

TOME OF OBSCURE ARCANA

A SUPPLEMENT TO ADD MORE MAGIC TO THE REALMS

Contents: This supplement introduces Rune and Truename magic by adding 4 new subclasses.

- *School of Rune Mastery, an Arcane Tradition*
 - *Runic Knight, a Martial Archetype*
- *College of Truename Keepers, a Bardic College*
 - *The Celestial, an Otherworldly Patron.*

Additional Contents: Minor Rituals, Wild Magic in the planes.

BY SHANE “BLUNTAXE” REEVES



Credit: Rune brushes created by Obsidian Dawn



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RUNE MAGIC (F1N)

Rune magic is an ancient process of bestowing magical power through special rune inscriptions. Thought to have originated with the dwarves; rune or runic magic's true origins may never be known. Ask a dwarven scholar and they'll just tell you they learned it to 'enhance their ale'.

ARCANE TRADITION

SCHOOL OF RUNE MASTERY

Rune Mastery is thought to have originated as a tradition with the Dwarves, though it has spread and added onto among many other races over time. Still a rare tradition to learn, it is considered backwater and primitive by most schools of wizardry.

RUNE SCRIBING

Starting at 2nd level, you can scribe runes. This grants you following benefits.

When preparing spells, you may scribe runes upon your body, armor or some other item of your choosing. These runes appear as tattoos or etchings but do not permanently alter the target, disappearing when a new set of spells are prepared.

When casting spells you may trace with your hand the runes and treat them as though an Arcane Focus. This requires a free hand or to be holding the item that was scribed upon.

RUNE OF ENDURING ENERGY

Beginning at 2nd level, you can begin using your runes to maintain your spells. So long as the target of the spell is only you or an object in your possession, you may assign one of your concentration spells to a special rune you scribe when preparing spells. When casting a second concentration spell, it does not disrupt the first, allowing you to maintain concentration on two spells at once. If something would cause you to lose concentration both spells are disrupted. After used, this feature may not be used again until after a short or long rest.

SWIFT SIGIL

Beginning at 6th level you can begin storing magical energies into your runes. You may prepare a single

cantrip or 1st level spell with a casting time of 1 action. You may cast that spell as a bonus action. When you do so, you can't do so again until you finish a short or long rest. You may change the prepared swift sigil each time you prepare spells.

ELDRITCH ENGRAVINGS

Starting at 6th you begin learning to master etching magical runes related to spells. When you cast **magic circle** or **glyph of warding**, you may do so without the material requirements. You may not do so again until you have completed a long rest.

SWIFT SIGIL II

At 10th level, you may now prepare two spells with your Swift Sigil feature. One of which may now be of 2nd or 3rd level.

ELDRITCH ENGRAVINGS II

At 10th level, you may now include the spell **teleportation circle** in your Eldritch Engravings feature.

RUNE SIGHT

Beginning at 10th level, you are able to more easily discover and read hidden magical writing. You may commit to memory a new sigil sequence in a single round (See **teleportation circle**). Additionally you have advantage on Intelligence (Investigation) checks to discover Glyphs such as from the spells **glyph of warding** or **symbol**.

MASTER OF RUNES

Starting at 14th level, the spells **magic circle**, **glyph of warding** and **teleportation circle** all gain the Ritual tag for you. Additionally, when casting the spell **magic circle** as a prepared spell, you may do so with a casting time of a single action.

MARTIAL ARCHETYPE

RUNIC KNIGHT

RUNES OF THE FLESH

When you choose this archetype at 3rd level you gain proficiency with artisan's tools (tattooist tools).

RUNES OF POWER

At 3rd level you are able to scribe and activate special runes of power. These runes are powered by a special rune dice.

Runes: You learn two runes of your choice. Some runes listed require you to be a certain level before taking them. You learn an additional rune at 7th, 10th, and 15th level.

Rune Dice: You have four rune dice, which are d8s. A rune die is expended when you use it. You regain all of your expended rune dice when you finish a short or long rest.

You gain another rune die at 7th level and one more at 15th level.

Saving Throws: Some of your runes require your target to make a saving throw to resist the rune's effects. The saving throw DC is calculated as follows:

$$\text{Rune save DC} = 8 + \text{your proficiency bonus} + \text{your Con modifier}$$

SUMMON ARMOR

When you reach 7th level, you are able to quickly summon your armor. By scribing a small rune on your armor during a short or long rest you are able to mark the armor. By activating this feature the armor disappears and reappears fully equipped on your body, or laid out next to you. This allows you to be able to don or doff armor as a single action. This feature does not function on the ethereal plane, and spells or effects that prevent teleportation or planar travel also prevent this feature.

