



The Applesorcerer's

Magical Mishaps



Matt Morrow

An all-new collection of 100 wild magic surges
by T. R. Appleton



The Price of Playing with Eldritch Power

Everyone makes mistakes, and when you're playing with the very fabric of the universe, sometimes those mistakes have surprising, harmful, or spectacular consequences. This table provides 100 effects that can be used as sorcerers' wild magic surges, hazardous effects of casting in an area that crackles with magical energy, or any similarly appropriate situation. Cheat sheets for relevant spell effects and monsters are also included.

This material is meant for the Dungeon Master, not the player, and indeed some of these results depend on a lack of player knowledge in order to be effective. (Item 46, for instance, causes the spell to *appear* to fail until one round later.)

Item 100 is especially potent in this regard. **It is critical that the player not know this result!** If the next sentence the player says is something like, "I'm really in a jam," their character could be engulfed within an enormous black pudding.

As always, the DM is trusted to exercise their discretion when using this table. If the result would be inappropriate, they are encouraged to change the circumstances accordingly.

Good luck to those who continue down this treacherous path, for ye have been warned: Wielding arcane power is dangerous business.

-T. R. Appleton

Magical Mishaps

d100	Effect
1.	Roll two more times on this table. All effects happen simultaneously.
2.	The caster and target switch positions after the spell occurs.
3.	A flaming horse appears. (Not a Nightmare — a normal horse that is on fire.)
4.	The caster becomes entangled in an explosion of plant growth.
5.	The caster casts <i>thunderwave</i> as a third-level spell centered on self.
6.	The target is transported to the Ethereal Plane for the next minute.
7.	A writhing swarm of rats lift and carry the caster 30' in a random direction.
8.	The caster's clothes sprout teeth and attempt to eat the caster. Treat the clothes as a Lesser Cloaker (see page 6).
9.	A mature oak sprouts in an unoccupied space within 60' of the caster.
10.	The caster can only speak in beast speech for 24 hours.
11.	The caster gains 100 lbs and has their move speed halved for the next minute.
12.	Next turn, the caster takes no action and instead vomits up 1d100 silver pieces.
13.	The caster's hands become covered in sticky goop.
14.	Cabbages sprout abundantly within a 30' radius of the caster.
15.	The caster can mimic the target's voice perfectly for 24 hrs.
16.	The caster grows antlers, then sheds them 24 hours later.
17.	The caster and target are flung 10' in opposite directions.
18.	Gravity reverses in a 20' radius of the caster till the start of their next turn.
19.	The spell ricochets off the target toward a random creature within 30'.
20.	All coins the caster is carrying are instantly transformed. Copper pieces turn into silver pieces, silver pieces turn into gold pieces, and gold pieces turn into copper pieces.
21.	One of the caster's eyes turns into a 500 GP sapphire.
22.	Smoke fumes from the caster's ears for the next minute.
23.	All unlocked doors and windows within 60' of the caster fly open.
24.	The caster's face is blackened with soot from a small explosion.

d100	Effect
25.	A confused brown bear appears in an unoccupied space within 60' of the caster.
26.	The caster can only breathe underwater for the next minute.
27.	If the spell's target dies within the next minute, its ghost haunts the caster.
28.	Objects within 30' of the caster that weigh less than 100 lbs. are pulled toward the caster.
29.	The caster smells like lavender for 1d6 days.
30.	The caster's clothes become uncomfortably tight.
31.	If the spell would kill the target, the target's extremities fly apart at the joints.
32.	The caster becomes trapped inside a giant glass ball.
33.	The caster's hands triple in size for the next minute, dealing 1d8 bludgeoning damage on a successful unarmed strike.
34.	A loud, disembodied voice ridicules the caster on initiative count 20 for the next minute.
35.	The caster's arms become flailing tentacles for the next minute.
36.	A large floating eye follows the caster for the next hour.
37.	The caster's Charisma and Strength scores are swapped for the next day.
38.	All fires within 60' of the caster are extinguished.
39.	A <i>wall of fire</i> encircles the caster.
40.	The caster suffers the same spell effect as the target.
41.	The caster becomes blinded and invisible for the next minute.
42.	The caster's eyes glow like lanterns for the next day.
43.	Any applicable saving throw the spell's target would make automatically fails.
44.	The spell slot spent on this spell is retained.
45.	The spell appears to fail, but occurs 1 round later.
46.	The caster and all creatures within a 20' radius heal 3d8 hit points.
47.	The caster suffers hiccups for the next hour. All attack rolls, saving throws, and ability checks are made at disadvantage, and the noise is loud enough to possibly attract attention.
48.	The caster and target are both whisked to the Ethereal Plane for the next minute.
49.	The caster's movements leave color trails for the next minute.
50.	The caster also casts <i>haste</i> targeting themselves.

