next hour uses a spell slot of one level lower than what it normally requires. If the spell is a spell of 1st level, you still must expend a spell slot to cast it. |
| 14 | Your hair grows to double its current length over the next minute.   | 64 | For the next hour, you are unable to read as the letters all appear jumbled.   |
| 15 | Your hair falls out but grows back within 1 day.   | 65 | For the next day, everything you say must rhyme. If it doesn't, you take 1d6 psychic damage.   |
| 16 | You gain the ability to speak one additional language of your choice for 1 hour.   | 66 | During the next hour, you may re-roll any one save, attack roll, or skill check. If you do, you must take the new roll's result.   |
| 17 | You are <a href="#">invisible</a> for 1 minute.  | 67 | You grow 1d6 inches in height. You gradually return to your original height over the course of 1 day.  |
| 18 | Your eyes permanently change color. If they are a blue or gray shade, they turn dark brown, or vice versa. A spell such as <a href="#">remove curse</a> can end this effect. | 68 | You immediately take 2d4 psychic damage.   |
| 19 | Small birds flutter and chirp in your vicinity for 1 minute, during which time you automatically fail any Stealth ( <b>DEX</b> ) check.                                      | 69 | For the next hour, any time you make an ability check, roll 1d4 and subtract the result.   |
| 20 | For the next minute, all spells with a casting time of 1 action or 1 bonus action require 2 consecutive actions to cast.   | 70 | The next spell you cast within the hour uses a slot level one level higher than what it normally requires.   |

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| 21 | You feel the incredible urge to relieve yourself. Until you do, your Strength and Intelligence are reduced by 1. If you don't relieve yourself in the next 2 minutes, the above effects are removed, but your <b>CHA</b> score is reduced by 4 for 1 hour or until you change your trousers. | 71 | You gain the ability to <a href="#">speak with animals</a> for one hour.   |
| 22 | Gnats buzz around your head for 1 minute, distracting you. You must make a <b>CON</b> saving throw against your own spell save DC to cast any spell.   | 72 | You gain a -1 penalty to your AC for 1 minute.   |
| 23 | You are surrounded by a faint, offensive odor for 1 minute. You gain disadvantage on all <b>CHA</b> checks.  | 73 | You gain the use of an <a href="#">unseen servant</a> for 1 hour.  |
| 24 | You have the irresistible urge to scratch an itch in the middle of your back, just out of reach, for 1 minute. If you don't scratch it using a back scratcher or some similar device, you must succeed in a <b>CON</b> saving throw against your spell save DC to cast a spell.              | 74 | A bad joke comes to mind and until you tell it (which takes an entire action), you suffer a <b>WIS</b> penalty of 1.   |
| 25 | You have a momentary vision of your own death. If you fail a <b>WIS</b> saving roll at your spell DC, you are frightened for 1 minute.   | 75 | You hear a ringing in your ears for 1 minute. During this time, casting a spell that requires a verbal component requires a <b>CON</b> check against your spell save DC. |
| 26 | Your <b>CHA</b> is increased by 2 for 1 minute.  | 76 | You lose 1d6x5 pounds. You gradually return to your original weight over the course of 1 day   |
| 27 | Over the next minute, all plants within 20 feet of you grow as if affected by the plant growth spell when cast as an action.   | 77 | Your clothes become dirty and filthy. Until you can change and/or clean your clothes, your <b>CHA</b> is reduced by 1.   |
| 28 | Your eyes glow red for 1 minute.   | 78 | You gain proficiency in <b>WIS</b> checks for the next hour, if you don't already have it.   |
| 29 | Your <b>CON</b> is increased by 2 for 1 minute.  | 79 | You shrink 1d6 inches in height. You gradually return to your original height over the course of 1 day.  |

