

# DC WILD MAGIC SYSTEM

**D300 WILD SURGE TABLE,  
WILD MAGIC SUBCLASSES,  
MAGIC ITEMS & MORE**





# DC WILD MAGIC BUNDLE

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## CREDITS

**Creator:** The Dungeon Coach (Alan Bjorkgren)

**Lead Editor:** Andrew Barnes

**Lead Game Designer:** Purius

**Art Directors:** AvalonInk, Scatterbug

**Layout Designer:** Mark MacPherson

**Homebrew Council:** Purius, Pagnabros, DarkAbyssKeeper

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DC WILD MAGIC BUNDLE





# WILD MAGIC IN YOUR GAME

## WILD MAGIC SURGE TIPS

### HOW THE TABLE WORKS

When rolling on this Wild Magic Surge table, roll both a d100 and d20 at the same time. The d100 shows you which row to reference and the d20 tells you which resulting column to use. A d20 result of 1-5 is bad, 6-15 is neutral, and 16-20 is good. If any effect tells you that the Wild Magic Surge will always be a certain type (good, neutral, or bad) then you should ignore the d20 result and only use that column.

Check out my YouTube video about the d300 Wild Magic Surge table.

[https://youtu.be/\\_YKra5tdt-U](https://youtu.be/_YKra5tdt-U)

### GOOD, NEUTRAL, BAD

My favorite thing about this table is that there is a spectrum of good, neutral, and bad to it. With wild magic surge tables being 100% randomly organized... it limits its overall usefulness. You can still use this d300 table randomly if you want, in fact MOST of the time that is how I use it... BUT having 3 different categories accomplishes 2 things.

1. When the players look at the dice on the table, they will be looking at the d20 and think "Oh No" when it's a low number and "Oh Yes" when it's a high number.
2. It lets you create items and effects that have a GOOD or BAD result baked into it so there is SOME control over the positive or negative impact of these things. Like creating effects, boons, and items with BUFFS of only good effects or cursed items, effects, or even monsters that have bad effects.

### TRIGGERS, DELAY AND DURATION

On ALL of these Wild Magic Surges I do not usually have a specific time duration on how long each of these lasts. I also do not usually put exact DC's on saving throws or even exact damage dealt. There are tables for GM's to deal appropriate damage for challenge level if you need that (it's on the back of most GM screens) BUT I want these things to be customizable to what makes sense/ what level you are encountering these wild magic surges at. I want this table to be useful for a level 3 one shot... AND for a FULL Campaign where you can use it from level 1-20 and never have to worry about it falling off. You can choose how powerful these effects are.

- Triggers are for what causes these surges to happen (as explained in the items below as well. But you can easily add wild magic into your game / travel / city / group.
- Delays are if the wild surge happens the moment the trigger happens... or if there is a delay and the surge happens later

on. These are fun for making it harder on the players to figure out what exactly is causing this to happen.

- Duration is probably the most important because I want it to be up to the GM how long this thing lasts. What makes the most sense for the story? They just have this cool effect on them and LOVE it... maybe it's a permanent thing. Or maybe there is a really bad effect that they HATE and would be awful to have... well have it drop off right after combat is over or they wake up the next morning totally fine. YOU as the GM know what would tell the best story and be the most memorable. Maybe have that negative effect be "permanent" and the place they are going to now has a mystical healer in town that can cure them of this effect... for a price (side quest/ story hook / etc)

### TRIGGERS

*What causes a wild magic surge*

- Rolling Nat 1's / Nat 20's
- Enemies or Allies rolling Nat 1's / Nat 20's
- Combat Starts
- You/ Ally/ Enemy falls unconscious or dies
- Take a certain type of damage
- Something VERY specific

### DELAYS

*When the wild magic surge occurs*

- No delay, it happens as SOON as the trigger happens (this is how most of the items work)
- Next skill check/ saving throw/ attack roll they make
- 1 min/ 1 hour/ 1 day after the trigger happens
- If it's in combat it can have a 1 round delay all the way through when combat ends
- At the GM's discretion when "the time is right" (my personal favorite)

### DURATIONS

*How long the wild magic surge effect lasts*

- Rolls each round for when the effect ends (Usually Wisdom or Constitution saves)
- 1d6 rounds later the effect ends
- 1 minute / 1 hour / 1 day
- Permanent until removed by side quest/ spell of some kind
- On GM discretion (my personal favorite)





## IMPLEMENTING WILD MAGIC SURGE

### ITEMS

In every single campaign I have ever run... I have given my players some kind of wild magic surge item within the first 5 sessions or so. (one time it took a while since it was a low magic setting... but you get the idea) I do this because I think this mechanic is FUN and I want to introduce this FUN level of RANDOMNESS into my games. It keeps things fresh for me with improv as a GM for what happens when a Wild Surge goes off.

These Items should entice the players to use them for a known benefit... BUT... the outcome of the surge (if one even happens) is unknown and it's unknown if it's going to be good or bad too. I would not give players exact details about magic items, instead let them figure it out! Give hints and general ideas but I just love items like this.

So here is a list of some items you could introduce at ANY point in your campaign. The first 3 items are literal examples of what I have used in my games that I gave players at the start. Infact one of them came from me giving it to a player that had a mysterious backstory right out the gate of the campaign.

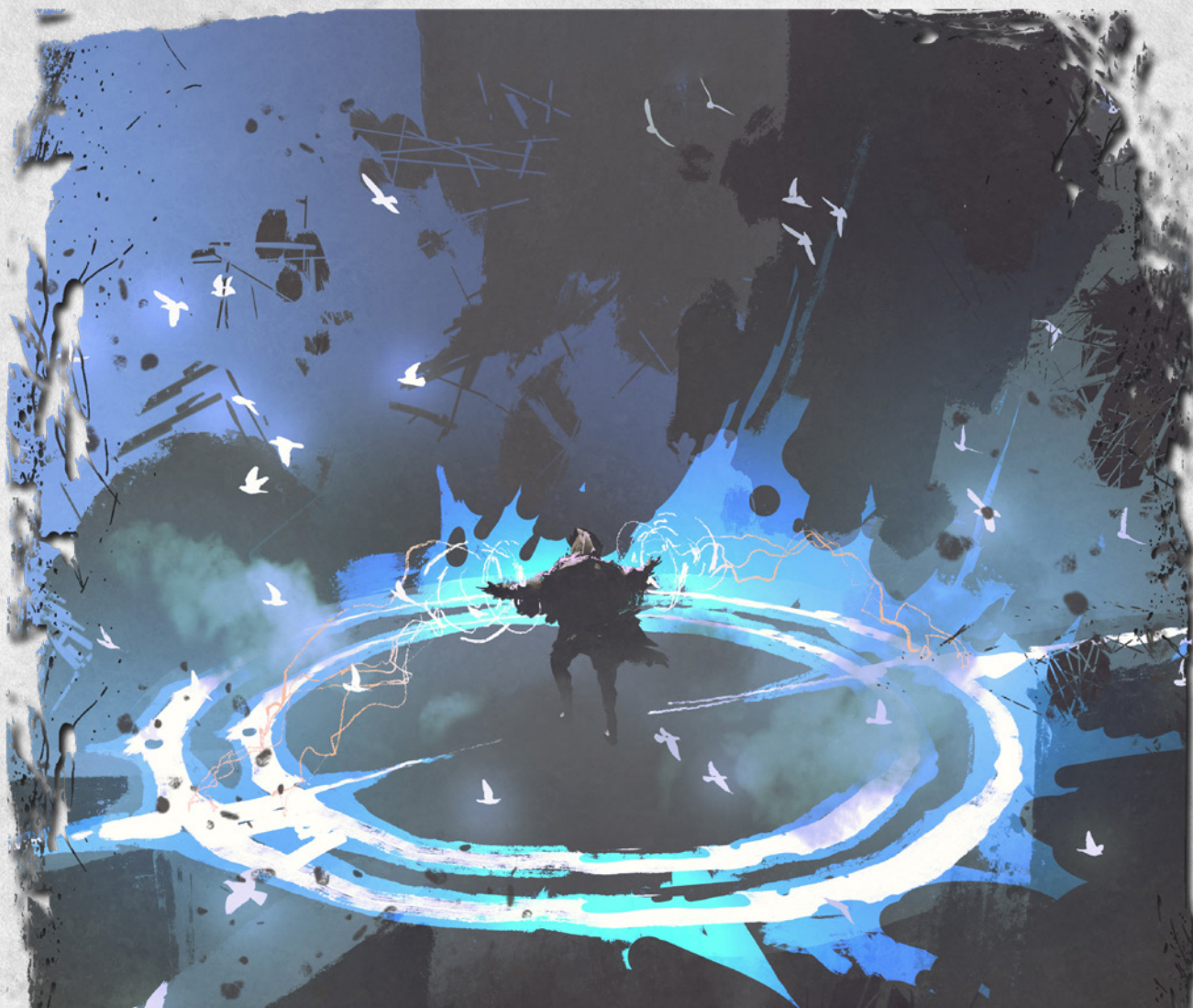
## USING WILD MAGIC SUBCLASSES

I love these and these are designed to be pure fun. They are designed with a "Wild" playstyle in mind and make sure your group would be okay with this type of character. I love the unpredictability of the Wild Magic Sorcerer and these try to establish that WILD type of feel in 4 different ways. I had fun making these and would definitely have fun playing them. Maybe they are best played in a one-shot? Or you could always tone down the frequency of those Wild Magic Surges.

Another secret hint towards the future is that I feel that casting magic in D&D should be a bit more unpredictable and have more "risk and reward" and highs and lows than it does currently. Magic is PERFECT to cast... every time? Yet a fighter (no matter what level) always has to make an attack roll, and could miss... meanwhile casters are perfectly casting 9th level spells with zero chance for failure. Manipulating the weave and tapping into this kind of power should feel more ALIVE... BUT that is a video/ homebrew for another day. These subclasses dip into that WILD feel of magic. I hope you like them!

Check out my YouTube video about the Wild Magic Sorcerer Rework.

<https://youtu.be/CeA5nHfVGFs>





# WILD MAGIC SURGE TABLE

## WILD MAGIC SURGE TABLE (d300)

d100	1-5 Bad	6-15 Neutral	16-20 Good
1	You <i>Polymorph</i> into a hostile dragon and attack the nearest creature. At the start of each of your turns, you may make a Wis Save to gain control over your new form.	You turn into a dragonborn and can only speak Draconic and barely understand Common.	You transform into a dragon. The GM chooses an appropriate type, color, and duration.
2	You <i>Polymorph</i> into a dog.	A talking spectral dog appears, that only you can see.	You gain a talking ethereal dog companion that appears and disappears on your command.
3	You <i>Polymorph</i> into a Small creature.	You slowly turn into a forest creature (deer, fox, squirrel, etc).	You gain the druid Wild Shape feature.
4	You turn into a troglodyte and gain the Stench feature: an aura of 20ft, Con Save or become Poisoned.	You slowly turn into a reptile piece by piece (skin, nails, eyes, limbs).	You gain the dragonborn Breath Weapon and grow scales in cool places.
5	You transform into a stone, marble, or metal statue of yourself, during which time you are considered Petrified.	The appearance of your skin changes into stone, marble, or metal.	You gain +2 AC as your skin turns into a hardened stone, marble, or metal.
6	You <i>Polymorph</i> into a raven.	You grow feathers on your arms, back, legs etc.	You grow black raven wings out of your back and gain a fly speed of 40ft.
7	Your touch turns all non-living things into rusted copper (reverse midas touch).	Every non-organic thing you touch, temporarily turns to gold.	3d6 x100 silver pieces appear randomly around you over the next hour.
8	You grow gills and can ONLY breathe water.	You grow gills on your neck.	You gain the ability to breathe water.
9	You are Stunned and feel extreme pain for 1 round, make a Con Save each round until you are successful.	Every so often you freeze in place for a few seconds... no mechanics to this, just RP.	You gain the effects of <i>Time Stop</i> but only for 30 seconds.
10	Your skin thins and is now vulnerable to Slashing and Piercing damage.	Your skin thickens and you gain Unarmored Defense. If you already have this, then increase AC by +1.	If a blade hits your SKIN, you have resistance to Slashing and Piercing damage (cannot be wearing armor).
<b>Transmutation</b>			
11	All of your hair falls out.	For the next hour, you are the opposite gender.	You gain the ability to change the color of your skin, hair, and eyes at will.
12	You <i>Polymorph</i> into the nearest creature or the last creature you have seen.	You grow antlers, fur, horns, or some other beastly feature.	You gain the ability to speak with animals permanently and can cast <i>Beast Bond</i> at will.
13	You shapeshift into a monkey that can still function as the player BUT has reduced Intelligence and is "primal".	You grow a tail.	You grow a prehensile tail that can function like another hand that can interact with any object as a free Action.
14	Two of your ability scores swap (for a bad result) at the GMs discretion.	Two of your ability scores swap (for a funny result) at the GMs discretion.	Two of your ability scores swap (for a good result) at the GMs discretion.
15	Every time you attack with a weapon or cast a spell, take 1d4 Force damage.	You gain a cantrip. Either the player or the GM has control over its uses... GM's choice.	You start to gain access to spells OR if you can already cast spells; different types than usual.
16	Next ally you speak to suffers the effects of <i>Bane</i> .	Next ally you speak to gains the effects of <i>Bless</i> .	You gain the Bardic Inspiration feature.
17	You lose 10ft of movement and triple in weight density (can't jump).	You weigh 1/10 of your normal weight ( <i>Feather Fall</i> ).	You gain 10ft of movement and triple your jump distance.
18	You suffer 1 level of Exhaustion.	You understand how to use ALL weapons and have an urge to use a different one.	You get a surge of adrenaline and gain one use of Action Surge.
19	Your eyesight goes dark and you are considered Blinded.	You gain the ability of echolocation (hear sounds).	You gain Blindsight.
20	You cannot speak, only bubbles come out.	You must shout when you speak.	You can now speak telepathically.

