**Oraigan spells, Fey**

**1st** Faerie Fire

**3th** Moonbeam

**5th** Bestow Curse

**7th** Conjure Woodland Beings

**9th** Awaken

**11th** Wall of Thorns

**Oraigan spells, Demoinc**

**1st** Hellish Rebuke

**3th** Ray of Enfeeblement

**5th** Stinking Cloud

**7th** Wall of Fire

**9th** Summon Greater Demon

**11th** Soul Cage

**Oraigan spells, Conflox**

**1st** Absorb Elements

**3th** Dragon's Breath

**5th** Protection from Energy

**7th** Elemental Bane

**9th** Conjure Elemental

**11th** Primordial Ward

**Chaso Magic**

Starting when you choose this origin at 1st level, you may call upon chaos surge to flow though you.

For each level of sorcerer spells you can cast, not including cantrips, choose up to 7 spells you don't already know and that have has a casting time of one action or one bonus action and does not have a material component with a cost in gold pieces. Number them 1 though 7. This is you chaos sugre column.

Whenever you gain the ability to learn Sorcerer spells of a 5 or lower, add another column and chose another 7 spells number them.

**Unpredictable Casting**

Starting at level one you have unpredictable power.

You may attempt to cast spells from one of your chaos surge columns by expending a spell slot of level equal to that chaos surge column or spend a number of sorcery points equal to the column’s level, Roll 1d8, Until your next turn, you may cast the spell matching the number rolled. If you roll a 8, roll on the Wild Magic Surge table to create a random magical effect instead.

For each of your chaos surge column, you can’t use it again until you finish a short or long rest.

**Magic Warper**

Starting at 6th level, you have the ability to twist chaotic magic with ease. you learn an additional Meta Magic, aslo when you apply a meta magic to a spell you cast with the chaos surge column, it costs 1 sorcery point less. (this can reduce the cost to 0)

**Controlled Discord**

At 14th level, you gain a modicum of control over the surges of your magic. When you roll on your Chaso column, you may chosse to reroll it. You must use it the new roll. In addion when you roll on the Wild magic Table, you may roll twice and choose one.

**Chaos Powered**

Beginning at 18th level, the chaotic magic that comes from you is near endless and can recharge you. Once per day before you roll on one of your chaos surge columns, you can regain 6 sorcery points then roll on the wild magic chart after you cast the spell. If the roll is a 8, then gain back 12 points instead and roll twice on the wild magic chart (Reslove each roll one at a time)

**Wild Magic Surge**

Use you spell save for any the effects on this chart, also any spell cast this do require any compnets of any kind or concentration.

d20 Effect

* 1: You cast Polymorph on yourself and fail the saving throw automatically , you turn into a frog for the spell's duration.
* 2: The DM summons a number of Wolves equal your sorccer level devid by three round up to 120 to 160 feet away from you and they howl when summonend, the wolves act right after your turn and do anything to eat you. they then disappear a hour later.
* 3: flock of Shadow Crows apear and begin pecking at your eyes, make a con saving throw, if you fail you are blinded. You may reroll the saving throw at the start of each of your turns. The flock flys away after a successful save or a minute has gone past
* 4: Flip a coin, if you win, you cast enlarge on your self, if you lose you cast reduce, you do not make saves agisnt this spell.
* 5: You cast Hideous Laughter on your self.
* 6: You create a 10 foot cubed cage of glass centerd on your self, the glass is a inch think, the glass has ac of 10 and hit points equal to 5 times your sorcerer level. it dispears to mist when redoced to 0 hitpoints or after a hour.
* 7: A random creature within 60 feet of you begens to glow and grow fearie wings giving them a 40 foot fly speed for the next minute.
* 8: Vines over grow around you. each creature with in 30 feet of you must make dex saving throw take a numder d6 pricing damage equal to half sorcerer level and pull 10 feet towrds you.
* 9: A random creature within 60 feet of you makes charisma saving throw, if they fail the saving throw, it falls unconscious for a hour, or until it takes damage or another creature takes an action to shake it awake.
* 10: You cast Faerie Fire center on your self.
* 11: You are surrounded by faint, ethereal music for the next 10 minutes, you have advantage on charisma(perfomence) checks.
* 12: Your hair grows number of feet equal to your half sorcerer level.
* 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: Target object of your choice that is small or smaller that is not being held or that is not magical 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 with in 10 feet of you and 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 a precious metal, the type of metal depends on your level and item is worth five coin what ever metal it turned into. levels 1- 4 is copper, levels 5-10 sliver, levels 11-16 gold, 17-and higher platinum.
* 17: Choose a point you can see on the ground within 60 feet. A sword bursts out the ground hilt first stuck in the gound, a creature that is frendly to you may use action to pull it out the ground. It's longsword that counts as magical and adds half your charisma rounded up to the attack half your sorccer level to damage rolls rounded up. the Sword then disappears 10 minutes later
* 18: You teleport in burst of flower petals up to 60 feet to an unoccupied space of your choice that you can see, you are aslo Invisble until the start of your next turn.
* 19: You summon a number of Satyrs equal your level divide by three round up with in 10 feet of you, the Satyrs act right after your turn and are love with you and will obey orders you give them. they then disappears 10 minute later
* 20: Treats starts growing in your hair, you create a number treats equal to your half your sorcerer level. A creature can use a bonus action to eat one of those treats to gain 1d4+ your charisma temporary hit points. These treats last 8 hours after being made.

**Wild Magic Surge - Demoinc**

Use you spell save for any the effects on this chart, also any spell cast this do require any compnets of any kind or concentration.

d20 Effect

* 1:
* 2:
* 3:
* 4:
* 5:
* 6: You open a porteal that lets that summons a number of Manes equal your half youe sorccer level with in 60 feet of you the Manes act right after your turn The demons are hostile to all creatures, including you. The demons pursue and attack the nearest non-demons to the best of their ability. they then disappear a hour later.
* 7: You drain the life form everyliving thing around you. each creature with in 30 feet of you must make con saving throw take a numder d4 necorticet equal to half sorcerer, you gain life equal to the damgae delt this way. Undead and Constouct are immune to this effect
* 8: A random creature within 60 feet of you makes charisma saving throw or send it to a lower plan, if they fail the saving throw, it is under the effects of the Banishment spell. At the end of each of that creatures turns it can repet the savining thorw to end the effect.
* 9:
* 10:
* 11:
* 12:
* 13:
* 14:
* 15:
* 16:
* 17:
* 18:
* 19:
* 20: You grow magical teeth for 10 minutes. your unarmed stikes deals 2d8 + your Chrisma modifer piercing damage.