

Sorcerer: Wild Magic

Your innate magic comes from the wild forces of chaos that underlie the order of creation. You might have endured exposure to some form of raw magic, perhaps through a planar portal leading to Limbo, the Elemental Planes, or the mysterious Far Realm. Perhaps you were blessed by a powerful fey creature or marked by a demon. Or your magic could be a fluke of your birth, with no apparent cause or reason. However it came to be, this chaotic magic churns within you, waiting for any outlet.

Wild Magic Surge

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, you roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

Tides of Chaos*

Starting at 1st level, 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.

When this feature has been used, your magic becomes more unstable and is more likely to cause a Wild Magic Surge, depending on the level of spell cast (as shown in the table below).

SPELL LEVEL	CONSERVATIVE ODDS		RECOMMENDED ODDS		<i>If you roll on the surge table, you regain the use of Tides of Chaos and your magic becomes more stable. (only a 1 on a d20 from a spell of 1st level or higher will cause a surge if Tides of Chaos is usable.) (Odds are the likelihood to hit the surge table after 3 casts at each spell level)</i>
0	1	14%	1-2	27%	
1	1-2	27%	1-4	49%	
2	1-3	39%	1-6	66%	
3	1-4	49%	1-8	78%	
4	1-5	58%	1-10	88%	
5	1-6	66%	1-12	94%	
6	1-7	73%	1-14	97%	
7	1-8	78%	1-16	99.2%	
8	1-9	83%	1-18	99.9%	
9	1-10	88%	1-19	99.987%	

Wild Spell*

*As a Wild Magic Sorcerer, you can gain the ability to tap within the wellspring of chaos inside of you. When you gain the ability to choose Metamagic options, you may choose **Wild Spell** as a Metamagic option.*

Wild Spell:

The next time you cast a spell, you may spend 2 sorcery points to roll on the Wild Magic Surge table

Bend Luck

Starting at 6th level, you have the ability to twist fate using your wild magic. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

Controlled Chaos

At 14th level, you gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

Spell Bombardment

Beginning at 18th level, the harmful energy of your spells intensifies. When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage. You can use the feature only once per turn.

Wild Magic Surge Table*:

After you roll on the Surge Table, and before the result effects take place, you may exert yourself to counteract the effects, if you do this you take a level of [exhaustion](#).

To roll on this table roll 1d4 and 2d10s, the d4 is the 100s place, and each d10 is the 10s and 1s place.

The value N is equivalent to the spell level that caused the surge (cantrips are 1)

ROLL	EFFECT
100-101	For the next 24 hours, any time you willingly cast a fire damage spell, take 1d10 damage.
102-103	You cast Grasping Vine that lasts for the next 1d4 turns, this doesn't require concentration to maintain.
104-105	You cast levitate on self which lasts for 1d4 turns.
106-107	You are reduced as if by the Enlarge/Reduce spell. At the beginning of you next turn you become enlarged. This alternating pattern continues for 1d6 turns.
108-109	A bolt of electricity strikes you, make a DC 16 Dexterity saving throw or take Nd4 damage.
110-111	The next 1d4 times you rest, you are afflicted with horrible nightmares and take 1d4 psychic damage.
112-113	For the next hour, 1d4 motes of burning energy appear on your body, you may cast Hellish Rebuke that many times as an Nth level spell.
114-115	You cast Melf's Minute Meteors as an Nth level spell. You do not need to maintain concentration on the spell.
116-117	You cast Invisibility on yourself without spending a spell slot while motionless. You remain invisible for the duration if you remain motionless.
118-119	You wild shape into a Giant ape for 1d4 turns.
120-121	Until your next long rest, one of your arms becomes magically animated wood under your control. You have disadvantage on Sleight of Hand checks and advantage on Athletics checks made with that limb.
122-123	Any food you eat tastes terrible for the next 24 hours.
124-125	Your shoes become very icy, every time you move, make a DC 14 Dexterity Save or fall prone. This effect lasts until you take an action to Doff your shoes or until the ice melts in 1d4 turns.
126-127	For the next 24 hours, you can cast Speak With Animals 1d4 times.
128-129	Fog Cloud is cast centered on you at Nth level.
130-131	A 10-foot-tall Wall of Stone appears surrounding you in a 10-foot radius for 1d4 turns.
132-133	For the next 1d4 turns, your spells cost an additional bonus action to cast.
134-135	An Nth level Magic Missile shoots out of you, you choose who they target .
136-137	Otto's Irresistible Dance is cast on a creature within 30 feet of you for a maximum duration of 1d4 turns.
138-139	You expend a spell slot of level N or lower, if you have no available slots, take 1d6 psychic damage.
140-141	For the next minute, the next 1d4 spells you cast are affected by the Heightened Spell Metamagic .
142-143	Any wounds you have seal up, leaving scars that look like fungal-like lattice. You regain Nd8 hit points. These scars heal after 24 hours.

