

WILD MAGIC FOR EVERY CLASS



A Fifth Edition D&D supplement for providing every character class with unique Wild Magic chaos.

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INTRODUCTION

Do you or one of your fellow players have an infatuation with the excitement and novelty of the Wild Magic Sorcerer? Have you ever wished that every class had some way to spice up their playstyle with their own table of hectic magical effects? Well, that's pretty weird, but you're in luck: a published Fifth Edition Dungeons & Dragons supplement for just such weirdos exists and you're already reading its introduction!

The spirit of Wild Magic is that sometimes an unpredictable outcome is a reliable path to fun. The 50 entries in the Player's Handbook Wild Magic Surge table have already sparked countless unique stories told by Sorcerer players and their DMs about the trouble it got them out of - and into! This supplement extends that "anything can happen" sense of randomness to the other eleven core classes. A stoic Cleric flustered by their new lizard frill, an ignorant Barbarian tickled by their suddenly invisible maul, the possibilities are endless!

"Wild Magic For Every Class" means you'll find herein a flexible new feat that allows any player character to experience Wild Magic Surges - along with 12 (twelve!) full-page tables of 50 new surge results *each*. That's 600 new surge outcomes - including 50 on a brand new alternative table for the Sorcerer! But first, you'll find some "Rules For Play" and "Advice for Play". Half way through the tables, there are Variant Rules for the discerning player. After the tables, you'll find a set of guidelines describing how these new options were designed, to show the thought process that went into creating them, and perhaps inform some homebrewing of your own surge entries!



RULES OF PLAY

Wild Magic is now available as a feat for every class, all of which have the following description with [Class] as a stand-in for the player class the feat is being taken for:

WILD MAGIC [CLASS]

Prerequisite: No other form of Wild Magic

- Increase one ability score by 1, to a maximum of 20.
- Gain access to the Wild Magic Surge table for [Class] as featured in the *Wild Magic for Every Class* supplement.
- Wild Magic Surge. Your actions can unleash surges of untamed magic. Immediately after you cast a [Class] spell of first level or higher, or hit a challenging enemy with a non-spell attack for the first time in a round, the DM can have you roll a d20. If you roll a 1 or 20, roll 1d100 on the [Class]'s Wild Magic Surge table to create a random magical effect.
- Tides of Chaos. You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again.
- Any time before you regain the use of Tides of Chaos, the DM can have you roll on the [Class]'s Wild Magic Surge table immediately after you cast a [Class] spell of first level or higher, or hit a challenging enemy with a non-spell attack for the first time in a round. You then regain the use of Tides of Chaos

RESOLUTION

Although many surge entries *cause* an action or movement, no surge entry *costs* an action or movement unless explicitly noted. If an entry has no available target and needs one, use yourself or an object if it would have a similar effect. If you or an object wouldn't make sense, reroll the surge.

MAGIC

If an entry forces a creature to cast a spell, that spell takes no spell slot and requires no components. If the spell normally requires concentration, it does not require concentration until after its immediate round of effects. At that time, the normal choice of whether to maintain concentration on that or a pre-existing spell takes place.

OTHER FEATURES

If a surge entry references a class feature not yet acquired, use the version of that feature from the lowest level that grants it. The same goes for features from other classes. If an entry activates a limited-use feature such as Wild Shape or Ki Points, assume it does not cost a normal use of that feature unless explicitly noted.

ADVICE FOR PLAY

Rule zero for any RPG group is that the social contract between each player, including the DM, supersedes all else. That notwithstanding, here are some tips for making sure that these Wild Magic Surges feel like a fun new frosting for the precious cake that is your campaign.



- *Dice are for gambling.* Wild Magic is chaotic and surprising. Make sure that all players are on board with increasing the amount of randomness in an already dice-heavy role-playing game!
- *Feats are for fun.* Feel free to resolve references to “random” selections by DM decision, rule of cool, or a dice roll. The same goes for what summoned creatures do, and other mysteries. Entries that ask you to “choose”, or that involve attacking, casting a spell, or using a feature, follow the normal rules for line of sight and targeting.
- *Exploits are shambling.* Broadening the Wild Magic Surge feature to include classes without spellcasting means changing some of the classic features associated with the archetype. Approach the “first time hitting this round” rule with good faith. It is technically repeatable much more often than spellcasting, but players should not look for victims just to fish for surges at the expense of other players’ fun.
- *Games should just run.* Establish a quick set of table norms for Wild Magic Surges, especially if more than one player character is using the feat! Place the onus on the DM to interject with a surge prompt, so that players don’t constantly ask the DM if they need to roll. If surges are happening too often or too rarely, speak about it out of character during a break.



WILD MAGIC SURGE — BARBARIAN



<i>d100</i>	<i>Effect</i>
01–02	Until you rest, you may choose to experience a Wild Magic Surge every time you hit an enemy.
03–04	All nonmagical writing within 30 ft. of you is illegibly smudged.
05–06	You gain a climb speed of 40 ft. and take half damage from falling for 1 hour.
07–08	The largest weapon you carry teleports into a space 50 feet above you, or the closest empty lower space if it is occupied.
09–10	You gain a swim speed of 40 ft. and the ability to breathe water for 1 hour.
11–12	You end your rage and gain one point of exhaustion.
13–14	You gain temporary hit points equal to twice your character level, and smell like rubber until they are gone.
15–16	You lose all resistance to slashing and piercing damage, but gain immunity to bludgeoning damage, for one hour. Your skin feels like bloated clay for the duration.
17–18	You enter a Persistent Rage.
19–20	For the next 24 hours, you take 1d6 psychic damage every time you roll an Intelligence check or Intelligence saving throw.
21–22	You jump three consecutive times as if you had a running start.
23–24	A purple ogre controlled by the DM appears next to you and disappears after 1 minute.
25–26	You gain advantage on all attack rolls and opposed checks against creatures smaller than you for 1 hour.
27–28	You lose the ability to speak or read Common for 24 hours.
29–30	For the next 8 hours, you gain immunity to psychic damage, but cannot see the color purple.
31–32	You throw one of your weapons at the closest damaged creature.
33–34	Maximize the damage rolls of the next weapon attack you make that hits within the next hour.
35–36	For the next minute, weapons you carry shrink to 1/5th normal size, keeping all attributes but requiring you to spend 5 ft. of movement each time you attack with one.
37–38	Your carrying capacity is increased tenfold for 1 hour.
39–40	For the next minute, steam shoots out of your ears and you take 1d6 psychic damage at the end of each turn where you made no attacks.
41–42	For the next hour, the largest weapon you carry is invisible to all creatures except you.
43–44	For the next 8 hours, your feet become cloven hooves (or your cloven hooves become feet) and all your initiative rolls count as 1s.
45–46	For the next hour, any creature which attempts to grapple you fails and takes 4d6 piercing damage from quills that erupt from your skin.
47–48	Your largest weapon gets stuck in the terrain beneath you, and requires a DC 20 Athletics check to remove with an action.
49–50	Choose a creature within 50 ft. that you can see. Make an Athletics check. They are pushed that many feet away from you.

<i>d100</i>	<i>Effect</i>
51–52	For the next minute, you gain vulnerability to damage from creatures with higher Intelligence than yours.
53–54	For the next hour, your head bulges at the top and you succeed on all Intelligence saving throws.
55–56	You slam your head against something hard in a failed Intimidation check, and are stunned until the end of your next turn.
57–58	You move up to twice your speed in a straight line, then make an unarmed strike with advantage.
59–60	For the next minute, all of your attacks must invoke Reckless Attack.
61–62	Choose a damage type which you are resistant to while raging. For the next minute, that damage type heals you instead of damaging you.
63–64	For the next minute, you take 10 piercing damage at the end of every turn in which you moved more than 20 ft.
65–66	For the next minute, your Reckless Attacks deal 1d8 additional thunder damage.
67–68	For the next minute, your Reckless Attack also gives you disadvantage on saving throws until the start of your next turn.
69–70	For the next hour, you are immune to nonmagical damage from your environment, such as thorns or lava.
71–72	For the next minute, any creature you reduce to 0 hit points is knocked unconscious and stabilized.
73–74	For the next minute, you gain 5 temporary hit points at the start of each of your turns.
75–76	You stomp the ground, and all mounted creatures within 1 mile are thrown off and fall prone.
77–78	For the next hour, you may squeeze through any space an inch or wider in diameter.
79–80	A massive, ornate gold and gemstone belt appears around your waist and cannot be removed until the next time you fall prone, when it then disappears.
81–82	An enormous feast of grilled meats appears surrounding you, enough to feed 20 creatures for a day.
83–84	For the next three days, even the smallest sip of alcohol renders you instantly drunk.
85–86	For the next 10 minutes, all of your speech is accompanied by smoke rings from your mouth.
87–88	You swap nonmagical tattoos with the nearest tattooed creature.
89–90	For the next hour, your fingertips each paint everything they touch a different vivid color.
91–92	All of your hair instantly undergoes one year of growth.
93–94	For the next hour, you sweat constantly but don't get dehydrated.
95–96	Swap your total bonuses to Athletics and to History for 10 minutes.
97–98	For the next 8 hours, you bleed a rustic tomato bisque.
99–00	For the next minute, your damage bonus from raging is doubled.





