

TRULY
WILD
MAGIC



TRULY WILD MAGIC

Bringing chaos to order

Introduction: Custom rules that replace or tweak the Wild Magic Sorcerer abilities and accompanying Wild Magic Surge table. The purpose of these tweaks is to both give a more stable representation of how and when to activate the Wild Magic rules and balance the Surge results in a more game friendly manner.

These rules are optional and supplementary

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Defining Chaos

“The following sources on chaos are intended for general audiences; they do not require advanced mathematics.”

—Books Abraham, R.H. and Shaw, C.D., *Dynamics: The Geometry of Behavior*, 2nd edition

Objective

To make the Wild Magic Sorcerer class more role play oriented, more fun, less dangerous, non-permanent and balanced for good/bad outcomes.

Balancing Chaos

In *Dungeons and Dragons* it's stated multiple times throughout the core books and accompanying adventures that the rules are used to help bring balance to a game of telling stories. They help keep things going without one person being all powerful (except for the DM of course) and supposedly keeping things in line with what we expect or can measure in the real world. And then they add magic. And dragons. And...you get the idea. The rules help players enjoy telling a story about their characters and offer suggested mechanics to help bring some challenge to situations presented in the game, it keeps us from all just sitting around and talking about how amazing our characters are which would get boring really quickly. It gives us a reason to tie our characters together in the story line, to work as a group to thwart enemies and overcome obstacles that individual characters would falter or simply fail in the face of. The rules are meant to be bent and sometimes broken, they're more of "guide lines" really, but they exist for a reason. At this point you probably understand how role playing games work and what the roles are in a group of players. The Dungeon Master prepares and adventure and adjudicates the rules, presents the challenges, enjoys seeing players overcome them (or be squashed by them). The DM has the power to control the monsters, changes

rules that don't fit their style of game and generally warp reality for the characters as they see fit. The players build characters that have set abilities, dynamic story lines and goals. They know what abilities they will gain in coming levels, what those abilities do and make conscious choices to build a character that they both want to play and that will be able to survive the coming challenges presented by the DM. They try to take the chaos of battle, the impossibility of magic and the wild creatures of pure imagination and give them substance. They generally try to bring a semblance of order to the chaos of life... to give mechanics and balance to chaos. That being said, the general rule is that the character classes available have been built and balanced through years of proper testing. They've gone through untold revisions, hundreds of hands and thousands of hours of play before they get put into the official *Player's Handbook*. It's widely accepted, even in official play, that the classes are well defined and players must build their character knowing what their options are and that even though their story line and background is moldable the class abilities listed are mechanically set in stone. Except for one class and one specific sub class. The Wild Magic Sorcerer.

Why Make changes?

Out of all the core classes available in the Players Handbook the Wild Magic Sorcerer and their accompanying Surge table seems to catch everyone's attention at one point or another. First they skim the list and see something weird, then their eyes get big and they see something cool right before they shake their head and turn the page. It's a wildly potential class with tons of "Whoa, that was awesome!" factors that just never quite make the risk worth the take.

Wild magic in itself is chaotic and random. You reach deep into the swirling vortex of the unknown, grasp at the magical threads that tie together the very fabric of existence...and you tug! Sometimes you pull the wrong threads.

The first problem that most people run into with Wild Magic is that even though it seems amazingly fun to play it's just TOO chaotic and random to make the game fun. The second problem is that even though it sounds like you'll be doing something crazy every time you cast a spell the math almost totally erases that potential. Players have gone through 16 levels of Sorcerer and NEVER ONCE been subject to the Wild Magic Surge table of amazing things due to one reason. The written rule.

The Written Rule Needs Tweaking

The way the rule is written is unlike many others in the book and definitely unlike any other a player characters class is subject to. The Wild Magic Surge only happens when the DM randomly decides that it should even be rolled for in the first place, and then, that one time in a million when it might make good comedic effect if just the right spell turns crazy, you have to roll a D20 and land a 1. So once in... who knows how often... your DM randomly decides for the ability to take affect and then only one in twenty of those times will anything actually happen. What? Why

does my characters fun and wild mechanic literally only possibly happen when the DM says so? Why make that a class at all? Why not just say "instead of having an ability the DM now has the power to randomly make your spells do what he wants if he feels like it." Ok, ok. The DM can do that anyway right? But as a character building mechanic to choose from? FOOLISH!

The Solution

Rewrite the rules. Create custom, optional and supplementary rules that more properly define when you should make Wild Magic Surge roles and change the table of possibilities to remove the overly powerful and game breaking/ending possibilities.

Below are the proposed changes to the Wild Magic Surge ability, there are 3 different options that can be used in your game. Each subsequent option would cause the likelihood of a Wild Magic Surge to increase dramatically.

Truly Wild Magic Surge

Option 1

Starting when you choose this origin, your spellcasting can unleash accidental “happy accidents” of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, roll a d20. If you roll a 1, roll on the Truly Wild Magic Surge table to create a random magical effect. This effect occurs in tandem immediately upon completing your casting action, it does not replace your spell nor cause it to be lost.