21	You are surrounded by a faint, offensive odor. You gain DisADV on all Charisma Checks, and potentially even Stealth Checks.	You lose the ability to smell or taste.	Your sense of smell strengthens. You gain Blindsight with a radius of 10ft and ADV on Perception Checks related to smell.
22	You suffer the effects of <i>Slow</i> .	You feel the rushes of <i>Haste</i> and <i>Slow</i> back and forth (no spell effects, only RP).	You gain the effects of <i>Haste</i> .
23	You LOSE prof. in the next proficient skill check you make (not casting spells or making attacks).	You feel a strong sense of confidence and ability to learn. You permanently gain prof. in the next thing you attempt to do (skill / tool check).	Your knowledge and skill has ascended! You are now prof. in everything you do.
24	All allies around you must make a Wis Save or suffer the effects of <i>Bane</i> .	Allies around you gain the effects of <i>Bless</i> .	Allies within 20ft of you gain +2 to attack and damage rolls on any melee weapon/ spell attack they make.
25	You can only see non-living things (all living things are invisible to you).	Your eyes turn white with a subtle glow.	You gain the ability to look through walls for 1 hour.
26	A 30ft cube <i>Hypnotic Pattern</i> appears with you at the center. All creatures within the pattern must make a Wis Save or fall asleep for 1 minute or until they take damage.	You get extremely drowsy and have small narcoleptic flare ups. Basically you fall asleep randomly. (no mechanical punishments, just RP).	You IMMEDIATELY gain the effects of a Long Rest and future Long and Short Rests require half the amount of time as normal.
27	You lose 2 (or more) in a primary ability score but gain 2 in a secondary ability.	You gain a +1 to one ability score and a -1 to another (GM choice).	You gain +2 (or more) in a primary ability score but lose 2 from a secondary ability.
28	You gain the ability to fly, but once you exceed 30ft above ground you lose the ability.	You can levitate up to 10ft high, but no farther and your move speed is reduced to 10ft.	You gain a fly speed of 30ft.
29	You suffer the effects of <i>Enlarge/Reduce</i> and shrink by one size category.	You grow noticeably taller or shorter (GM choice).	You gain the effects of <i>Enlarge/Reduce</i> and grow to one size category larger.
30	You gain over 100lbs and your movement speed is halved.	You must move at full speed any time you move anywhere (always sprinting).	Your movement speed doubles and you can dash as a Bonus Action.
31	Subtract 2 from your Strength modifier.	Your muscles swell and grow, and look FAR more defined.	Add 2 to your Strength modifier.
32	Subtract 2 from your Dexterity modifier.	You become “clumsy”, constantly tripping/ dropping things.	Add 2 to your Dexterity modifier.
33	Subtract 2 from your Constitution modifier.	Everything hurts when it touches you.	Add 2 to your Constitution modifier.
34	Subtract 2 from your Intelligence modifier.	You can no longer read, write, do math, or even count.	Add 2 to your Intelligence modifier.
35	Subtract 2 from your Wisdom modifier.	You become very gullible.	Add 2 to your Wisdom modifier.
36	Subtract 2 from your Charisma modifier.	You become more attractive and well-spoken.	Add 2 to your Charisma modifier.
<b>Evocation</b>			
37	A <i>Fireball</i> explodes centered on you, requiring Dex Saves in a 20ft radius.	Any flammable item you touch, that you aren't already wearing or carrying, bursts into flame.	A large ball of fire ( <i>Delayed Blast Fireball</i> ) is at your control similar to <i>Flame Sphere</i> . You can move it 20ft/round and detonate it on command.
38	You stand at the center of a circular <i>Wall of Fire</i> with a radius of 15ft. Any creature in any of the spaces covered by this fire must make a Dex Save or take Fire damage.	You catch on fire, burning each round for 1d4 Fire damage.	You gain control of a fire aura that you can turn on or off, dealing 1d4 Fire damage within 5ft of you, and are now resistant to Fire damage.
39	All creatures within 30ft of you must make a Str Save or get pulled towards you OR pushed away from you (whichever would be WORSE).	A gentle gust of wind blows outward from you. All creatures within 40ft of you can feel it, but it otherwise does nothing.	All creatures within 30ft of you make a Str Save or get pulled towards you OR pushed away from you (whichever would be BETTER).
40	A loud boom emanates from you. All creatures within 15ft take 2d8 Thunder damage and must make a Con Save against your Spell Save DC or be Deafened.	Any creature you touch takes 2d6 Lightning damage (the GM could have you make a melee spell attack if needed).	You can cast <i>Call Lightning</i> for free as an Action.
41	Every time you touch an organic creature you make a Str Save or YOU fly backwards 30ft.	You gain the ability to cast <i>Mage Hand</i> with just your thoughts.	The next creature you touch/attack/ cast a spell on flies back 30ft.
42	At your location a <i>Delayed Blast Fireball</i> forms and erupts in 1d4 rounds.	At the start of your next turn there is a burst of flames and creatures within 10ft of you take 1d6 Fire damage.	You can now permanently cast <i>Burning Hands</i> but must learn to control it (Cha Save to try and control it).
43	You uncontrollably levitate upwards. Lightning shoots out of you to the 3 closest targets for 3d10 Lightning damage.	You slowly start levitating upwards, uncontrollably (this could be bad).	You can cast <i>Levitate</i> on yourself at will, but it only lasts 30 seconds.

44	Blinding light flashes from you in a 60ft radius all within range must make a Con Save or be Blinded. You are now vulnerable to Radiant damage.	You glow with light out to a distance of 60ft from you.	Light glows out 60ft from you that you can activate/ deactivate, and you can cast <i>Daylight</i> at will.
45	You are the center of a <i>Circle of Death</i> (only 4d6) and a cloud of magical darkness is left behind.	All light sources within a 60ft radius are extinguished.	You gain magical Darkvision and can cast <i>Darkness</i> as an Action.
46	An <i>Earthquake</i> triggers centered around you and you can control sections of earth that are not affected.	Your feet constantly sink into the ground.	You can control earth and stone within 10ft of you.
47	You stand at the center a circular <i>Wall of Force</i> with a radius of 15ft. Any creature in any of the spaces covered by this wall must make a Dex Save or take Force damage.	You and all creatures within 30ft of you gain vulnerability to Force damage. When you make an attack, a single <i>Magic Missile</i> hits a random target.	You gain control of a small <i>Wall of Force</i> that you can move around, 30ft at a time, as a Bonus Action. The wall is 10ft tall and 10ft wide (or more).
48	You fire a <i>Magic Missile</i> twice at each of your party members.	Every so often a Magic Missile fires off at one of your party members whenever ____ happens (ex. They get within 20ft of each other).	You fire a <i>Magic Missile</i> three times at each enemy within 120ft.
49	Everything within 20ft is pulled 10ft towards you.	All creatures within 20ft of you must make a Str Save or be knocked Prone.	All hostile creatures make a Str Save or fly back 30ft and take massive Force damage.
50	You must make a Str Save or fly towards a target (GMs choice). You do not take damage on a fail but still get thrown towards the target.	You are “magnetically” drawn towards a target (GMs choice). Gain 5ft of movement when running towards them and lose 5ft of movement when moving away from them.	You gain <i>Telekinesis</i> as an Action but only to pull things towards you.

### Conjuration

51	Oil pours off of you, giving off an odor and leaving a trail and residue everywhere.	A puddle appears around you triggering the effects of <i>Grease</i> .	You can cast <i>Grease</i> , as an Action, at will now.
52	You teleport to an alternate plane of existence.	You teleport for a few seconds to places that could be helpful or hurtful (GM choice).	You can now teleport to a place you have been (1 use).
53	You phase into an ethereal version of yourself, as if under the effects of <i>Blink</i> .	For the next minute, you are under the effects <i>Blink</i> , under GM control.	You gain the ability to cast <i>Blink</i> as a Bonus Action.
54	A duplicate of yourself spawns into existence and instantly starts to run away and cause problems for you.	A duplicate of yourself appears in the nearest open space to you. It can take Actions independently and goes on the same initiative as you. However, any damage it takes as well as any spell slots it uses applies to you as well.	You gain control of a duplicate that you can summon once per day (has 1 HP). It looks like you and follows your commands.
55	A magic item in your possession becomes mundane (temporarily?).	A mundane item on your person gets duplicated. (Perception Check to notice a wisp of magic flying into their gear).	A mundane or magic item in your possession gets duplicated (GM discretion).
56	The effects of <i>Darkness</i> appear. It is centered on and moves with you.	The effects of <i>Fog Cloud</i> appear. It is centered on and moves with you.	You gain the effects of <i>Gaseous Form</i> , that you can activate with a Bonus Action and the fly speed increases to 30ft.
57	You trigger an <i>Unseen Servant</i> that is constantly plotting against and trying to sabotage you.	A small illusory dog spawns and is under your command (it can talk but only like a small child).	You gain the use of an <i>Unseen Servant</i> that comes and goes when called upon.
58	You keep uncontrollably teleporting into objects, bouncing off of things, or into dangerous positions.	You keep sporadically teleporting 10ft into the air and free falling, taking 1d6 Bludgeoning damage.	You can freely cast <i>Misty Step</i> for free as a Bonus Action.

### Enchantment

59	You are under the effects of <i>Dominate Person</i> , which causes you to attack everything in sight.	Your vision goes red and you start feeling extreme anger, hatred, or rage.	You gain the barbarian Rage feature.
60	You are Frightened by the nearest creature until you succeed on a Wis Save.	You feel scared by, afraid of, or paranoid about a random ally.	You gain the Frightful Presence ability to a range of 60ft, causing each creature of your choice to make a Wis Save or become Frightened for 1 minute.
61	You forget everything that happened within the last 24 hours.	You suffer the effects of <i>Modify Memory</i> (GM adds, takes away, or changes a memory).	You gain the effects of <i>Mind Blank</i> .
62	You have a FULL case of amnesia and forget everything (except your class mechanics).	You forget who one of your party members is, temporarily.	You gain the ability to control the memory of others with a Wis Save as an Action ( <i>Modify Memory</i> ).
63	A demon equal to your level appears near you. It makes a Cha Save. If it fails, the demon is subservient, otherwise, it is hostile.	An imp appears and makes a Cha Save. If it fails, the imp is subservient, otherwise, it is hostile.	A succubus or incubus appears and you can make a pact with it to do your bidding, the better the deal, the more they will do.