IMPROVED RUNES

At 10th level, your rune dice turn into d10s. At 18th level, they turn into d12s.

GOBLINOID SENSOR

Starting at 15th level a special rune scribed on your body glows faintly in the presence of goblinoids, warning you of their threat. This allows you to be unable to be surprised by goblinoids. This feature will not warn you of new goblinoids if there are goblinoids already in your presence.

POISONER'S BANE

Beginning at 18th level, you are able to scribe a special rune with ink or blood upon a mug or some other vessel containing food or drink. The rune will warn you of any poison contained within the vessel. After used, this feature may not be used again until after a short or long rest.

RUNES

Rune of the Shield. When taking the help action you may expend a rune die, adding the rune to the AC of the creature you helped. You must be wielding a shield in order use this rune.

Runes of the Elements. When taking the dodge action you may expend a rune die. Choose a damage type, until your next turn damage is reduced by an amount equal to the rune die roll, from sources of damage type chosen. You must be wielding a shield in order use this rune.

Rune of Ghostly Image. When you hit a creature with weapon attack, you can expend one rune die. A ghostly weapon, mirroring the one you wield, also strikes at the target. You add the rune die as necrotic damage to the attack. Gain temporary hit points equal rune die roll.

Rune of the Mountain. When you hit a creature with weapon attack, you can expend one rune die. Stone hands grasp at a non-flying creature, causing bludgeoning damage equal to the rune die roll. The target must make a Strength saving throw. On a failed save, it becomes grappled.

Rune of Dishonor. When you hit a creature with weapon attack, you can expend one rune die. The target becomes cursed, and takes a penalty equal to the rune die roll to a saving throw type of your choice. This curse lasts until the end of your next turn. Targets immune to charm are immune to this rune.

Empowering Rune. When using the second wind feature you can expend one rune die. You levitate up

15 feet and you begin to crackle with electricity. Until the start of your next turn, whenever you are struck by melee attacker, the attacker takes electrical damage equal to your rune die roll.

Rune of the Elements. *Prerequisite:* 7th level. Choose an element type when you choose this rune. When you make a weapon attack roll against a creature, you can expend one rune die. You summon a number of 1/4 CR elementals equal to the rune die roll of the element selected. The elementals remain for 1 minute, and do not require concentration. They otherwise work as though a **conjure minor elementals** spell. Once used, this rune may not be used again until after a short or long rest.

Rune of Ancestors. *Prerequisite:* 7th level. At the end of a short rest, in which you expended one or more hit dice, you expend one of your rune dice. You heal an amount equal to the rune die. Additionally, you duplicate the effects of the **augury** spell.

Rune of Arcane Absorption. *Prerequisite:* 7th level. When a creature you can see begins to cast a spell, as your reaction you may expend one of your rune dice. You duplicate the effects of the **counterspell** spell. Once used, this rune may not be used again until after a short or long rest.

Rune of Eternal Chasm. *Prerequisite:* 7th level. When you hit a creature with weapon attack, you can expend one rune die. The creature is affected by an illusion forcing them to think they are falling down a bottomless chasm. The target must make an Intelligence saving throw. On a failed save, the creature takes psychic damage equal to your rune die + your Constitution modifier, and the target becomes prone. Creatures immune to illusions are immune to this effect.

TRUENAME MAGIC

Everyone and everything has a truename. A hidden and secret language of the gods, those that know the truename has sway over that which it identifies. No two creatures will ever have the same truename. A truename spoken cannot be simply overheard, for it is a language only the gods and some god-like beings can truly understand. While some mortals have been able to uncover some of the secrets of this powerful

language, even they have not learned all of the aspects of knowing a truename.

BARD COLLEGE

COLLEGE OF TRUENAME KEEPERS

Bards of the College of the Truename Keepers are poets that learn and pass on the oral epics of heroes. Their true focus however is learning and passing on the truename of long lost heroes. They feel there is no better way to honor and remember the heroes of the past than to keep their truename alive. Known as a **Forgotten Truename**, they are truename words of those that have passed or ascended. Having lost their power over the creature they once identified, the bard now uses them to inspire allies and strike fear into enemies.