144-145	Mirror Image is cast on you for the next 1d4 turns.
146-147	Each creature within 30 feet of you takes (N + 1) Necrotic damage. You regain hit points equal to the sum of the damage dealt.
148-149	A blast of dark obscuring fog emits from your body, everyone that relies on sight within 100 feet has disadvantage on attack rolls the fog dissipates after 1d4 turns.
150-151	You form a bond with any unbonded weapon within 60 feet, as a bonus action on your turn, you can summon that weapon to cause it to teleport instantly to your hand. You cannot be willingly disarmed. This bond lasts for 24 hours.
152-153	When you cast your next spell or take an action that targets only one creature and doesn't have a range of self, you can take 1d4 psychic damage to have the effect target another creature within range with the same effect, you may target up to N creatures this way.
154-155	You are immune to being intoxicated by alcohol for the next 5d6 days.
156-157	You explode with viscous ectoplasm. All creatures within 30 feet of you are sprayed and must make a DC 14 Constitution saving throw or throw up a little in their mouths.
158-159	A nearby outcropping of rock bursts into flame.
160-161	You may only use your next action to Dash, Disengage, or Dodge.
162-163	Up to N creatures of your choice are affected by Expeditious Retreat for 1d4 turns, you do not need to maintain concentration to maintain this spell.
164-165	Illusory butterflies flutter in the air within 10 feet of you for 1 hour.
166-167	Confusion is cast centered on you; its maximum duration is 1d4 turns.
168-169	You may enchant another creature within 30 feet with one additional action on its next turn.
170-171	Extinguish all fires within 120 feet of you. You regain 1d10 hp for each fire you put out.
172-173	For the next 1d4 turns, whenever you deal damage you may cast Firebolt as a bonus action.
174-175	Roll Nd10, you can distribute this pool as health to any number of targets within 30 feet.
176-177	For 24 hours, from the elbow down, one of your arms becomes ethereal. You have disadvantage on Sleight of Hand checks to interact with the Prime Material Plane with that hand. As an action, you can make the hand incorporeal so long as you maintain concentration, allowing it to pass through objects. You drop anything in the hand.
178-179	For 24 hours, you can speak any one language of your choice.
180-181	You may Cast an Nth level Inflict Wounds on the next creature you touch within 1 minute.
182-183	You immediately reroll on this table twice.
184-185	You can take one additional action immediately.
186-187	You suffer disorienting vertigo. You must make a DC 14 Constitution saving throw or fall prone.
188-189	Gravity doubles around you within 60 feet, halving all movement in the area and causing disadvantage on all Strength checks.
190-191	1d4 enormous oak trees appear spontaneously within 30 feet of you.
192-193	For the next 1d6 turns, a weapon within 10 feet of you is enchanted by Shillelagh .
194-195	Your silhouette glows while you are either invisible or visible for 1 hour, giving you disadvantage on all Stealth Checks.
196-197	Darkness is cast centered on you for the next 1d4 turns.