WILD MAGIC SURGE — BARD



<i>d100</i>	<i>Effect</i>	<i>d100</i>	<i>Effect</i>
01–02	Roll again on a different class's Wild Magic Surge table.	51–52	For the next minute, your spells that require an action also require a bonus action as you add loquacious verbal components.
03–04	A siren controlled by the DM appears next to you and disappears after 1 minute.	53–54	You and an enemy you can see make eye contact and are petrified until the end of your next turn.
05–06	You choose and cast any level 1 spell from any class.	55–56	For the next minute, you take 1d8 psychic damage each time you grant your Bardic Inspiration. Writer's block!
07–08	The next time a creature rolls one of your Bardic Inspiration die, roll 1d4 first. On a 1, they subtract 1 from their roll instead of adding the Bardic Inspiration result.	57–58	Move up to your speed and whisper in a creature's ear. That creature is poisoned until the end of your next turn.
09–10	Until you rest, the range and duration of your Bardic Inspiration are both doubled.	59–60	For the next minute, whenever an area of effect spell is cast within 100 ft. of you, you count as within its area for its effects.
11–12	You cast <i>silence</i> centered on yourself.	61–62	The DM (or its Player) must tell you the greatest long term motivation of one creature you can see.
13–14	The first creature to use one of your Bardic Inspiration dice within the next 10 minutes rolls twice and adds both results.	63–64	For the next minute, whenever you grant your Bardic Inspiration to a creature, a random nearby enemy also gains such a die.
15–16	You cast <i>shatter</i> centered on the most delicate object within range.	65–66	Insult a creature you can see. It has vulnerability to damage from your spells and attacks for 1 minute.
17–18	You cast <i>enhance ability</i> on your favorite creature within range.	67–68	All creatures within 60 ft. make a Performance check. You take 1d4 psychic damage for each creature who beats your total.
19–20	The most expensive weapon you carry transforms into a small metal triangle instrument for 1d3 hours.	69–70	A spotlight from the sky or ceiling focuses on you for the next minute, during which you are immune to being charmed or frightened.
21–22	Creatures within 60 ft. regain any spent hit dice.	71–72	For the next hour, you automatically fail all group checks and are accompanied by a sad trombone.
23–24	A large brass bell with a crack in it appears on your head for the next minute, blinding and deafening you until another creature spends an action removing it.	73–74	Begin to boogie, and cast freedom of movement at the start of your next turn.
25–26	You cast any level 1 Bard spell and apply the Distant Spell Metamagic to it.	75–76	For the next 24 hours, unconscious creatures within 30 ft. of you whistle different parts of the same tune.
27–28	You recall a bit of local trivia that you believe will impress folks, but which actually originates from a rival region.	77–78	You cast <i>dispel magic</i> . If there is no normal target available, you target your own sleeve.
29–30	You gain immunity to thunder damage and the stunned condition for the next 10 minutes.	79–80	You and the nearest creature cast command on one another.
31–32	The nearest enemy starts singing dissonantly and steals one of your Bardic Inspiration dice for the next minute.	81–82	For the next hour, you trade voices, but not talent, with a random nearby creature.
33–34	You regain 1 hit point at the start of your next turn, then 2 on the next, then 3, and so on until you regain 10 on your tenth turn.	83–84	For the next hour, your surface thoughts appear as a shifting forehead tattoo written in common.
35–36	You break out in purple pimples for the next 10 minutes. The first creature to comment on them takes 3d6 psychic damage.	85–86	For the next hour, everything you say is automatically musical.
37–38	For the next minute, whenever you cast a non-cantrip Bard spell, choose a creature other than yourself within 60 ft. to regain 1d10 hit points.	87–88	You cannot remember anyone's name for the next hour.
39–40	You become frightened of the most well-dressed creature you can see for the next minute.	89–90	A caricatured mask of a random nearby creature appears on your face and disappears after an hour.
41–42	The first creature to attack you within the next 8 hours immediately apologizes and is charmed by you for 1 minute.	91–92	Your voice frequently cracks and squeaks for the next 1d10 hours, after which a frog leaps out of your mouth.
43–44	The next time a creature attacks you, you are charmed by them for 1 minute, believing it to be a hilarious misunderstanding.	93–94	You let out a majestic yodel, and all creatures within 100 ft. of you regain 1d6 hit points.
45–46	The first attack that would hit you within the next minute instead misses, then you teleport 5 ft.	95–96	Swap your total bonuses to Persuasion and to Concentration checks for 10 minutes.
47–48	For the next minute, you fall prone with a pratfall each time you take damage.	97–98	Creatures within 30 ft. of you can choose to use your Performance bonus instead of their own for the next 10 minutes.
49–50	Make a Performance check. Divide your result by 5, rounding down. Charm up to that number of creatures you can see for 1 minute.	99–00	You regain all uses of your Bardic Inspiration.





WILD MAGIC SURGE — CLERIC



d100	Effect	d100	Effect
01–02	You may reroll this surge up to 10 times before accepting its result, losing 1d10 hit points each time and ignoring this result.	49–50	Gain one additional use of your Channel Divinity which does not return upon rest.
03–04	All creatures within 50 ft. have disadvantage on death saving throws for the next hour.	51–52	For the next minute, your holy symbols fix in place like an <i>Immovable Rod</i> .
05–06	Choose a nonmagical 5'x5'x5' or smaller object you can see. It transforms into a nonmagical copy of your holy symbol for 1d10 hours.	53–54	For the next minute, you grow an extra leg and can stand up from prone for free.
07–08	You and all creatures within 50 ft. gain vulnerability to thunder and lightning damage for the next minute.	55–56	Teleport 1000 ft. upwards. If you are falling at the end of your next turn, teleport back to where you were when you rolled this result.
09–10	You cast <i>commune</i> with one question for your deity.	57–58	You cast any Domain spell you know, using a spell slot of its level if available.
11–12	The first time within the next hour that a spell you cast would heal one creature, roll 1d4. On a 1, it deals 1 point of damage to them instead of healing.	59–60	All the holy symbols you carry transform into a random deity's symbol until the end of your next turn.
13–14	The first time you come across a deceased person in the next 24 hours, you cast <i>speak with dead</i> with one question.	61–62	You perform Channel Divinity: Turn Undead, but instead of undead, choose an alignment to affect with the feature.
15–16	A skeleton, zombie, or ghost controlled by the DM appears next to you and disappears after 1 minute.	63–64	The first time you heal a creature within the next minute, you also heal the creature who last damaged them for an equal amount of hit points.
17–18	Any spell you cast within the next hour that restores a dead creature to life expends only 10% of its normally expended material components.	65–66	For the next hour, you exchange your Domain spell list with that of a different Domain.
19–20	Enemies within 60 ft. regain 1d12 hit points.	67–68	The next authority figure you speak to gets the impression that you're deceiving them.
21–22	The first time within the next hour that you cast a spell that would heal one creature, it heals twice the normal amount of hit points.	69–70	For the next 24 hours, you may complete a short rest with 30 minutes of prayer, and a long rest with 4 hours of prayer.
23–24	You believe the next lie you are told.	71–72	For the next hour, you may not take the Help action.
25–26	You regain half of your missing hit points, rounded up.	73–74	Choose a creature you can see. They may make a melee weapon attack with +10 to the attack roll.
27–28	For the next 8 hours, you grow an extremely... expressive frill and have disadvantage on Deception checks.	75–76	Your saving throw modifiers decrease by 1 at the start of your turn for the next minute, then revert.
29–30	You gain resistance to necrotic and radiant damage for the next hour.	77–78	Your holy symbol becomes almost unbearably cold, and you cast <i>death ward</i> at the start of your next turn.
31–32	For the next minute, each time you cast a non-cantrip Cleric spell, 10% of the gold you carry disappears in a puff of smoke.	79–80	Choose one creature you can see. They are now proficient in fishing.
33–34	You cast <i>sanctuary</i> on up to three creatures within 30 ft.	81–82	An extra set of footprints appears alongside you for the next hour.
35–36	For the next minute, when you use Channel Divinity, you lose half of your remaining hit points.	83–84	An intricate symbol for your deity appears as a large cloud 500 ft. above you, then clears gradually.
37–38	For the next minute, whenever you cast a non-cantrip Cleric spell, grant a creature within 60 ft. other than yourself 10 temporary hit points.	85–86	You get a case of hiccups that can only be cured by prayer.
39–40	For the next minute, you hallucinate frogs raining from the sky.	87–88	Your breath smells of pungent incense out to 10 ft. for 1 hour.
41–42	You cast lesser restoration or remove curse on a creature or object within 50 ft.	89–90	At the end of each of your turns for the next minute, a loaf of fresh bread appears among the belongings of a nearby creature.
43–44	You regain your lowest level expended spell slot, and you gain one point of exhaustion.	91–92	You must include a name for your deity every time you speak for the next 24 hours.
45–46	You cast <i>sending</i> on a creature who is your superior in your faith.	93–94	You cast <i>zone of truth</i> with a 60 ft. radius.
47–48	Until the end of your next turn, you cannot breathe, and creatures within 60 ft. of you cannot be healed.	95–96	Swap your total bonuses to Insight and to Sleight of Hand for 10 minutes.
		97–98	You learn the age at which one creature you can see would die a natural death.
		99–00	Roll 1d20. If you roll a natural 20, you succeed at invoking Divine Intervention.





