

The Wild Magic Island

Surges on the Wild Magic Island Table are subject to adverse effects, unknown outcomes and downright wacky acts of chaos. The Wild Magic Island, its table, and the Feywild are not responsible for any damages, loss of life, or random monster attacks as a result of these surges. If you have any complaints, please file them with Archfey Varus and we will get back to you when pigs fly and the nine hells freeze over. Good day and happy surging.

Casting any spell of 1st level or higher on the island or within its fog causes the caster to surge on the Wild Magic Island Table.

Wild Magic Fog surrounds the island out to 150ft.

Possible Encounters - [Wild Magic Fog](#), Wild Magic Fey, Wild Magic Hydra, Wild Magic Barbarians, Wild Magic Sorcerers and any creature with ties to the Feywild.

Wild Magic Time Distortion

When entering the Wild magic island, roll a d100. If the result is 50 or above, time progresses slower outside the island, while with a 49 or lower, time progresses faster. Either way, 60min (1hr) = 4 hours. Communication magic is distorted through the veil on this island up to the DM's discretion. 6h = 1Day, 12h = 2Days, 24h = 4Days. Temporal shift = 4x.

Monsters

[Wild Magic Hydra](#) – Homebrew Monster

[Wild Magic Fey](#) – Homebrew Monster

Wild Magic Island Loot

[Wand of Wild Magic](#) – Homebrew Item

[Potion of Wild Magic](#) – Homebrew Item

The Wild Magic Island Table

When surging on the Wild Magic Island Table, roll a d100 to choose the effect that happens. This magic is too chaotic to be controlled and is immune to counterspell. All spells use your own spell save DC and last the full duration. Concentration spells cannot be dropped and do not require checks when dealt damage.

If you reside on the island when surging, an additional effect will trigger. (Additional effects are in brackets and italicized)

1 - You cast True Polymorph on yourself. If you fail the saving throw, you turn into a Wild Magic Hydra, reverting back to your original form when your HP reaches zero. You lose all of your memories and gain the instincts of a hydra. (*Gain three extra heads and 30HP to your max health*)

2 - At the start of each of your turns, roll on this table for 1min. If you roll this number again, you and any creatures of your choice within 120ft are teleported to a random location on the Wild Magic Island. (*Replace with - Negative effects are centred on any creature of your choosing*)

3 - Your Intelligence becomes 3 for 24 hours. (*After the 24 hours are up, you learn about a significant location on the island and how to get there*)

4 - Your eyes flicker and shift into a milky white gloss, granting you the ability to see invisible creatures and objects for 1 minute. (*True Sight, 30ft*)

5 - The nearest Beholder takes notice of you, or is created from your thoughts. It is consumed by hatred and plans to work against you. (*The beholder is teleported to the island*)

6 - A Nightfall Pearl appears in your hand. (*The pearl activates immediately*)

7 - A Displacer Beast is summoned within 30ft of you. It is hostile to all creatures. (*Friendly to you and your allies*)

8 - You cast a 3rd level Fireball centred on yourself. (*Double the radius of the effect*)

9 - You cast Magic Missile at level 5. (*The damage is increased to 1d6+1 per dart*)

10 - For the next minute, you shrink one size smaller, losing 1d4 damage on melee/ranged attacks. (*Become tiny, gain faerie wings & a fly speed of 60ft*)

11 - Transfer your Wild Magic Surge to another target within 60ft. They surge immediately. (*You and your target surge immediately*)

12 - For the next minute, you grow one size larger, adding 1d4 damage on melee/ranged attacks. (*Become gargantuan, gain 50 temporary HP*)

13 - An Emerald Pen falls at your feet. (*A bead of force falls beside it*)

14 - You cast Confusion centred on yourself. (*The images you see give you nightmares, giving you 1 level of exhaustion*)

15 - For the next 24 hours, your race changes to any other race of your choice. *(This change is permanent if desired)*

16 - At the start of each of your turns, gain 5 HP per round for 1min. *(Overhealing grants temporary HP, this HP can stack)*

17 - You gain 1 level of exhaustion as the wild magic you expelled is transferred to the island. *(You gain a second level of exhaustion)*