64	You are now under the effects of <i>Confusion</i> .	You get confused very easily now and have to be told everything 2-3 times before it makes sense (RP effects only).	You can look creatures in the eye and cast <i>Confusion</i> . You must be within 15ft and either in front of them or have them looking at you.
65	(Don't tell PC how this works) Every creature within 60ft of you that hears you speak only hears insults as if you are casting <i>Vicious Mockery</i> at 1st-level.	You can now only say EITHER very hurtful things, or very kind things (Super MEAN / Super NICE).	(Don't tell PC how this works) Everytime you speak to anyone, they gain the effects of <i>Bless</i> or <i>Guidance</i> and can add 1d4 to the next thing they do.
66	You must now speak in an accent, pig latin, rhyme, or sing (GM choose one) or take 4d6 Psychic damage.	Everything you say now must rhyme. If it doesn't, you take 1d6 Psychic damage.	If spoken in a rhyme or sang you have ADV on the next thing you do that the rhyme/song was about.
67	You can only speak the phrases of others around you (like a kenku). If you need to cast a spell with a verbal component, someone else around you must speak it first, so you can too after.	Every so often you MUST repeat phrases of others around you (like a parrot).	As an Action you can suggest an Action for a creature to do over and over again (like <i>Command</i> , but on repeat) They must make a Wis Save.
68	You HAVE to lie : You can NOT tell the truth.	You feel compelled to insult everyone you come in contact with. Not doing this makes you suffer 2d4 Psychic damage.	Every time you compliment someone... they heal for 1d4.
<b>Divination</b>			
69	You gain the influence of an evil patron.	You gain the influence of a neutral patron.	You gain the influence of a good patron.
70	You take 1d8 Radiant damage if you do anything "evil" or lie.	Your touch automatically casts <i>Light</i> on creatures.	You can Imbue items with 1d8 Radiant energy that heals or harms.
71	You completely believe everything you hear.	You can detect the thoughts of 1 creature you can see within 30ft of you for 1 minute.	You can immediately tell when anyone is lying.
72	You can now only see through the eyes of the ally that is nearest to you.	A third eye appears on your forehead giving you ADV on sight-based Perception Checks.	A third eye appears on your forehead giving you the ability to cast <i>Scrying</i> to a location you can see.
73	You temporarily forget how to speak Common.	You can understand all languages, temporarily.	You permanently learn one relevant language.
74	You go back in time (GM chooses a length of time). You disappear from the rest of the party for between 6 seconds - 1 min, then reappear in the same spot... careful what you do.	You get a vision from the past or future (GM story discretion).	You go forwards in time (GM chooses a length of time). You disappear from the rest of the party for between 6 seconds - 1 min, then reappear in the same spot... what will you learn?
75	You get a glimpse of a possible "worst-case scenario" of something relevant to you in the future.	You get a glimpse of an event from the past about something important that gives you clues or useful hints.	You teleport back in time to a place of great importance... but be careful what you do...
76	An item on your person becomes cursed with a sentient demon.	You start to hear voices emanating from one of the items on your person... and think it's sentient (GM secret... it's not).	One randomly chosen item in your inventory becomes sentient.
77	Player unknowingly has a WISH spell... but a BAD kind... that ONLY manifests itself as a player's worst fear or something that would be BAD if it happened. Can happen instantly or "when the time is right".	A surge of energy flows through your body and makes your eyes have a subtle glow to them. "Magical Possibilities" (GM have something special happen based on the players wants and desires, instantly or in the future, then eye glow stops.)	Player unknowingly has control over a WISH spell. The next thing they want to happen, does. (GM Note: DO NOT TELL THEM, just describe a surge and that's all... wait for them to naturally say something in character.)
78	You are Blinded during the day.	You gain Darkvision or Improved Darkvision if you already have Darkvision.	You gain the effects of <i>See Invisibility</i> .
79	If you tell the truth you take heavy Psychic damage.	Every time you lie your eyes glow a golden yellow.	You can cast <i>Zone of Truth</i> at will.
80	You get a vision of yourself dying (made up by GM) make a Wis Save or be Frightened.	You have a vision of an important story element and gain key info.	You have a vision of what the BBEG is doing right now.
81	You have an invisible <i>Mage Hand</i> that does nothing but steal or pull pranks on those around you, making you look guilty for it.	Whatever object is in your hand (or the next one you touch) you can now move it around telepathically within 30ft of yourself.	You gain the service of a 2nd-level <i>Spiritual Weapon</i> .
82	You have a momentary vision of your own death. You are Frightened until you succeed on a Wis Save.	You get a strong sense that you can tell the future... but you can't (GM can either lie to the player and give false visions, or let them know the truth and just RP it).	If you touch a creature you can get a vision of how they might die.
83	You can now ONLY see invisible creatures.	You gain control of an <i>Arcane Eye</i> but you can ONLY see through it, and are otherwise Blinded.	You now have Truesight.





## Necromancy

84	You draw in health from allies around you. Targets of this effect make a Con Save or you drain 2 Hit Dice (or deal Necrotic damage) from each within 60ft... You like this feeling and want more.	Every creature within 15ft of you takes 2 Necrotic damage. If you are wounded (below 1/2 health) you regain HP equal to half the amount of damage dealt.	You gain the ability to use the Hit Dice from one ally and apply it to another, within 30ft, siphoning life from one to the other.
85	Roll a Hit Dice and subtract that much from your HP maximum.	You can either cure one disease or poison effect OR gain one disease or poison effect. (GM Choice)	Roll a Hit Dice and add that much to your HP maximum.
86	You suffer one permanent Death Save failure.	You must make a Death Save, and permanently gain the result.	You gain one permanent Death Save success.
87	All food you touch becomes tainted w/ poison (find creative solution to eat food).	All food and drink within 30ft of you gains the effects of <i>Purify Food and Drink</i> .	You permanently gain the effects of <i>Detect Poison and Disease</i> .
88	The next creature you kill comes back from the dead with a life-long vengeance to hunt you down and kill you.	The next creature that dies, in the next minute, returns as a ghost and haunts whomever killed it.	The next creature that falls Unconscious (or dies) you can bring back with just a touch and heal up to an amount of HP equal to your character level.
89	You immediately drop to 0 HP.	You must touch an ally once every minute or fall Unconscious. An ally touching you brings you back to consciousness at 1 HP.	You immediately heal to full health and gain the Lay on Hands feature with (level appropriate charges).
90	(GM chooses target) You are bound by voodoo to this target, anything that happens to them (damage and effects) happens to you too.	(GM chooses target) You now must act like and be like that person, doing everything they do.	(GM chooses target) Your soul is bound to a target and you can now cast spells through them and use each other's Hit Dice.
91	During stressful situations (GM discretion) you take 1d6 Necrotic damage every round, slowly dying.	You constantly heal for 1 HP every 6 seconds.	Energy surges out of you, healing all allies within 30ft.

## Abjuration

92	You are a magnet for all projectiles. Any projectile within 20ft of you gets redirected to you as the new target.	You immediately gain a magic shield of Temp HP (GMs discretion for an appropriate amount based on level and circumstance).	All your allies within 30ft of you gain Temp HP. (choose an appropriate amount based on level and circumstance)
93	You are at the center of an <i>Antimagic Field</i> that negates all magic up to ____ level (GM choice).	Magic cast around you starts to fade, act strange, malfunction, or wear off faster.	You can now negate magic effects around you (gain the ability to cast <i>Counterspell</i> and <i>Dispel Magic</i> for free within 30ft of you).
94	At the most random and inopportune times, magic surges from you and you create force fields around things (could be yourself, creature, or objects).	You are now trapped inside a magic dome of a material or force. How can you get out? (GM puzzle)	You can now freely cast <i>Shield</i> as a Reaction.