TRUENAME TRADITION

When you join the College of the Truename Keepers at 3rd level, you learn the spell **reveal truename**. The spell counts as a bard spell for you but it doesn't count against the number of bard spells you know. You automatically know your own truename.

Additionally, you may add a special truename component to any enchantment spell you cast. By speaking the truename of the target while casting, it doubles the duration of any non-instantaneous enchantment spell. You must know the truename of the target, and if the spell affects multiple targets, only the creature that you spoke the truename of is affected by the extended duration.

You may retain to memory a number of Truenames equal to 1+ your Intelligence modifier.

FORGOTTEN TRUENAME

Starting at 3rd level you learn a Forgotten Truename. A Forgotten Truename is the truename of a hero or historic creature, such as a dragon, long since gone that your College refuses to be let be lost to time. The Forgotten Truename is a special truename that does not count toward your maximum truenames known. When you give a Bardic Inspiration die to a creature you may speak the Forgotten Truename to give an additional boost. The hero may be someone known to many, or someone known to few. Regardless, it is the legend remembered by the Realms that allows

the Forgotten Truename to touch and affect the target's truename.

Choose a hero and select the ability score (Str, Dex, Con, Int, Wis, Cha) that best defines that hero. If a character uses a Bardic Inspiration die on an ability check or saving throw of the chosen type, they may re-roll the inspiration die if the result is a 1. The second roll must be used. You may work with your DM to choose a hero from the history of the Realms or to establish one yourself, perhaps even a previous character you have played.

FORGOTTEN TRUENAME II

Beginning at 6th level you learn an additional name for the Forgotten Truename feature. Choose a new ability score and again work with your DM to determine who the hero was.

JUDGMENT OF THE FORGOTTEN

At 14th level, by adding a Forgotten Truename to one of your spells, you strike with extra energy. You can expend one use of Bardic Inspiration after a target fails a saving throw from one of your Bard spells that causes psychic damage. Roll a Bardic Inspiration die and add the number rolled to the damage.

OTHERWORLDLY PATRON

THE CELESTIAL

Your patron is a celestial being of great power. The being has perhaps fallen from graces from their deity, or it disagrees how best to further their goals. Celestial patrons more commonly however, are celestial beings whose deity has died. A celestial patron's goals may match or oppose that of their deity's, and the Warlock is unlikely to ever learn of what deity the celestial follows. The celestial is able to grant power by unlocking knowledge of Truename magic to the warlock.

EXPANDED SPELL LIST

The Celestial lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

CELESTIAL EXPANDED SPELLS

Spell Level	Spells
1 st	Healing Word, Command
2 nd	Alter Self, Locate Object
3 rd	Feign Death, Remove Curse
4 th	Locate Creature, Death Ward

LANGUAGE OF THE GODS

At 1st level you learn the spell **reveal truename**. The spell counts as a warlock spell for you but it doesn't count against the number of warlock spells you know. You automatically know your own truename. You may retain to memory a number of truenames equal to 1+ your Intelligence modifier.

ALTER FATE

At 1st level you are able to whisper the truename of a creature that you know, granting it a subconscious awareness of its place in the universe and altering in a small way the fate of a creature. As a bonus action, if the creature is within 60 feet of you, you may choose to grant it one of the following effects.

- The creature automatically succeeds any death saving throws until the end of its next turn.
- The creature gains 1 temporary hit point.
- The creature gains advantage on Concentration checks until the end of its next turn.

WRACK EXISTENCE

At 6th level you have learned to speak the truename of a creature to make it question its very existence. When a creature you can see that you know the truename of makes an attack you may use your reaction to speak its truename. A brief disorientation of reality causes the target to have disadvantage on their first attack.

You can't use this feature again until you finish a short or long rest.

THY OWN TRUENAME

Beginning at 10th level you have gained a stronger grasp of your own truename. You gain the following benefits.

- Your truename does not count toward the limit of truenames you may know.

- You have advantage on any saving throw to prevent others from learning your truename
- You may as a reaction speak your own truename when forced to make a saving throw to prevent changing shape or to become petrified. You gain advantage on the saving throw.

SHATTER EXISTENCE

Starting at 14th level, when a creature fails a saving throw from a spell you cast containing their truename component, you can use this feature to shatter their very existence. The creature begins to fade and disappear before you.

