

# SORCERER

Sorcerers are born, not made. Magic is an innate part of every Sorcerer, suffusing body, mind and spirit with a latent power that waits to be tapped. They are born with this connection, deep within their blood.

Across Asha, the races of Dwarves, Elves, Dragonborn and Tieflings contain strong bloodlines of Sorcery; a spark kindled from their races' origins. However Sorcerers can be of any race; either an unlocked ancestral trait that lay dormant for centuries or a genetic ability passed through generations.

## RAW MAGIC

Sorcerers have no use for spell books, ancient tomes of magic lore, arcane foci, or spell components.

They are a living conduits of Mana, shaping the weave of magic to suit their whims with an inborn talent. They "feel" Mana as others feel the radiance of the sun on their skin or smell an impending rain shower.

This raw connection to mana allows a Sorcerer to be extremely creative with their casting, controlling subtle nuances that turn the act of magic into an art form rather than a science. While Sorcerers can learn from one another, styles and approaches to harnessing mana differ greatly. Wizards and Sorcerers, despite both being arcane casters manipulating mana, differ so greatly in their approach that it is nearly impossible for a Wizard and Sorcerer to learn from one another, like a bird trying to teach a fish to fly.

## ELEMENTAL BLOODLINE

Sorcerers have a connection to the raw elemental forces that the universe was built upon. Fire, Earth, Water, Air, Time, and Mana. Each Sorcerer has a



natural affinity towards one of these primordial elementals, granted to them by their bloodline.

## THE WEAVE AND THE DANCE

Harnessing and channeling the power of the universe is a delicate skill, manipulated through certain martial styles that are reminiscent of the qualities of the primordial element itself. The Sorcerer weaves mana through a performance of large sweeping gestures and motions of their hands and feet, quite literally weaving mana into shapes and effects.

## CONTROL, ALTER, SENSE, ELEMENTAL

There are four categories of power in which all Sorcery is classified. **Control** of ones physical and mental self, the ability to **Alter** the very reality one lives within, extending ones **Sense** and perception, and harnessing the universe's **Elemental** force.

# SORCERER

Level	Prof. Bonus	Sorcery Points	Features	Cantrips Known	Spells Known	— Spell Slots per Spell Level —								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	—	Spellcasting, Sorcerous Origin, Arcane Awareness	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	2	Font Of Magic	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	3	Metamagic	4	4	4	2	—	—	—	—	—	—	—
4th	+2	4	Ability Score Improvement	5	5	4	3	—	—	—	—	—	—	—
5th	+3	5	—	5	6	4	3	2	—	—	—	—	—	—
6th	+3	6	Sorcerous Origin Feature	5	7	4	3	3	—	—	—	—	—	—
7th	+3	7	—	5	8	4	3	3	1	—	—	—	—	—
8th	+3	8	Ability Score Improvement	5	9	4	3	3	2	—	—	—	—	—
9th	+4	9	—	5	10	4	3	3	3	1	—	—	—	—
10th	+4	10	Metamagic	6	11	4	3	3	3	2	—	—	—	—
11th	+4	11	—	6	12	4	3	3	3	2	1	—	—	—
12th	+4	12	Ability Score Improvement	6	12	4	3	3	3	2	1	—	—	—
13th	+5	13	—	6	13	4	3	3	3	2	1	1	—	—
14th	+5	14	Sorcerous Origin Feature	6	13	4	3	3	3	2	1	1	—	—
15th	+5	15	—	6	14	4	3	3	3	2	1	1	1	—
16th	+5	16	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	—
17th	+6	17	Metamagic	6	15	4	3	3	3	2	1	1	1	1
18th	+6	18	Sorcerous Origin Feature	6	15	4	3	3	3	3	1	1	1	1
19th	+6	19	Ability Score Improvement	6	15	4	3	3	3	3	2	1	1	1
20th	+6	20	Sorcerous Restoration	6	15	4	3	3	3	3	2	2	1	1

## CLASS FEATURES

### HIT POINTS

**Hit Dice:** 1d6 per sorcerer level

**Hit Points:** 1d6 + your Constitution Modifier

### PROFICIENCIES

**Armor:** None

**Weapons:** Daggers, darts, slings, quarterstaffs, light crossbows

**Tools:** None

**Saving Throws:** Constitution, Wisdom

**Skills:** Choose any two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

### SPELLCASTING ABILITY

**Spell save DC** = 8 + proficiency bonus + Origin's Base Attribute modifier

**Spell Attack Modifier** = proficiency bonus + Origin's Base Attribute modifier

## SPELLCASTING

Each Sorcery Bloodline uses a unique attribute to determine spellcasting ability. Demonic: Strength, Draconic: Dexterity, Celestial: Intelligence, Fey: Wisdom, and Dwarvish: Constitution. You use this attribute to determine your spell save DC and spell attack modifier.

Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be a level for which you have spell slots.

Spellcasting is flexible, allowing you to cast any spell you know by expending spell slots without the required rituals of memorization or preparation.

## SORCEROUS ORIGIN

Choose a sorcerous origin, which describes the source of your innate magical power. Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

It is the GM's discretion on how far away this sense works

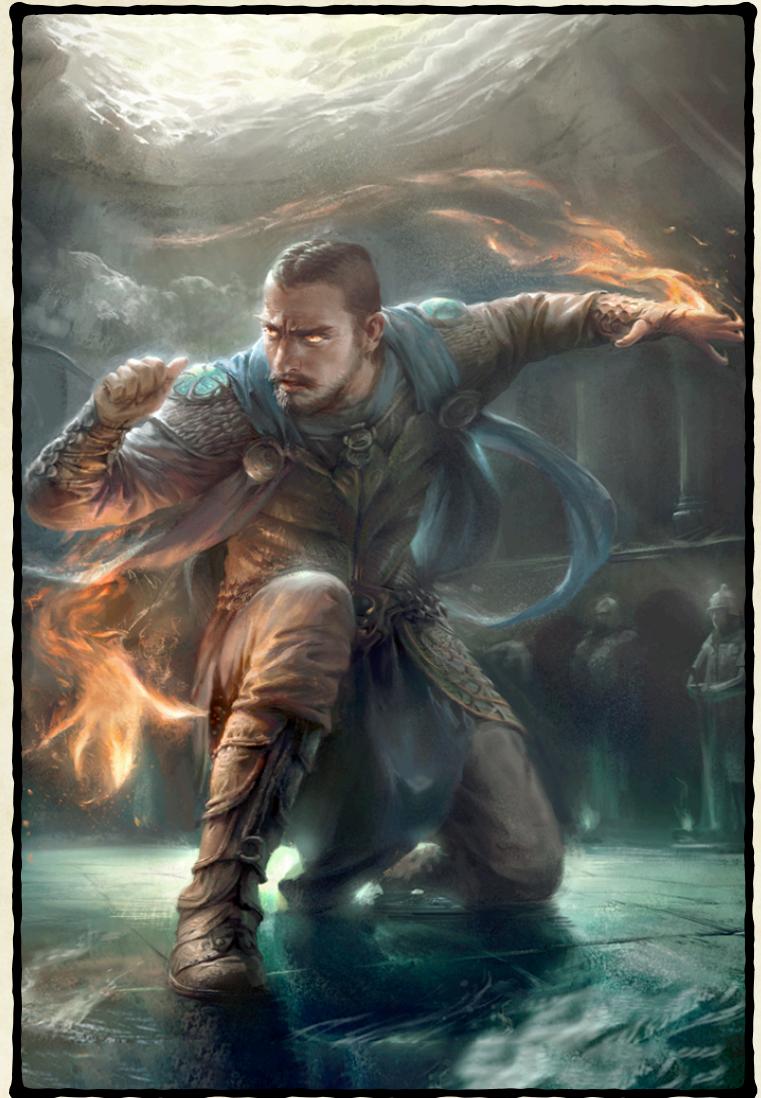
## ARCANE AWARENESS

Sorcerers are naturally attuned to the use of mana, and can passively sense powerful magic being cast. They gain a passive Arcane Sense equal to Sorcerer Level + their Sorcerer Origin's Base Attribute Modifier.

When your sense is triggered, you feel a tingle or buzz as if charged with static electricity. Your sense extends 60 feet and GM's can use the general rule of thumb that the DC for detection is 20 - the level of the spell being cast.

## FONT OF MAGIC

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.



## SORCERY POINTS

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

## FLEXIBLE CASTING

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

As a bonus action, you can transform unexpended sorcery points into one spell slot on your turn. The Creating Spell Slots table shows the cost of creating

a spell slot of a given level. You can create spell slots no higher in level than 5th. Any spell slot you create with this feature vanishes when you finish a long rest.

### CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

### METAMAGIC

At 3rd level, you gain the ability to twist your spells to suit your needs. Metamagic allows you to sculpt your spells like an artist in ways other casters only dream. You gain two Metamagic options of your choice (see Metamagic page). You gain another one at 10th and 17th level.

You can only use one Metamagic option on a spell when you cast it, unless otherwise noted.

### ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

### SORCEROUS RESTORATION

At 20th level, you regain 4 expended Sorcery Points whenever you finish a short rest.



## METAMAGIC

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You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

### CAREFUL SPELL (1 SORCERY POINT)

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 Sorcery Point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

### DISTANT SPELL (1 SORCERY POINT)

When you cast a spell that has a range of 5 feet or greater, you can spend 1 Sorcery Point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 Sorcery Point to make the range of the spell 30 feet.