198-199	The next spell you cast within one minute is cast at one level higher (to a maximum level of 9th).
200-201	For the next minute, you can see any invisible creature if you have line of sight to it.
202-203	For the next minute, your face becomes pale, your lips blue, and you may cast Frostbite as a bonus action on creatures that you touch.
204-205	For the next minute you may add your Spellcasting modifier to any saving throws.
206-207	A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to the <i>Magic Missile</i> spell.
208-209	The next person who hits you with an attack within one minute becomes charmed for 1d4 turns.
210-211	For the next 1d4 turns, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.
212-213	You gain a modicum of control over fate for one minute. You may cause any singular save to automatically succeed or fail.
214-215	You are feeling lucky! You may reroll any one die within 24 hours and add N to the reroll.
216-217	You give a creature within 30 feet of you the ability to cast an N th level Divine Smite within 1 minute.
218-219	You cast Grease centered on yourself that lasts for 1d4 turns.
220-221	N d4 ducklings are summoned and identify you as their mother. The ducklings disperse after 24 hours.
222-223	You have disadvantage on all saving throws against magical effects for the next 1d4 turns.
224-225	A sworn knight appears to protect you for 24 hours, this creature has an AC of 14, a Longsword (1d10), N proficiency and strength modifier (max 6), and N d10 hit points, he will only attack creatures that are targeting you.
226-227	For the next 1d4 turns your eyes turn milk white and go blind.
228-229	The next time you roll damage within the next minute, you may replace up to 1d4 dice with the maximum possible.
230-231	For the next 24 hours, you can use the Message cantrip.
232-233	For the next 24 hours, one of your legs is noticeably shorter than the other, your movement is halved, and you have disadvantage on any checks that use both legs.
234-235	For the next 24 hours, your race changes randomly. You gain all racial features of your new race and lose all racial features of your current race.
236-237	Cracks appear in your skin that glow with ethereal blue light for the next minute. Chose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than N (None of the slots can be 6 th level or higher).
238-239	For the next 1d4 turns, all your spells with a casting time of 1 action have a casting time of 1 bonus action.
240-241	For the next 1d4 days, you see all reflections on yourself as if you mutated into an eldritch monster.
242-243	For the next minute, you may cast an N th level healing word as a bonus action up to 1d4 times.
244-245	All creatures in a 15-foot cone in front of you must make a DC 12 Wisdom saving throw or are frightened of you for 1d4 rounds.

246-247	A creature of your choice within 60 feet has its movement either reduced or increased by 1d4*10 for its next turn.
248-249	For the next 1d4 turns, you cannot speak but gain a breath weapon. Treat this as a N th level Dragon's Breath .
250-251	For the next 1d4 turns you enchant a creature within 60 feet of you with an additional attack.
252-253	The next time damage is rolled against you within the next minute, it is rolled twice, using the lower roll.
254-255	A creature of your choice has an extended critical strike ratio, this is equal to $[(20 - \mathbf{N}) - 20]$. This effect goes away the next time the creature critically strikes.
256-257	You may cast Misty Step .
258-259	Entangle is cast on N creatures at random within 20 feet of you for up to 1d4 turns.
260-261	A small rain cloud appears above you for the next 1d4 hours, you look sad.
262-263	Any magic you touch is dispelled for the next 1d4 hours, this includes magic items, concentration spells, and curses.
264-265	You become stuck between Planes for the next 1d4 rounds. At the beginning of your turns, make a DC 12 Constitution saving throw to see if you can phase in early.
266-267	Up to three creatures you choose within 30 feet of you make a DC 16 Dexterity Saving throw, or take N d12 lightning damage, reduced to half on a successful save.
268-269	Positive energy radiates inside of you, for the next minute you cannot be affected by any Conditions.
270-271	For the next 1d4 turns you are enraged, at the end of each turn you make a DC 10 Intelligence saving throw to stop raging early. While you are raging you have resistance to Bludgeoning, Slashing, and Piercing damage, but you cannot cast spells.
272-273	For the next 24 hours, your skin glows uncomfortably dry and scaly. Your AC equals 17.
274-275	Creatures have disadvantage on the next saving throw you make them roll in the next minute.
276-277	You cast Unseen Servant .
278-279	You begin to bleed from your eyes for 1 minute and take 1d4 psychic damage.
280-281	A beam of <i>Wild Magic</i> escapes from your body, a creature within 60 feet of you may make a DC 12 Wisdom Save or is forced to roll on this table one time. (A willing creature automatically rolls on this table)
282-283	For the next minute, your hands are bathed in a Continual Flame. You may cast an N th level Burning Hands as a bonus action without expending a spell slot, this extinguishes the flames.
284-285	Your hands leave the Prime Material Plane for the next 1d4 hours; they are replaced with two Mage Hands that do not require concentration. You drop whatever you were holding.
286-287	You cast Haste on up to N creatures, this lasts for 1d4 turns and does not require concentration to maintain.
288-289	You may cast Tasha's Hideous Laughter .
290-291	You sink into the ground up to your waist. You are considered grappled and may make a DC 12 Strength check as an action to unearth yourself.
292-293	Chose an ability score at random then roll 1d4. For the next 24 hours, if the roll was even, add the roll to that ability score, if the roll was odd, subtract that roll from that ability score.
294-295	Beautiful flowers and grasses sprout in a 10-foot radius around you.
296-297	You are compelled to use your remaining movement in a random direction.