WILD MAGIC SURGE — DRUID



d100	Effect	d100	Effect
01–02	For the next 8 hours, experience a Wild Magic Surge every time you enter or leave wild shape.	49–50	You may use all plants and fungi within 100 ft. as origins for your line of sight for the next minute.
03–04	A polar bear, bald eagle, or an anaconda controlled by the DM appears next to you and disappears after 1 minute.	51–52	For the next hour, your healing is halved for creatures wearing metal armor.
05–06	You Wild Shape into a tyrannosaurus until the end of your next turn.	53–54	You cast <i>animal messenger</i> on the nearest beast with a flying speed.
07–08	You Wild Shape into a sea cucumber. Consider it a fish with a swim speed of 10 ft.	55–56	The nearest tree uproots, flies towards you, and upon contact it teleports next to one of your family members.
09–10	For the next 8 hours, the maximum challenge rating on your Wild Shape is increased by 1.	57–58	A 15 ft. tall pile of autumn leaves falls on a creature of your choice you can see.
11–12	Your skin turns a mix of bright yellow and red stripes, and all beasts within 100 ft. are frightened of you for the next 10 minutes.	59–60	Choose a beast type you could Wild Shape into. A random nearby creature Wild Shapes into it.
13–14	You cast <i>goodberry</i> . The berries created pulse gently and restore 2 hit points each when consumed.	61–62	Choose any beast your character has heard of but never seen. You are now considered to have seen it for the purpose of Wild Shape.
15–16	For the next 1d6 hours, you may only cast Druid spells while prone.	63–64	You and a creature of your choice you can see each receive two points of exhaustion.
17–18	A purple turtle shell grows over you for the next 10 minutes. For the duration, when you are targeted by a spell, roll 1d4. On a 4, the shell negates the spell.	65–66	You begin to weep, and cast <i>blight</i> at the start of your next turn.
19–20	End your Wild Shape, move up to your speed to the closest creature, and attempt to bite it.	67–68	For the next minute, add 1 point of fire damage to every instance of damage you receive.
21–22	Cast <i>speak with plants</i> centered on yourself.	69–70	For the next hour, you can sense the location and size of all fires within 1 mile.
23–24	For the next minute, a small rain cloud hovers directly over you granting disadvantage on Wisdom saving throws.	71–72	You come to believe something false about your current environment, as if you failed a Nature check.
25–26	Wild Shape into a purple giant octopus with a 20 ft. fly speed.	73–74	Choose a creature you can see. For the next minute, it Wild Shapes into a random creature.
27–28	For the next hour, creatures within 30 ft. of you have disadvantage on Perception checks.	75–76	For the next 8 hours, you lose your senses of smell and taste.
29–30	You gain resistance to damage from physical natural weapons for the next hour.	77–78	For the next 8 hours, you succeed on all Medicine checks.
31–32	For the next 8 hours, your words appear as silent simple pictograms emerging from your mouth. Verbal spell components are unaffected.	79–80	A fragrant, fizzy kombucha bottle appears balanced on your head.
33–34	For the next hour, you grow an elephant trunk in all forms which acts as a third arm and hand.	81–82	For the next 24 hours, you can only scratch itches with your feet.
35–36	Purple spores spew from the ground, dealing 1d6 necrotic damage to all creatures in a 60 ft. radius of you.	83–84	All creatures within 30 ft. fall prone and shout a cuss.
37–38	For the next minute, whenever you cast a non-cantrip Druid spell, you regain 1d10 hit points.	85–86	For the next minute, you see your environment as if under a blacklight.
39–40	A spiritual chimera appears at your current location for the next minute. Creatures within 30 ft. of it have disadvantage on ability checks.	87–88	You cannot rest until you bathe.
41–42	Choose a creature you can see to regain 5 hit points and gain 5 temporary hit points.	89–90	On a nearby tree, your name and that of someone you love are carved beside one another in Druidic.
43–44	Roots gnarl out of the ground for 30 ft. around you, transforming that area into difficult terrain.	91–92	For the next 8 hours, each time you sit down, a comfortable tree stump springs up beneath you. It disappears as soon as you are no longer sitting on it.
45–46	You breathe acid in a 60 ft. line, dealing 3d8 damage to all creatures who fail a DC 15 Dex saving throw.	93–94	For the next 8 hours, any food you touch gains psychedelic properties.
47–48	Purple vines drop down from above and you are restrained until the end of your next turn.	95–96	Swap your total bonuses to Survival and to Deception for 10 minutes.
		97–98	For the next 8 hours, your wild shapes have short rainbow fur, regardless of whether they normally have fur at all.
		99–00	You gain three uses of Wild Shape which are not restored upon rest.





