

Magic System

- [Lotanna's Magic System](#)
- [Variant Wild Magic Table](#)
- [Modified Wild Magic Table](#)

Lotanna's Magic System

Lotanna is a world full of magic, but it is hard for anyone, even learned wizards, to fully harness the intense natural magic of the realm. Thus, there are very few who are able to cast spells in any controlled way.

Effects this has on the realm and roleplaying effects:

- Playing a wizard or sorcerer is highly discouraged as your character would be severely nerfed compared to normal spellcasting classes.
- Clerics will have some slightly offset abilities but overall should be similar
- Druids will be the most powerful spellcasters, tapping the raw magic of the world to fuel their spells but they will as such be less controllable. Roll two times on the variant wild magic table each spellcast.

Variant Wild Magic Table

This is a table for the environment of Lotanna that is to be used after every spell is cast, and after travelling for 1d6 hours in the country. (Adapted from the Game Master's Book of Astonishing Random Tables)

d100	Effect
1	Flowers bloom in a 30-foot radius.
2	Your hair becomes living vines for 1 hour.
3	Harmless butterflies follow you for 24 hours.
4	Your eyes become those of an owl for 1 hour.
5	Every beast within 100 feet can understand your speech for 1 minute.
6	You grow 1 foot taller for 1 hour.
7	Mushrooms sprout wherever you step for 1 minute.
8	You smell strongly of fresh rain for 24 hours.
9	The nearest tree awakens long enough to speak one sentence.
10	Your eyes glow green for 1 hour.
11	Small flowers bloom from your clothing and gear for 24 hours.
12	All nonmagical plant matter you carry rapidly decomposes.
13	Spectral birds circle overhead for 10 minutes.
14	Your voice echoes like distant thunder for 1 hour.
15	You cast <i>Speak with Animals</i> without using a spell slot.
16	Your skin becomes bark-like (+1 AC) for 1 minute.
17	Every creature within 30 feet smells strongly of pine needles for 1 hour.
18	All water within 30 feet becomes crystal clear.
19	Swirling leaves lightly obscure your space for 1 minute.
20	A nearby stone grows a face and talks for 10 minutes.
21	A squirrel steals a small object and drops it somewhere nearby.
22	Your next Wild Shape has unusual coloration.
23	Tiny animal spirits mimic your movements for 1 minute.
24	Your next Wild Shape lasts only half its normal duration.
25	A friendly fox spirit appears for 1 minute.

d100	Effect
26	Your footprints glow faintly for 24 hours.
27	The nearest plant triples in size.
28	Nearby berries become especially sweet and nourishing.
29	Autumn leaves rain from the sky.
30	Flowers bloom from creatures healed by you during the next minute.
31	Frost forms harmlessly across your skin for 1 hour.
32	Harmless flames dance around your shoulders for 1 hour.
33	Static crackles through your hair for 1 hour.
34	Your skin takes on a crystal-like appearance for 1 hour.
35	Your next spell creates a random weather effect.
36	Grass rapidly grows in a 20-foot radius.
37	You hear distant whispers of nature spirits for 10 minutes.
38	Your shadow becomes that of a giant beast.
39	A nearby beast becomes intensely curious about you.
40	Your next damaging spell creates glowing animal-shaped lights.
41	Roots erupt beneath a random creature (Strength save or restrained).
42	A rain cloud forms above you for 1 minute.
43	Your skin changes colors like the seasons for 1 minute.
44	You feel compelled to climb the nearest elevated object.
45	Beast sounds seem meaningful for 10 minutes, though not understandable.
46	Natural difficult terrain vanishes within 30 feet for 1 minute.
47	The ground becomes overgrown difficult terrain in a 20-foot radius.
48	A random creature sprouts harmless antlers for 1 hour.
49	A beam of sunlight follows you for 1 minute.
50	Roll twice more and apply both effects.
51	Bark-like patterns appear on a random ally's skin.
52	Your next spell causes vines, flowers, moss, or fungi to appear.
53	Every beast within 60 feet howls, chirps, croaks, or screeches.
54	You swap places with a random Tiny beast within 60 feet.
55	A spectral wolf follows you for 1 minute.
56	You become lightly covered in frost, reducing your speed by 10 feet for 1 minute.