298-299	Up to 1d4 creatures gain advantage on the next initiative roll within 24 hours.
300-301	For the next 1d4 rounds, you may cast spells of level 2 or below that you know without using a spell slot.
302-303	Roots sprout from your feet that dig into the ground, anchoring you in place. You are considered grappled. The roots last a maximum of 1d4 turns. As an action you may hack or pull off the roots but take 1d8 damage to do so.
304-305	Blink is cast on you that lasts for 1d4 turns.
306-307	You cannot bend your elbows or knees for the next 1d4 turns. Your speed is halved, and you have disadvantage on attack rolls and ability checks that use your arms
308-309	Up to 1d4 creatures within 30 feet of you regain 2d4+N hit points.
310-311	You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face.
312-313	You are blind in one eye for 24 hours. You have disadvantage on checks relying on sight.
314-315	A blast of sonic energy emits from your body, everyone else within 100 feet must make a DC 10 Constitution saving throw or be knocked prone.
316-317	You gain the effects of Bear's Endurance as if by the Enhance Ability spell for the next 1d4 hours.
318-319	For the next minute, you may use Cutting Words as a reaction using a d6 inspiration die up to 1d4 times.
320-321	For the next minute, you must shout when you speak.
322-323	For the next minute, you regain 1d4 hit points at the start of each of your turns.
324-325	Minimize the damage of the next damaging spell you cast within the next minute.
326-327	You cannot speak for the next 1d4 turns. Whenever you try to speak, pink bubbles float out of your mouth.
328-329	For the next 24 hours, you can cast Disguise Self up to 1d4 times, without expending a spell slot.
330-331	You cast Silence that lasts for 1d4 turns, this does not require concentration to maintain.
332-333	Your hair and clothes constantly flutter like you are in a strong wind for 1d4 hours.
334-335	You can ask 1d4 questions of the next tree you touch within 1 hour.
336-337	Arms of Hadar is cast centered on you as an Nth level spell.
338-339	Reroll on this table. You may take 1d4 psychic damage to move one space up or down this table from that roll. You may pay this up to N times to move multiple spaces.
340-341	Fly is cast on up to N creatures for a duration of 1 minute, this does not require concentration.
342-343	You Enchant a non-magical weapon within 60 feet of you for 1 hour, the weapon gets 1d4 added to hit and to damage.
344-345	for the next minute, the next 1d4 spells you cast are affected by the Subtle Spell Metamagic.
346-347	You regain a single spell slot of level N or lower.
348-349	You regain all expended sorcery points.
350-351	Make a DC 12 Wisdom saving throw, on a fail save wild shape into a sheep for the next 1d4 turns.
352-353	You gain resistance to all damage for the next 1d4 rounds