If the target is not a celestial it takes 10d6+40 necrotic damage. If this damage reduces the target to 0 hit points, the creature and everything it is wearing, except magical items, ceases to exist. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Once you use this feature, you can't use it again until you finish a long rest.

ELDRITCH INVOCATIONS

PAINFUL PRESENCE

Prerequisite: **herald truename** cantrip

When you cast **herald truename**, add your Charisma modifier to the damage it deals.

SYLLABLE OF CESSATION

Prerequisite: **herald truename** cantrip, 5th level

You are now able to halt a target in their tracks. When you cast **herald truename**, on a failed save the target now becomes restrained until the start of your next turn.

DIVINE PETRIFICATION

Prerequisite: **herald truename** cantrip, syllable of cessation invocation, 12th level

You can cast **hold monster** at will - targeting a creature you know the truename of - without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again.

SPELL DESCRIPTIONS

A new Component type of *truename* is introduced with this sourcebook. In order to cast a spell with a truename component, the caster must know the target's truename, as well as to be able to speak it.

REVEAL TRUENAME

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour.

For the duration you can perceive the realm where truenames reside. When you cast this spell, and as a bonus action on each turn until the spell ends, you can focus on a visible creature to reveal its truename. The target may choose to make Charisma saving throw to avoid revealing its truename. Fiends and Celestials have advantage on the saving throw.

Additionally this spell allows you to hear the truename language for the duration. You may hear a spoken truename and immediately learn it without allowing the owner a saving throw. However, hearing a language not intended for mortals can be a traumatic experience. Any time you hear another creature speak a truename, you must make an Intelligence saving throw with a DC of 20. If you fail, you gain a random short-term madness (see DMG p259). If you fail this save by more than 5 you gain a long-term madness.

Once a truename is revealed, you may use it for the duration of this spell. The nature of the truename language causes it to fade from you're your memory at the end of the spell's duration. You may attempt to retain knowledge of the truename. To do so, make an Intelligence (Arcana) ability check contested by the owner's Charisma check. If you succeed you may retain the truename and continue to use it after the duration of this spell.

You may retain to memory a number of truenames equal to 1+ your Intelligence modifier. You may choose to forget a truename at any time in order to learn a new one.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the duration of the spell increases by 1 hour for each slot level above 1st.

HERALD TRUENAME

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S, truename

Duration: Instantaneous

You speak the truename of a creature and the planes shift sending a shock of energy into the target. The target must make a Charisma saving throw or take 1d10 radiant damage.

The spell becomes more devastating at higher levels; 2d10 damage at 5th, 3d10 at 11th and 4d10 at 17th.

FEATS

The below feat can be used in conjunction with the Reveal Truename spell.

CELESTIAL UTTERANCE

Prerequisite: Know the reveal truename spell.

You may utter the truename of a creature you know to exhort influence over it. When you do so, you duplicate one of the below spells against it, cast at its lowest level.

- Friends
- Command

Your spellcasting ability for the spell is Charisma. Once you cast it, you must finish a long rest before you can cast it again.

MINOR RITUALS

Minor rituals are what a Wizard might call commoner magic, and the ignorant might call silly superstitions. Usually traditions passed on from one generation to the next, minor rituals provide a touch of arcane protection to the common folk who might otherwise have none.

Minor rituals are not an efficient use of magic, at least not for the average adventurer. These rituals are designed and intended to add a touch of magic to the remote village the players might visit, or explain how one family may have survived a threat that no-one else did. They could be used as DM hooks for low level adventures or simply added in to spice things up. They are usually passed down from parent to child by commoners as they grow up. Considered witchcraft in some societies, practitioners may do their best to hide their knowledge and practice.

MINOR RITUALS FOLLOW THE FOLLOWING RULES.

Anyone can cast a minor ritual should they know the process. The ritual casting feature is not required. All minor rituals require specific material components and processes that must be available. Casting a minor ritual takes at least 1 hour per day for a week. Casting a minor ritual is usually location or item based, and that location or item must be visited at the time of each casting.

MINOR RITUALS

RITUAL OF THE DISREGARDING DEMON

Casting Time: 1 hour a day for 1 week

Components: V, M (Thistle, Cloves, Specially brewed alcohol)

Utilizing thistle, cloves and special alcohol brewed specially for the ritual, an arcane symbol is formed that is hung over a door or window. The alcohol is spread about the dwelling or home to be affected.

Upon completion of the ritual the home and its occupants are seemingly ignored by demons.

