

- 01 - For 1 minute roll on this table at the start of your turn (ignore this roll if you are already under the effect of this roll).
- 02 - 1d10 of your finger become metal (they still work and bend as normal).
- 03 - For 1 minute your skin become covered in spine, when someone hit you with an unharmed strike, they take 1d8 piercing damage.
- 04 – A hole of 1d6 inches appear on your chest, without causing any harm.
- 05 - The cuckoo of a clock exit from your mouth a number of times equal to the current hour of the day.
- 06 – A 1:1 statue of you made of cheese appear in the nearest unoccupied space from you, it stinks....a lot.
- 07 – Your intelligence score become 30 for a hour and then 6 for one hour after that
- 08 – A realistic painting of you appear in your hands, the picture moves sometimes when you are not watching (it moves when others aside from you are looking)
- 09 – For 1 minute you become magnetic, attracting all metal in a radius of 15ft near you. Every creature except yourself in the area must make an Athletic check against your spell DC or be disarmed
- 10 – For 1 day your mouth flip upside-down, subtract 1d4 from all charisma abilities checks.
- 11 – The upper part of your body become invisible for 1 hour.
- 12 – For 1 minute you become covered in curved scales. As a bonus action while spending at least 20ft of your movement you can roll and impact against a creature, dealing 1d6+COS bludgeoning damage. Your AC cant be less than 20
- 13 – All creature in 30ft from you including yourself are randomly switched in place between themself
- 14 – A tail appear on your back for 1 day. It can be used as an improvised weapon. It disappear instantly if you eat a fish.
- 15 – All creature in 30ft radius from you including yourself are healed for 30 hp.
- 16 – You and the nearest ally become transported 1 day into the future for 1 round(6 seconds).
- 17 – For 1 minute 1d4 fanatic (AC 10, HP 1) appear near you, cheering and acclaiming your greatness. You have a bonus to ability checks and attack roll equal to the number of fanatics present.
- 18 – The next spell you cast will deal maximum damage.
- 19 - For next minute you are under the influence of the "freedom of movement" spell, then the minute after that you are under the influence of the "confusion" spell.
- 20 – Juggernaut: For the next 1d4 round you must use your movement action to move forward (you cant use the dash action), you are immune to all damage and you destroy everything in your path while moving this way (you are not immune for the rest of your turn after moving or until you move again for effect of this roll).
- 21 – For the next minute every object you touch that isn't worn or carried is set on fire.
- 22 - An elemental (roll 1d4 to determine type between fire, air, water, earth) appear in a random unoccupied space 60ft from you. It bring destruction and attack everything in his sight.
- 23 – For 1 minute your headbutts deal massive damage. On a hit, deal an extra 20 bludgeoning damage.

- 24 – For the next hour your leg become paralyzed, but you can play any instrument perfectly. +30 to all performance check while playing musical instruments.
- 25 – For 1 minute you shout every word you speak.
- 26 – You stop time for 1d4-1 turn (minimum of 1) as written in the "time stop" spell.
- 27 – For the next day, after casting any vocal spell, a few pink bubbles exit of your mouth.
- 28 - 3 random creature in your sight take a number of d6 lightning damage equal to your level
- 29 – For the next minute you are under the effect of the "Enlarge" spell
- 30 - For the next round all armor and weapon of all creature in your sight at the moment of the trigger of this effect disappear for 1 round
- 31 – A buff tiger tabaxi appear out of nowhere and execute an RKO on a random creature in 30ft from you (may include yourself), dealing 3d8 bludgeoning damage and then they disappear.
- 32 – For the next 1d4 round you have + 10 to AC but take +10 to every damage source. (for the sake of possible question you take only an extra 10 damage even if you are targeted by multiple source of a single spell, like "magic missiles")
- 33 – You transform in a humanoid version of a random animal for 1 hour.
- 34 – An explosion start centered on you with a radius of 20ft. Every creature in the area must make a Dex saving throw against your spell DC of take a number of d6 fire damage equal to your level.
- 35 – For 1 minute one of your limbs, chosen randomly, become rock. Work and bend like normal and can be used as an improvised weapon
- 36 – For 1 hour your legs take the form of springs. Your jump capacity can't be more nor less than 40ft
- 37 – For one hour you can comprehend any language you hear, but you speak a language that nobody knows. (you can cast spell normally)
- 38 – An exoskeleton made of human bones cover your skin for 1 minute. +5 to AC but you are vulnerable to bludgeoning damage.
- 39 – You gain 20 temporary hit points.
- 40 – You cast polymorph on yourself, if you fail the saving throw you transform into a sheep until the start of your next round.
- 41 – All creature excluded you in 30ft from you become inflated like ballons. They are under the influence of the "levitate" spell and are vulnerable to piercing damage.
- 42 – For the next minute you can cast the mistystep spell as a bonus action without expending a spell slot.
- 43 – For the next day you can't die of old age but you get older of 5d20 year.
- 44 – For the next minute you eyes ipnotize people. You can cast "charm person" without expending a spell slot.
- 45 - For the next day you get younger of 5d20 year (you can't end up less than 5 years old and you retain all memories)
- 46 – For the next hour your size increase of 1 category
- 47 - For the next hour your size decrease of 1 category
- 48 – For the next minute your lowerbody part become spider-like, you can walk on walls without problems.