18 - Wings sprout from your back, and for the next minute, you gain a flying speed equal to your walking speed. *(Increase your speed by 50ft)*

19 - A Potion of Aqueous form appears at your feet. *(Drinking the potion turns you into a Water Elemental)*

20 - You cast Grease centred on yourself. *(Double the affected area, disadvantage on dex saves while in the grease)*

21 - Teleport 200ft straight up. If terrain or creatures are in your way, teleport to the highest point in range. *(Teleport all creatures within 30ft of you)*

22 - For 1 minute, creatures within 30ft, have disadvantage on saving throws against magic and magical effects. *(All saving throws)*

23 - You regain the lowest level expended spell slot you have. *(Cast a spell using that spell slot immediately)*

24 - Your body shifts and changes colour in your surroundings. For the next minute, all creatures have disadvantage on attack rolls against you. *(You gain advantage on all creatures)*

25 - You cast Antimagic Field around yourself. The duration is reduced to 1 minute. *(Your spells are unaffected by the field)*

26 - An eye appears in the center of your head for 24 hours, giving you advantage on perception checks that require sight. *(Can see up to 2 miles)*

27 - Roll on the Wild Magic Island Table again, triggering the next surges additional effects for being on the island. *(Roll an additional time and choose the effect you want from the outcomes)*

28 - You cast Call Lightning centred on yourself for the first cast, and on your next turn the energy surges out of you, causing you to cast Chain Lightning. This effect uses your action and happens at the start of your turn. *(Travel through the lightning bolt and appear next to the final target)*

29 - Your mind is flooded with the history of a significant event or location related to your character. *(You can ask for the information you require)*

- 30 - Everyone in 30ft is affected by increased gravity, slowing their walking speed to 10ft and grounding them. Lasts 1 minute. *(All creatures are knocked prone)*
- 31 - You teleport to the astral plane until the start of your next turn. *(You and the closest creature to you teleport)*
- 32 - 1d6 Undead raise from the ground around you, mimicking your movements for 1min. *(Music plays around you, forcing you and the undead to dance until the start of your next turn) (ballz2wild)*
- 33 - Maximize the damage of your next attack or spell within 1min. *(Your next two attacks or spells)*
- 34 - Gain expertise in one skill of your choosing for 24 hours. *(Gain that expertise permanently)*
- 35 - Roll a d20, if 10 or above, you are hasted for 1min. If below 10, you are slowed for 1min. *(If Hasted, your attacks deal an additional 1d8 lightning damage, If slowed, attacks against you deal an additional 1d8 cold damage)*
- 36 - A dragon egg spawns in a location you can see within 30ft of you. *(The egg hatches within the next minute)*
- 37 - You teleport up to 60ft to a location you can see. *(Roll 1d6 and leave that many illusionary duplicates in your stead)*
- 38 - A time distortion surges, copying the last attack or damaging spell you cast. Regardless of range, make another attack roll against the target or cast the spell again. *(Auto hit/auto fail the save, deal max damage)*
- 39 - You gain the speed of a Quickling and its special abilities for 1 minute. *(The duration lasts for as long as you reside on the island)*
- 40 - You feel nature's warmth around you. Create a healing wave, regaining 2d10 hit points for yourself and each ally in 30ft. *(Hostile creatures take 2d10 Necrotic Damage)*
- 41 - A Master's Amulet appears around your neck, controlling a shield guardian somewhere in the world. *(Once a day, you can transfer the damage you receive to the shield guardian from any distance)*
- 42 - 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 hit points, your pot breaks, and your form reverts. *(Your pot gains 1d4 legs and a 15ft walking speed per leg)*
- 43 - For the next minute, you can teleport up to 30ft as a bonus action on each of your turns. *(Spray glitter when you land 10ft around you that sprouts tall fluorescent grass)*