Perhaps it is invisible to them, or perhaps the demon senses the respect and fear they feel they deserve.

Either way, demons seemingly ignore the household when passing through an area. Additionally, a demon that is summoned or appears within the household

will simply leave if unprovoked. If the home contains an object a demon desires, a creature they seek, or is threatened in any way this ritual has no effect.

This ritual is considered demon worship by some cultures and has been found included in the writings of some cults. Still there are those who pass the ritual down and claim it is ward against evil and not worshipping them.

RITUAL OF BLIND LUCK

Casting Time: 1 hour a day for 1 month

Components: M (Incense and an object considered lucky by the culture)

This ritual is performed for an hour each day for a month immediately following an event of particularly bad luck on the caster's part. Incense is burned in front of an object that is considered lucky by the culture of the caster. Items such as a rabbit's foot, horse shoe or any other small trinket could be used. Once complete the item holds incredible luck, but the caster may never know how or when that luck will present itself. So long as the caster holds the item, one lucky thing will occur for them, almost always in a way unnoticeable by them. The lucky event will occur sometime within a year of the casting and afterward the item and the ritual will have no further effect. An example would be the caster goes to collect fire wood and returns to camp without incident. What they didn't know was a hungry Ogre hunting for food was about to stumble upon the caster. Instead a large Elk wandered in front of the Ogre, providing a larger and easier prey.

It is thought this ritual will only work once for a caster and never again, but that has never been proven. Really, because of the unknown nature of the luck, many don't believe it works at all. While others will think every good thing that happens to them is because of the object, long after the magic has passed.

Some churches of Tymora have disavowed this ritual as it does not invoke her power. While other churches and followers of Tymora simply say all luck comes from her, even from rituals such as this.

RITUAL OF NIXING NIGHTMARES

Casting Time: 1 hour a day for 1 week

Components: V, M (Small sweet snacks, shiny trinkets, and children's teeth)

This ritual is performed for an hour each day for a week, afterward it must be maintained by casting again at least once a week. This ritual includes decorating trees with small shiny objects, giving small treats as offerings and leaving the teeth that children lose as gifts. It is thought that these offerings are enjoyed by and taken by Fey-kind such as sprites and fairies, or perhaps they simply disappear into the feywild. After first completed and while maintained those dwelling in the household targeted by the ritual find they never have nightmares. Additionally, they sometimes find when they wake up additional decorations have appeared, objects rearranged or organized and it isn't unheard of that a few copper pieces may show up, particularly when a child's tooth is left behind.

Some cultures believe that using this ritual will eventually lead to children in the neighborhood being snatched up by hags. Legend also has it, that one set of particularly abusive parents who performed this ritual were murdered in their sleep.

WILD MAGIC

With all of the randomness the Wild Magic Surge chart provides for 5e, more randomness can only mean more fun. When the player's start planar traveling, don't let them expect to get the same results as they've been getting back on their home plane. The energies of magic on the planes don't always act the same, and so the way a sorcerer gathers and unleashes them would change as well. So through that philosophy the unleashed wild surge would of course change as well.

Below are two custom Wild Magic Surge charts inspired by this thought, one for the Feywild, and another for the Shadowfell. The benefits/risks are roughly the same as the default charts with some minor increases in power, as well as a bit more hostile creatures that may appear.