Truly Wild Magic Surge

Option 2

Starting when you choose this origin, your spellcasting can unleash accidental “happy accidents” of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, roll a d20. If you roll a 1 or a 20, roll on the Truly Wild Magic Surge table to create a random magical effect. This effect occurs in tandem immediately upon completing your casting action, it does not replace your spell nor cause it to be lost.

Truly Wild Magic Surge

Option 3

Starting when you choose this origin, your spellcasting can unleash accidental “happy accidents” of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, roll (X)d20 where (X) equals the level of the spell being cast. If you roll a 1 or a 20, roll on the Truly Wild Magic Surge table to create a random magical effect. Only roll one time on the table unless instructed otherwise, ignoring all other 1’s or 20’s. This effect occurs in tandem immediately upon completing your casting action, it does not replace your spell nor cause it to be lost.

Tides of Chaos

Optional Rule

Immediately upon taking this class 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 gain the “Stranger Things” quality. The next time you cast a sorcerer spell of 1st level or higher you must immediately roll on the Truly Wild Magic Surge table, upon doing so you lose the “Stranger Things” quality. You can use this ability (2+Cha Modifier) times per day but only when you do not have the “Stranger Things” quality applied.

Stranger Things

Weird things begin to happen when you manipulate fate and play with power that you don’t truly understand. Since you chose to pluck the strings of chaos an aura of wild magic clings to you, shaking and disrupting things around you. This presents itself in a number of different ways, each time they are different and unpredictable yet relatively benign. Some examples include the following.

- Water becomes unpleasantly hot or cold when you touch it or a small container holding it. Cold beer is warm, warm bath water is too chilly.
- Bugs become attracted to you and bite you. Small red rashes appear on your skin when bit and you find it hard to sleep with them pinching.
- You speak slowly or quickly, garbling your messages in general conversation. This generally annoys those who were trying to pay attention to what you were saying.
- A flatulent sound echoes from your foot-steps and an unpleasant smell accompanies you, causing others to accuse you of “walking farts.”
- Detect Magic shows a jittery aura that seems to cast ripples from your body causing this effect.
- Anything else that the DM can think of that’s fun

Truly Wild Magic Surge Table

D100

EFFECT

01-02 You cast *magic missile* as a 5th-level spell, summoning 7 darts of magical force that deal 1d4+1 force damage each to one or several creatures of your choice.

03-04 Roll a d10. Your height changes by a number of inches equal to the roll. If the roll is odd you taste a combination of cherry tart, custard, pineapple, roast turkey, toffee and hot buttered toast, all mixed up! You also shrink. If the roll is even you taste cranberry pomegranate cake, it's delicious and like all cake is prone to do, it makes you grow.

05-06 You seem to have forgotten what you're doing. You cast *confusion* centered on yourself.

07-08 For the next minute, you regain 5 hit points at the start of each of your turns. Your knuckles itch a little but you can't find anything wrong with them.

09-10 You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face.

11-12 You cast *grease* centered on yourself. Whoopsie!

13-14 Your skin turns a vibrant shade of blue, you grow foot long wavy antennae from your scalp and a glowing halo floats above your head for 24 hours. The halo emits light in a 5 foot radius.

15-16 An eye appears on your forehead for the next 10 minutes. During that time, you have advantage on Wisdom (Perception) checks that rely on sight. You have the strange urge to make triangle shapes with your hands.

17-18 Your hands grow strange suckers that excrete a sticky web like substance. You have advantage on climb and grapple checks but must make a Strength check to release items held. This effect persists for 24 hours.

19-20 You are transported to the Astral Plane until the end of your next turn, after which time you return to a random space that is unoccupied within 30 feet of your original space. Roll a percentage die. 01-50 and you are standing on a barren rock flying through the far reaches of space, nothing but twinkling stars and colorful corona's as far as the eye can see. 51-100 and you are standing in the private quarters of a Githyanki astral ship captain who is currently neck deep in pink bubbles. His eyes widen as he bellows in a startled voice "By the gods! ANOTHER ONE!" He shouts just before you pop back to your own plane of existence.

21-22 Power courses through your veins as you grip a pulsing string of nether in your hand. Maximize the damage of the next damaging spell you cast within the next 10 turns.

23-24 Flip a coin! If it lands on Heads then your Charisma score changes to 20 but if it lands on tails your Charisma score becomes a 3 (ewwww). Your score reverts back to its original number in 1 minute.

25-26 A bloated hill giant corpse appears nearby. It appears to have been sitting in the sun for several days but it seems the giant's bag is intact! If you have a copy of Storm King's Thunder then roll 1d4 times on the "Items In A Giant's Bag" table, if not you only find a dented metal helmet and dead sheep.

27-28 You turn into a potted plant until the start of your next turn. While a plant, you are incapacitated and have vulnerability to all damage. If you drop to 0 hit points, your pot breaks and your form reverts.

