

WILD MAGIC SURGE TABLE (D100)

d100 Effect

- 1-2 You are surrounded by a cloud of **silvery Dust of Forgotten Memories**. You gain one level of **Exhaustion** as your mind is briefly overloaded.
- 3-4 You momentarily remember the face of your First Scribe founder. You gain **Advantage** on your next **Intelligence (Arcana)** check.
- 5-6 The sound of your voice is utterly forgotten. You are **Silenced** until the start of your next turn.
- 7-8 You emit the **Lullaby of Chaos** as a 15-foot radius sphere for 1 minute. Creatures starting their turn inside must succeed on a **DC 10 Wisdom Save** or be **Frightened**.
- 9-10 You are targeted by the **Vexed Muse's Psychic Field**. You have **Disadvantage** on skill checks requiring creativity for 1 hour.
- 11-12 The area around you becomes confusing. Until the start of your next turn, all attack rolls made within 10 feet of you are made with **Disadvantage**.
- 13-14 You cast *Misty Step* as a bonus action, teleporting to a **random unoccupied space within 30 feet**.
- 15-16 The spell is cast normally, but its damage type (if any) is changed to **Psychic**.
- 17-18 A harmless **Dustling** (use stats, but it's friendly) manifests and follows you for 1d4 hours before dissolving.
- 19-20 The nearest object (not carried or worn) is instantly coated in fine, heavy dust. It is **Restrained** until cleaned with an action.
- 21-22 You gain the knowledge of a forgotten language for 1 minute. You can **understand all spoken languages** for the duration.
- 23-24 You grow small, translucent Bee-like Wings (like a Dustling's) for 1 hour. You gain a **flying speed of 10 feet**.
- 25-26 A small piece of your clothing transforms into moth-eaten fabric. It is **destroyed**.
- 27-28 You are momentarily invisible as you step out of reality. You gain the effects of the **Disengage** action.
- 29-30 You temporarily feel the weight of every lost thought. Your **movement speed is halved** until the end of your next turn.
- 31-32 You gain **Resistance to Psychic damage** for 1 hour.
- 33-34 You gain **Vulnerability to Psychic damage** for 1 hour.
- 35-36 The area is cleansed. All **Memory Mists** within 30 feet instantly dissipate.
- 37-38 You are pulled toward a lost memory. You must move **10 feet toward the nearest Denizen or unique object** on your next turn.
- 39-40 The spell is cast normally, but you **lose one Echo Shard** (or equivalent clue/item).
- 41-42 You gain **Proficiency in a random Skill** for 1 hour.
- 43-44 You immediately gain **1 point of Inspiration** from a flash of hope.
- 45-46 Your eyes glow faintly, giving you **Darkvision out to 60 feet** for 1 hour.
- 47-48 You briefly perceive the **Echo of the First Chord**. You are **Stunned** until the end of your next turn.
- 49-50 A **Mimic of Longing** (use the statblock) appears within 20 feet of the party, disguised as a comforting item and you are drawn to it.
- 51-52 You gain **Temporary Hit Points** equal to your level.
- 53-54 The magic feels right. You can **reroll your next attack roll**.
- 55-56 You must immediately make a **DC 13 Wisdom Save** or **drop any non-magical item** you are holding.
- 57-58 Your memory fades. You **forget one random spell you have prepared** until your next Long Rest.
- 59-60 You find a single, clean **Unseen Umbrella** (use the statblock) mushroom in your hand.
- 61-62 You are momentarily pulled out of time. You gain **Advantage on your next Initiative roll**.
- 63-64 The air crystallizes. All creatures within 10 feet of you must succeed on a **DC 12 Dexterity Save** or be **Restrained** until the end of their next turn.
- 65-66 You speak a profound truth about the Cataclysm. All creatures within 30 feet must succeed on a **DC 13 Charisma Save** or be **Charmed by you** until the end of your next turn.
- 67-68 You **regain your lowest-level expended spell slot**.
- 69-70 The area around you becomes silent. All **non-magical sounds within 30 feet are silenced** for 1 minute.
- 71-72 A **Static Aurora** is summoned around you affecting all creatures within 500ft of you lasting for 1d4 hours.
- 73-74 The illusion of reality slips. You see the true, chaotic form of the Veil. You gain **Advantage on all Wisdom (Perception) checks** for 1 hour.
- 75-76 A small pile of forgotten buttons appears at your feet. Roll a d4; the result is the number of buttons you find.
- 77-78 You are **teleported 10 feet into the air**. You take no falling damage if you land on solid ground.
- 79-80 You hear the faint, comforting hoot of Glimmer. You gain **Advantage on your next Death Saving Throw**.
- 81-82 You can use your reaction to cast the spell as if it were a **bonus action**.
- 83-84 The air smells faintly of Infernal Bargains. You gain **Disadvantage on your next Charisma (Persuasion) check**.
- 85-86 A **Veil Steed** (use the statblock) appears and is immediately **Charmed by you** for 1 hour.
- 87-88 You are immediately covered in a thin layer of sharp, fragmented glass. You take **1d4 piercing damage**.
- 89-90 You feel the absolute neutrality of the Fickle Fates. You **roll 2d20's for every d20 roll taking the middle number** (example rolling a 10 and 12 will mean your result is 11).
- 91-92 The casting of the spell does **not expend a spell slot**.
- 93-94 You gain a level of **Exhaustion**.
- 95-96 You gain **Resistance to your last-taken damage type** for 1d4 rounds.
- 97-98 The nearest creature (other than you) is immediately **Frightened by you** for 1 round. (Affects allies)
- 99- **The Grand Paradox!** Roll twice on this table, ignoring any result of 99-100. **Both effects happen simultaneously**.