## Illusion

95	A flock of small magic creatures surround and harass you in various ways (birds, squirrels, etc).	You gain the ability to <i>Speak with Animals</i> .	You gain the services of a <i>Phantom Steed</i> or animal companion.
96	You become a beacon of light with beams of light shooting out of your body in all directions, all the way into the sky.	You become the source of <i>Daylight</i> .	You turn Invisible.
97	Plants grow around you and you become Restrained by them.	Illusory butterflies and flower petals flutter in the air around you in a 10ft radius for 1 minute.	You cast <i>Mirror Image</i> on yourself and it does not require Concentration.
98	You can only speak ____ (GM language choice).	The next thing you touch spawns an illusory mouth that functions as your only way to speak or make sounds.	You gain the ability to throw your voice, to a spot you can see, and you can cause creatures to make a Wis Save or be forced to say what you want.
99	You gain a 10ft aura of <i>Silence</i> around you.	You make no sounds of any kind: footsteps or verbal.	You can go Invisible at will, as a Bonus Action.
100	Nothing happens... yet. The GM secretly rolls on this table again but only rolls the d100 and takes a BAD result. The GM then triggers this effect at a very bad time for the target.	Nothing happens... yet. The GM secretly rolls on this table again and chooses when to trigger the effect they rolled (good/ bad/ funny timing).	Nothing happens... yet. The GM secretly rolls on this table again but only rolls the d100 and takes a GOOD result. The GM then triggers this effect at a very good time for the target.





# WILD MAGIC SURGE ITEMS

## CHAOS STONE

*Wondrous Consumable*

This small rock can be thrown to a space within 30ft as a Bonus Action. Roll a d20 when you throw the stone, as a massive surge of energy explodes from it. If the die does not land on a 1 or a 20, then there is no effect. On a 1, a Bad Wild Magic Surge triggers, and on a 20, a Good Wild Magic Surge triggers, instead.

## CRIT SURGE CLOAK

*Heroic Cloak*

While wearing this cloak you gain the following features:

- When you roll a 20 on an attack roll against an enemy, you trigger a Bad Wild Magic Surge.
- If an enemy rolls a 20 on an attack roll against you, you trigger a Good Wild Magic Surge.

## CURSED LUCK RING

*Wondrous Trinket*

Once per Long Rest, while wearing this ring, you can add a +5 bonus to a roll of your choice, but must choose to do so before you roll the die. Once you do so, you feel a looming sense of dread and the GM can choose to trigger a Bad Wild Magic Surge at any point, or can choose for it to trigger on your next failed roll or when you roll a 1 on the d20 for an ability check, save, or attack roll. The ring goes dormant and cannot be used again until the Wild Magic Surge is triggered.

## FATE'S PENDANT

*Wondrous Trinket (Attunement)*

A faintly glowing necklace that subtly and slowly changes color over time. When you roll a 1 on the d20 on an ability check, save, or attack roll while wearing this necklace, you trigger a Bad Wild Magic Surge and the item goes dormant. After 24 hours have passed, the necklace begins glowing again, and the effect can trigger again, however it triggers a Good Wild Magic Surge upon rolling a 20 on the d20 instead, becoming dormant again. These effects continue to happen back and forth, recharging after 24 hours each time.

## LUCK SPECTRUM COIN

*Heroic Trinket*

This coin can be represented by a physical coin that you can flip, or a d20 roll where 1-10 equals tails and 11-20 equals heads. When you use this coin in place of making a d20 roll, heads count as rolling a 20 and tails count as rolling a 1. Once you use the coin in this way you cannot do so again until the next day.

## SEED OF CHAOS

*Wondrous Consumable*

You can plant this seed causing it to grow over the course of 7 days. On the final day, a stalk grows out with a single fruit on it. A creature can consume the fruit which causes a Wild Magic Surge to trigger some period of time after it is consumed (refer to "Durations" and "Triggers" above).

## SURGE SHARD

*Wondrous Trinket*

A faint, colorful glow comes from inside the glass box container that holds the shard. When you look inside the box while it is opened, you become imbued with energy and your eyes begin to glow softly for the next 24 hours. While imbued with this power, you can choose to disperse the energy and grant yourself ADV on an ability check, save, or attack roll of your choice. When you make a roll and grant it ADV in this way and roll a 1 or 20 on the d20, a Wild Magic Surge triggers. Once the shard is used, it becomes dull and dormant and cannot be used again until 24 hours have passed.



*Crit Surge Cloak*



## SURGE SHIELD

### *Heroic Shield*

This shield has unstable magic energy within it that releases when struck. When a creature attacks you and its attack roll is equal to your AC, a Good Wild Magic Surge triggers (in your benefit). This item has 1d6 charges of this effect, and when the last charge is expended, it instead releases a Bad Wild Magic Surge.

## SURGE STONE

### *Wondrous Trinket*

This glowing rock wrapped in cloth gives off a magic aura. When you touch the stone, you become imbued with power, giving your palm a subtle glow for 24 hours. When you make an attack roll, you can choose to release this energy into your attack. If the attack hits, the attack triggers a Wild Magic Surge and deals an extra 1d20 damage. The result of d20 roll also determines how Good or Bad the Wild Magic Surge is. Once the stone is used, it becomes dull and dormant and cannot be used again until 24 hours have passed.

## WILD MAGIC POWDER

### *Heroic Consumable*

You can throw this magical powder as a Bonus Action on a target within 10ft of you. The target must make a Dex Save. **Failure:** The target has to make a Wis Save on each of its following turns, until combat ends or until it spends an Action to remove the powder, triggering a Wild Magic Surge on each failure.

## WILD MAGIC PROJECTILE

### *Wondrous Consumable*

This projectile can be an arrow, dagger, or dart. When you hit a creature with an attack roll using this projectile, it triggers a Wild Magic Surge. However, if you miss an attack with this item, it loses its magic and becomes mundane.

## CURSED / SENTIENT WILD MAGIC ITEMS

### EXPLODING SECRET CURSED “REST ITEM”

This is so much fun... You have to make this a secret item that they pick up in a group of other items from either a sketchy source, a crazy wizard, or an unstable magic area. This is an item that seems completely mundane, but upon close inspection, some sort of specific detection, or checks of some kind, you can discover that this is actually a Cursed Wild Magic Item. This item secretly triggers a Bad Wild Magic Surge EVERY LONG REST... lol I'm sorry, I usually phrase items more professionally than this... but this item is

so fun to have. A group of players have no idea that this one bedroll is actually triggering magic surges every single night and the players have to keep dealing with crazy occurrences on a nightly basis. I continue to give clues to the players as they start to figure it out and it's always GREAT once they finally find out what is causing it.

## A WILD MAGIC CURSED ITEM

Similar to the Sentient Item, this item can be any type of physical item that makes the most sense for its history or context.

This item causes a DELAYED Wild Magic Surge based on a TRIGGER that only the GM knows. Both the trigger and the delay will be unknown to the players (until they figure it out). See the list of triggers and delays above or create your own for this cursed item to use on the players. You can have the trigger immediately trigger a BAD Wild Magic Surge... OR... my personal favorite is to have the trigger make the item subtly glow (they would not notice unless they were actively looking at it) and then I can have it trigger at an inopportune time of my choosing. Muahahaha!

## WILD MAGIC SENTIENT ITEM

Sentient item (necklace/ ring/ wand/ robes/ sword): Was built to do one specific thing/ serve one purpose/ accomplish one goal... but it vaguely remembers what it is/ where it is/ how to do it. The item tries to help the party, but because it can't remember what it does and causes Wild Magic Surges on a “trigger”. This trigger can be any number of things that you want to do to have this item be customized and unique. Here are some options:

- It can be when the item is used in any way (other magic properties it has)
- When something happens to allies or enemies around it (something that has to do with its goal... which could be clues for the players as to what that is?)
- When you say certain things to it/ around it. Maybe it has a trigger word or phrase that it doesn't like/ gives it flashbacks?
- Maybe the players have to help unlock its memory through these moments and have these triggers happen. **Example:** It's afraid of Spiders/ Snakes/ etc... and you find out its previous owner died in the back of a spider infested cave so some sort of species of wild magic spiders? Anything is possible!