- 44 - You learn the location of the closest Dragon Mask. *(It is transported to your hands)*
- 45 - You gain Telepathy for 24 hours. *(Lasts for as long as you reside on the island)*
- 46 - You cast Levitate on yourself. *(Each creature in 30ft levitates)*
- 47 - Summon a Barlgura within 30ft of you. It is hostile to all creatures and disappears after 1 minute. *(It doesn't disappear after 1 minute)*
- 48 - On your next turn, vomit 5,000gp. This consumes your entire turn. *(5,000pp instead)*
- 49 - Cast a 4th level Wall of Fire in a 20ft ringed wall centred around yourself with the heat facing out. *(While the wall is active, you are immune to fire damage and can see through the flames)*
- 50 - You gain the effects of the Heroes feast spell, maximizing the temporary HP to 20. *(You and each non-hostile creature within 30ft gains the effects)*
- 51 - Make a Constitution saving throw. On a failed save, you are Petrified into a solid diamond. *(When released from your petrification, the diamonds fall to the ground)*
- 52 - A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to Magic Missile. *(+4 bonus instead and 15 temporary HP)*
- 53 - Cast Reverse Gravity centred on yourself. *(Double the radius)*
- 54 - A Chromatic Rose grows from the ground within 5ft of you, roll a d6 to determine its color, rerolling on a 6. *(The rose is a gradient of all its colors)*
- 55 - You cast Control Water. *(The duration lasts indefinitely while you reside on the island)*
- 56 - Create a Rug of Smothering within 30ft of you. *(An Efreeti Bottle spawns on top of the Rug)*
- 57 - Your entire body becomes cold, freezing you to the core. Make a Constitution saving throw or become frozen in a block of ice for 1 minute. On a failed save, you are paralyzed and immune to all damage for the duration. Repeat the saving throw at the end of each of your turns. *(Regain 1d8 HP each turn you're trapped in the ice)*
- 58 - Gain a Legendary Resistance for 24 hours. *(Permanently gain 1/day Legendary Resistance)*
- 59 - All your non-magical apparel slops to the ground and becomes a Mimic. If hit by the mimic, the same effect applies to that creature. Apparel reverts on 0 HP. *(Including magical apparel)*
- 60 - An Orb of Wild Magic appears at your feet, showing the direction of the island at all times. *(The orb points you to the island's treasure)*

61 - Create a permanent Teleportation Circle around you. *(It activates, bringing you and anyone that enters to a specific location on the island chosen by the DM)*

62 - You regain the highest-level expended spell slot you have. *(Cast a spell using that spell slot immediately)*

63 - Ten vials of alchemist's fire drop above your head. Make a Dexterity saving throw. If you fail the save, you take 10d4 fire damage, half as much on a success. *(At the top of the round, the flames form into a fire elemental that is hostile to all)*

64 - Cast a Wild Magic Fog Cloud centred on yourself. *(You can see through the fog)*

65 - Each time you cast an elemental spell for the next minute, a variant Flameskull is summoned within 30ft. Roll 1d6 to determine its size, from tiny to gargantuan. It has 1 HP and retains the statistics of a regular Flameskull with the correct elemental damage. It is hostile to all creatures, favoring groups of enemies over single targets. *(Flameskulls explode on death, creating a fireball based on their size category and element. Tiny=10ft, Small=20ft, Medium=40ft, Large=80ft, Huge=160ft, Gargantuan=320ft)* (Sarkoid)

66 - Up to three creatures within 30ft of you take 4d10 lightning damage. *(Targets can be chosen multiple times)*

67 - For the next minute, gain the ability to Wildshape as a circle of the moon druid of your level. *(While you remain on the island)*

68 - You are frightened by the nearest creature until the end of your next turn. *(The creature you are frightened of writhes in flame, gaining resistance to fire damage and dealing 2d6 fire damage on melee attacks)*

69 - Every creature within 30ft of you, excluding yourself, becomes invisible for 1 minute, or until they are damaged. *(The invisibility lasts until the creatures affected choose to become visible)*

70 - Learn 1 spell from any spell list of a slot you can cast. *(Cast that spell immediately)*

71 - You lose your sight and gain tremorsense out to 30ft for 1 minute. *(Gain a 30ft burrowing speed)*

72 - You gain resistance to all damage for 1min. *(Upon taking elemental damage, your next attack or spell deals an additional 2d8 damage of that type)*

73 - You cast Tasha's Hideous Laughter on yourself. *(Cast it on each creature within 30ft)*

74 - Cast a 4th level Glyph of Warding on a point you can see within 60ft, storing a 4th level Banishment spell into it. *(You can choose the spell that is stored within the glyph from your own spell list)*