354-355	All creatures within 30 feet of you must make a DC 6 Intelligence Check or are blinded for 1d4 turns.
356-357	You can cast Speak with Dead on a corpse by succeeding on a DC 12 Charisma (Persuasion) check. You can attempt this up to 1d4 times.
358-359	An extra hand grows out of a creature's chest within 60 feet, for the next 1d4 turns, you can choose to make an attack on their turn. This attack uses an Unarmed Strike of the affected creature and any bonuses it may have, you can make an unarmed strike on any target within 5 feet, including itself.
360-361	Two small branches of an oak tree sprout from your head like antlers for the next 1d4 days. <i>Remove Curse</i> or a similar spell can end this effect.
362-363	You are affected by the Bane spell for the next 1d4 turns
364-365	You are immune to bludgeoning, piercing, and slashing damage for 1d4 rounds.
366-367	You cast Guiding bolt at Nth level.
368-369	You cast Fireball as an Nth level spell. It acts as if affected by the Empowered Spell Metamagic.
370-371	For the next 1d4 turns, you can teleport up to your movement each turn (this counts as your movement).
372-373	For the next 24 hours, Your age changes by 1d10. If the roll is odd, you get younger. If the roll is even, you get older.
374-375	Your hair falls out but grows back after 24 hours
376-377	For 1d4 hours, you become frightened in the presence of fire.
378-379	Cast Animate Objects as an Nth level spell.
380-381	Maximize the damage of the next damaging spell you cast within the next minute.
382-383	If you die within the next minute, you immediately come back to life as if by the Reincarnate spell.
384-385	Each creature within 90 feet of you makes a DC 12 Dexterity saving throw. Each creature that fails takes Nd4 lightning damage.
386-387	If a creature within the next 1d4 rounds is reduced to 0 hit points, it is instead polymorphed into a random creature with CR 0 for up to 1 minute. If this creature is reduced to 0 hit points, or if the minute elapses, it returns to its original form with 1 hit point.
388-389	You grow dragon like scales all over your body for 24 hours, your AC becomes 12+Dex+N.
390-391	False Life is cast on you as an Nth level spell.
392-393	You feel overwhelmingly dizzy for 1d4 turns. You must make a DC 12 constitution saving throw whenever you move more than 5 feet on your turn. You fall prone on a failure.
394-395	You glow with radiant energy, if you fall unconscious within the next minute, you immediately regain consciousness with Nd12 hit points
396-397	You cast Hunger of Hadar that lasts for 1d4 turns, this doesn't require concentration to maintain.
398-399	For the next 1d4 turns, any creature damaged by you is pushed back 10 feet.
400-401	You shrink by one size category for 24 hours.
402-403	For the next 1d4 rounds, any time any creature within 60 feet of you takes damage, you heal 1 hit point.