WILD MAGIC SURGE — FIGHTER



<i>d100</i>	<i>Effect</i>	<i>d100</i>	<i>Effect</i>
01–02	Until you rest, each time you resolve a Wild Magic Surge, you trigger another surge that is not affected by this result in any way.	49–50	For the next minute, you gain one additional attack per attack action that stacks with Extra Attack.
03–04	A giant elk wearing a silver crown controlled by the DM appears next to you and disappears after 1 minute.	51–52	For the next minute, creatures within 60 ft. of you have their speed halved and move in slow motion.
05–06	For the next minute, sparks fly off of each of your weapon hits, dealing 2d4 fire damage.	53–54	Your skin and gear take on a mirror sheen for the next minute, during which your opportunity attacks do not cost a reaction.
07–08	The first time you roll a save in the next hour, roll 1d4 before the saving throw. On a 1, you automatically fail the save.	55–56	You lose 1 AC at the start of each of your turns for the next minute, after which it returns to normal.
09–10	You regain hit points as if you used a Second Wind, and then burst out laughing.	57–58	Choose a creature you can see any part of. All nonmagical cover within 5 ft. of them disintegrates.
11–12	Your armor turns to sumptuous teal silk, granting no AC bonus, until the end of your next turn.	59–60	Enemies within 60 ft. gain 5 temporary hit points.
13–14	A purple halo appears around a weapon you carry. The next time you attack with it, it crits on a natural 16–20.	61–62	For the next minute, your Readied Actions have advantage on attack rolls.
15–16	For the next 10 minutes, you cannot willingly move within 5 ft. of friendly creatures, as if repelled by magnetism.	63–64	Your next attack which would reduce a creature to 0 hit points instead reduces it to 1 hit point.
17–18	You gain resistance to damage from wielded melee weapons for the next minute.	65–66	For the next minute, your reach for melee attacks increases by 5 ft.
19–20	For the next minute, your armor hums gently and all ranged weapon attacks against you have advantage.	67–68	Creatures within 30 ft. drop their weapons and shields.
21–22	Point at a creature you can see and make a 'bring it on' gesture. That creature is compelled to target you with its attacks for the next minute.	69–70	Choose a creature that can hear you. They make a weapon attack or cast a cantrip.
23–24	A random metal item you carry rusts into unusability.	71–72	Roll 1d6 and subtract the result from the AC of the nearest creature you want to protect for the next minute.
25–26	For the next minute, all of your opportunity attack hits are critical hits instead.	73–74	You gain the benefit of a new Fighting Style for the next minute.
27–28	For the next minute, your armor shrinks far too tight in all the wrong places, granting disadvantage on Constitution saving throws.	75–76	For the next minute, your attacks other than your first each turn take a -5 penalty to hit.
29–30	You cast <i>shield</i> , then cast it again at the end of your next turn.	77–78	For the next minute, your hands grow suction cups and all of your grapple attempts succeed.
31–32	The nearest enemy gains one extra standard action which they use immediately.	79–80	Your finger and toe nails are rejuvenated and polished.
33–34	Choose any specific weapon you have ever used. It is summoned and attuned to you. It returns where it was summoned from after 1 minute.	81–82	Ask the DM what a creature you can see currently plans to do with its next action. They must answer honestly.
35–36	For the next minute, all attacks against you critically strike on a natural 18 or higher and you have a bullseye on your back.	83–84	For the next minute, your favorite weapon transforms into a plowshare with all of the same mechanical attributes as the weapon.
37–38	For the next 8 hours, you grow a large frog ear on your forehead and cannot be surprised.	85–86	One of your scars moves to the opposite side of your body.
39–40	All creatures within 50 ft. except you take the Disengage action.	87–88	Your footsteps sound like jangling spurs for the next 24 hours.
41–42	For the next minute, each of your melee attack hits force the target to move 5 ft. in any horizontal direction.	89–90	For the next minute, whenever you hit a creature with an attack, you must strike a pose determined by the DM.
43–44	For the next minute, creatures push you 10 ft. away from them when they hit you with an attack.	91–92	Your armor is instantly shined, oiled and painted in the style of the local ruler(s).
45–46	For the next minute, all of your weapon hits against prone creatures are critical hits.	93–94	For the next hour, your dominant hand switches sides.
47–48	You draw a 5 ft. line on the ground with your weapon, and must fight the first enemy to cross it for as long as you can see them.	95–96	Swap your total bonuses to Athletics and to Performance for 10 minutes.
		97–98	If you were not a snorer, you are now. If you were a snorer, you are no longer.
		99–00	You gain two uses of Action Surge which are not restored upon rest.





WILD MAGIC SURGE — MONK



d100	Effect	d100	Effect
01–02	For the next minute, once per turn, you may choose to have another creature roll on this table when you hit them with a melee attack.	51–52	A bottle of common flax seed oil appears in your hand, labeled “Greatest Healing Potion”.
03–04	For the next minute, each time you deal damage to a creature, also deal 1 bludgeoning damage to yourself.	53–54	You perform a purple Water Whip technique on a creature or object in range.
05–06	Creatures within 30 ft. are immune to the restrained, paralyzed, and petrified conditions for the next minute.	55–56	For the next minute you must use all of your movement on each of your turns, and may not backtrack unless there is no other option.
07–08	The first time you fall at least 10 ft. within the next hour, you take double damage from the fall and cannot reduce it in any way.	57–58	For the next hour, you have eerily perfect teeth and you succeed on all Charisma saving throws.
09–10	You cast jump on yourself and a creature within 50 ft. who you consider a friendly rival.	59–60	Your movement decreases by 5 ft. at the start of each of your turns. When it would reach 0 ft., it instead reverts to normal and this effect ends.
11–12	For the next minute, all opportunity attacks against you hit.	61–62	For the next minute, you see a shimmering green number over the heads of other creatures equal to their current hit points.
13–14	For the next 10 minutes, gain 10 ft. of movement for the current turn each time you hit a creature with a weapon attack.	63–64	For the next hour, you must succeed on a DC 15 Perception check to recognize humanoid creatures you have seen before.
15–16	For the next 8 hours, you have disadvantage on all unarmed strikes while sober.	65–66	Choose a creature you can see. For the next minute, its speed decreases by 15 ft. and yours increases by 15 ft.
17–18	You cast <i>burning hands</i> at 3rd level.	67–68	Other creatures and the area within 5 ft. of them count as difficult terrain for you for the next minute.
19–20	For the next minute, you lose 1 ki point each time you are hit by a melee attack.	69–70	You produce a dark purple throwing dart with one use that stuns the creature it hits until the end of their next turn.
21–22	For the next minute, you gain resistance to all damage you take during your turn.	71–72	Until the end of your next turn, all weapons within 100 ft. transform into throwing darts.
23–24	For the next minute, your clothing grows far too long for your height and grants disadvantage on Dexterity saving throws.	73–74	You immediately take the dodge, disengage, and dash actions.
25–26	For the next minute, you get two bonus actions on each of your turns.	75–76	Trade control of your and another player's character until both of you have finished a turn.
27–28	For the next 8 hours, you grow a bushy skunk tail and have disadvantage on Persuasion checks.	77–78	For the next hour, crawling costs no extra movement and allows you to ignore difficult terrain.
29–30	Wink at one creature who can see you. They must roll a Constitution saving throw as if you had hit them with a Stunning Strike.	79–80	All ladders, chairs, branches, and similar nonmagical objects within 50 ft. become precariously brittle.
31–32	For the next minute, you take 1d6 psychic damage for each ki point you spend.	81–82	Roll an Investigation check as if you took ten minutes to go over the area like a fine-toothed comb.
33–34	For the next 10 minutes, you may use Deflect Missiles, and it does not use your reaction.	83–84	For the next minute, your foot movement leaves a calligraphy pattern that describes your actions.
35–36	For the next minute, thrown weapon attacks have advantage against you and explode into bright dust when they hit you.	85–86	For the next hour, all of your actions leave a brief afterimage in your previous position.
37–38	You perform a glitter-filled Fist of Unbroken Air technique on a creature or object in range.	87–88	All of your unarmed strikes are headbutts for the next minute.
39–40	Until the end of your next turn, you get heartburn and cannot regain hit points. Then, you belch fire.	89–90	For the next 8 hours, your eyes remain closed but you can still see as if they were open.
41–42	You move up to your speed, quiver your palm, make an unarmed strike against a creature, and shout “Quivering palm!”. This is not a Quivering Palm.	91–92	Until you rest, each time you spend one or more ki points, you must shout a catchphrase decided by the DM.
43–44	For the next minute, you can see the ethereal plane, but not the material plane.	93–94	An array of wires can be faintly seen hanging between you and your environment for the next minute.
45–46	For the next minute, you may use Stunning Strike, and your first use in that time automatically succeeds.	95–96	Swap your total bonuses to Acrobatics and to Intimidation for 10 minutes.
47–48	You get the hiccups, and your initiative is reduced to 1 starting next round.	97–98	The energy expressed by your shadow, elemental, or other ki-expending techniques resembles small fireworks for the next hour.
49–50	For the next minute, roll twice your normal number of dice for Martial Arts damage.	99–00	You regain all expended ki points.



INTERLUDE

As the last of the paint dried on her scoured steel axe-head, the halfling barbarian couldn't decide whether to smile or frown. At first her comrades had teased her for focusing so furiously on her newfound artistic powers. But now her work looked well enough like that myconid had before she cleaved his rubbery body in two. Sickly purples and flourishing greens, even a streak of shadow where she had mixed in a bit of char!

Alas, the paint that had been flowing from her fingertips had dried up half an hour ago. The gifts and burdens were always fleeting. That, she had come to expect. But this, this grisly portrait was something that would last! Well, at least until she fought again. Perhaps a weapon wasn't the wisest choice for a canvas.

The thought of losing her work nearly enraged her.

When they reached Waterdeep, she would spend her share of the loot on paints and canvas. The warlock would tell her to buy potions. Sod the warlock. He always ends up drinking the potions himself. Let's see him drink the paints!

