

## WILD MAGIC SURGE TABLE (D100)

d100	Effect	Duration/Impact
1-3	<b>Critical Miss:</b> The spell fails, and the spell slot is consumed.	Instant
4-6	You sneeze violently. All creatures within <b>5 ft</b> must succeed on a DC 10 Constitution saving throw or be <b>Deafened</b> until the start of your next turn.	Until your next turn
7-9	Your hair changes color to a random, vibrant shade (e.g., neon green, hot pink).	Permanent (until another surge or greater restoration spell)
10-12	You smell strongly of sulfur for the next hour.	1 hour
13-15	You cast the spell as normal, but you are now facing the exact opposite direction.	Instant
16-18	A <b>flurry of harmless, glowing butterflies</b> erupts from your hand. They vanish at the end of your turn.	Instant
19-21	The ground within <b>10 ft</b> of you becomes lightly obscured by a swirling mass of <b>harmless bubbles</b> .	Until your next turn
22-24	You are filled with a sudden, overwhelming urge to loudly <b>sing</b> your next sentence.	Instant
25-27	You can only speak in <b>rhymes</b> until the end of your next turn.	Until the end of your next turn
28-30	You gain a +1 bonus to your AC until the start of your next turn, but you take <b>1 point of psychic damage</b> (minimum 1).	Instant (AC bonus is 1 round)
31-33	Your spell is delayed. The spell's effect happens at the <b>start of your next turn</b> , not when you cast it.	Instant (Delay)
34-36	You suddenly crave a very specific, mundane food (e.g., a pickle, raw carrot, day-old bread).	1 hour
37-39	Your feet stick to the ground. You have <b>0 ft of movement</b> until the end of your next turn.	Until the end of your next turn
40-42	You gain advantage on your next attack roll or saving throw, but you gain a new, faint, non-magical <b>tattoo</b> of a small animal.	Instant (Advantage is 1 round/turn)
43-45	You are now convinced that a random party member is secretly a talking badger.	10 minutes
46-48	You emit a burst of <b>harsh, synthetic noise</b> (like a dial-up modem). All creatures within <b>10 ft</b> must succeed on a DC 10 Wisdom saving throw or take <b>1d4 thunder damage</b> .	Instant
49-51	Your clothes instantly become <b>soaking wet</b> (but you take no damage).	Instant
52-54	You are completely and randomly <b>dazzled by your own brilliance</b> . You have <b>Disadvantage on attack rolls</b> until the end of your next turn.	Until the end of your next turn
55-57	All doors and closed containers within <b>30 ft</b> of you are now magically <b>locked</b> (DC 10 to open).	1 minute
58-60	You swap places with a random willing creature within <b>30 ft</b> . If no willing creature, you fall <b>Prone</b> .	Instant
61-63	You instantly and painlessly <b>shed all body hair</b> (including eyebrows).	Permanent (until growth/another surge)
64-66	You have <b>Disadvantage on all Charisma checks</b> until you complete a long rest, due to a visible, minor magical rash.	Until Long Rest
67-69	You gain a minor magical item (e.g., a spoon that changes temperature, a glove that always smells like peppermint).	Permanent (until lost/consumed)
70-72	You take <b>1d6 force damage</b> as tiny, spectral hands squeeze your head.	Instant
73-75	The next time you speak, you accidentally replace one word with the name of a type of <b>cheese</b> .	Instant
76-78	Your body is covered in <b>sticky, non-damaging honey</b> . You are slightly slowed, giving enemies advantage on opportunity attacks against you until your next turn.	Until your next turn
79-81	<b>Lucky Surge!</b> You gain a bonus to your next initiative roll equal to your proficiency bonus.	Until your next initiative roll
82-84	You emit a faint, calming aura. All creatures within <b>10 ft</b> (including foes) are <b>less interested in combat</b> and have disadvantage on their next attack roll against you.	Instant
85-87	You are briefly protected. You gain <b>5 temporary hit points</b> .	Instant
88-90	You can only perceive the world in <b>black and white</b> .	For 1d6 hours on a 6 roll again (stacks)
91-93	You feel completely energized! You gain <b>10 ft of movement</b> until the end of your next turn, but you also take <b>1d4 psychic damage</b> from the shock.	Instant (Movement is 1 round)
94-96	You suddenly believe you are <b>invisible</b> . You must spend your movement on your next turn trying to sneak into an obviously non-secretive spot.	Until the end of your next turn
97-98	<b>Bad Surge:</b> You are now <b>Frightened</b> of a random, inanimate object within 30 ft of you.	1d4 minutes
99-	<b>Good Surge:</b> You instantly regain a <b>single use of a spell slot</b> one level lower than the one you just cast (minimum 1st level).	Instant
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