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| 30 | You add your proficiency bonus to all <b>CHA</b> checks for the next hour, if you don't already add it.   | 80 | Your skin permanently darkens as if you have a tan, or if you are already dark-skinned, your skin becomes one shade lighter. A spell such as <a href="#">remove curse</a> can end this effect. |
| 31 | Your spell components seem to have been rearranged. During the next hour, you must make an <b>INT</b> check against your spell save DC to cast any spell that requires a material component.                    | 81 | For 1 minute, one creature of your choice within 30 feet of you gains a -1 penalty to attack rolls, damage rolls, and their AC.  |
| 32 | For the next minute, you have advantage on the next roll you make where you don't already have advantage.   | 82 | For the next hour, any time you make an ability check, roll 1d4 and add the result.  |
| 33 | Every creature within 15 feet of you takes 1 necrotic damage. If you are wounded, you regain hit points up to the amount of damage dealt. If you are not wounded, you gain this amount of temporary hit points. | 83 | If you cast a spell with a saving throw within the next minute, the target gains disadvantage on its saving throw.   |
| 34 | A magic mouth appears on a nearby wall or flat surface. When you speak, your voice comes from the magic mouth. This lasts for 1 minute.   | 84 | Your <b>STR</b> is increased by 2 for 1 minute.  |
| 35 | You can hear exceptionally well for 1 minute, gaining advantage for all sound Perception ( <b>WIS</b> ) checks.   | 85 | One creature of your choice gains a +1 bonus to attack rolls, damage rolls, and its AC for 1 minute.   |
| 36 | You lose the ability to smell for 1 hour.   | 86 | You immediately heal 2d10 hit points.  |
| 37 | For the next day, each time you say a word with the "s" sound, it sounds like a hissing snake.  | 87 | You gain proficiency on all <b>INT</b> checks for the next hour, if you don't already have it.   |
| 38 | A gentle gust of wind blows outward from you. All creatures within 40 feet of you can feel it, but it otherwise does nothing.   | 88 | The power of your magic is strong! For the next hour, any spell you cast does not require a verbal component.  |
| 39 | Your <b>DEX</b> is increased by 2 for 1 minute.   | 89 | You gain 1d6x10 pounds. You gradually return to your original weight over the course of 1 day.   |
| 40 | You immediately take 1d10 radiant damage.   | 90 | You gain proficiency in all <b>DEX</b> checks for the next hour  |

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| 41 | One randomly-chosen non-magical item in your possession that weighs 1 pound or less vanishes and is forever gone.  | 91  | Your fingernails and toenails grow to an uncomfortable length. Until you trim them, your <b>DEX</b> is reduced by 1 and your speed is reduced by 5 feet, even if you're not wearing shoes. |
| 42 | Your <b>WIS</b> is increased by 2 for 1 minute.  | 92  | You gain the effects of the <a href="#">blur</a> spell for 1 minute, which does not require concentration to maintain.   |
| 43 | You immediately gain 10 temporary hit points.  | 93  | For the next hour, you appear to others to be the opposite gender.   |
| 44 | 3d6 silver pieces appear near you.   | 94  | You gain the service of a 2nd-level <a href="#">spiritual weapon</a> for 1 minute.   |
| 45 | You regain 5 hit points per round for 1 minute.  | 95  | For the next hour, any spell you cast does not require somatic parts.  |
| 46 | An imp appears near you. Make a <b>CHA</b> saving throw against your spell save DC. If you succeed, the imp is subservient, otherwise, it is hostile. The imp, if not banished or defeated, vanishes after 1 hour. | 96  | You gain proficiency in all <b>CON</b> checks for the next hour, if you don't already have it.   |
| 47 | Your speed is increased by 10 feet for 1 minute.   | 97  | Every inanimate object that isn't being worn or carried within 40 feet of you becomes enshrouded with shadows for 1 minute. Enshrouded objects are considered heavily obscured.            |
| 48 | You gain proficiency on all <b>STR</b> checks for the next hour, if you don't already have it.   | 98  | Your fingers become sore for 1 hour. During this time, you must succeed on a <b>DEX</b> saving throw against your spell save DC to cast a spell with a somatic component.                  |
| 49 | Your <b>INT</b> is increased by 2 for 1 minute.  | 99  | You feel extremely nauseated. Make a <b>CON</b> saving throw against your spell save DC. If you fail, you must spend your next action throwing up.   |
| 50 | One randomly-chosen non-magical item in your possession that weighs 1 pound or less is duplicated.   | 100 | You gain the effect of a long rest.  |