29-30 You suddenly grow a long, hairless blue tail that allows you to teleport up to 20 feet as a bonus action on each of your turns. The tail disappears in one minute or if severed.

31-32 Did somebody turn the gravity off? Nope, you just cast *levitate* on everything in a 30 foot radius.

33-34 A unicorn controlled by the DM appears within 5 feet of you. It heals any wounds you may have and disappears in one turn.

35-36 You can't speak for the next minute. Whenever you try, pink bubbles float out of your mouth with written text floating inside them. When you pop the bubbles the words are released!

37-38 A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to *magic missiles*.

39-40 You are immune to being intoxicated by alcohol for the next 1d6 days. The upside is that you can win any drinking contest without even slurring your insults!

41-42 Your hair bursts from your head and showers the ground leaving you bald. Your head itches for the next 24 hours as it quickly grows back to its normal length.

43-44 You summon an invisible humanoid that tells amazing jokes. Only you can see or hear it.

45-46 Your voice booms to 5 times its normal volume, including your breathing. You annoy people nearby and gain disadvantage on stealth checks for the next 10 minutes.

47-48 A 15 foot cone of fire explodes out in front of you; anything it hits takes 2d8 cold damage and is slowed by

10 feet for until the end of their next turn.

49-50 Up to three creatures you choose within 30 feet of you take (X)d10 lightning damage. (X) is equal to the highest level of spell you are able to cast.

51-52 Whoa, why does everything have such big teeth? You are frightened by the nearest creature to you at the start of your turn for the next 5 turns.

53-54 Each creature within 30 feet of you becomes invisible for 1 minute. The invisibility ends on a creature when it attacks or casts a spell.

55-56 Your skin begins to ripple with a rainbow of colors; you gain resistance to all damage for the next minute.

57-58 You glow with a bright light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn.

59-60 You cast *polymorph* on yourself. If you fail the saving throw, you turn into a sheep for the spell's duration.

61-62 Illusory butterflies and flower petals flutter in the air within 10 feet of you for the next minute.

63-64 Ultimate cosmic power! Each creature within 30 feet of you takes (X)d10 necrotic damage. You regain hit points equal to the sum of the necrotic damage dealt. (X) is equal to the highest level spell slot you possess. Any excess hit points above your maximum become bonus hit points that persist for 1 hour.

65-66 You become invisible for the next 10 minutes and other creatures can't hear you. The invisibility ends if you attack or cast a spell.

67-68 Your magical essence receives a hard reset by the universe. Your spells all become *prestidigitat* for the next 10 minutes, at the end of this period you regain all spent spell slots as if receiving a full nights rest.

69-70 You are surrounded by faint, ethereal music for the next minute, tiny violins float in the air about you.

71-72 Your skin crackles with arcane magic; it rushes into your pores and fills you with potential. You regain all expended sorcery points.

73-74 You change gender for one minute but retain the general body features of your original form. For example; a female with a hairy chest and full beard or a man with elegant finger nails and pig tails!

75-76 Your feet feel impossibly heavy; as a matter of fact they're turned to stone! Your speed is halved for 1 minute.

77-78 You summon a thin green fog that fills a 60 foot area and stinks horribly. It leaves a bad taste in your mouth too.

79-80 Grass, flowers and strange plants sprout wherever you step for the next minute. Roll 1d4 and find that many magical "Goodberries" ready for harvest.

81-82 All lights, even magical, within 30 feet of you are extinguished as a gust of primal wind surrounds you momentarily, small dust flurries dance nearby for the next minute.

83-84 All of the water within 30 feet of you turns to cheap wine. All of the wine within 30 feet of you turns to water. If this occurs when you are near a body of still water then you've probably just caused an ecological disaster of delicious (yet probably deadly) consequences.

85-86 For the next minute your speed doubles and you gain a free standard action every turn but you must make a successful 10 Dexterity check for every action you take or you fumble it. You're just too fast and jittery to properly control your movements!

87-88 Your stomach feels like it's turned into a black hole! You must eat double your portion of daily food starting on your next turn or immediately take a level of exhaustion due to starvation. You may use your bonus action to consume food each round, this ends when you have eaten 2 pounds of food or 0 speed.

89-90 A small cloud appears above your head and drizzles a cold rain on your parade. The pesky thing sticks around for 10 minutes.

91-92 Small bugs keep finding their way up your pants leg and into your shirt. They pinch and make you unable to rest easily for the next 24 hours no matter how many times you bathe.

93-94 Your hair stands on end and your hands emit a static charge dealing 1 point of damage to anything you touch for the next 24 hours.

95-96 You emit an aura of cold, chilling everyone and everything around you for 24 hours or until you bundle up in something warm for a long rest. People begin to call you "Winter" and mumble about "look who's coming" whenever you're near.

97-98 You take on a deathly pallor and the stench of the grave for 24 hours. Magic detects you as undead during this time and you cast no reflection or shadow for the duration.

99-100 Your eyes turn a deep violet. You gain dark vision of 120 feet and sensitivity to light for 24 hours. Why does everyone keep yelling "Drow"?



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