Who knows, maybe a second outlet for her anger would do some good. The bard went on and on about finding one's voice, one's perspective. Well, a barbarian's vista is often that of a fearful face about to be rendered unrecognizable. Perhaps there's an audience for such works among the more sheltered noble types.

Or maybe her paintings would become a new sort of trophy. Not the grisly remnant one might deliver to a bounty setter or one of those gnomish taxidermists, but a bright and vivid record of last regrets.



VARIANT RULES

While of course any group might decide to “hack” or “homebrew” an RPG to their heart's content, some modifications will play better than others. Here are a few variant rules that make *Wild Magic for Every Class* either more story-driven or more dice-driven.

1. **A Rare Reward.** A player character might be blessed (and cursed) with Wild Magic as the result of an event in their adventures. If you want to tie Wild Magic to a plot point in your campaign, or simply grant it to a character below fourth level with no available feats, consider granting a version of the feat which does not include the ability score increase or Tides of Chaos feature. A future event might remove the Wild Magic, or even transfer it to another creature!
2. **Critical Chaos.** Instead of the DM's discretion, Wild Magic Surge rolls may be triggered the first time a player rolls a natural 1 or a natural 20 on a d20 on each of their turns. Include ability checks in this if you want a sprinkling of Wild Magic between combat encounters. Leave out either 1's or 20's in order to cut the frequency of surges in half. This variant works better for player characters that regularly make attack rolls.
3. **Surge of Drama.** An opposite rule to Variant 2, you might instead choose to place discretion for Wild Magic Surges entirely on the DM. In this case, instead of triggering surges with spells, hits, and d20 rolls, the DM simply looks for dramatic or precarious moments (mostly in combat) and declares a surge on the spot.





WILD MAGIC SURGE — PALADIN



d100	Effect	d100	Effect
01–02	Roll 1d20. On an odd result, the DM chooses terrible effect from this table. On an even result, they choose a wonderful effect.	49–50	You cast <i>command</i> on a creature within range, which has disadvantage on the saving throw.
03–04	Five apes controlled by the DM and holding random holy symbols appear next to you and disappear after 1 minute.	51–52	For the next minute, your left leg disappears, you cannot stand up from prone unassisted, and your speed is reduced to 10 ft.
05–06	Your first melee weapon hit within the next minute deals double any radiant or necrotic damage.	53–54	You use Channel Divinity, and may double any dice other than d20s.
07–08	The first time you use Lay on Hands within the next 8 hours, roll 1d4. On a 1, you deal 1 point of necrotic damage to the target and grant no healing or curing.	55–56	For the next minute, you smell strongly of vinegar and creatures within 10 ft. of you have disadvantage on saving throws.
09–10	Add 25 points to your Lay On Hands pool. These extra points are not replenished when you rest.	57–58	For the next minute, you see shining halos above the heads of good-aligned creatures.
11–12	You must use Divine Smite whenever given the option for the next minute.	59–60	For the next minute, you cannot attack any creature which is restrained or incapacitated.
13–14	The first time that you or a creature within 60 ft. of you falls within the next 24 hours, you cast feather fall. Until then, there's a feather tucked behind your left ear.	61–62	For the next minute, your melee weapon attacks have advantage against creatures that share no alignment with you.
15–16	Your Divine Health is suppressed for the next 8 hours, and you have disadvantage on saving throws against disease.	63–64	Each creature within 50 ft. regains hit points equal to their age in decades (rounded down).
17–18	You use Divine Sense, and you also learn the name of any named creatures detected by it.	65–66	The next death saving throw rolled within 100 ft. of you is treated as a natural 20.
19–20	Creatures within 100 ft. learn of your Oath and its binding tenets.	67–68	Your holy symbol starts to crack. If you do not convert a creature to your faith within 24 hours, you die.
21–22	Your favorite weapon gains an additional +1 to attack and damage for the next 8 hours, and is wreathed in gentle purple flames.	69–70	The first time you take damage within the next minute, deal twice that much radiant damage to a creature you can see.
23–24	For the next minute, you gain vulnerability to damage from creatures who philosophically disagree with your Oath.	71–72	You lose 1 hit point at the start of each of your turns for the next 1d4 minutes, or until you are reduced below 1 hit point.
25–26	You regain the use of your highest level expended spell slot.	73–74	Choose a damage type. Until the end of your next turn, all creatures within 60 ft. are immune to it.
27–28	You use Divine Sense, detecting at least one false result determined by the DM.	75–76	You come to believe something false about a random deity (other than your own), as if you failed a Religion check.
29–30	You or a creature you can see make a saving throw with advantage against one ongoing affect that a saving throw can end.	77–78	For the next minute, reduce all damage you take by twice the number of friendly creatures within 10 ft. of you.
31–32	For the next hour, you cannot hear the speech of creatures that share no alignment with you.	79–80	For the next hour, your Divine Smite leaves a brand of your holy symbol on creatures it hits.
33–34	You cast <i>find steed</i> , though the steed coexists with any preexisting steed and disappears after 1 hour.	81–82	For the next hour, creatures which die within 100 ft. of you are instantly buried 6 ft. below ground.
35–36	For the next minute, your Lay On Hands feature equally heals and cures the nearest damaged enemy.	83–84	You cast <i>light</i> on every hat or helmet within 50 ft.
37–38	For the next hour, you grow an anteater snout and have advantage on Survival and Nature checks.	85–86	All quadrupeds within 100 ft. are polymorphed into white war horses for the next minute.
39–40	Until you rest, you feel compelled to phrase all of your agreements as promises.	87–88	You cast <i>locate object</i> on something you covet.
41–42	For the next minute, your Lay On Hands feature equally heals and cures your nearest damaged ally other than your target.	89–90	For the next hour, whenever you use Lay on Hands, you hum a lullaby to your target.
43–44	The nearest creature who opposes your Oath finds a black purse with 100 platinum pieces.	91–92	For the next hour, whenever you witness a crime, you must shout “STOP! You have violated the law!”
45–46	You gain resistance to damage from creatures without a religion for the next hour.	93–94	You cannot rest until you forgive someone who wronged you.
47–48	For the next minute, the nearest creature you feel protective of has disadvantage on saving throws.	95–96	Swap your total bonuses to Intimidation and to Stealth for 10 minutes.
		97–98	You find a bejeweled goblet at your feet, which disappears after 24 hours.
		99–00	Roll 1d20. On a natural 20, gain one Paladin level.