## Green Wild Magic Table:

| D100 | Effect  | D100 | Effect   |
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| 1    | For the next day, your skin tone changes color every 30 minutes, cycling through the rainbow colors.  | 51   | You are confused for 1 minute, as though you were affected by the <a href="#">confusion</a> spell.   |
| 2    | Your <b>STR</b> is increased by 2 for 1 day.  | 52   | A third eye appears in your forehead, giving you advantage on visual <b>WIS</b> (Perception) checks for 1 minute.  |
| 3    | The next spell you cast within the next minute that does damage, the damage is maximized.   | 53   | For the next minute, you can teleport up to 20 feet as part of your movement on each of your turns.  |
| 4    | You become level 3 <a href="#">intoxication</a> for 2d6 hours.  | 54   | Your <b>INT</b> is decreased by 2 for 1 day.   |
| 5    | Your <b>WIS</b> is increased by 2 for 1 day.  | 55   | For 1 minute, any flammable item you touch, that you aren't already wearing or carrying, bursts into flame.  |
| 6    | Plants grow around you and you are restrained for 1 minute.   | 56   | A random creature within 30 feet of you gains a flying speed equal to its walking speed for 1 minute.  |
| 7    | You may immediately take 1 additional action.   | 57   | If you fall within the next day, you automatically have the benefit of the <a href="#">feather fall</a> spell.   |
| 8    | You recover 1 expended spell slot of your choice.   | 58   | For the next spell you cast within 1 minute that does damage, the damage is minimized.   |
| 9    | You have are surrounded by a spectral shield for 1 minute, giving you a +2 bonus to your AC and immunity to <a href="#">magic missile</a> . | 59   | You and all creatures within 30 feet of you gain vulnerability to piercing damage for 1 minute.  |
| 10   | For 1 minute, you gain resistance to nonmagical bludgeoning, piercing, and slashing damage.   | 60   | You are protected from Elementals for 1 hour. Such creatures cannot attack you or harm you unless they succeed on a <b>CHA</b> saving throw against your spell save DC |
| 11   | For the next minute, one creature of your choice gets a -2 penalty to its AC, attack rolls, and damage rolls.                               | 61   | For the next minute, one creature of your choice gets a -2 penalty to its AC, attack rolls, and damage rolls.  |

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| 12 | You emanate light in a 30-foot radius for 1 minute. Any creature within 5 feet of you that can see is blinded until the end of its next.   | 62 | For the next hour, you gain advantage on <b>CHA</b> checks when dealing with any creature wearing black, but disadvantage if they are wearing white. If they are wearing both, this doesn't apply.                                |
| 13 | You are protected from Plants for 1 hour. Such creatures cannot attack you or harm you unless they succeed on a <b>CHA</b> saving throw against your spell save DC.                                | 63 | Your <b>INT</b> is increased by 2 for 1 day.  |
| 14 | Within the next hour, you have advantage on the next roll you make where you don't already have that.  | 64 | You gain a +2 bonus to your AC for 1 minute.  |
| 15 | For the next minute, you are in the considered <a href="#">Border Ethereal</a> near the location you were last in. You can not move from your location but you can not interact with either plane. | 65 | An imp appears within 30 feet of you. Make a <b>CHA</b> saving throw against your spell save DC. If you succeed it, the imp is subservient, otherwise, it is hostile. The imp, if not banished or defeated, vanishes after 1 day. |
| 16 | For the next minute, you gain resistance to fire and cold damage   | 66 | For the next hour, you gain advantage on <b>CHA</b> checks when dealing with any creature wearing red, but disadvantage if they are wearing green. If they are wearing both, this doesn't apply.                                  |
| 17 | You gain the service of an <a href="#">arcane eye</a> for 1 minute that does not require concentration.  | 67 | You lose the ability to smell for 1 day.  |
| 18 | You gain a -2 penalty to your AC for 1 minute.   | 68 | You and all creatures within 30 feet of you gain vulnerability to necrotic damage for 1 minute.   |
| 19 | You become invisible and silent for 1 minute.  | 69 | Your <b>DEX</b> is increased by 2 for 1 day.  |
| 20 | You can detect the thoughts of 1 creature you can see within 30 feet of you for 1 minute.  | 70 | For the next minute, all melee attacks you make with a non-magical weapon gain a +1 bonus to hit and to damage, and are considered magical for the purpose of overcoming resistances.   |