75 - Teleport yourself and one creature you can see within 60ft, 30ft into the air, and create a single-paned wall of force underneath each creature's feet equal to their size category, connecting them in the center with ten feet between them. *(Teleport every creature within 60ft)*

76 - Become a beacon of light for 1-minute, blinding creatures within 5 ft of you until the end of their next turn. Your light radiates out 30ft bright. *(The light turns rainbow-coloured and forces hostile creatures to become friendly while in the light)*

77 - Learn 1 language of your choosing. *(While you reside on the island, you can speak and understand all languages)*

78 - You cast Polymorph on yourself. If you fail the saving throw, you turn into a sheep for the spell's duration. *(Each creature in 30ft is affected by the spell)*

79 - You gain a chosen feat for 24 hours. *(Permanently gain the chosen feat)*

80 - Create an illusionary duplicate of yourself within 30 ft of you that you can see for 1 min. You can see and hear through duplicate as well as move it with a bonus action. *(You can cast spells and attack from the location of the duplicate)*

81 - You cast Otiluke's Resilient Sphere centred on yourself. *(The sphere becomes malleable and bounces on contact with any creature or object)*

82 - One ability score of your choosing becomes 30 for 24 hours. *(Extend the duration to 7 days or for as long as you remain on the island)*

83 - You become mute for 1min. *(When you try to speak, your voice comes out of a creature of your choice within 30ft. Any verbal spell you cast emanates from that creature)*

84 - Each creature in 30ft of you takes 1d10 necrotic damage and you heal for the total damage dealt. *(You gain necrotic armour, boosting your AC by 1 for each creature that was dealt damage until the end of your next turn)*

85 - A random hostile creature within 60ft of you and a random non-magical item on your person link to one another. The creature must make a Charisma saving throw against your spell save DC or become trapped inside for 1 minute. *(You choose the creature and item, as well as the duration lasts indefinitely and the item gains a +3 Bonus to hit and damage, on top of that, you get a single use of the creature's action or special ability 1/day)*

86 - You cast Mirror Image on yourself. *(Redirect the first attack or spell that hits one of your duplicates and destroys it)*

87 - You and everyone within 60ft gain the benefits of a short rest. *(The benefits change to a long rest)*

- 88 - You cast Fly on a random creature within 60ft of you that you can see. *(Double their fly speed)*
- 89 - A Feywild Shard appears in your hand. *(Surge again)*
- 90 - You cast Greater Invisibility on yourself. *(Creatures of your choosing can still perceive you)*
- 91 - Roll a d8. You are blessed with a Draconic Gift according to the number rolled for 24 hours. If a type is needed, the player chooses the typing. *(The gift is permanent)*
- 92 - If you die within the next 24 hours, you revive using the True Resurrection spell. *(Extend the duration for as long as you remain on the island)*
- 93 - A Potion of Wild Magic appears at your feet. *(A Potion of Dragon's Majesty appears instead)*
- 94 - An eye appears in the center of your chest for 1min. The eye sees out to 30ft and projects an anti-magic cone in the area. The moment it appears, and at the start of each of your turns, you can choose the direction of the cone. *(Your spells are unaffected by the anti-magic cone)*
- 95 - The DM chooses an artifact that falls at your feet. *(The artifact cannot be a cursed item)*
- 96 - You and everyone within 30ft become glass-like, gaining vulnerability to bludgeoning and piercing damage for 1min. *(You gain resistance to slashing)*
- 97 - You cast Prismatic Wall in a 30ft sphere around you. If another creature is within the walls space on creation, they are jettisoned outside the sphere. *(You can see through the sphere and safely walk through it)*
- 98 - You create a magical Fae creature of your choice to become your companion for 24 hours. *(Lasts for as long as you reside on the island)*
- 99 - A Deck of Many Things manifests in front of you, drawing 1 card. The deck then disappears unless the card drawn allows you to draw any additional cards. *(Draw 2 cards)*
- 100 - You cast True Polymorph on yourself, turning into any creature CR 10 or lower, reverting back to your original form when reaching 0HP. *(The level of the creature you can turn into is doubled)*