WILD MAGIC SURGE — RANGER



d100	Effect	d100	Effect
01–02	Roll again. You may trigger the effect right away, or at any point within the next 10 minutes.	51–52	All creatures more than 30 ft. from you are lightly obscured to you for the next hour.
03–04	Three dire wolves controlled by the DM with saddles on their backs appear next to you and disappear after 1 minute.	53–54	For the next 10 minutes, you gain tremorsense out to 90 ft.
05–06	All nonmagical ammunition within 100 ft. not carried by you appears neatly stacked at your feet.	55–56	Half of the gold you carry teleports to the last place you took a rest, 1 ft. below ground.
07–08	For the next hour, you leave glittery purple footprints everywhere you step.	57–58	For the next minute, you ignore difficult terrain and convert the ground you move across to difficult terrain from one of your Favored Terrains.
09–10	Choose a new type of Favored Enemy. Lose it as a Favored Enemy after 8 hours.	59–60	For the next 8 hours, your passive Perception is treated as an 8.
11–12	You are frightened of the next beast you see for 10 minutes.	61–62	Bricks fall from the sky in a perfectly stacked five-foot square around you, enough for three-quarters cover.
13–14	For the next 8 hours, you and up to 7 companions may travel at double pace out of combat.	63–64	For the next minute, you can only take the Attack action on your turn after a successful horizontal jump.
15–16	All but two shots of the nonmagical ammunition you carry disintegrate.	65–66	You find a purple arrow, bolt, or bullet which can be used for one ranged weapon attack before disappearing. It critically strikes on a roll of 16–20.
17–18	For the next hour, you may take the Help action as a bonus action.	67–68	The first creature to attack you from within 30 ft. within the next minute may make one additional attack against you with that action.
19–20	Make a ranged or thrown weapon attack against the furthest creature you can see.	69–70	You make a weapon attack against a creature in range. All damage dealt by you this turn is force damage.
21–22	You regain the use of your highest level expended spell slot.	71–72	For the next minute, creatures provide total cover, rather than half cover, from your ranged attacks.
23–24	Your speed is reduced by 10 ft. for the next minute, as you hallucinate rusty bear traps that you must avoid.	73–74	For the next minute, your ranged attacks have a range increment of 250/1000 ft. and do not suffer disadvantage due to long range.
25–26	A pale purple mist surrounds your body for the next minute, making you lightly obscured to all creatures.	75–76	You cast <i>spike growth</i> centered on yourself.
27–28	For the next hour, you hallucinate tracks of a creature not native to this environment.	77–78	For the next 10 minutes, you gain +10 on all Perception checks pertaining to smell, taste, or touch.
29–30	You teleport 40 ft. straight up, gliding up to your movement horizontally and floating down 20 ft. at the start of each of your turns until you land.	79–80	For the next minute, it gently snows for 100 ft. around you.
31–32	The DM chooses one of your Favored Enemy types to get advantage on attacks against you for the next hour.	81–82	Treat all environments as Favored Terrain for the next 24 hours.
33–34	You learn the location, but not the identity, of all creatures hidden from you within 100 ft.	83–84	Any creature that dies within 100 ft. of you within the next minute is petrified in purple amber.
35–36	You switch places via teleportation with the nearest beast within 100 ft.	85–86	For the next minute, ash as from a volcano gently falls 100 ft. around you.
37–38	You gain resistance to damage from ranged weapon attacks for 10 minutes.	87–88	You cast <i>find the path</i> , naming your home as the destination.
39–40	For the next minute, you cannot jump or climb, and a purple ball and chain appear attached to your legs.	89–90	All creatures within 60 ft. cast speak with animals.
41–42	You cast <i>find traps</i> and also learn the exact locations of detected traps.	91–92	Until you rest, a shimmering crimson number appears floating over your head, keeping track of your total weapon hits in that time.
43–44	The furthest enemy within 100 ft. casts pass without trace.	93–94	Until you rest, you greet all creatures the way you would a cute beast.
45–46	You cast <i>water walk</i> on yourself and are immune to being knocked prone for the duration.	95–96	Swap your total bonuses to Perception and to Arcana for 10 minutes.
47–48	For the next minute, your range for weapon attacks is halved.	97–98	You cast <i>spider climb</i> on yourself and the nearest enemy.
49–50	For the next 10 minutes, you feel gradually warmer as you approach something you are looking for.	99–00	For the next minute, you cannot miss weapon attacks.





WILD MAGIC SURGE — ROGUE



<i>d100</i>	<i>Effect</i>	<i>d100</i>	<i>Effect</i>
01–02	Roll again. Choose any result within 5 points of your roll as your effective result.	49–50	Choose a humanoid character race other than your own. You appear to be a member of that race for the next hour.
03–04	A black dragon wyrmling controlled by the DM carrying a sack of 100 gold pieces appears next to you and disappears after 1 minute.	51–52	For the next hour, a shimmering golden number with the total gp value of everything you carry floats above your head.
05–06	The next time you flip a coin, roll a die, or pull a card in character, you determine the outcome from those available.	53–54	For the next hour, you are proficient with all tools.
07–08	For the next minute, at the end of each of your turns, a copper coin falls out of one of your pockets and jangles as it falls.	55–56	For the next hour, you may only initiate skill checks if another creature uses the Help action first.
09–10	An oddly comfortable shrub springs up around you, enough to heavily obscure a medium sized creature. It disappears after 10 minutes.	57–58	For the next 8 hours, your veins turn an unnatural shade of purple and any initiative roll you make below a natural 10 counts as a natural 10.
11–12	The first time you roll a Stealth check within the next 10 minutes, roll 1d4. On a 1, you fail the Stealth check and belch a cloud of purple smoke.	59–60	A metal vice appears on your head for the next minute, giving you vulnerability to bludgeoning damage.
13–14	Move your shadow up to 60 ft. along any solid surfaces. You teleport to its location at the end of your next turn.	61–62	All creatures currently hidden from you within 100 ft. slip on a purple banana peel and fall prone.
15–16	Make a DC 15 Sleight of Hand check to juggle your weapons at the start of each of your turns. This effect ends when you fail and drop them on your foot, taking 1d4 piercing damage.	63–64	For the next 8 hours, you are compelled to snatch every exposed coin you see within reach.
17–18	For the next hour, you can eat up to 20 gold pieces as a bonus action on each of your turns to regain 1 hit point per gp consumed.	65–66	For the next 10 minutes, you can see other creatures' line of sight as an ethereal outline from their eyes.
19–20	For the next 10 minutes, your total result for any ability check above a 15 is treated as a 15.	67–68	Flip a coin. Heads, you gain 2d6 temporary hit points. Tails, you take 2d6 psychic damage.
21–22	You cast <i>darkvision</i> on yourself. Other creatures within 60 ft. of you cannot benefit from darkvision of any kind for the next 10 minutes.	69–70	For the next minute, you are qualified for Sneak Attack in all situations.
23–24	You can only speak in thieves' cant for the next 10 minutes, causing frequent misunderstandings.	71–72	For the next minute, you must take the Ready action on your turn.
25–26	You gain resistance to poison damage and immunity to the poisoned condition for the next hour.	73–74	Choose a creature you can see. You learn the names of any societies, orders, or religions it belongs to.
27–28	The gold you carry and the gold carried by the closest other creature swap places, even if the gold is in an extradimensional container.	75–76	For the next hour, your Dexterity ability checks use a different random ability modifier each roll.
29–30	For the next minute, hitting with a Sneak Attack grants you 10 temporary hit points.	77–78	For the next hour, all of your proficient skills count as having Expertise.
31–32	You gain vulnerability to area of effect damage for the next minute.	79–80	For the next hour, you feel compelled to take the shoes (if any) from creatures you kill.
33–34	For the next minute, your sweat is vibrant green, and any creature which swallows or envelopes you is reduced to 0 hit points.	81–82	Choose a creature you can see. For the next minute, they gain your Sneak Attack feature.
35–36	You cast <i>heat metal</i> on the most valuable metal you can see.	83–84	A recognizable mask of your own face appears on you, and disintegrates when removed.
37–38	A deed to a piece of distant property appears folded in your pocket.	85–86	For the next minute, creatures which die within 100 ft. of you leave invisible bodies for 1 hour.
39–40	You temporarily forget the part of your life that formed your Background for the next hour.	87–88	For the next hour, you appear as you did the day before you gained your first level in Rogue.
41–42	For the next minute, you are invisible to all creatures which do not know any of your names.	89–90	For the next minute, creatures within 100 ft. step very gingerly and ignore difficult terrain.
43–44	For the next minute, you take 1d6 psychic damage each time you use your Cunning Action.	91–92	You cannot rest until you give someone a thoughtful gift.
45–46	For the next minute, you count as having one step better cover in all situations.	93–94	Until you rest, each time you deal Sneak Attack damage, you add a dance move as a flourish.
47–48	You blurt out a password or other random secret.	95–96	Swap your total bonuses to Stealth and to Religion for 10 minutes.
		97–98	A full tarot deck spills out of both of your sleeves, landing in a neatly shuffled pile.
		99–00	For the next minute, you gain Extra Attack and may use Sneak Attack twice per turn.