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| 21 | Your <b>STR</b> is decreased by 2 for 1 hour.   | 71 | You gain <a href="#">freedom of movement</a> for 1 day.   |
| 22 | Your <b>DEX</b> is decreased by 2 for 1 hour.   | 72 | You are affected by a <a href="#">faerie fire</a> spell for 1 minute. You automatically fail the saving throw.  |
| 23 | You are protected from Beasts for 1 hour. Such creatures cannot attack you or harm you unless they succeed a <b>CHA</b> saving throw against your spell save DC.  | 73 | For 2d6 hours, you have a faint pink glow. Anyone trying to perceive you has advantage on their Perception check.   |
| 24 | 3d6 gold pieces appear near you.  | 74 | You gain the ability to breath water for 1 day.   |
| 25 | You and all creatures within 30 feet of you gain vulnerability to slashing damage for 1 minute.   | 75 | All creatures within 20 feet of you must make an <b>STR</b> saving throw against your spell save DC or be knocked prone.  |
| 26 | For the next minute, light and darkness quickly alternate around you in a 30-foot radius, creating a strobe effect. Sight-based creatures gain a -1 penalty on attack rolls against you and Perception checks against you, and you gain a +1 bonus to Stealth checks. | 76 | You are protected from Undead for one hour. Such creatures cannot attack you or harm you unless they succeed on a <b>CHA</b> saving throw against your spell save DC. |
| 27 | For the next minute, you can pass through any solid, non-magical wall that is 6 or fewer inches thick.  | 77 | You are protected from Fiends for one hour. Such creatures cannot attack you or harm you unless they succeed on a <b>CHA</b> save against your spell save DC.         |
| 28 | You permanently gain one 1st-level spell slot but forget one cantrip that you already know. A spell such as <a href="#">remove curse</a> can end this effect.   | 78 | You immediately gain 15 temporary hit points.   |
| 29 | All gold you are carrying is now silver.  | 79 | For the next minute, you gain resistance to necrotic and radiant damage.  |
| 30 | You are at the center of a <a href="#">fog cloud</a> spell which lasts for 1 minute.  | 80 | Your <b>CHA</b> is increased by 2 for 1 day.  |

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| 31 | You and all creatures within 30 feet of you gain vulnerability to lightning damage for 1 minute.   | 81 | You and all creatures within 30 feet of you gain vulnerability to force damage for 1 minute.              |
| 32 | For the next minute, any creature you touch takes 2d6 lightning damage.  | 82 | You gain <a href="#">blindsight</a> with a radius of 60 feet for 1 minute.                                |
| 33 | You are surrounded by a horrible, noxious odor for 1 minute. Anyone within 10 feet of you must make a <b>CON</b> saving throw or be stunned.                           | 83 | Your <b>CHA</b> is decreased by 2 for 1 hour.   |
| 34 | You gain the service of a <a href="#">phantom steed</a> for 1 day.   | 84 | You and all creatures within 30 feet of you gain vulnerability to acid damage for 1 minute.               |
| 35 | Your <b>WIS</b> is decreased by 2 for 1 hour.  | 85 | Your speed is increased by 10 feet for 1 day.   |
| 36 | You gain the ability to walk on water for 1 day.   | 86 | You and all creatures within 30 feet of you gain vulnerability to psychic damage for 1 minute.            |
| 37 | One creature of your choice gets a +2 bonus to all attack rolls, damage rolls, and their armor class AC for 1 minute.  | 87 | You lose proficiency in one randomly chosen skill, tool, or weapon type for 2d6 days.                     |
| 38 | All food and drink within 30 feet of you becomes putrid, spoiled, or rotten. Consuming this food deals 2d6 poison damage and causes the poisoned condition for 1 hour. | 88 | All silver you are carrying is now copper.  |
| 39 | You and all creatures within 30 feet of you gain vulnerability to fire damage for 1 minute.  | 89 | You lose proficiency in all skill rolls for 1d4 hours.  |
| 40 | You are protected from Fey for one hour. Such creatures cannot attack you or harm you unless they succeed on a <b>CHA</b> saving throw against your spell save DC.     | 90 | For the next hour, any time you make an ability check, roll 1d6 and subtract the result.                  |
| 41 | For the next minute, you gain resistance to poison and psychic damage.   | 91 | You're feeling lucky. For the next hour, any time you make an ability check, roll 1d6 and add the result. |