d100	Effect
51.	Smoke fills a 10' radius around the caster, lasting 3 rounds.
52.	A spectral audience of thousands appears to observe the scene for the next minute.
53.	A clone of the caster appears, desperately claiming to be the original. It vanishes one minute later.
54.	The caster's clothes become tattered, frayed, and delicate.
55.	The caster also casts <i>mirror image</i> on the target.
56.	The caster must become afraid of all creatures sharing the target's type for the next hour.
57.	The target starts sobbing uncontrollably, and is incapacitated for the next minute or until hit with an attack.
58.	The ground below the caster turns to 5' deep mud.
59.	The caster grows fangs capable of dealing 1d6 piercing damage.
60.	The target becomes covered in weeping sores, dealing 1d6 necrotic damage.
61.	The caster suffers an awful nosebleed till the start of their next turn.
62.	The caster casts <i>barkskin</i> on themselves. It flakes off 1d4 rounds later.
63.	A mighty wind blasts forth from the caster. Everyone within 20' must make a DC 15 Strength save or else fall prone.
64.	The caster's eyes are forced closed, but they gain <i>truesight</i> with a range of 60', for the next 1d6 days.
65.	The caster's hands are burned by magical energy, dealing 1d6 radiant damage. Anything requiring manual dexterity is done at disadvantage for the next day.
66.	A terrible stench suffuses the area within 50' of the caster.
67.	A sustained harmonious chord plays, audible within 500' of the caster.
68.	The caster gains 8 temporary hit points.
69.	The spell deals the maximum possible damage, if applicable.
70.	A column erupts beneath caster's feet, growing 30' high or 5' shorter than the ceiling (whichever is shorter).
71.	The spell's duration is doubled, if applicable.
72.	The spell fires in random direction if its range is not touch.
73.	The caster's teeth fall out.
74.	The target becomes petrified for 1d4 rounds.

d100	Effect
75.	Any ferrous material the target possesses immediately corrodes.
76.	The air within a 5' radius of the caster turns into a random element. Roll 1d6: 1-2. Fire; 3-4. Earth; 5-6. Water.
77.	The caster's arms fade into the Ethereal for the next 1d4 rounds.
78.	Five gallons of sand appear between the caster's hands.
79.	The caster's tongue triples in length for the next 24 hours.
80.	The caster's cranium becomes transparent until <i>remove curse</i> is cast on them.
81.	The caster's hands become encased in bricks of hard clay.
82.	The target's jump distance triples for the next minute.
83.	Fragile objects within 30' of the caster shatter.
84.	The caster becomes voraciously hungry.
85.	The target's bones are turned into gold. Their speed becomes 5' until <i>remove curse</i> is applied.
86.	1d4 stirges appear, crash to the ground, and start to act on initiative count 20.
87.	Ten thin red cords emerge from the caster's fingers and attach to the target.
88.	The caster can only sing, not speak, for the next six hours.
89.	The area within 30' of the caster is affected by <i>darkness</i> , except for the area within a 10' radius of the caster.
90.	The caster reflexively vomits at their next sip of alcohol, whenever that occurs.
91.	The caster's shoes irreparably fuse to the ground.
92.	The caster's fingers become frostbitten.
93.	The spell's target becomes overwhelmed by a desire to eat the caster.
94.	Harmless bright sparks erupt from the caster's hands.
95.	The caster enters a <i>rage</i> , as per a barbarian.
96.	The caster gains retractable claws, capable of dealing 1d4 slashing damage on an unarmed strike.
97.	The target takes an additional 6d6 force damage.
98.	The target ages 1d100 years, possibly dying of old age.
99.	The spell's effects are reversed, if the reverse is possible.
100.	The next phrase spoken by the caster becomes true.

Spells & Effects Referenced

Barkskin

The target's Armor Class cannot be less than 16.

Darkness

Magical darkness fills the area. The darkness spreads around corners. A creature with Darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Fear

A frightened creature has disadvantage on Ability Checks and Attack rolls while the source of its fear is within line of sight. The creature can't willingly move closer to the source of its fear.

Haste

Until the spell ends (one minute or when concentration is broken), the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity Saving Throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon Attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take Actions until after its next turn, as a wave of lethargy sweeps over it.