WILD MAGIC SURGE — SORCERER II



<i>d100</i>	<i>Effect</i>	<i>d100</i>	<i>Effect</i>
01–02	Until you rest, your Wild Magic Surges cause you to roll on the original table in the Player's Handbook.	53–54	You begin shivering, and cast <i>ice storm</i> at the start of your next turn.
03–04	Your size category becomes tiny for the next minute.	55–56	Each creature within 30 ft. of you heals 1d6 hit points, and you take necrotic damage equal to the sum of the hit points healed.
05–06	Choose one ally and one enemy you can see to both become restrained by rings of purple glyphs until the end of your next turn.	57–58	Your spell save DC increases by 1 at the start of each of your turns for the next minute, after which it reverts.
07–08	You immediately try to eat one of your rarest material spell components. It is SO tasty.	59–60	You cast <i>delayed blast fireball</i> at your current location. It cannot detonate before its maximum duration.
09–10	You and one creature you can see of your choice lose concentration.	61–62	Choose a damage type that one of your Sorcerer spells can deal. For the next minute, that damage type heals you instead of damaging you.
11–12	Choose a damage type. You gain immunity to that damage type and vulnerability to every other type for the next minute.	63–64	The first spell you cast within the next minute requires a spell slot one level higher than it usually would.
13–14	For the next minute, you grow a second head and may take two bonus actions on each of your turns.	65–66	Choose a 10 ft. cube of nearby terrain. For the next minute, it levitates upwards at a speed of 30 ft. per round as long as there is room.
15–16	You cast <i>sleep</i> at 3rd level centered on the shortest creature within range.	67–68	Each creature within 60 ft. takes acid damage equal to their height in feet (rounded down).
17–18	The first time you succeed on a saving throw within the next minute, cast confusion centered on the creature whose DC you beat.	69–70	The first spell you cast within the next minute is cast as if you used a spell slot one level higher than the slot you expend.
19–20	You cast <i>detect thoughts</i> on the creature in range who you most fear, and immediately probe deeper.	71–72	Your hands turn into petrified eggs for the next minute, after which they hatch free, new and smooth.
21–22	You gain resistance to damage from breath and evocation magic for the next hour.	73–74	For the next hour, creating spell slots with Flexible Casting costs a number of sorcery points equal to the spell slot level.
23–24	Creatures within 60 ft. lose all but one of their hit dice.	75–76	For the next minute, all dice rolled for healing creatures within 60 ft. of you are treated as 1s.
25–26	You cast a cantrip you know of your choice, then cast it again.	77–78	For the next minute, you know Heightened Spell and Quicken Spell, and each only costs 1 sorcery point.
27–28	You are petrified into a bread statue full of savory meats until the end of your next turn. Any part of you which is eaten before then remains gone.	79–80	A silver key appears in your hand, engraved with the word "Achievement" in Primordial.
29–30	You cast <i>enlarge/reduce</i> on two random creatures in range.	81–82	For the next minute, the first time you roll the highest number possible on a damage die each turn, roll that die again and add it to the damage.
31–32	A doppelganger controlled by the DM appears next to you, copies a random nearby creature, and disappears after 1 minute.	83–84	You and every creature within 50 ft. cast <i>expeditious retreat</i> .
33–34	For the next hour, you grow extra joints on your shins and forearms, granting advantage on Dexterity ability checks.	85–86	For the next 8 hours, you, your items, and your non-illusory spell effects appear with inverted colors.
35–36	For the next minute, creatures regain 1d6 hit points when they hit you with an attack.	87–88	For the next 8 hours, you, your items, and your non-illusory spell effects appear with inverted colors.
37–38	Choose a language. For the next minute, whenever you hear a creature speak that language, they take 2d6 psychic damage.	89–90	You shout "False alarm!" in your first language.
39–40	You cast <i>healing word</i> with Twin Spell Metamagic, then gain one point of exhaustion.	91–92	For the next 10 minutes, all of your spells include a rude gesture as a somatic component.
41–42	Until you rest, gain access to a Metamagic spell you don't already know.	93–94	Until you rest, every time you spend a sorcery point, you have to give a nearby creature a compliment.
43–44	A potted plant appears 10 ft. in front of you. All creatures who can see it are frightened of it until the end of your next turn, when it disappears.	95–96	Swap your total bonuses to Persuasion and to Athletics for 10 minutes.
45–46	You cast <i>blindness/deafness</i> at third level.	97–98	For the next 5 hours, you keep finding loose dragon scales of different colors in your hair and shoes.
47–48	You cast <i>sending</i> on a creature whom you have fought in the past.	99–00	For the next minute, your Metamagic spells do not cost any sorcery points.
49–50	A purple bunny controlled by the DM appears 50 ft. away from you and disappears after 1 minute. If you successfully grapple it, it disappears and you double the amount of gold you carry.		
51–52	You are poisoned until you take damage, at which point you cough up a cockatrice bone.		





WILD MAGIC SURGE — WARLOCK



<i>d100</i>	<i>Effect</i>	<i>d100</i>	<i>Effect</i>
01–02	Your Patron offers to allow you to choose any other result on this table, at the cost of reducing you to 1 hit point afterwards.	49–50	Choose an ally you can see. You may use them as the point of origin for your line of sight and spells for the next minute.
03–04	You gain vulnerability to fire damage for the next 8 hours.	51–52	For the next minute, you hallucinate the floor or ground as molten lava, and avoid it if possible.
05–06	You cast <i>sending</i> on another current or former servant of your Patron.	53–54	You and all allies within 100 ft. remove all points of exhaustion.
07–08	For the next minute, the DM may reroll any 1s they roll on damage dice against you and take the new result.	55–56	Regain all of your hit points. For the next minute, lose 10% of your maximum hit points (rounded down) at the start of each of your turns.
09–10	You cast <i>armor of Agathys</i> at second level.	57–58	A map of a region on another plane appears folded in your pocket.
11–12	You cast <i>ray of enfeeblement</i> on the creature in range that you most trust.	59–60	Choose a creature you can see. For the next minute, you take psychic damage equal to the damage they take.
13–14	For the next minute, your <i>eldritch blast</i> cantrip knocks targets prone whether it hits or misses.	61–62	For the next minute, you gain the resistances, immunities, and vulnerabilities of the nearest creature with any such attributes.
15–16	Lose access to a random Eldritch Invocation for the next minute.	63–64	Move up to your speed and cast <i>vampiric touch</i> on a creature who trusts you.
17–18	You cast <i>eldritch blast</i> , and critically strike on a roll of 16–20.	65–66	Choose a creature you can see. For the next minute, they take psychic damage equal to the damage you take.
19–20	A lamb controlled by the DM appears next to you. You cannot cast spells until it disappears after 1 minute, or until it dies.	67–68	The range of your spells and Eldritch Invocations is reduced to 20 ft. for the next minute.
21–22	For the next minute, you gain access to an Eldritch Invocation which you qualify for but have not learned.	69–70	You bite your tongue enough to bleed, and cast <i>banishment</i> at the start of your next turn.
23–24	You cast <i>eldritch blast</i> on yourself, then point at a nearby creature and say “This is all your fault!”	71–72	For the next minute, you cannot willingly move through a doorway or other threshold.
25–26	Your eyes and mouth emanate dark red hellfire for the next minute. The first time you are dealt damage in that time, cast <i>hellish rebuke</i> twice.	73–74	For the next minute, creatures more than 5 ft. from you see you as a monstrous avatar of your Patron.
27–28	A hell hound controlled by the DM appears next to you and disappears after 1 minute.	75–76	Someone you have betrayed or failed learns of your current location. A chill runs down your spine.
29–30	For the next hour, you grow a pair of long vertically entwined horns, and gain a 30 ft. burrow speed.	77–78	You gain memories of a random Background other than your own, which fade after 1 hour.
31–32	The nearest book you haven’t read teleports into your hand, and you must succeed on a DC 13 Wisdom saving throw or spend your next action perusing it.	79–80	You swap hair for the next hour with a random nearby creature.
33–34	You gain resistance to cold damage and immunity to the frightened condition for the next hour.	81–82	For the next hour, you appear as you will the day before you die a natural death.
35–36	The nearest enemy casts <i>major image</i> .	83–84	For the next 10 minutes, all of your spells end with a gooselike honk as a verbal component.
37–38	You cast any Warlock spell at level 1 and apply the Extended Spell Metamagic to it.	85–86	A thimble of honeyed milk appears at the nearest threshold.
39–40	You shift to your Patron’s home plane until the end of your next turn. While there, they give you a small bit of advice for your predicament.	87–88	The next thing you eat is terrifyingly spicy.
41–42	Your tongue turns forked and purple for the next minute, granting advantage on Insight checks as it flicks out and smells the air.	89–90	For the next hour, you keep accidentally referring to your Patron as “Dad”.
43–44	A deviled egg appears in your mouth, and you cannot speak until you spend an action chewing and swallowing it.	91–92	Creatures within 50 ft. each cast <i>misty step</i> .
45–46	Choose a creature you can see. For the next minute, it gains access to an Eldritch Invocation you know.	93–94	You cannot rest until someone makes an uncertain deal with you.
47–48	The nearest enemy learns your current hit points and saving throw bonuses.	95–96	Swap your total bonuses to Deception and to Nature for 10 minutes.
		97–98	For the next 8 hours, every time you laugh it is heard telepathically by all creatures within 100 ft.
		99–00	Gain an additional spell slot until you take a long rest.