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| 42 | You immediately take 2d6 psychic damage.   | 92  | You gain proficiency in one skill of your choice that you're not already proficient in for one hour.  |
| 43 | Your <b>CON</b> is increased by 2 for 1 day.   | 93  | You and all creatures within 30 feet of you gain vulnerability to thunder damage for 1 minute.  |
| 44 | You and all creatures within 30 feet of you gain vulnerability to cold damage for 1 minute.  | 94  | You gain the ability to speak one language of your choice for 1 day.  |
| 45 | You and all creatures within 30 feet of you gain vulnerability to radiant damage for 1 minute.   | 95  | You are protected from Celestials for 1 hour. Such creatures cannot attack you or harm you unless they succeed a on a <b>CHA</b> saving throw against your spell save DC. |
| 46 | For the next minute, you are unable to cast any spell that causes damage of any type.  | 96  | You gain <a href="#">spider climb</a> for 1 minute, and it does not require concentration to maintain.  |
| 47 | You immediately lose your highest spell slot and may not regain it until you have finished a long rest.  | 97  | You and all creatures within 30 feet of you gain vulnerability to poison damage for 1 minute.   |
| 48 | You gain the ability to speak with animals for 1 day.  | 98  | All food and drink within 30 feet of you is purified.   |
| 49 | You are protected from Aberrations for 1 hour. Such creatures cannot attack you or harm you unless they succeed on a <b>CHA</b> saving throw against your spell save DC. | 99  | All your clothing and equipment teleports to the nearest open space at least 15 feet from you that you can see.   |
| 50 | Your <b>CON</b> is decreased by 2 for 1 hour.  | 100 | Gain the ability to cast the next spell used without any cost   |

## Orange Wild Magic Table:

| D100 | Effect   | D100 | Effect   |
|------|--|------|--|
| 1    | A fireball explodes with you at the center. You and each creature within 20 feet of you who must make a <b>DEX</b> saving throw using your spell save DC, taking 5d6 fire damage on a failed save, or half as much damage on a successful one. | 51   | You recover all your expended spell slots.   |
| 2    | You lose the ability to hear for 1 day.  | 52   | Each creature within 30 feet of you takes 1d10 necrotic damage. You regain hit points equal to the damage.   |
| 3    | You teleport to an alternate plane, then return to the location where you started after 1 minute.  | 53   | You transform into a large empty barrel for 1 minute, during which time you are considered <a href="#">petrified</a> .   |
| 4    | You are at the center of a <a href="#">darkness</a> spell for 1 minute.  | 54   | You are <a href="#">frightened</a> by the nearest creature until your next turn ends.  |
| 5    | You are resistant to all damage types for 1 minute.  | 55   | A random creature within 60 feet of you is <a href="#">poisoned</a> for 1d4 hours.   |
| 6    | Make a <b>WIS</b> saving throw against your own spell save DC. If you fail, you are <a href="#">polymorphed</a> into <a href="#">giant bat</a> for 1 minute.   | 56   | Up to three creatures you choose within 30 feet of you take 4d10 lightning damage.   |
| 7    | You immediately gain 20 temporary hit points.  | 57   | You teleport up to 60 feet to an unoccupied space that you can see.  |
| 8    | You are the center of a <a href="#">silence</a> spell for 1 minute.  | 58   | You are vulnerable to fiends for 1 hour. Such creatures gain advantage on attack rolls made against you.   |
| 9    | For the next day, any time you make an ability check, roll 1d6 and subtract the result.  | 59   | For any spell that requires a saving throw you cast within the next minute, the target gains advantage.  |
| 10   | The next single target spell you cast within the next minute must target one additional target.  | 60   | A demon whose CR is equal to your level appears near you. Make a Charisma saving throw against your spell save DC. If you make it, the demon is subservient, otherwise, it is hostile. The demon, if not banished or defeated, vanishes after 1 day. |

