

WILD MAGIC

		* Target or closest creature if no target
1	You are teleported to a random location in the Twilight Forest	51 The gods choose: DM chooses effect from table or creates personal effect
2	1d10 x10 of gold coins rains down around *	52 A horde of 2d8 critters follow you until they take damage
3	You and * exchange your highest stats for 1d4 hour	53 You cast <i>charm person</i> on the closest humanoid to you
4	You and a random ally switch money unbeknownst to you	54 You become heavily infatuated with a random ally for 1d4 hours
5	You gain a 5 th level spell slot that expires in 1d4 hours.	55 You cast <i>modify memory</i> on the closest humanoid in sight
6	All Wild Magic, poison, and condition effects are cleared off you.	56 You cast <i>mass suggestion</i> ; however, the spell also affects you
7	You find that you have one of your ally's possessions in pocket	57 You can photosynthesize (do not need to eat), but you are green
8	You are haunted by the cries of the last creature you killed	58 You are only able to express yourself through profanity until dawn
9	You know the location of a random treasure chest in the forest	59 You cast <i>find familiar</i> , but it's a foul-mouth pigeon
10	You grow a beard of hands (very grabby hands) for 1d4 hours	60 Base speed of 50', but must move at least 50' each turn (energetic)
11	Your head enlarges to 2x its size, but your INT is ½ for 1 minute	61 You and an ally suddenly know each other's darkest secret
12	You become absolutely hideous to the opposite sex for 1d4 days	62 You and an ally get the feeling you might have slept together once
13	A finger falls off but regrows in a couple of minutes.	63 You and an ally suddenly think that you are actually archenemies
14	You and the closest creature become joined at the hip 'til dawn	64 You become pregnant. 1d4 days later, you give birth (see table)
15	Your tongue betrays you; cannot tell a lie until dawn	65 You and an ally switch your lowest stats for 1 minute.
16	For 1d4 hours, you & your closest ally switch souls (exchange character sheets)	66 You receive a <i>message</i> from your mother, asking when you'll be home
17	You grow antlers; they're permanent until sawed off	67 You find a star sapphire, but if lifted further than 1' above ground, it transforms into dust
18	You obtain a mysterious book in an unfamiliar language	68 For 1d4 hours, you glow and cast light in 15' each direction
19	You are suddenly holding your liver; but you're doing okay	69 The DM chooses an illusion that appears besides the player (looks real)
20	BOOM! TWILIGHT THUNDER. Everyone in 30' of * falls prone.	70 All the trees around you suddenly shed their leaves
21	You can speak Abyssal but only when drenched in blood	71 You cast <i>sleep</i> on your target or closest creature if no target.
22	You can speak Sylvan but only when naked	72 You and * switch locations
23	You can speak Undercommon but only in darkness	73 You can take one additional action immediately
24	You can speak Celestial but only during intercourse	74 You cast <i>fly</i> on one random creature within 60' of you
25	You can speak Giant but only when plastered	75 A friendly spectral owlbear appears for 2d4 hours (can be mounted)
26	You can speak Deep Speech only when afflicted by madness	76 You cast <i>heroes' feast</i> ; however, the food tastes like ass
27	You can speak Draconic but only when you're on fire	77 For the next minute, you gain 5 hp at the beginning of your turn
28	You can speak Elvish but only when hair is waist-length	78 You have advantage on any deception check until dawn
29	You learn every language except for Common. If you learn Common, you lose this ability.	79 You are now utterly and completely drunk (lasts 1d4 hours)
30	You awaken a nearby Treant. Uh-oh.	80 You cast <i>dancing light</i> and attract all of the mosquitoes
31	You cast <i>detect thoughts</i> on the closest humanoid	81 You cast <i>command</i> at *, but it actually affects you instead
32	You cast <i>reduce</i> on yourself. Twice.	82 The next time you roll a 1 on a d20 it is treated as a 20
33	You cast <i>darkness</i> , centered on yourself	83 An amethyst appears in your throat, choking you
34	A random object appears over the head of *	84 You grow rust monster antenna
35	A hot platinum piece appears in your shoe (feels like a rock)	85 A swarm of sting rays swim past you and disappear, muttering vulgarities
36	Your current weapon becomes too hot to touch for 1d4 hours	86 You begin to see random treasure chests that aren't actually there
37	You can only meow, not speak, for the next minute	87 Your alignment switches to its opposite (neutral unaffected) until dawn.
38	Every creature within 30' of you (but you) becomes invisible for 1 min	88 Rainpour! Flash flood! DC 15 Constitution saving throw or be swept away!
39	You're briefly teleported to the another plane & see a naked celestial	89 You become Tiny, but your strength becomes 20 for 1 minute
40	You become irresistible to the opposite sex for 1d4 days	90 50% chance time reverses by 10 min/1 round. You keep your memories.
41	While in the Forest, you have a peacock train	91 You are teleported to a random location 30' away. No opportunity attacks.
42	While in the Forest, you know the cantrip <i>Prestidigitation</i>	92 You feel compelled to tell everyone about an awkward moment you once had
43	While in the Forest, you can speak with small animals	93 You become acutely aware of plants' feelings and when they feel pain
44	While in the Forest, your eyeballs are detachable	94 It starts raining, causing everyone to become insanely itchy in a 60' radius
45	While in the Forest, squirrels will constantly pelt nuts at you	95 Forest whispers: You learn a random fact!
46	While in the Forest, you are unable to keep a secret	96 A nearby rabbit takes on the stat block of a mammoth & is aggressive.
47	While in the Forest, you are TERRIFIED of small critters	97 You obtain the base of a powerful druidic artifact (1/3)
48	While in the Forest, you believe you are incredibly sexy	98 You obtain the middle section of a powerful druidic artifact (2/3)
49	While in the Forest, you have a strong desire to be naked	99 You obtain the head of a powerful druidic artifact (3/3)
50	You and * swap faces for 1d8 hours	100 WILD MAGIC SURGE. If you are non-fey humanoid, you instantly die. See card.