WILD MAGIC SURGE — WIZARD



d100	Effect	d100	Effect
01–02	Roll 1d20. If you roll a natural 20, you cast <i>wish</i> .	53–54	Choose a random humanoid character race. You see all other humanoids as members of that race for the next hour.
03–04	A phase spider controlled by the DM appears next to you and disappears after 1 minute.	55–56	For the next 8 hours, you grow a pair of infrared nostril-eyes and count as surprising all your enemies.
05–06	One of your material spell components is duplicated at random.	57–58	Creatures within 30 ft. of you are heavily obscured to you for the next minute.
07–08	The first time a creature within 30 ft. of you casts a spell within the next 10 minutes, you cast <i>counterspell</i> targeting them.	59–60	You cast <i>Bigby's hand</i> , but it appears as a very flexible foot.
09–10	For the next hour, you may cast <i>knock</i> at will without expending a spell slot.	61–62	For the next hour, your pecs and biceps (but no other muscles) bulge visibly and you succeed on all Strength saving throws.
11–12	You cast <i>disintegrate</i> straight down.	63–64	For the next minute, your spells that effect a cone, cube, sphere, or cylinder instead effect a 30 ft. line originating from you.
13–14	Your spellbook vibrates as if there are bees between the pages, and grows a waxy new page with a random first level spell printed on it.	65–66	You cast <i>find familiar</i> and choose a bat. You must address it in your best gravely voice.
15–16	The order of spells in your spell book becomes jumbled. For the next 10 minutes, you must spend 15 ft. of movement each time you cast a spell.	67–68	Turn deathly pale and reduce your maximum hit points by 1 per character level for the next minute.
17–18	You cast <i>clairvoyance</i> , targeting something dangerous within 1 mile.	69–70	You fall prone and roll around, and cast <i>wall of fire</i> at the start of your next turn.
19–20	You become frightened of a random magic item you carry for the next minute.	71–72	Roll 1d20. Any time in the next hour, the DM may replace a d20 rolled by anyone with that result.
21–22	You cast <i>illusory script</i> , creating a message that appears to excuse you for something you did, but whose true message is a confession.	73–74	You cast <i>polymorph</i> on the loudest creature in range. If it succeeds, choose a parrot or an elephant.
23–24	You cast <i>lightning bolt</i> on the highest creature or object in range.	75–76	Tell the DM what action (including details such as targets) you intend to take on your next turn. This information is telepathically learned by all enemies who can see you.
25–26	For the next 1d6 hours, you gain access to a cantrip you have not learned.	77–78	For the next minute, you may reroll any 1s on your spell damage dice and take the new roll.
27–28	The closest creature to you casts <i>hold person</i> on you.	79–80	For the next minute, any creature that dies within 100 ft. of you disintegrates into purple ash.
29–30	You cast <i>haste</i> on your oldest friend in range.	81–82	For the next minute, every spell you cast includes a flight of illusory doves from your hands.
31–32	Your shadow disappears and you gain vulnerability to damage from creatures hidden from you for the next hour.	83–84	Until you rest, you feel compelled to tell each intelligent creature you meet which school of magic they most fit into as a person.
33–34	You cast <i>detect magic</i> with a 90 ft. radius.	85–86	A silver lock appears in your hand, engraved with the word "Achievement" in Draconic.
35–36	You cast <i>detect magic</i> and get a false result for a school of magic that is not really present.	87–88	For the next 1d6 hours, all compasses within 1000 ft. of you point towards you.
37–38	You cast any level 1 Wizard spell and apply the Careful and Subtle Spell Metamagics to it.	89–90	Your spellbook drops a small neon green bean that quietly sings. If you bury it, it will sprout into a copy of your spellbook after a year and a day. If you ever roll this result again, ignore it and roll again.
39–40	A scroll of a random spell from your spellbook flutters to the ground somewhere within 100 ft.	91–92	You cast <i>sending</i> on a distant creature for which you have nostalgic feelings.
41–42	You gain resistance to damage from all schools of magic except evocation for the next hour.	93–94	For the next minute, all creatures within 1 mile see an illusory eclipse in the sky.
43–44	All Bags of Holding and other extradimensional storage spaces within 100 ft. each expel 1 random object contained within.	95–96	Swap your total bonuses to Arcana and to Acrobatics for 10 minutes.
45–46	For the next minute, each time you cast a non-cantrip Wizard spell, you gain 10 temporary hit points.	97–98	For the next 8 hours, whenever you read, you read aloud in Draconic.
47–48	The material components you carry float out and begin orbiting you closely for the next minute. Each time you take damage, destroy one of them too.	99–00	You succeed on all concentration checks for the next 10 minutes.
49–50	For the next hour, your spells are shrouded in illusion to appear the result of physical acts such as potions and traps.		
51–52	Your spellbook teleports into the possession of an ally within 100 ft. and purrs.		



DESIGN GUIDELINES

When analyzing the original Wild Magic Surge table in the Player's Handbook (page 104), I separated its 50 entries into a few categories. They are Beneficial (21), Whimsical (8), and Disruptive (21). Beneficial effects are purely or easily used in the player's favor. Whimsical effects are almost always aesthetic and low-impact, except in obscure narrative circumstances. Disruptive effects are double-edged at best, and sometimes awful for the player. I used a ratio of 2:1:2 as a rough guideline for each of the other Wild Magic Surge tables, creating effects that fell into similar categories in similar proportions, but with greater typical impact.

Negative and positive variations on each class's iconic features make up a large chunk of these entries. Sometimes this means a crunchy entry about getting bonus damage on a Divine Smite, other times it means having the Cleric, often the party's truth-diviner, believe a lie. Remember that although disruptive effects usually give some sort of mechanical penalty, they may just as well create a narrative problem. The inverse is true for beneficial effects offering opportunities in the game's fictional positioning. As a rule, beneficial and disruptive effects alternate for most of a given table, and then whimsical outcomes make up the last several entries.

A few entry archetypes are used across every class, such as the skill swap, the meta-surge effect, the big resource restoration, and the DM-controlled creature summon. Other entries were distributed based on a rough balance between classes and a general goal of hitting a little bit on every aspect of the rules of Dungeons & Dragons. The tables are meant to be *broad, not deep*, in their themes and mechanisms. For example, Readied Actions are rarely referenced beyond their existence in the Player's Handbook, but here we have a couple of entries that use them as unique conceptual fodder for surges!

Many of the most whimsical entries were inspired by popular culture. If you have a homebrew class you want to develop wild magic for, try partaking in some of the media that inspired that class and taking notes as you go! If you want to remix an existing table by swapping out surge results, keep in mind whether you're replacing beneficial or disruptive effects more. If some of the existing effects don't grab you, consider grabbing your favorites from class tables not in use in your campaign. I admit, the content development process often begins with rapidly cherry picking easy ideas, and ends with patiently collecting more obscure ones. It's a little bit like hoping for a fortuitous Wild Magic Surge!

But as always, the most general guideline for designing this sort of material is to solicit criticism from interested friends and players. Speaking of which; feedback from actual play using these options, or any other constructive criticism on the material herein can be sent to dave.panfilo@gmail.com with the subject "Wild Magic Feedback". If this supplement manages to reach 3000 downloads and 250 paid sales, I'll add tables for the Artificer and Blood Hunter classes - as a free expansion. That's 100 new wild magic surges! Here's to the element of surprise... *wait, what's that strange violet rabbit doing here?*

LAST STAND - A WORTHY DEATH!

Shouldn't a game that combines epic fantasy combat with high-stakes lethality have some set of rules and options to ensure a dying player character goes out on their shield? Last Stand - A Worthy Death is a character option supplement that answers that question with a resounding "YOU'RE DAMN RIGHT IT SHOULD!"

Included in this Pay What You Want PDF, you'll find over 40 options spread across 15 classes from Dungeons & Dragons 5E that give player characters the mechanical means to make their final hour their finest. Last Stands run the gamut from spectacular attacks, to villain-confounding gambits, to rule-bending remixes of spells and class features. These options provide a sort of "epicness insurance," invoked only when a player character is facing their ultimate demise.

If you've ever had the experience of wanting to go out with a bang, only for the rules to provide you with a whimper - or if you want to create a play experience in which high-risk behavior is rewarded despite a gritty approach towards death - this is the supplement you've been waiting for. Last Stand is setting-agnostic and easily introduced to a campaign already in progress. Find it on DM's Guild at <https://www.dmsguild.com/product/242601/Last-Stand-A-Worthy-Death>