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| 11 | For the next minute, every creature within 60 feet of you that hears you speak only hears insults as if you are casting <a href="#">vicious mockery</a> at first level.  | 61 | For the next day, you have advantage on the next 2d6 rolls you make where you don't already have advantage.  |
| 12 | You are protected from Aberrations for 1 day. Such creatures cannot attack you or harm you unless they save a <b>CHA</b> saving throw against your spell save DC.  | 62 | For 1 minute, a duplicate of yourself appears in the nearest open space which can take actions independently, and goes on the same Initiative as you. However, any damage it takes as well as any spell slots or sorcery point it uses applies to you as well. |
| 13 | A loud boom emanates from you. All creatures within 15 feet take 2d8 thunder damage and must make a <b>CON</b> saving throw against your spell save DC or be deafened for 1 minute.  | 63 | All creatures within 60 feet of you regain 2d8 hit points.   |
| 14 | You transform into a marble statue of yourself for 1 minute, during which time you are considered <a href="#">petrified</a> .  | 64 | You are immune to disease for 1 week.  |
| 15 | You immediately drop to 0 hit points.  | 65 | Make a <b>WIS</b> saving throw against your own spell save DC. If you fail, you are transformed into a <a href="#">raven</a> for 1 minute, as if by a <a href="#">polymorph</a> spell.   |
| 16 | You are protected from Beasts for 1 day. Such creatures cannot attack you or harm you unless they save a <b>CHA</b> saving throw against your spell save DC.   | 66 | You transform into a stuffed toy resembling yourself for 1 minute, during which time you are considered <a href="#">petrified</a> .  |
| 17 | You stand at the center a circular <a href="#">wall of fire</a> with a radius of 15 feet. Any creature in any of the spaces covered by this fire must make a <b>DEX</b> saving throw against your spell DC or take 5d8 fire damage. The <a href="#">wall of fire</a> remains for 1 minute. | 67 | Reroll and have 2 effects occur.   |
| 18 | You are vulnerable to Beasts for 1 hour. Such creatures gain advantage when attacking you.   | 68 | You permanently lose the ability to smell. This sense can be restored with a spell that removes curses such as <a href="#">remove curse</a> .  |
| 19 | You are vulnerable to Celestials for 1 hour. Such creatures gain advantage when attacking you.   | 69 | You are vulnerable to Plants for 1 hour. Such creatures gain advantage when attacking you.   |

