

WILD MAGIC FOR EVERY CLASS



DAVE PANEILO

**Hundreds of new surges that provide 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 plus the Artificer, [Blood Hunter](#), and [Pugilist](#). A stoic Cleric flustered by their new lizard frill, a confused Barbarian swinging an 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 14 full-page tables of 50 new surge results each. That's 700 new surge outcomes — including 50 on a brand new alternative table for the Sorcerer! But first, you'll find some “New Rules” 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!



An Unfortunate Warlock

NEW RULES

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.

The Money Bunny



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. Classes without a generalized save DC for their spells and features use DC 14.

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 — and consider one of the Variant Rules on page 10.



WILD MAGIC SURGE — ARTIFICER



| d100 | Effect | d100 | Effect |
|-------|---|-------|--|
| 01–02 | You discover an irreproducible Wild Magic Potion with 3 doses. It causes the drinker to experience a Wild Magic Surge on a random table. | 51–52 | You cast <i>wind wall</i> , targeting a space within 5 ft. of you for its origin. Royal purple leaves are caught in its gust. |
| 03–04 | A gelatinous cube on initiative 1 controlled by the DM appears in a space next to you and disappears after 1 minute. | 53–54 | You summon an Eldritch Cannon with 200 hit points that disappears after 1 minute. |
| 05–06 | A Potion of Greater Healing appears on your person, still warm from brewing. | 55–56 | Enemies within 100 ft. gain 50 ft. onto their ranged weapon and spell attack ranges for the next minute. |
| 07–08 | You and creatures with less net worth than you have vulnerability to damage from one another for the next minute. | 57–58 | Choose an ally you can see to gain Arcane Jolt for the next minute, during which they have 3 charges, their weapons count as magic, and they move like an automaton. |
| 09–10 | For the next 8 hours, you have no limit to the number of objects you may affect with Magical Tinkering. After that, all instances outside your normal limits end at once. | 59–60 | Each set of tools that you carry teleports into the possession of a different nearby creature. |
| 11–12 | All tools within 100 ft. of you, including those in extradimensional spaces, are gunked up with purple foam that takes a short rest to clean. | 61–62 | You produce a glittery measuring tape and eyeball a creature you can see, then you cast <i>Otiluke's resilient sphere</i> at the start of your next turn. |
| 13–14 | Until you rest, magic item attunement takes you only 1 minute. | 63–64 | Each enemy within 60 ft. chooses whether to deal 1d4 acid damage to you or regain 1d6 hit points. |
| 15–16 | For the next 8 hours, you can't help overthinking your party's plans, and all allies within 60 ft. have disadvantage on initiative rolls. | 65–66 | You lick your lips, and learn the location of the nearest Legendary magic item not currently carried by a creature. |
| 17–18 | You gain two uses of Flash of Genius which are not restored upon rest. | 67–68 | The least emotional enemy within 100 ft. gains glowing red eyes and is immune to damage and harmful conditions until the end of your next turn. |
| 19–20 | Until the end of your next turn, you take a penalty to your armor class and saving throws equal to the number of magic items you are attuned to. | 69–70 | Choose a nonmagical object you can see no larger than a medium creature. It is separated into its raw component elements. |
| 21–22 | For the next minute, you may cast <i>arcane lock</i> at will without expending a spell slot. | 71–72 | The next time an enemy of yours within 100 ft. is attacked, they cast <i>shield</i> . |
| 23–24 | An item worn by a nearby enemy becomes your Spell-Storing Item. You choose the item, the DM chooses the spell. | 73–74 | Fire a Flamethrower, Force Ballista, and Protector in succession originating from yourself as if you were an Eldritch Cannon. |
| 25–26 | You cast <i>tiny servant</i> on the nearest holy symbol. | 75–76 | The most Intelligent enemy you can see conjures and attunes to a rare magic item of their choice, which disappears after 1 minute. |
| 27–28 | All enemies within 50 ft. cast <i>lesser restoration</i> on themselves. | 77–78 | For the next 8 hours, you know the name and location of all constructs within 1 mile. |
| 29–30 | Choose any potion you are aware of within 60 ft. to transmute into a potion of the same rarity. | 79–80 | For the next hour, everything you say is sarcastic. |
| 31–32 | The effect of a random Experimental Elixir applies to every enemy within 50 ft. | 81–82 | You cough up the material component for a random spell prepared by an ally you can see. |
| 33–34 | If you complete a short rest within the next 4 hours, you may Infuse one item as if you had completed a long rest. | 83–84 | For the next 10 minutes, all of your attacks and spells are preceded by a firearm cocking noise. |
| 35–36 | The most powerful enemy spellcaster within 100 ft. gains an Arcane Firearm for the next minute. | 85–86 | A jewel-encrusted tiara appears attached to your head, and turns into a gourd after 1 hour. |
| 37–38 | You gain resistance to damage from fluids for the next hour, as they bead and repel from your flesh. | 87–88 | The DM chooses a kind of mundane item for you to start a collection of. You feel compelled to grow your collection for the next year. |
| 39–40 | A random magic item used by you or a nearby ally has its magic suppressed for the next minute. | 89–90 | Until you rest, you must refer to money and magic items as "residuum", no matter how confusing. |
| 41–42 | For the next minute, you may choose to maximize any non-d20 dice rolled as the result of any potion or elixir you drink. | 91–92 | You stub your toe on a disenchanting Sending Stone, its partner long destroyed. |
| 43–44 | The most Intelligent enemy within 100 ft. applies their Intelligence bonus to their weapon attacks and weapon damage rolls for the next minute. | 93–94 | For the next 8 hours, you know the <i>mending</i> cantrip, and when you cast it, it leaves harmless veins of pyrite in the fixed cracks of its target. |
| 45–46 | You learn one Infusion you qualify for, but forget it after three days when you get a piercing migraine. | 95–96 | Swap your total bonuses to Arcana and to Insight for 10 minutes. |
| 47–48 | The third most valuable item you carry teleports into the possession of the furthest enemy that can see you. | 97–98 | Choose anyone, anywhere, to receive a basic Equipment Pack of your choice. |
| 49–50 | Somebody, somewhere, files a writ of patent for one of your inventions. | 99–00 | Roll 1d20. If you roll a natural 20, a rare magic item of the DM's choice appears in your possession with a fey jiggle. |