49 – All creature in 30ft from you must make a Wis savign throws against your spell DC or make one unarmed attack against 1 of their ally near 5ft of them

50 – All your allies including you must make a INT savign throws against your spell DC or take 2d10 psychic damage

51 – A pourse containg 10d10 gold pieces appear near your feet.

52 - For gain devilsight for the next day.

53 – Your hands and feets switch places for 1 minute.

54 – A 15ft radius cloud of mosquitoes start swarming near you, the area is heavily obscure for 1 minute or until the mosquitoes are dealt with.

55 – Your spells become explosive for 1 minute , you must make a DC 12 Strenght saving throw or be pushed back 20 ft after casting a spell.

56 – You noticed that someone but your feet in 2 buckets of cement, your speed is halfed for the next minute

57 – You become incredibly beautiful for a day, + 10 to all persuasion check against the opposite sex.

58 - You become incredibly ugly for a day, - 10 to all persuasion check against the opposite sex.

59 – You become invisible for an hour, but not your clothes or equipment

60 – For the next day, if you are drunk, you can fly at double of your walking speed.

61 – For 1 minute at the start of your turn you gain 5hp. if you are full, you sneeze rainbow from your nose instead

62 - You are caught in a frenzy. for the next minute you must always use your action to cast a spell and your movemnt action to run in a random direction. All while shouting of course.

63 – For the next hour, your cornea switches color every second like a stoplight.

64 – For the next day, if you are holding your breath, you can walk on water

65 - For the next minute the head of you and your nearest ally switch places. You both still have control of your original bodies.

66 - Your hairs grow for 3d4 feet and become prensil. The next day you become bald and grow back your original hair the day after that.

67 – For 1 minute your shadow assume your colored image and you become a black silhouette. +10 to all stealth checks

68 – You grow a beard made of flowers that vanishes the next day.

69 – All creature in 40 ft radius from you excluding yourself lose 5 hp. You regain the total of the hp lost in hp

70 – You grow to venomuos fangs for the next minute. When you bite a creature, it must make a COS against your spell DC or become poisoned for 1 minute.

71 – You shoot a flash of light around you, all creature that were looking toward you are blinded for 1 turn.

72 – For the next minute every creature that look at you must make a DC 12 WIS saving throws or become feared for 1 turn. You dont know why they are scared, you look fine.

73 – For the next minute you can swim into the ground like its water.

74 – For the next minute the weapon that you touch(or touches you) became engulfed in flames and deal an extra 1d4 fire damage.

75 – You gold coin become silk. Your shoes(or any other normal cloth) become gold for the same amount of value of coins lost.

76 – 4 5ft wide 20ft tall column of fire rage from the ground in a random places. Each column deal 4d6 fire damage to the creatures it hit.

77 – For the next hour all creature that look directly in your face must make a DC 12 WIS saving throws or attack you.

78 – You become paranoid for a weapon of one of your companions. You believe the weapon is sentient and it wants to kill you. The fear vanished the morning after like a bad dream.

79 – For a day you can detatch your head from your body without doing any damage as a bonus action. After being detatched it reappear on top of your body after 1 minute

80 – A portal to the Nine hells open near you and it close after a minute. You can only hope nothing happens while its open

81 – You cast blink on yourself

82 – You grow mustaches made of feather. They go away if you sneeze on them.

83 – For the next minute you can walk on any wall like it was the ground, but you must climb the ground like it was a wall

84 – The ground become ice in an area a 15 ft radius centerd on you. Every creature must make a DC 12 DEX saving throws at the start of their turn or fall prone

85 – For the next minute a spectral shield hover around you, granting +2 ac and immunity to magic missile

86 – An unicorn controlled by the DM appear for 1 minute

87 – For 1 mniute you are invisible when you close your eyes

88 – For 1 minute all your spell have their range halved

89 – 1d4 hands appears from the ground grappling random creatures near them. DC 12 Athletic or acrobatic Check to escape(whichever grant the higher bonus)

90 – You gain Truesight for 1 minute

91 – You can cast mage armor one time without expend a spell slot

92 – A hole of 20 ft appear under you, you fall.

93 – A 20ft tree grow under your feet.

94 – In front of you 4 snakes appear. They are under your control for 1 minute

95 – The next 3 melee attack against you have disadvantage

96 – All people around 30 ft of you have their face changed into yours for 1 minute

97 – You feel incredibly lucky, you can reroll the next 3 roll you make, but only once per roll

98 – You regain 3 sorcery points

99 – All currently active effects of this table vanish, you return to your normal form.

100- For 1 minute you transform in an elemental made of pure chaos magic, you have resistance to all magic damage and you spells ignore the resistance of enemies .