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| 20 | Make a <b>WIS</b> saving throw against your spell save DC. If you fail, you are transformed into a <a href="#">cat</a> for 1 minute, as if by a <a href="#">polymorph</a> spell.                | 70 | You gain the service of an <a href="#">arcane eye</a> for 1 hour that does not require concentration.  |
| 21 | You are protected from Celestials for 1 day. Such creatures cannot attack you or harm you unless they succeed on a <b>CHA</b> saving throw against your spell save DC.                          | 71 | You transform into a medium-sized potted plant for 1 minute, during which time you are considered <a href="#">petrified</a> .  |
| 22 | 3d6 random gems appear near you, worth 50gp each.   | 72 | All allies within 20 feet of you gain a +2 bonus to attack and damage rolls on any melee weapon attack they make within the next minute.   |
| 23 | For 2d6 days, you glow bright yellow. You have disadvantage on Stealth checks and anyone trying to perceive you has advantage on their Perception check.  | 73 | You stand at the center a circular <a href="#">wall of force</a> with a radius of 15 feet. Any creature in any of the spaces covered by this wall must make a <b>DEX</b> saving throw against your spell DC or take 5d8 force damage. The wall remains for 1 minute. |
| 24 | All creatures within 20 feet of you are knocked <a href="#">prone</a> .   | 74 | You are vulnerable to Aberrations for 1 hour. Such creatures gain advantage when attacking you.  |
| 25 | For the next day, you are in the considered <a href="#">Border Ethereal</a> near the location you were last in. You can not move from your location but you can not interact with either plane. | 75 | All allies within 20 feet of you gain a +2 bonus to attack and damage rolls on any ranged weapon attack they make within the next minute.  |
| 26 | You are at the center of a 10-foot radius <a href="#">antimagic field</a> that negates all magic equal to or less than your level for 1 hour and without concentration.                         | 76 | Make a <b>WIS</b> saving throw against your spell save DC. If you fail, you are transformed into a <a href="#">wolf</a> for 1 minute, as if by a <a href="#">polymorph</a> spell.  |
| 27 | You are protected from Elementals for one day. Such creatures cannot attack you or harm you unless they succeed on a <b>CHA</b> saving throw against your spell save DC.                        | 77 | A 30-foot cube hypnotic pattern appears with you at the center. All creatures within the pattern must succeed on a <b>WIS</b> saving throw or fall asleep for 1 minute or until they take damage.  |
| 28 | All of your hair permanently falls out. Only a spell such as <a href="#">remove curse</a> can end this effect.  | 78 | You gain the ability to speak one new language of your choice. However, you lose the ability to speak one language you already know.   |

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| 29 | You permanently forget one cantrip. A spell such as <a href="#">remove curse</a> can restore your memory.  | 79 | You immediately take 2d10 psychic damage.   |
| 30 | You are vulnerable to Undead for 1 hour. Such creatures gain advantage when attacking you.   | 80 | You transform into an iron statue of yourself for 1 minute, during which time you are considered <a href="#">petrified</a> .  |
| 31 | You gain an additional spell slot of your highest level for 1 week.  | 81 | If you die within the next minute, you come back to life as if by the <a href="#">reincarnate</a> spell.  |
| 32 | You permanently gain one spell slot of one level below your highest-level spell slot, but lose one 1st-level spell slot. A spell such as <a href="#">remove curse</a> can end this effect. | 82 | All creatures that can perceive you must make a <b>WIS</b> saving throw against your spell save DC or be frightened of you.   |
| 33 | You are vulnerable to Elementals for 1 hour. Such creatures gain advantage when attacking you.   | 83 | You are protected from Fey for 1 day. Such creatures cannot attack you or harm you unless they succeed on a <b>CHA</b> saving throw against your spell save DC.   |
| 34 | You gain the service of an 7 motes from <a href="#">crown of stars</a> .   | 84 | You permanently gain one cantrip. A spell such as <a href="#">remove curse</a> can end this effect.   |
| 35 | All allies within 20 feet of you get gain a -2 penalty on attack and damage rolls for any melee attack they make in the next minute.   | 85 | All allies within 20 feet of you heal up to 3d8 hit points.   |
| 36 | You lose the ability to see for 1 day. During this time, you have the <a href="#">blinded</a> condition.   | 86 | You gain the service of a <a href="#">phantom steed</a> for 1 week.   |
| 37 | Make a <b>CON</b> saving throw against your spell save DC. If you fail, you are stunned for 1 minute.  | 87 | You transform into a stone statue of yourself for 1 minute, during which time you are considered <a href="#">petrified</a> .  |
| 38 | All creatures within 20 feet of you, including you, must make a <b>DEX</b> save against your spell save DC or be affected by a <a href="#">faerie fire</a> spell.                          | 88 | Permanently increase one ability score of your choice by 1 point. Permanently decrease a different ability score of your choice by 1 point. A spell such as <a href="#">remove curse</a> can end this effect. |