*Wild Magic Powder*





# WILD MAGIC SUBCLASSES

## BARD: COLLEGE OF GAMBLING

Bard who has faith in Luck, or a gambling addict who keeps pushing the limits, or someone who trusts in the universe and chance.

### 3RD LEVEL

#### GAMBLER'S LUCK

You are proficient in any checks you make for game contests/ outcomes/ dice rolled.

Additionally, you have one "Luck Point" that you can spend on any roll of a d20. You can choose to spend this before you roll to gain ADV on the roll, or you can choose to reroll the d20 after you see the result but before the GM says what happens. If you choose to reroll the d20, you must also roll on the Wild Magic Surge table, twisting fate itself. You regain the expended Luck Point when you complete a long rest.

#### RISKY INSPIRATION

When a creature uses a Bardic Inspiration die that you granted them, you roll 2d6 and if the numbers match, your ally triggers a Wild Magic Surge.

- If the numbers are both 1, roll on the Wild Magic Surge table (Bad Result)
- If the numbers match (2,3,4,5) roll on the Wild Magic Surge table (Neutral Result)
- If the numbers are both 6, roll on the Wild Magic Surge table (Good Result)

### 6TH LEVEL

#### RISKY SPELLS

When you use a 3rd-level spell slot or higher, roll 3d6 and if any dice match then a Wild Magic Surge is triggered as if by **Risky Inspiration**.

#### GAMBLER'S SURGE

Once per Long Rest, you can choose to trigger a Wild Magic Surge when you cast any spell or cantrip or use your Bardic Inspiration. You roll 2d6 for the result, as if by **Risky Inspiration**.

### 14TH LEVEL

#### LUCK'S INSPIRATION

Your Inspiration becomes a little less risky. If the matching numbers you roll are 1, 2 or 3 then you roll on the Wild Magic Surge table (Neutral Result Only). If the matching numbers you roll are 4, 5 or 6 then you roll on the Wild Magic Surge table (Good Result Only).

Additionally, you can use **Gambler's Surge** twice per Long Rest now.



## BARBARIAN: PATH OF WILD MAGIC

You are a beacon of chaos. Whether you were born this way, bestowed with this power, or somehow stumbled upon it, a primal unstable magic flows through your very being. Keeping calm allows you to keep the chaos at bay, but when you start to lose yourself in a rage, the chaos is unleashed... and it feels good.

### 3RD LEVEL

#### ARCANE SIGHT

You can cast *Detect Magic* twice per Short Rest without expending a spell slot or requiring concentration or spell components.

#### WILD MAGIC RAGE

When you enter a rage, roll on the Wild Magic Rage table and immediately trigger the active effect of the result rolled. You also gain the passive effect until the rage ends. If an effect requires a save, it's against your **Con Save DC**. (8 + prof. bonus + Constitution modifier)

### 6TH LEVEL

#### EMBRACE CHAOS

While raging, you can use a Bonus Action on your turn to trigger the active effect of the result you rolled on the Wild Magic Rage table when the rage began. You can use this Bonus Action a number of times equal to your prof. bonus per Long Rest.

### 10TH LEVEL

#### WILD MAGIC REBUKE

When a hostile creature attacks you or forces you to make a save, you can use your Reaction to immediately enter a rage, expending a usage when you do so. If you are already raging, you can instead expend a use of your rage to roll on the Wild Magic Rage table again, triggering the active effect and gaining the new passive effect. This replaces the previous effect from the Wild Magic Rage table.

### 14TH LEVEL

#### CHAOS CONQUERED

When you use an active or passive effect from the Wild Magic Rage table that affects 1 or more targets, you can now choose which targets within range are subjected to the effects. Additionally, when you roll on the Wild Magic Rage table, you can choose to reroll, but you must use the new roll.

## COPY CREATURE EFFECT TIPS

Number 20 on this Roll Table is a little out there, even for the stuff I usually put out. It requires the GM to think on their feet and come up with abilities on the fly that are somewhat balanced and make sense.

#### ACTIVE & PASSIVE EFFECT

I would have some sort of BURST effect happen immediately based on the random creature, something that was "on brand" for it. Don't think that this has to be BIG.

If it's just a bandit then I would have them completely *Polymorph* into that person. They would still have access to their own abilities but could also do something cool that the bandit can do for their passive effect (like gain Sneak Attack or something).

If they are fighting a dragon, then maybe the burst effect would be sprouting wings, or a breath weapon style energy erupts forward, or you describe a burning fire in their chest that starts to billow up giving them a 1 round Breath Weapon. Their appearance would basically turn them into a dragonborn of the same color as that dragon and then give some dragon-flavored passives. You could give +1 AC, a Bonus Action Breath Weapon for light damage, flying speed, resistances, or anything else you can think of! This moment can be as big and crazy as you want. You could even give the barbarian Legendary Resistances!

#### OTHER OPTIONS

You can use my Build-A-Baddie system or Point Buy Character systems to help get a feel for this kind of thing. If you're not entirely comfortable doing that, you can instead have them 100% transform into that creature. Use the effects of *Polymorph*, but instead of ending when concentration is broken, it ends when their Rage would end.

### SPECTRAL BERSERKER

Medium Humanoid (any race)

**AC:** 13+PB

**HP:** 15xPB

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	-1	0	-1

**Prof. Bonus:** Equals your prof. bonus

**Speed:** 20ft + 5xPB

**Languages:** 1 language of your choice that you speak

#### STRENGTHS

**Reckless:** At the start of its turn, the berserker can gain ADV on all melee weapon attacks during that turn, but attacks against it have ADV until the start of its next turn.

#### ACTIONS

**Greataxe:** Melee Attack, +3 plus PB to hit, 1d12+PB Force damage.





## WILD MAGIC RAGE TABLE

d20	Theme	Visual	Active	Passive
1	Shadow Tentacle Temp HP	You shed dim light in a 10ft radius as tendrils of shadow whip around you.	Each creature within 30ft of you must make a Con Save. <b>Failure:</b> It takes <b>2xPB</b> Necrotic damage. You then gain an amount of Temp HP equal to half the damage dealt.	When you take the Attack Action, you can forgo 1 attack to make a special attack that has a reach of 10ft and deals <b>1d12</b> Necrotic damage.
2	Teleport	Your movement appears to flicker and shift like the pages of a book flipping from one page to another.	You teleport to an unoccupied space within 120ft of you.	When you take the Attack Action, you can teleport to an unoccupied space within 30ft of you that you can see before you make an attack.
3	Exploding Energy Orbs	You release orbs of unstable energy that orbit around you.	You hurl 3 orbs at random points (determined by the GM) within 30ft of you that you can see. Each creature within 5ft of a point must make a Dex Save. <b>Failure:</b> It takes <b>2xPB</b> Force Damage.	When you take the Attack Action, you can forgo 1 attack to hurl an orb at a point within 30ft of you that you can see. Each creature within 5ft of the point must make a Dex Save. <b>Failure:</b> It takes <b>2xPB</b> Force Damage.
4	Ranged Force Weapon	Your weapon surges with glowing and crackling energy.	An eruption of magical energy causes a melee weapon you are wielding to burst forth from you toward the farthest target within 120ft of you. The target must make a Dex Save. <b>Failure:</b> It takes the weapon's normal damage plus <b>5xPB</b> Force damage.	Your weapon now deals Force damage and gains the Thrown property (range 20/60). When you make a ranged weapon attack with the weapon, it reappears in your hand immediately after the attack hits or misses.
5	Lightning Return Chain	Your body crackles with lightning.	Lightning arcs from you to the closest target within 30ft of you. It then arcs from that target to another target within 30ft. It can continue arcing in this manner up to 3 times, but the lightning cannot hit the same target more than once. A target must make a Con Save. <b>Failure:</b> It takes <b>4xPB</b> Lightning damage. <b>Success:</b> It takes half damage.	When a creature within 60ft of you hits you with an attack, it immediately suffers <b>1d10</b> Lightning damage as a bolt of lightning arcs from you toward it.
6	Protective Forcefield Energy	You release cubes of multi-colored energy that orbit around you.	The cubes form a shield of light that grants you a +5 bonus to your AC until the end of your next turn.	While you are not Incapacitated, you and friendly creatures within 30ft of you gain a +1 bonus to AC.
7	Difficult Terrain Vines	Flowers and vines temporarily grow around you like an uncontrollable druidcraft.	All creatures within the 15ft of difficult terrain must make a Str Save. <b>Failure:</b> They are Grappled and take <b>1d8</b> Slashing damage.	Mundane plants within 15ft of you gnarl and twist, transforming into difficult terrain.
8	Radiant Blinding Light	Your entire body glows bright light in a 30ft area around you.	A blinding flash of light emits from you and all creatures who can see you in a 30ft radius make a Con Save. <b>Failure:</b> They are Blinded and take <b>1d6</b> Radiant damage.	Attacks made against creatures within 30ft of you (including yourself) are made with ADV.
9	Summon Spectral Berserker (see stat block on pg.X)	Energy flows out of you into a random space within 10ft that forms into some kind of creature.	You create a Spectral Berserker that rampages wildly, taking their turn immediately after yours. It spends its turn moving toward and attacking the closest nearby creature that it can see. If it cannot see a creature when it starts its turn, it spends its turn destroying its nearby surroundings.	You can use a Bonus Action to command the Spectral Berserker where to move and to take an Action that is available to it.
10	Random Element AoE	Energy of a random element radiates in a 5ft area around you.	Elemental energy erupts from you. Each creature within 20ft of you must make a Dex Save. <b>Failure:</b> It suffers <b>2xPB</b> damage. Roll a d4. The damage type is Acid (1), Cold (2), Fire (3), or Lightning (4).	Each creature that starts its turn within 5ft of you suffers <b>1d6</b> damage. The damage type is the same as the Active effect.
11	Movement Speed	Your movements become quick and erratic, every movement you make is at full speed.	Until the end of your next turn, your speed is doubled and you gain an additional attack when you take the Attack Action.	Your speed increases by 20ft, and opportunity attacks made against you have DisADV.