404-405	For the next 24 hours, one of your arms turns to dense stone, giving you +1 to AC. You cannot use this arm and you get disadvantage on any checks that would use two arms.
406-407	For the next 24 hours, one of your arms becomes flexible, you can attack with it like a whip. It is a Finesse weapon with reach that you are proficient in that deals (1d4+N) slashing damage.
408-409	You experience a sharp tingling sensation for 1d4 rounds, taking 1d4 lightning damage whenever you use your movement.
410-411	You are chilled and your teeth chatter uncontrollably. You have disadvantage on Constitution checks for an hour or until warmed up.
412-413	You shake uncontrollably for 1d4 rounds. You must make a DC 14 Constitution saving throw after performing any action or drop what you are holding.
414-415	For the next minute, the next 1d4 spells you cast are affected by the Empowered Spell Metamagic.
416-417	For the next 1d4 turns you are vulnerable to acid, cold, fire, lightning, and thunder damage.
418-419	For the next 1d4 turns, you gain the feat Elemental Adept for every available damage type.
420-421	For the next 1d4 turns, if you are hit by a ranged weapon attack, you can use your Reaction to deflect or catch the missile. If you do so, the damage you take from the attack is reduced by 1d10 + N, if the damage is reduced to 0 this way, you catch it.
422-423	You cast Invisibility on yourself without spending a spell slot while holding your breath. You remain invisible for the duration if you hold your breath.
424-425	You cast Hold Monster which lasts for a maximum of 1d4 turns.
426-427	For the next 1d4 days, horrid pustules grow on your face, giving you disadvantage on all Charisma checks but advantage on intimidation.
428-429	For the next minute, the next 1d4 spells you cast are affected by the Twinned Spell Metamagic.
430-431	You emit a cloud of ash. Blur is cast on you for the next 1d4 turns.
432-433	For the next hour, you leave a thin layer of frost on anything you touch. As an action, you can touch water and turn a 5-foot cube of it into ice, which melts after 1 minute.
434-435	A magical blast detonates at your location dealing Nd6 force damage to everyone within 15 feet of you if they fail a DC 12 Dexterity saving throw, but you are unharmed.
436-437	Regain highest-level expended spell slot.
438-439	You become translucent. You have advantage on Dexterity (Stealth) checks while naked.
440-441	You cast Scorching Ray at Nth level choosing targets at random.
442-443	Fireball is cast as an Nth level spell centered on you.
444-445	You are surrounded by faint ethereal music for 1d4 hours. This gives you disadvantage on checks relying on surprise, and advantage to intimidation checks.
446-447	For the next hour, any metal you touch with your hands is affected by an Nth level Heat Metal spell, the effect stops when you let go.
448-449	A random creature within 60 feet of you is turned into a potted plant for 1d4 turns.
450-451	You <i>wild shape</i> into creature of CR N or less until the end of your next turn.
452-453	You become hard to see for the next 1d4 turns while you are moving, all attacks of opportunity against you are made with disadvantage.
454-455	For the next 24 hours you comprehend all languages besides common.

456-457	You turn into a potted plant until the start of your next turn.
458-459	You switch places with any target within 60 feet.
460-461	You cast Detect Thoughts . This last for 1d4 hours and does not require concentration. Each time you use an action to probe deeper, you take 1d4 psychic damage
462-463	You glow with bright light in a 30-foot radius for the next 1d4 turns. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn.
464-465	Gain temporary HP equal to Nd4.
466-467	For 24 hours, your height changes by 1d10 inches. If the roll is odd, you shrink. If the roll is even, you grow.
468-469	Roll Nd20 (maximum 3) and keep track of each roll, for the next 24 hours you may replace any roll you see with one of your rolls.
470-471	For the next minute, one of your cantrips is replaced with Eldritch Blast empowered with Agonizing Blast and Repelling Blast .
472-473	The next time damage is rolled against you, it is rolled twice, using the higher roll.
474-475	For the next minute, you can add Nd6 damage to any creature you attack at advantage with, or if another enemy of the target is within 5 feet of it.
476-477	A geyser temporarily erupts from the ground beneath you throwing you 10 feet into the air, you take 1d6 bludgeoning damage and either make a DC 16 Acrobatics check or get knocked prone.
478-479	You are frightened of the nearest creature you see for 1d4 turns. Make a DC 12 Wisdom saving throw at the end of each of your turns to end this effect early.
480-481	For the next hour, you can comprehend all languages but can only speak Abyssal.
482-483	Your face catches on fire dealing 1d4 fire damage, leaving an ashen scar that heals after 24 hours.
484-485	You vomit Nd12 gold pieces.
486-487	For the next 24 hours, you cannot help but speak with a lisp, you gain disadvantage on all intimidation and persuasion checks against any creature without a lisp.
488-489	An eye appears on your forehead for 24 hours. During this time, you have advantage on checks that rely on sight.
490-491	Your eyes turn vibrant blue for 1d4 days. Regain N sorcery points.
492-493	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
494-495	You gain a d6 inspiration die. You may add this to an attack roll, ability check, or saving throw you make within the next 10 minutes.
496-497	For the next minute you may cast Shield as a reaction up to 1d4 times.
498-499	Make a DC 12 Wisdom saving throw, on a failed save you are charmed by a random creature within 30 feet for 1d4 turns.