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| 39 | You gain proficiency in one tool or weapon type you don't already have for 1 day.   | 89 | Make a <b>WIS</b> saving throw against your spell save DC. If you fail, you are transformed into a <a href="#">giant wolf spider</a> for 1 minute, as if by the <a href="#">polymorph</a> spell.       |
| 40 | Gain the sympathy effects of the <a href="#">antipathy/sympathy</a> spell for 3d6 days  | 90 | You are protected from Fiends for one day. Such creatures cannot attack you or harm you unless they succeed on a <b>CHA</b> saving throw against your spell save DC.                                   |
| 41 | All allies within 20 feet of you gain a -2 penalty to attack and damage rolls for any ranged attack they make within the next minute.   | 91 | For one minute, any spell with a casting time of 1 action can be cast as a bonus action.   |
| 42 | Make a Wisdom saving throw against your spell save DC. If you fail, you are transformed into a <a href="#">giant rat</a> for 1 minute, as if by the <a href="#">polymorph</a> | 92 | Nothing happens.   |
| 43 | For the next day, you gain proficiency in all skills that you are not already proficient in.  | 93 | Reroll and have 2 effects occur.   |
| 44 | You are vulnerable to Fey for 1 hour. Such creatures gain advantage when attacking you.   | 94 | You transform into an empty wooden chest for 1 minute, during which time you are considered petrified.   |
| 45 | Gain the antipathy effects of the <a href="#">antipathy/sympathy</a> spell for 3d6 days   | 95 | All creatures within 30 feet of you must make a <b>WIS</b> saving throw. Any creature immune to magical sleep automatically succeeds on its saving throw. Those that fail fall asleep for 1d6 minutes. |
| 46 | You are protected from Plants for 1 day. Such creatures cannot attack you or harm you unless they succeed on a <b>CHA</b> saving throw against your spell save DC.            | 96 | All your allies within 20 feet of you gain a +2 bonus to their AC for 1 minute.  |
| 47 | The next time you fall below 0 hit points within the next month, you automatically fail your first death saving throw.  | 97 | You gain two spell slots at your second-highest level.   |



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| 48 | For the next day, any time you make an ability check, roll 1d6 and add the result.   | 98  | Make a <b>WIS</b> saving throw against your spell save DC. If you fail, you are transformed into a <a href="#">deer</a> for 1 minute, as if by the <a href="#">polymorph</a> spell. |
| 49 | All allies within 30 feet of you gain a -2 penalty to their AC for 1 minute.   | 99  | You are protected from Undead for 1 day. Such creatures cannot attack you or harm you unless they succeed on a <b>CHA</b> saving throw against your spell save DC.                  |
| 50 | You jump forward in time exactly 1 minute, for 1 minute. From the perspective of everyone else, you cease to exist during that time. | 100 | All spells you cast within the next minute automatically fail.  |

## Red Wild Magic Table:

When the player touches the orb they feel that the effect needs their consent for any effect to take place, unlike the other orbs where the effect is automatic

| D10 | Effect   |
|-----|--|
| 1   | You feel a deck of cards appear from out of the orb. You now feel compelled to draw 1 card, they must draw 1 card from the deck of many things and many fates. |
| 2   | Immedietly fall to 0 hit points.   |
| 3   | You feel a deck of cards appear from out of the orb. You now feel compelled to draw 1 card, they must draw 1 card from the deck of many things and many fates. |
| 5   | You heal top your maximum hit points.  |
| 6   | You feel a deck of cards appear from out of the orb. You now feel compelled to draw 1 card, they must draw 1 card from the deck of many things and many fates. |
| 7   | Immedietly lose all spell slots.   |
| 8   | You can cast 1 wish  |
| 9   | You regain all spell slots, if you have no spell slots then you must reroll.   |
| 10  | You feel a deck of cards appear from out of the orb. You now feel compelled to draw 1 card, they must draw 1 card from the deck of many things and many fates. |