Mirror Image

Three illusory duplicates of the target appear. For the next minute, the duplicates move with the affected creature and mimic its Actions, shifting position so it's impossible to track which image is real.

Each time a creature Targets the affected creature with an Attack during the spell's Duration, the DM rolls a d20 to determine whether the Attack instead Targets one of the duplicates.

If the creature has three duplicates, the DM must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, the DM must roll an 8 or higher. With one duplicate, the DM must roll an 11 or higher.

A duplicate's AC equals 10 + the creature's Dexterity modifier. If an Attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an Attack that hits it. It ignores all other damage and Effects. The spell ends after one minute or when all three duplicates are destroyed.

Other creatures are unaffected by this spell if they can't see, if they rely on Senses other than sight, such as Blindsight, or if they can perceive illusions as false, as with Truesight.

Rage

You gain the following benefits if you aren't wearing heavy armor:

- ◆ You have advantage on Strength Checks and Strength Saving Throws.
- ◆ When you make a melee weapon Attack using Strength, you gain a +2 bonus to the damage roll. This bonus increases as you level.
- ◆ You have Resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast Spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked Unconscious or if Your Turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on Your Turn as a Bonus Action.

Thunderwave

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 4d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured Objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

Truesight

A creature with Truesight can, out to a specific range, see in normal and magical Darkness, see Invisible creatures and Objects, automatically detect visual illusions and succeed on Saving Throws against them, and perceives the original form of a Shapechanger or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane.

Wall of Fire

This effect creates a one-foot-thick wall of fire that encircles the caster at a distance of five feet. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save.

The outside of the wall deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The side of the wall facing the caster deals no damage.



Creatures Referenced

Brown Bear

Large Beast (200 XP)

AC: 11, HP: 34, Speed: 40', climb 30'

Str	Dex	Con	Int	Wis	Cha
19 (+4)	10 (0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills: Perception +3

Keen Smell: The bear has advantage on Wisdom (Perception) checks that rely on smell.

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, 1d8 + 4 piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, 2d6 + 4 slashing damage.

Horse, Riding

Large Beast (50 XP)

AC: 10, HP: 13, Speed: 60'

Str	Dex	Con	Int	Wis	Cha
16 (+3)	10 (0)	12 (+1)	2 (-4)	11 (0)	7 (-2)

Hooves. *Melee Weapon Attack:* +5 to hit, 2d4 + 3 bludgeoning damage.



Lesser Cloaker

Large CN Aberration (450 XP)

AC: 13, HP: 45, Speed: 10', fly 40'

Str	Dex	Con	Int	Wis	Cha
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills: Stealth +5

Senses: Darkvision 60'

Languages: Deep Speech, Undercommon

Damage Transfer. While attached to a creature, the lesser cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the lesser cloaker remains motionless without its underside exposed, it is indistinguishable from a normal set of clothes.

Light Sensitivity. While in bright light, the lesser cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Bite. *Melee Weapon Attack:* +5 to hit, 1d6 + 3 piercing damage. On a hit, if the target is Large or smaller, the lesser cloaker attaches to it. If the lesser cloaker has advantage against the target, the lesser cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached.

While attached, the lesser cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the lesser cloaker by succeeding on a DC 15 Strength check.

Stirge

Tiny Beast (25 XP)

AC: 14, **HP:** 2, **Speed:** 10', fly 40'

Str	Dex	Con	Int	Wis	Cha
4 (-3)	16 (+3)	11 (0)	2 (-4)	8 (-1)	6 (-2)

Senses: Darkvision 60'

Blood Drain. *Melee Weapon Attack:* +5 to hit, 1d4 + 3 piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 1d4 + 3 hp due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hp of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

Swarm of Rats

Medium Swarm of Tiny Beasts (50 XP)

AC: 10, **HP:** 24, **Speed:** 30'

Str	Dex	Con	Int	Wis	Cha
9 (-1)	11 (0)	9 (-1)	2 (-4)	10 (0)	3 (-4)

Damage Resistances: bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses: Darkvision 30'

Keen Smell: The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm: The swarm can occupy another creature's space and vice versa, and can move through any opening large enough for a Tiny rat. It can't regain hit points or gain temporary hit points.

Bites. *Melee Weapon Attack:* +2 to hit, one target in the swarm's space. 2d6 piercing damage, or 1d6 piercing damage if the swarm has half of its hit points or fewer.

Credits

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