WILD MAGIC SURGE - FEYWILD

d100	Effect	d100	Effect
01-02	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.	51-52	Illusory glowing fairies float around you for the next minute. While they do, you have resistance to psychic damage.
03-04	For the next minute, you can't be charmed.	53-54	For the next 5d6 days only alcoholic beverages will quench your thirst. A remove curse or the kiss of a Dryad will remove this effect.
05-06	2d6 Giant Owls (*creature P327 DMG) controlled by the DM appears in an unoccupied space within 60' of you and are hidden.	55-56	All buttons, clasps, bows, knots and similar devices you wear immediately come undone.
07-08	You cast Sleet Storm centered upon yourself. This lasts for 1 minute and continues without concentration.	57-58	For the next minute any object or creature you touch is affected as though by the Faerie Fire spell.
09-10	You cast Sleep as a 5th-level spell.	59-60	You regain your lowest-level expended spell slot.
11-12	Your hair changes color and sparkles in the sunlight. Roll 1d10. 1-2. Bright Red. 3-4. Yellowish Blonde. 5-6. Pixie Green. 7-8. Light Blue. 9-10. Shiny Silver	61-62	For the next minute you must speak in rhymes. Each time you fail to do so, you take 1d4 psychic damage.
13-14	You cast Confusion centered on yourself as a 6th level spell.	63-64	All creatures within 60' of you gain resistance to poison for the next minute.
15-16	A misty rain begins falling around you in a 30' radius. A creature that starts their turn within the rain regenerates 2d4 hit points.	65-66	You cast Moonbeam as a 3rd level spell.
17-18	A number of small leaves grow scattered about your skin. After an hour they begin changing color to red orange and yellow. After two hours they turn brown and fall harmlessly off of you.	67-68	You are charmed by the nearest creature until the end of your next turn. You treat the creature as your friend and companion.
19-20	You cast Entangle centered upon yourself. This effect lasts 1 minute and does not require concentration.	69-70	Each creature within 30 feet of you becomes invisible for the next minute. The invisibility ends on a creature when it attacks or casts a spell.
21-22	The next enchantment spell you cast in the next minute is affected as though by the Extended metamagic. Additionally the target has disadvantage on the saving throw.	71-72	You gain advantage on all spell saving throws for 1 minute.
23-24	Your skin turns to a shiny gold color. A remove curse will end this effect.	73-74	A random creature within 60' becomes charmed by you for 1d4 hours.
25-26	A magical veil of shifting patterns and lights covers you. For the next minute you have advantage on Dexterity (Stealth) checks while in the Feywild.	75-76	Twinkling lights surround you within 30' providing dim light. Any creature that ends its turn within 5' of you becomes Incapacitated and invisible for 1d4 rounds.
27-28	The next spell with a casting time of a bonus action you cast within the next minute, does not use up a spell slot.	77-78	You cast polymorph on yourself. If you fail the saving throw you become a deer for the spell's duration.
29-30	You teleport up to 60 feet to an unoccupied space of your choice that you can see.	79-80	Illusory dragonflies and flower petals flutter in the air within 10 feet of you for the next minute.
31-32	You are transported to the Prime Material Plane until the end of your next turn, after which time you return to the space you previously occupied or the nearest unoccupied space if that space is occupied.	81-82	You can take one additional action immediately.
33-34	The next enchantment spell that you cast in the next minute that charms the target is twinned (as per the metamagic ability).	83-84	Each creature within 30 feet of you takes 1d10 thunder damage. You become resistant to thunder damage for the next minute.
35-36	Roll a d10. You gain a number of memories from a fey creature (such as a pixie or sprite) equal to the roll of the die. The nature of the memories, as well as when and how they are revealed, are up to the DM.	85-86	You cast the Speak with Animals spell
37-38	2d4 Sprites controlled by the DM appear in unoccupied spaces within 60' of you.	87-88	You cast Freedom of Movement on a random creature within 60' of you.
39-40	You are cured of all poisons, diseases and all curses are lifted from you.	89-90	You become invisible for the next minute. During that time, other creatures can't hear you. The invisibility ends if you attack or cast a spell.
41-42	You are transformed into a prism until the start of your next turn. While a prism, you are incapacitated and have vulnerability to all damage. If you drop to 0 hit points, you shatter, and your form reverts.	91-92	If you die within the next minute, you immediately come back to life as if by the resurrection spell back on the material plane.
43-44	You gain the Tree Stride ability of a Dryad for next minute.	93-94	3d6 coins you hold turn to wood.
45-46	You cast Misty Step on yourself.	95-96	You and all creatures within 30 feet of you gain vulnerability to poison damage for the next minute.
47-48	A Dryad controlled by the DM appears in an unoccupied space within 60' of you.	97-98	You are surrounded by faint, ethereal music of enchanting melancholy for the next minute.
49-50	You are unable to speak for the next minute, whenever you try pastel colored sparkling bubbles float from your mouth.	99-00	For the next minute you can use your Bend Luck and Metamagic features without spending sorcery points.