Baby Table – Wild Magic Effect #65:

1	Shoosuva
2	Froghemoth
3	Boggle
4	Death kiss
5	Redcap
6	Korred
7	Shoosuva
8	Shadow mastiff
9	Wood woad
10	Faerie dragon
11	Yeth Hound
12	Displacer Beast
13	Kobold
14	Cloud giant
15	Draegloth
16	Satyr
17	Invisible stalker
18	Fomorian
19	Pixie
20	Unicorn

Wild Magic Effect #100:

WILD SURGE STRIKE:

Haha, oops. You died. But don't worry, you're coming back **very soon**. In the meantime, **pick one** of these options & tell the DM which letter you choose.

- A. You now know the cantrip *Druidcraft*.
- B. You now know *Sylvan*.
- C. You now have 60 feet of *darkvision*.
- D. You now have proficiency in the *Nature* skill.
- E. You now have proficiency with wind instruments.
- F. You have a fly speed of 30 feet and gain giant dragonfly wings. *There is a small chance that these might shed off of you one day.*

You now are **Fey** in addition to your other types. However, you are also **Surge Struck**, meaning that wild magic might randomly spark around you, even if you're not casting a spell.

MAGIC ACORNS

Roll 1d6:

- 1-2: Nothing happens
- 3-4: Wild Magic effect
- 5-6: Spell triggers

Spells – Roll 1d12:

- 1. **Fireball** (8d6 fire, 20-ft sphere, Dexterity saving throw)
- 2. **Silence** (cannot speak, deafened, immune to thunder damage - target only, 1 round)
- 3. **Sanctuary** (target sets Wisdom DC – attackers must succeed a Wisdom saving throw)
- 4. **Grease** (10 foot square, difficult terrain, fall prone if fail dexterity save)
- 5. **Barkskin** (target's AC is 16 for an hour)
- 6. **Color spray** (6d10 for HP, 15-foot cone, lowest HP first are blinded for 1 round)
- 7. **Dispel magic** (all spells of 3rd level or lower are dispelled)
- 8. **Cure wounds** (1d8 + user's spellcasting ability modifier)
- 9. **Darkness** (15 ft radius, cannot use *darkvision*, no magical light)
- 10. **Haste** (+2 to AC, advantage on *Dex* saves, additional action, 1 minute)
- 11. **Invisibility** (1 hour or until attacks or casts a spell)
- 12. **Time stop** (1d4+1 turns, spell ends if you affect another creature or object)