d100	Effect
57	A nearby plant becomes sentient for 1 hour.
58	You feel the heartbeat of the earth beneath your feet for 10 minutes.
59	Your next summoned creature gains a strange personality quirk.
60	The next beast you encounter is unusually intelligent.
61	Thorny vines erupt beneath you. You take 2d6 piercing damage.
62	A swarm of insects follows you for 1 hour.
63	You age 1d4 years.
64	You become 1d4 years younger.
65	All milk within 60 feet turns into cheese.
66	You cannot willingly harm beasts for 1 hour.
67	A nearby weapon becomes covered in flowers.
68	Your Wild Shape CR limit decreases by 1 for 24 hours.
69	Your next Wild Shape gains a cosmetic mutation.
70	The next spell you cast automatically triggers another surge.
71	Local weather intensifies for 10 minutes.
72	A spirit stag appears and silently observes.
73	Branches grow from your shoulders for 1 hour.
74	Animal footprints appear behind you even on stone.
75	Your movement speed is halved for 1 minute.
76	All unattended flames within 60 feet are extinguished.
77	All unattended flames within 60 feet flare dramatically.
78	Nearby plants slowly turn to face you for 1 hour.
79	Birds and squirrels become fascinated with you for 24 hours.
80	A silent spirit animal appears and watches you.
81	You transform into a rabbit until the end of your next turn.
82	Spectral roots restrain you until the end of your next turn.
83	Every creature within 30 feet gains glowing eyes for 1 minute.
84	Every creature within 30 feet takes 1d6 force damage.
85	A nearby tree drops a large branch in an inconvenient location.
86	Beasts recognize you as unusual for 1 hour.
87	Glowing fireflies fill a 60-foot radius.

d100	Effect
88	You can breathe underwater for 24 hours.
89	You grow gills and webbed fingers for 24 hours.
90	Roll on this table again at dawn tomorrow.
91	A nearby plant gains the power of speech for 10 minutes.
92	The next beast you summon gains Feywild colors and habits.
93	A random creature is coated in sticky sap (Strength save or restrained).
94	A nature spirit appears and gives cryptic advice.
95	Nature spirits demand balance. You take 4d8 necrotic damage.
96	A spectral bear appears and silently guards the area.
97	For 1 minute, every spell you cast causes flowers or fungi to appear.
98	A tiny Feywild portal opens and harmless creatures emerge.
99	Ancient druidic runes appear across your skin for 1 hour.
100	Avatar of Lotanna: For 1 minute you gain resistance to all damage, can communicate with beasts and plants, and your druid spells heal or deal an extra 1d8 damage.

Modified Wild Magic Table

Wild Magic Table (Modified):

- 1:
- 2:
- 3:
- 4:
- 5:
- 6:
- 7:
- 8:
- 9:
- 10:
- 11:
- 12:
- 13:
- 14:
- 15:
- 16:
- 17:
- 18:
- 19:
- 20:
- 21:

22:

23:

24::

25:

26:

27:

28:

29:

30:

31:

32:

33:

34:

35:

36:

37:

38:

39:

40:

41:

42:

43:

44:

45:

46:

47:

48:

49:

50:

51:

52:

53:

54:

55:

56:

57:

58:

59:

60:

61:

62:

63:

64:

65:

66:

67:

68:

69:

70:

71:

72:

73:

74:

75:

76:

77:

78:

79:

80:

81:

82:

83:

84:

85:

86:

87:

88:

89:

90:

91:

92::

93:

94:

95:

96:

97:

98:

99:

100: