

SORCEROUS ORIGIN

WILD MAGIC (ALTERNATE)

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

Choose a Wild Magic Origin that best suits your character's back story: Fey, Demonic, or Conflux. This determines which Chaos Surge Table and what Wild Magic Surge table you will use for your class features.

If you are playing the Sorcerer variant with Origin Spells, this also determines which Origin Spells you gain access to.

VARIANT: ORIGIN SPELLS

WILD MAGIC ORIGIN SPELLS (FEY)

Cleric Level	Spells
1st	Hex
3rd	Suggestion
5th	Bestow Curse
7th	Conjure Woodland Beings
9th	Awaken
11th	Wall of Thorns

WILD MAGIC ORIGIN SPELLS (DEMONIC)

Cleric Level	Spells
1st	Hellish Rebuke
3rd	Ray of Enfeeblement
5th	Stinking Cloud
7th	Wall of Fire
9th	Summon Greater Demon
11th	Soul Cage

WILD MAGIC ORIGIN SPELLS (CONFLUX)

Cleric Level	Spells
1st	Absorb Elements
3rd	Dragon's Breath
5th	Protection from Energy
7th	Elemental Bane
9th	Conjure Elemental
11th	Primordial Ward

CHAOS SURGE

Starting when you choose this origin at 1st level, you may call upon surges of chaotic magic, allowing you to cast a spell at random.

As a wild magic sorcerer, you have access to a Chaos Surge table that contains spells you can attempt to cast. Use the Chaos Surge Table that best matches your wild magic origin.

You may attempt to gain access to a spell from the 1st Level column of your Chaos Surge table by expending a 1st level spell slot or 1 sorcery point and rolling 1d8. Until the end of your next turn, you may cast the spell matching the result of your roll without expending a spell slot. If you roll an 8, you don't gain access to a spell and instead roll on your Wild Magic Surge table.

If a result of the Wild Magic Surge table calls for a saving throw, the DC is equal to your spell save DC.

When you gain the ability to cast 2nd, 3rd, 4th, and 5th level spells, you may roll of any of the corresponding columns by expending a spell slot or a number of Sorcery Points equal to the column's level.

MAKING YOUR OWN CHAOS SURGE TABLE

At your DM's discretion, you may customize your Chaos Surge Table by replacing any spell in a given column with another spell whose spell level matches that column's level.

CHAOS SURGE TABLE (FEY)

d8	1st Level	2nd Level	3rd Level	4th Level	5th Level
1	Sleep	Mind Spike	Fear	Polymorph	Hold Monster
2	Entangle	Moonbeam	Hypnotic Pattern	Charm Monster	Mass Cure Wounds
3	Catapult	Enlarge/ Reduce	Spirit Guardians	Confusion	Animate Objects
4	Color Spray	Phantasmal Force	Slow	Phantasmal Killer	Far Step
5	Faerie Fire	Cloud of Daggers	Major Image	Grasping Vine	Wrath of Nature
6	Chaos Bolt	Spiritual Weapon	Haste	Mordenkainen's Faithful Hound	Bigby's Hand
7	Hideous Laughter	Blindness/ Deafness	Mass Healing Word	Compulsion	Transmute Rock
8	Wild Magic Surge	Wild Magic Surge	Wild Magic Surge	Wild Magic Surge	Wild Magic Surge

CHAOS SURGE TABLE (DEMONIC)

d8	1st Level	2nd Level	3rd Level	4th Level	5th Level
1	Burning Hands	Aganazzar's Scorcher	Enemies Abound	Blight	Cloudkill
2	Cause Fear	Scorching Ray	Stinking Cloud	Banishment	Contagion
3	Chaos Bolt	Phantasmal Force	Fear	Confusion	Destructive Wave
4	Inflict Wounds	Melf's Acid Arrow	Hunger of Hadar	Phantasmal Killer	Insect Plague
5	Ray of Sickness	Darkness	Fireball	Wall of Fire	Enervation
6	Bane	Heat Metal	Haste	Evard's Black Tentacles	Immolation
7	Dissonant Whispers	Blindness/Deafness	Vampiric Touch	Vitriolic Sphere	Synaptic Static
8	Wild Magic Surge	Wild Magic Surge	Wild Magic Surge	Wild Magic Surge	Wild Magic Surge

CHAOS SURGE TABLE (CONFLUX)

d8	1st Level	2nd Level	3rd Level	4th Level	5th Level
1	Ice Knife	Scorching Ray	Call Lightning	Fire Shield	Cone of Cold
2	Burning Hands	Flaming Sphere	Erupting Earth	Ice Storm	Flame Strike
3	Thunderwave	Dust Devil	Fireball	Storm Sphere	Wall of Stone
4	Magic Missile	Maximillian's Earthen Grasp	Lightning Bolt	Wall of Fire	Maelstrom
5	Armor of Agathys	Shatter	Tidal Wave	Vitriolic Sphere	Immolation
6	Chaos Bolt	Warding Wind	Wind Wall	Sickening Radiance	Destructive Wave
7	Guiding Bolt	Heat Metal	Wall of Sand	Watery Sphere	Transmute Rock
8	Wild Magic Surge	Wild Magic Surge	Wild Magic Surge	Wild Magic Surge	Wild Magic Surge

SPELL WARPING

Starting at 6th level, you have the ability to twist chaotic magic with ease. You learn an additional Meta Magic option. Also, when you apply a meta magic option to a spell you cast using the Chaos Surge feature, it costs 1 sorcery point less, down to a minimum of 0.

BEND CHAOS

At 14th level, you gain a modicum of control over the surges of your magic. Whenever you roll on the Chaos Surge column, you can roll the die twice and choose which of the two spell you cast. If you roll the same number on both dice, you don't gain access to a spell and instead roll on your Wild Magic Surge table. In addition, when you roll on the Wild Magic Table, you may chose to reroll the result. You must use the new result.

WILD RESURGENCE

Beginning at 18th level, the chaotic magic that comes from you is near endless and can recharge your magical reserves. Before you roll on one of your Chaos Surge columns, you can regain 6 sorcery points and then roll on the Wild Magic table after you cast the spell.

If the Chaos Surge roll results Wild Magic Surge, you gain back 10 sorcery points instead and roll twice on the Wild Magic table. (Resolve each Wild Magic table roll one at a time)

Once you use this feature, you cannot do so again until you complete a long rest.



WILD MAGIC SURGE TABLE 1 - 4 (FEY)

d20

Effect

- | | |
|----|--|
| 1 | You cast <i>Polymorph</i> on yourself and fail the saving throw automatically.
You turn into a frog for the spell's duration. |
| 2 | The DM summons a Wolf anywhere between 120 to 160 feet away from you. The wolf howl when summoned, and acts right after your turn, and does everything in its power to eat you. it disappear after a hour has passed. |
| 3 | A flock of Shadow Crows appear and begin pecking at your eyes. Make a Constitution saving throw.
If you fail, you are blinded. You may reroll the saving throw at the start of each of your turns.
The flock flies away after a successful save or one minute has past. |
| 4 | Flip a coin. If you win, you cast <i>enlarge</i> on yourself. If you lose you cast <i>reduce</i> on yourself.
You automatically fail any saves against this spell. |
| 5 | You cast <i>Hideous Laughter</i> on yourself. |
| 6 | You create a 10 foot cubed cage of glass centered on yourself. The glass is one inch think, has AC of 10, and 15 hit points. It disappears into mist when reduced to 0 hit points. |
| 7 | A random creature within 60 feet of you begins to glow and grow fairy wings, giving it a 20 foot fly speed for the next minute. |
| 8 | Vines grow out around you. Each creature within 20 feet of you must pass a Dexterity saving throw or take 1d6 piercing damage, Creatures that fail the save are also pulled 5 feet towards you. |
| 9 | A random creature within 60 feet of you must succeed a Charisma saving or fall unconscious until one hour has passed, it takes damage, or another creature takes an action to shake it awake. |
| 10 | You cast <i>Faerie Fire</i> centered on yourself. |
| 11 | You are surrounded by faint, ethereal music for the next 10 minutes. You have advantage on Charisma (Performance) checks. |
| 12 | Your hair grows out a foot. |
| 13 | You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face. |
| 14 | A target non-magical object of your choice that is small or smaller and is not being held or carried comes to life within 60 feet of you. The object dances in place and sings for the next hour. |
| 15 | The DM summons 3 Goats anywhere within 10 feet of you that act right after your turn and run away from you and all other dangers. |
| 16 | A tiny non-magical object of your choice within 60 feet of you turns to copper. the item is worth ten copper

Choose a point you can see on the ground within 60 feet. A sword bursts out the ground, hilt first, with its blade stuck in the ground. A creature that is friendly to you may use an free action to pull the sword out the ground. It's a magical longsword that adds +1 to the attack rolls and it deals an extra 1d4 slashing damage to any target hit. The Sword disappears after 10 minutes have passed |
| 17 | You teleport in burst of flower petals up to 30 feet to an unoccupied space of your choice that you can see. You are also invisible until the start of your next turn. |
| 18 | You summon a Sprite in a unoccupied space anywhere within 20 feet of you. The Sprite acts right after your turn and thinks you are it's best friend and will obey any orders you give it. it disappear after a hour has passed. |
| 19 | Treats starts growing in your hair. You create 3 treats. A creature can use a bonus action to eat one of these treats to gain 1d4 + your charisma modifier temporary hit points. These treats last 8 hours after being made. |

WILD MAGIC SURGE TABLE 5 - 10 (FEY)

d20

Effect

1	You cast <i>Polymorph</i> on yourself and fail the saving throw automatically. You turn into a frog for the spell's duration.
2	The DM summons three wolves anywhere between 120 to 160 feet away from you. The wolves howl when summoned, and acts right after your turn, and they do everything in their power to eat you. They disappear after a hour has passed.
3	A flock of Shadow Crows appear and begin pecking at your eyes. Make a Constitution saving throw. If you fail, you are blinded. You may reroll the saving throw at the start of each of your turns. The flock flies away after a successful save or one minute has past.
4	Flip a coin. If you win, you cast <i>enlarge</i> on yourself. If you lose you cast <i>reduce</i> on yourself. You automatically fail any saves against this spell.
5	You cast <i>Hideous Laughter</i> on yourself.
6	You create a 10 foot cubed cage of glass centered on yourself. The glass is one inch think, has AC of 13, and 25 hit points. It disappears into mist when reduced to 0 hit points.
7	A random creature within 60 feet of you begins to glow and grow fairy wings, giving it a 30 foot fly speed for the next 10 minutes.
8	Vines grow out around you. Each creature within 30 feet of you must pass a Dexterity saving throw or take 2d6 piercing damage, Creatures that fail the save are also pulled 10 feet towards you.
9	A random creature within 60 feet of you must succeed a Charisma saving or fall unconscious until one hour has passed, it takes damage, or another creature takes an action to shake it awake.
10	You cast <i>Faerie Fire</i> centered on yourself.
11	You are surrounded by faint, ethereal music for the next 10 minutes. You have advantage on Charisma (Performance) checks.
12	Your hair grows out 5 feet.
13	You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face.
14	Two target non-magical object of your choice that are small or smaller and is not being held or carried come to life within 60 feet of you. The objects dance in place and sing for the next hour.
15	The DM summons 3 Goats anywhere within 10 feet of you that act right after your turn and run away from you and all other dangers.
16	A tiny non-magical object of your choice within 60 feet of you turns to silver. the item is worth ten silver Choose a point you can see on the ground within 60 feet. A sword bursts out the ground, hilt first, with its blade stuck in the ground. A creature that is friendly to you may use an free action to pull the sword out the ground. It's a magical longsword that adds + 2 to the attack rolls and it deals an extra 1d6 slashing damage to any target hit. The Sword disappears after 10 minutes have passed
17	You teleport in burst of flower petals up to 60 feet to an unoccupied space of your choice that you can see. You are also invisible until the start of your next turn.
18	You summon three Satyrs in a unoccupied space anywhere within 20 feet of you. The Satyrs acts right after your turn and are in love with you and will obey any orders you give it. they disappear after a hour has passed.
19	Treats starts growing in your hair. You create 4 treats. A creature can use a bonus action to eat one of these treats to gain 1d6 + your charisma modifier temporary hit points. These treats last 8 hours after being made.

WILD MAGIC SURGE TABLE 11 - 16 (FEY)

d20

Effect

1	You cast <i>Polymorph</i> on yourself and fail the saving throw automatically. You turn into a frog for the spell's duration.
2	The DM summons three dire wolves anywhere between 120 to 160 feet away from you. The wolves howl when summoned, and acts right after your turn, and they do everything in their power to eat you. They disappear after a hour has passed.
3	A flock of Shadow Crows appear and begin pecking at your eyes. Make a Constitution saving throw. If you fail, you are blinded. You may reroll the saving throw at the start of each of your turns. The flock flies away after a successful save or one minute has past.
4	Flip a coin. If you win, you cast <i>enlarge</i> on yourself. If you lose you cast <i>reduce</i> on yourself. You automatically fail any saves against this spell.
5	You cast <i>Hideous Laughter</i> on yourself.
6	You create a 10 foot cubed cage of glass centered on yourself. The glass is one inch think, has AC of 15, and 35 hit points. It disappears into mist when reduced to 0 hit points.
7	A random creature within 60 feet of you begins to glow and grow fairy wings, giving it a 40 foot fly speed for the next 10 minutes.
8	Vines grow out around you. Each creature within 40 feet of you must pass a Dexterity saving throw or take 4d6 piercing damage, Creatures that fail the save are also pulled 15 feet towards you.
9	A random creature within 60 feet of you must succeed a Charisma saving or fall unconscious until one hour has passed, it takes damage, or another creature takes an action to shake it awake.
10	You cast <i>Faerie Fire</i> centered on yourself.
11	You are surrounded by faint, ethereal music for the next 10 minutes. You have advantage on Charisma (Performance) checks.
12	Your hair grows out 10 feet.
13	You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face.
14	A three target non-magical object of your choice that are small or smaller and is not being held or carried come to life within 60 feet of you. The objects dance in place and sing for the next hour.
15	The DM summons 3 Goats anywhere within 10 feet of you that act right after your turn and run away from you and all other dangers.
16	A tiny non-magical object of your choice within 60 feet of you turns to Gold. the item is worth ten Gold Choose a point you can see on the ground within 60 feet. A sword bursts out the ground, hilt first, with its blade stuck in the ground. A creature that is friendly to you may use an free action to pull the sword out the ground. It's a magical longsword that adds + 3 to the attack rolls and it deals an extra 1d8 slashing damage to any target hit. The Sword disappears after 10 minutes have passed
17	You teleport in burst of flower petals up to 120 feet to an unoccupied space of your choice that you can see. You are also invisible until the start of your next turn.
18	You summon Knight on top of a warhorse in a unoccupied space anywhere within 20 feet of you. The Knight and Horse acts right after your turn believe you are royalty and will obey any orders you give it. they disappear after a hour has passed.
19	Treats starts growing in your hair. You create 5 treats. A creature can use a bonus action to eat one of these treats to gain 1d10 + your charisma modifier temporary hit points. These treats last 8 hours after being made.

WILD MAGIC SURGE TABLE 17 + (FEY)

d20

Effect

1	You cast <i>Polymorph</i> on yourself and fail the saving throw automatically. You turn into a frog for the spell's duration.
2	The DM summons a Troll anywhere between 120 to 160 feet away from you. The Troll howls when summoned, and acts right after your turn, and does everything in its power to eat you. It disappears after a hour has passed.
3	A flock of Shadow Crows appear and begin pecking at your eyes. Make a Constitution saving throw. If you fail, you are blinded. You may reroll the saving throw at the start of each of your turns. The flock flies away after a successful save or one minute has past.
4	Flip a coin. If you win, you cast <i>Enlarge</i> on yourself. If you lose you cast <i>Reduce</i> on yourself. You automatically fail any saves against this spell.
5	You cast <i>Hideous Laughter</i> on yourself.
6	You create a 10 foot cubed cage of glass centered on yourself. The glass is one inch thick, has AC of 17, and 65 hit points. It disappears into mist when reduced to 0 hit points.
7	A random creature within 60 feet of you begins to glow and grow fairy wings, giving it a 60 foot fly speed for the next 10 minutes.
8	Vines grow out around you. Each creature within 50 feet of you must pass a Dexterity saving throw or take 6d6 piercing damage. Creatures that fail the save are also pulled 20 feet towards you.
9	A random creature within 60 feet of you must succeed a Charisma saving or fall unconscious until one hour has passed, it takes damage, or another creature takes an action to shake it awake.
10	You cast <i>Faerie Fire</i> centered on yourself.
11	You are surrounded by faint, ethereal music for the next 10 minutes. You have advantage on Charisma (Performance) checks.
12	Your hair grows out 20 feet.
13	You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face.
14	A each non-magical object of your choice that is small or smaller and is not being held or carried comes to life within 60 feet of you. The objects dance in place and sing in unison for the next hour.
15	The DM summons 3 Goats anywhere within 10 feet of you that act right after your turn and run away from you and all other dangers.
16	A tiny non-magical object of your choice within 60 feet of you turns to platinum. the item is worth ten platinum
17	Choose a point you can see on the ground within 60 feet. A sword bursts out the ground, hilt first, with its blade stuck in the ground. A creature that is friendly to you may use a free action to pull the sword out the ground. It's a magical longsword that adds + 3 to the attack rolls and it deals an extra 2d8 slashing damage to any target hit. The Sword disappears after 10 minutes have passed
18	You teleport in burst of flower petals up to 120 feet to an unoccupied space of your choice that you can see. You are also invisible until the start of your next turn.
19	You summon unicorn a unoccupied space anywhere within 20 feet of you. The unicorn can't use its Legendary actions or lair actions features acts right after your and it is your guardian and will obey any orders you give it. It disappears after a hour has passed.
20	Treats starts growing in your hair. You create 6 treats. A creature can use a bonus action to eat one of these treats to gain 2d8 + your charisma modifier temporary hit points. These treats last 8 hours after being made.

Demonic and Conflux Wild Magic Surge Tables Available
on Request

WILD MAGIC SURGE TABLE 1 - 4 (DEMONIC)

d20

Effect

1	You cast <i>Polymorph</i> on yourself and fail the saving throw automatically. You turn into a frog for the spell's duration.
2	The DM summons a Wolf anywhere between 120 to 160 feet away from you. The wolf howl when summoned, and acts right after your turn, and does everything in its power to eat you. it disappear after a hour has passed.
3	A flock of Shadow Crows appear and begin pecking at your eyes. Make a Constitution saving throw. If you fail, you are blinded. You may reroll the saving throw at the start of each of your turns. The flock flies away after a successful save or one minute has past.
4	Flip a coin. If you win, you cast <i>enlarge</i> on yourself. If you lose you cast <i>reduce</i> on yourself. You automatically fail any saves against this spell.
5	You cast <i>Hideous Laughter</i> on yourself.
6	You create a 10 foot cubed cage of glass centered on yourself. The glass is one inch think, has AC of 10, and 15 hit points. It disappears into mist when reduced to 0 hit points.
7	A random creature within 60 feet of you begins to glow and grow fairy wings, giving it a 20 foot fly speed for the next minute.
8	Vines grow out around you. Each creature within 20 feet of you must pass a Dexterity saving throw or take 1d6 piercing damage, Creatures that fail the save are also pulled 5 feet towards you.
9	A random creature within 60 feet of you must succeed a Charisma saving or fall unconscious until one hour has passed, it takes damage, or another creature takes an action to shake it awake.
10	You cast <i>Faerie Fire</i> centered on yourself.
11	You are surrounded by faint, ethereal music for the next 10 minutes. You have advantage on Charisma (Performance) checks.
12	Your hair grows out a foot.
13	You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face.
14	A target non-magical object of your choice that is small or smaller and is not being held or carried comes to life within 60 feet of you. The object dances in place and sings for the next hour.
15	The DM summons 3 Goats anywhere within 10 feet of you that act right after your turn and run away from you and all other dangers.
16	A tiny non-magical object of your choice within 60 feet of you turns to copper. the item is worth ten copper Choose a point you can see on the ground within 60 feet. A sword bursts out the ground, hilt first, with its blade stuck in the ground. A creature that is friendly to you may use an free action to pull the sword out the ground. It's a magical longsword that adds +1 to the attack rolls and it deals an extra 1d4 slashing damage to any target hit. The Sword disappears after 10 minutes have passed
17	You teleport in burst of flower petals up to 30 feet to an unoccupied space of your choice that you can see. You are also invisible until the start of your next turn.
18	You summon a Sprite in a unoccupied space anywhere within 20 feet of you. The Sprite acts right after your turn and thinks you are it's best friend and will obey any orders you give it. it disappear after a hour has passed.
19	Treats starts growing in your hair. You create 3 treats. A creature can use a bonus action to eat one of these treats to gain 1d4 + your charisma modifier temporary hit points. These treats last 8 hours after being made.

ART CREDIT

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