12	Enlarge / Strength	You double in size becoming far larger than before.	You temporarily surge with extreme might. Until the end of your next turn, your jump height and distance increases to 40ft and you gain a bonus d12 to checks and damage rolls that use Strength.	You become 1 size larger, and gain a bonus d4 to checks, saves, and attack rolls that use Strength.
13	Ranged Blaster	A random type of energy gathers and surrounds your forearms and hands.	Elemental projectiles burst from you toward the 3 farthest targets within 120ft of you. Each target must make a Dex Save. <b>Failure:</b> It suffers <b>2xPB</b> damage. Roll a d4. The damage type is Acid (1), Cold (2), Fire (3), or Lightning (4).	When you take the Attack Action, you can forgo 1 attack to make a special attack that has a range of 120ft and deals <b>1d10</b> + your Strength modifier damage. The damage type is the same as the active effect.
14	Flying	Your feet float off the ground and you hover slightly.	Until the end of your next turn, you have a fly speed of 60ft and cannot be targeted by opportunity attacks.	You gain the ability to hover and float above the ground. Difficult terrain does not affect you and you can also float upwards to a maximum height of 20ft about the ground.
15	Mind Control / Possession	Purple energy emits from your head and your eyes glow.	Creatures within 10ft of you must make a Wis Save. <b>Failure:</b> It rages uncontrollably, spending its turn attempting to kill the nearest creature it can see with extreme haste.	Creatures within 10ft of you also enter a Rage as if they had 1 level in the Barbarian class.
16	Invisibility	You become partially transparent and see through.	Until the end of your next turn, you become Invisible. This effect ends early if you make an attack.	Your body is slightly translucent, all attacks against you have DisADV.
17	Water Shoving	Water pulls up from the ground or other sources and swirls around you.	A typhoon of water bursts forward in a 15ft wide 60ft line in the direction you are facing. Each creature in its path must make a Str Save. <b>Failure:</b> It gets pushed up to 30ft. If it collides with a solid object (such as a wall) or another creature, it takes <b>1d6</b> Bludgeoning damage for every 5ft moved.	You gain a swimming speed equal to your walking speed, and can breathe underwater. When you take the Attack Action, you can forgo 1 attack to hurl a blast of water at a target within 15ft of you. The target must make a Str Save. <b>Failure:</b> It's pushed 15ft away in a direction of your choice. If it collides with a solid object (such as a wall) or another creature, it takes <b>1d6</b> Bludgeoning damage for every 5ft moved.
18	Healing & Curing	You glow with a light green (or white) aura that gathers in your hands.	Each ally creature within 30ft of you regains 1d8 HP, and you regain an amount of HP equal to twice the HP restored.	When you take the Attack Action, you can forgo 1 attack to touch a creature. It regains an amount of HP equal to 1d8 + your Strength modifier. Alternatively, you can end 1 poison effect or disease afflicting the creature. Restoring a creature in this way counts as an attack for the purposes of maintaining your Rage.
19	Reflective Magic	A dull white energy glows in your hands slightly shifting in color.	The next time a creature within 30ft of you casts a spell that targets another creature (including you), you can attempt to gain control over the spell. Make a Strength Check contested by the caster's <b>Spell Save DC</b> . <b>Success:</b> You can change the target of the spell to another creature within range.	When you take Bludgeoning, Piercing, or Slashing damage, you gain a number of charges equal to half the damage taken. When you hit a creature with a melee weapon, you can spend all stored charges to deal extra damage to the target equal to the number of charges spent.
20	Copy Creature Effect	You take on the traits or abilities of a random creature near you.	You gain access to the special senses, spell list, and proficiencies of a random creature within 30ft of you (determined by the GM). Your appearance changes to reflect characteristics of the creature, such as eye color, hair color, hairstyle, clothing, skin or body features both magical and natural (you choose your new appearance).	You gain the traits of the creature, including its damage immunities, resistances, and vulnerabilities. This can also include regular abilities that this creature can do.



## ROGUE: ARCANE THIEF

### ORIGIN POSSIBILITIES

- Stole stuff and doesn't understand what each thing does
- Stole wizards book but didn't get taught
- Stole a strange dagger from an odd location
- Cursed by a Wild Magic Spirit (Feywild/ Arcane Entity/ Demon?)
- You could also tie this into your campaign by having this entity that has "Cursed" this rogue be associated with the BBEG even!

### 3RD LEVEL

#### CURSED LUCK

When you or any ally within 60ft rolls a 1 or a 20 on the d20 when making an ability check, save, or attack roll, roll on the Wild Magic Surge table and either you or the target that rolled the trigger are affected by the wild magic (or enemies around, whatever makes the most sense to the GM). If a 1 triggered the surge, the result is always a Bad result from the table, and if a 20 triggered the surge, the result is always Good.

#### SPELLCASTING

You learn spells from the Bard spell list and use Intelligence, Wisdom, or Charisma as your spellcasting ability for these spells (your choice).

#### Cantrips

You learn *Prestidigitation* and 2 other cantrips of your choice from the Bard spell list. Establish which cantrip is "1st Cantrip" and "2nd Cantrip". When you cast any of the 3 Cantrips, you make a "Cantrip Check" and roll a d12, using the following table for the result. There are 6 bullet points in *Prestidigitation* which match up with the following table, as well.

1	First point on <i>Prestidigitation</i>
2	Second point on <i>Prestidigitation</i>
3	Third point on <i>Prestidigitation</i>
4	Fourth point on <i>Prestidigitation</i>
5	Fifth point on <i>Prestidigitation</i>
6	Sixth point on <i>Prestidigitation</i>
7-9	Cast 2nd Cantrip
10-12	Cast 1st Cantrip

## 9TH LEVEL

#### ARCANE AMBUSH

When you roll Sneak Attack damage and a pair of d6's match, roll an additional d6 for each matching pair. If the number on the additional d6 matches the pair, roll an additional die. Additionally, you now roll a d20 on your "Cantrip Check", and any result of a 13 or higher means the cantrip goes off as intended.

## 13TH LEVEL

#### BLINK OF AN EYE

You can cast *Blink* twice per Long Rest without expending a spell slot. Additionally, you make your "Cantrip Check" at ADV.

## 17TH LEVEL

#### ARCANE ASSASSIN

When you trigger a Wild Magic Surge, it is never the Bad result. You also gain one 6th-level spell slot and learn 3 spells of your choice from the Bard spell list. Additionally, when you cast *Blink*, you no longer have to roll a d20 and choose when you blink into the Ethereal Plane.





## SORCERER: WILD MAGIC- REVISED

### 1ST LEVEL

#### WILD MAGIC SURGE

Once per turn, when you cast a spell of 1st-level or higher, you must make a Surge Check and roll your Surge Die. Your Surge Die starts off as a d12 and becomes more unstable over time. If you roll a 1 on the Surge Die, a Wild Magic Surge is triggered and you roll on the Wild Magic Surge table.

Additionally, when you tap into your Metamagic, this increases the chances of a wild surge happening. For every Sorcery Point you use, you add onto the number needed to trigger a wild magic surge. So if you cast a spell and use Metamagic, you now only need to roll a 2 or lower on your Surge Die when you make your Surge Check to trigger a Wild Magic Surge.

Upon rolling a 1, your Surge Die becomes more unstable and becomes a d10, when you trigger another Wild Magic Surge it erodes again to a d8, d6, then finally a d4. When you take a Long Rest your Surge Die recovers by 1 stage (would go from a d6 to a d8).

#### TIDES OF CHAOS

You can manipulate the wild energies of chance and chaos to gain ADV on one attack roll, ability check, or save. Once you use this feature you must finish a Long Rest before you can do so again. However, you instantly regain the use of this once you make a Surge Check.

### 6TH LEVEL

#### BEND MAGIC

As a Bonus Action, you can bend magic for 1 minute. For the duration you make a Surge Check anytime magic is used within 120ft of you (spells, magic items, or anything the GM considers to be magic). Any Wild Magic Surges you trigger during this time can only be a Good result. Once you trigger a Wild Magic Surge in this way, Bend Magic ends. You can use this feature once per Long Rest.

### 14TH LEVEL

#### CONTROLLED CHAOS

You start to gain some control over your wild magic. Whenever you trigger a Wild Magic Surge, the d20 you roll for Bad/ Neutral/ Good is only "Bad" on a result of a 1. If you roll 2, 3, 4 or 5 it is now considered to be Neutral. Additionally anytime you cast a spell you can spend a Sorcery Point to prevent you from rolling a Surge Check.

### 18TH LEVEL

#### SORCERY SURGES

Whenever you cast a spell that triggers a Wild Magic Surge you are able to spend additional Sorcery Points for free. You can spend up to 3 Sorcery Points on the spell you cast or on the Wild Magic Surge effect (if it's possible/ the GM allows it).





## WARLOCK: PACT OF CHAOS

Your patron is a chaotic entity, or a destructive specter from Limbo where matter changes states rapidly, as does this warlock's energy.

**Pact of Chaos Disclaimer:** *There are certain times here where these Chaotic mechanics can overlap and possibly cause multiple triggers of a surge (rare though). So as an overall rule: You can only trigger ONE Wild Magic Surge per round of combat.*

### 1ST LEVEL

#### EXPANDED SPELL LIST

The Pact of Chaos lets you choose from an expanded list of spells when you learn a Warlock spell. The following are added to the Warlock spell list for you:

Spell Level	Spells
1st	Chaos Bolt, Magic Missile
2nd	Scorching Ray, Shatter
3rd	Fireball, Lightning Bolt
4th	Ice Storm, Wall of Fire
5th	Cone of Cold, Cloudkill

#### ELDRITCH CHAOS SURGE

You automatically gain *Eldritch Blast*, if you have already chosen this cantrip you can pick another Warlock cantrip. This *Eldritch Blast* is empowered by your patron and gains the properties of *Chaos Bolt*.

When you cast *Eldritch Blast* the damage type depends on what you roll on the d10 (Closely Aligned to the Chaos Bolt d8 but with something special on a 1 and a 10). If you roll a 1 on any of the damage dice, a Wild Magic Surge triggers. If you roll a 10 you get to choose the damage type and add your prof. bonus to the damage.

Additionally, any spell you cast from your Chaos Expanded Spells list that rolls a 1 also triggers a Wild Magic Surge.

Eldritch Surge Damage Type table

1	Wild Magic Surge (no damage)	6	Lightning
2	Acid	7	Poison
3	Cold	8	Psychic
4	Fire	9	Thunder
5	Force	10	Your Choice

### 6TH LEVEL

#### PATRON PACT POWER

You gain an extra Warlock spell slot from your Patron... but you must use it wisely. When you use this spell slot to cast a spell, roll a d20. If you roll a 10 or lower, it triggers a Wild Magic Surge BUT only the Bad result. On an 11-19 the spell casts as normal. On a 20, a Wild Magic Surge triggers (only the Good effect).

### 10TH LEVEL

#### ELDRITCH SURGE DEFENSE

When you finish a Long Rest, roll on the Eldritch Surge table. You gain resistance to that type of damage until your next Long Rest. If you roll a 1, the effect you get also lasts until your next Long Rest.

### 14TH LEVEL

#### CHAOTIC SURGE POWER

Any damage dice you roll on any spell that gets a result of a 1 triggers a Wild Magic Surge (only one surge can trigger per spell cast). Wild Magic Surges triggered in this way can ONLY be a Neutral or Good result from the table.





## WIZARD: SCHOOL OF DROPOUTS

For this class, wild magic surges aren't really "Wild Magic" it is the caster struggling to cast the correct spell and accidentally casted the effect that is triggered. You can Role Play as totally inept/ trying to learn but just cant get it right/ cocky caster who never paid attention in school/ lots of RP options.

### 2ND LEVEL

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#### WILD DROPOUT

You choose 2 schools of magic that you understand. You also choose 2 more schools of magic each at levels 6, 10, and 14 to add to your list. You don't understand fully how any school of magic works so you get no discount on any school of magic to write into your book. The schools you select should be the spells that you have had better luck casting as you play this class.

#### ACCIDENTAL CASTING

When you cast a spell, roll a d20 to make a Magic Check. On a 1, you trigger a Wild Magic Surge with only Bad or Neutral results.

Additionally, when you cast a spell from a school that you do not understand, a result of a 2, 3, 4, or 5 on the Magic Check triggers a misfire. When a spell misfires, something negative happens and the spell doesn't work as intended, potentially having none of its effects. If the GM can't come up with something that would make sense as a misfire for the spell, instead, you trigger a Wild Magic Surge with only Bad or Neutral results. When a spell misfires in this way, you do not expend a spell slot for casting the spell.

### 6TH LEVEL

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#### WILD STUDENT

You are starting to get a better grasp over your understood schools of magic. Any time you roll a 20 on your Magic Check in a school of magic that is understood, an additional positive effect happens. Either the spell that is cast has an additional positive effect (GM discretion) or you can trigger a Good Wild Magic Surge.

#### WILD LEARNING

When you accidentally trigger a Wild Magic Surge, you can attempt to replicate the effect and gain more control over it. As an Action, you spend a spell slot and make an Intelligence Check. The GM sets a DC to be able to cast the Wild Magic Surge effect again as a spell (depending on the power of the desired effect). The spell slot is consumed regardless of a success or failure.

### 10TH LEVEL

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#### WILD TEACHER

When you make a Magic Check and roll a 20, you cause something extra to happen or trigger a Good Wild Magic Surge.

Additionally, when you attempt to learn a Wild Magic Surge Effect from **Wild Learning**, you can add the level of the spell slot you spent to your Intelligence Check. For example, if you spend a 5th level spell slot to try to cast the spell, you would add a +5 bonus to the Intelligence Check.

### 14TH LEVEL

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#### WILD PROFESSOR

You understand all 8 schools of magic. Wild Magic Surges from a Magic Check now only trigger on a 1 or a 20. However, the spell always works as intended. Additionally, any time a Wild Magic Surge is triggered, you are able to instantly learn how to cast the Wild Magic Surge effect as a spell. The GM assigns the level of spell slot that you would need to cast this spell. When you cast a spell in this way, you must still make a Magic Check.





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