WILD MAGIC SURGE - SHADOWFELL

d100	Effect	d100	Effect
01-02	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.	51-52	A spectral skull hovers around your head for the next minute. While it does, you have resistance to necrotic damage.
03-04	For the next minute, you have devil sight 60'.	53-54	For the next 5d6 days water intoxicates you as if it were alcohol.
05-06	3d4 Shadows (*creature P269 DMG) controlled by the DM appears in an unoccupied space within 60' of you and are hidden.	55-56	Your hands fall off your body, dropping what they carry, and scurry off into whatever crevice they can find. They immediately grow back.
07-08	You cast Evard's Black Tentacles centered upon yourself.	57-58	For the next minute any flames the size of a campfire or smaller you come within 10' of, are extinguished. Additionally magical darkness you touch is dispelled.
09-10	You cast Chill Touch as a 5th-level spell.	59-60	You regain your lowest-level expended spell slot.
11-12	Roll a d10. The length of your shadow changes by a number of inches equal to the roll. If the roll is odd, it retracts. If the roll is even, it extend	61-62	For the next minute your eyes shed bright light for 60'.
13-14	A random creature within 30 feet of you is targeted by a Blight spell. If the target is undead, it is instead sent to the Prime Material Plane.	63-64	All creatures within 60' of you gain resistance to fire damage for the next minute.
15-16	You cast Vampiric Touch	65-66	Up to 3 creatures you choose take 4d10 necrotic damage. You heal that amount.
17-18	Your fingernails, toenails and hair all double in length.	67-68	Gain a short term madness (DMG p259) for 1d10 minutes.
19-20	All corpses within 30' of you are affected by the Gentle Repose spell.	69-70	A darkness spell is cast on the space of each creature within 30 feet. Any casters in the area instead have the spell target their focus (if any. This effect lasts 1 minute without concentration.
21-22	You have resistance to necrotic damage for the next minute.	71-72	You gain advantage on all spell saving throws for 1 minute.
23-24	Your eyes become invisible making others see nothing but empty sockets. A remove curse will end this effect.	73-74	A random creature within 60' becomes frightened for 1d4 hours.
25-26	A skeletal head protrudes from one of your shoulders. It does nothing until you try to intimidate someone, at which point it will back up what you say and make additional and exaggerated claims. You have advantage on Intimidate checks for the next minute. At the end of the time skull retracts back into the caster's body.	75-76	You glow a sickly green dim light for 30'. Any creature that ends it's turn within 5' of you becomes poisoned for 1d4 days.
27-28	For the next minute your necromancy spells with a casting time of 1 action have a casting time of 1 bonus action. Additionally they do not require concentration.	77-78	You cast polymorph on yourself. If you fail the saving throw you become a bat for the spell's duration.
29-30	You and the closest undead teleport, swapping positions.	79-80	Illusory rats scurry about the ground within 10 feet of you for the next 1d4 minutes.
31-32	You are transported to the Prime Material Plane until the end of your next turn, after which time you return to the space you previously occupied or the nearest unoccupied space if that space is occupied.	81-82	You can take one additional action immediately.
33-34	Illusions spells you cast for the next minute are real, as per the Illusory Reality feature of the Wizard.	83-84	(2d4) skeletons crawl out of the ground around you in unoccupied spaces. They are under your control. They are destroyed after an hour.
35-36	Roll a d10. If it is an odd number you gain that many additional shadows. If it is an even number you lose that many (to a minimum of 1). This lasts even when leaving the Shadowfell.	85-86	You cast the Creation spell
37-38	A smoky cloud appears and 3d6 Zombies controlled by the DM shamble into unoccupied spaces within 60' of you.	87-88	You cast Death Ward on a random creature within 60' of you.
39-40	Recover from any Shadowfell Despair, or any Madness you may suffer from.	89-90	You cast False Life as a 5th level spell.
41-42	Your shadow(s) become corporeal and begin tickling you until the start of your next turn. During this time it provides a half cover (+2 AC). If you have more than one shadow you have three-quarters cover (+5 AC). If you have 8 or more shadows you have full cover.	91-92	If you die within the next minute, you immediately come back to life as if by the Raise Dead spell. Additionally, dead creatures within 60' of you become zombies.
43-44	As a bonus action this turn, you may treat any shadow as a Dimension Door.	93-94	For the next minute, your bones begin to shed bright light causing your body to glow red and your skeletal image to appear within. *(The light only provides dim light for 5').
45-46	You cast Spider Climb on yourself.	95-96	You and all creatures within 30 feet of you gain vulnerability to radiant damage for the next minute.
47-48	A Shadow Demon controlled by the DM appears in an unoccupied space within 60' of you.	97-98	You are surrounded by faint, ethereal music of forbidding doom for the next minute.
49-50	You are unable to speak for the next minute, whenever you try black inky bubbles float from your mouth.	99-00	You regain 1 expended sorcery point at the start of your turn for the next minute.