WILD MAGIC SURGE — BARBARIAN



d100 Effect

- 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 a level 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.

d100 Effect

- 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 Acrobatics 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



| d100 | Effect |
|-------|---|
| 01–02 | Roll again on a different class's Wild Magic Surge table. |
| 03–04 | A siren controlled by the DM appears next to you and disappears after 1 minute. |
| 05–06 | You choose and cast any level 1 spell from any class. |
| 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. |
| 09–10 | Until you rest, the range and duration of your Bardic Inspiration are both doubled. |
| 11–12 | You cast <i>silence</i> centered on yourself. |
| 13–14 | The first creature to use one of your Bardic Inspiration dice within the next 10 minutes rolls twice and adds both results. |
| 15–16 | You cast <i>shatter</i> centered on the most delicate object within range. |
| 17–18 | You cast <i>enhance ability</i> on your favorite creature within range. |
| 19–20 | The most expensive weapon you carry transforms into a small metal triangle instrument for 1d3 hours. |
| 21–22 | Creatures within 60 ft. regain any spent hit dice. |
| 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. |
| 25–26 | You cast any level 1 Bard spell and apply the Distant Spell Metamagic to it. |
| 27–28 | You recall a bit of local trivia that you believe will impress folks, but which actually originates from a rival region. |
| 29–30 | You gain immunity to thunder damage and the stunned condition for the next 10 minutes. |
| 31–32 | The nearest enemy starts singing dissonantly and steals one of your Bardic Inspiration dice for the next minute. |
| 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. |
| 35–36 | You break out in purple pimples for the next 10 minutes. The first creature to comment on them takes 3d6 psychic damage. |
| 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. |
| 39–40 | You become frightened of the most well-dressed creature you can see for the next minute. |
| 41–42 | The first creature to attack you within the next 8 hours immediately apologizes and is charmed by you for 1 minute. |
| 43–44 | The next time a creature attacks you, you are charmed by them for 1 minute, believing it to be a hilarious misunderstanding. |
| 45–46 | The first attack that would hit you within the next minute instead misses, then you teleport 5 ft. |
| 47–48 | For the next minute, you fall prone with a pratfall each time you take damage. |
| 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. |

| d100 | Effect |
|-------|---|
| 51–52 | For the next minute, your spells that require an action also require a bonus action as you add loquacious verbal components. |
| 53–54 | You and an enemy you can see make eye contact and are petrified until the end of your next turn. |
| 55–56 | For the next minute, you take 1d8 psychic damage each time you grant your Bardic Inspiration. Writer's block! |
| 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. |
| 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. |
| 61–62 | The DM (or its Player) must tell you the greatest long term motivation of one creature you can see. |
| 63–64 | For the next minute, whenever you grant your Bardic Inspiration to a creature, a random nearby enemy also gains such a die. |
| 65–66 | Insult a creature you can see. It has vulnerability to damage from your spells and attacks for 1 minute. |
| 67–68 | All creatures within 60 ft. make a Performance check. You take 1d4 psychic damage for each creature who beats your total. |
| 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. |
| 71–72 | For the next hour, you automatically fail all group checks and are accompanied by a sad trombone. |
| 73–74 | Begin to boogie, and cast freedom of movement at the start of your next turn. |
| 75–76 | For the next 24 hours, unconscious creatures within 30 ft. of you whistle different parts of the same tune. |
| 77–78 | You cast <i>dispel magic</i> . If there is no normal target available, you target your own sleeve. |
| 79–80 | You and the nearest creature cast command on one another. |
| 81–82 | For the next hour, you trade voices, but not talent, with a random nearby creature. |
| 83–84 | For the next hour, your surface thoughts appear as a shifting forehead tattoo written in common. |
| 85–86 | For the next hour, everything you say is automatically musical. |
| 87–88 | You cannot remember anyone's name for the next hour. |
| 89–90 | A caricatured mask of a random nearby creature appears on your face and disappears after an hour. |
| 91–92 | Your voice frequently cracks and squeaks for the next 1d10 hours, after which a frog leaps out of your mouth. |
| 93–94 | You let out a majestic yodel, and all creatures within 100 ft. of you regain 1d6 hit points. |
| 95–96 | Swap your total bonuses to Persuasion and to Concentration checks for 10 minutes. |
| 97–98 | Creatures within 30 ft. of you can choose to use your Performance bonus instead of their own for the next 10 minutes. |
| 99–00 | You regain all uses of your Bardic Inspiration. |