### EMPOWERED SPELL (1 SORCERY POINT)

When you roll damage for a spell, you can spend 1 Sorcery Point to preroll a number of the damage dice up to your Wisdom modifier (minimum of one). You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of this spell.

### EXTENDED SPELL (1 SORCERY POINT)

When you cast a spell that has a duration of 1 minute or longer you can spend 1 Sorcery Point to double its duration, to a maximum duration of 24 hours.

### HEIGHTENED SPELL (3 SORCERY POINTS)

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 Sorcery Points to give one target of the spell disadvantage on its first saving throw made against the spell.

### QUICKENED SPELL (1 SORCERY POINT)

When you cast a spell that has a casting time of 1 action, you can spend 2 Sorcery Points to change the casting time to 1 bonus action for this casting.

### SUBTLE SPELL (1 SORCERY POINT)

When you cast a spell, you can spend 1 Sorcery Point to cast it without any somatic or verbal components.

### TWINNED SPELL (SPECIAL)

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of Sorcery Points equal to the spell's level to target a second creature in range with the same spell (1 Sorcery Point if the spell is a Cantrip). To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level.



# CELESTIAL BLOODLINE

ELEMENT: TIME, CASTING ABILITY:  
INTELLIGENCE

The Celestial is the most rare of the Sorcery bloodlines. The sun, the moon, and the stars speak to you in the voiceless language of cycles. The natural flow of the universe tugs at your blood as the tide acts upon the oceans. The power others seek is ephemeral and insignificant compared to the forces at your command. Those born with a Celestial Bloodline have a special connection with this cosmic power. Your mind is forged from the most powerful memories of a multitude of lifetimes and you have fragmentary knowledge of your prior lives.



## SOUL TETHER

At 1st level, you are able to place half of your soul into a single item over the course of a 4 hour ritual, granting you the following abilities:

- If the item is a weapon, it can not harm you unless you allow it to.
- If the item is a weapon, you apply your Intelligence modifier instead of Strength or Dexterity; and is considered a magical weapon.
- While you wield your Soul Tether, you can add your Intelligence modifier to any Constitution saving throw you make to maintain concentration on a spell.
- You can summon your Soul Tether to your hand as a bonus action, causing it to teleport instantly to your hand regardless of its location.

## DESTINED SOUL

At 1st level if you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome. Once you use this feature, you cannot again until you finish a short or long rest.

## REPLENISHING SPRING

At 6th level, you have learned to regain some of your spent energy through meditation. Once per

day, when you finish a short rest that you spend meditating, you can recover up to half your spent sorcery points (rounded up).

## INEXORABLE CONTROL

At 14th level, whenever a creature within 30 feet of you casts a spell intended to benefit its targets, you can use your reaction to spend 3 sorcery points to include yourself as a target of that spell. You must be able to clearly see the spell's effects and succeed at an Arcana check of DC = 15 + the spell's level to properly identify the spell, else this ability fails and you lose the 3 sorcery points. If the spell has a range of personal, you must expend 6 sorcery points. This ability does not affect spells with an instantaneous or permanent duration.

## BODILY PURGE

At 18th level you can heal your own wounds and maladies with the power of thought alone. Using an action, you may spend a sorcery point to use your hit dice to heal. You may choose how many hit dice to leverage. Alternatively, you may spend 2 sorcery points to remove from yourself a single poison or disease. Once you use this ability, you can't use it again until you finish a long rest.

# DEMONIC BLOODLINE

ELEMENT: FIRE, CASTING ABILITY: STRENGTH

A Dathairä lurks somewhere along your family tree. Your powers derive from these soul-devouring fiends, who take pleasure and gain power from manipulating mortal frailties. The power of the Demonic Bloodline is fueled by hatred and pain. It is the most aggressive of the bloodline styles, using bold and explosive movements to cast weaves. This bloodline's affinity is to the elemental plane of fire, who like the Daithairä can consume and destroy simply by existing.

## UNSTOPPABLE POWER

At 1st level, whenever you cast a spell that kills one or more living creatures with an Intelligence score of 3 or higher, your spell DC and attack modifier increase by +1 for each creature that you killed (maximum +5) for the next spell you cast within 1 round.

## HELLFIRE

At 1st level, whenever you cast a spell that does energy damage, you can change that type of damage to fire. This also changes the spell's descriptors to match this energy type.

## DEVILISH POWER

At 6th level, if you are reduced to 0 hit points, you can use your reaction to infuse yourself with explosive primal fire. You are instead reduced to 1 hit point, and each creature within 10 feet of you takes fire damage equal to half your Sorcerer level + your Strength modifier. Once you use this feature, you can't use it again until you finish a long rest.

## NOURISHING FLAME

At 14th level your fire magic soothes and restores you. When you expend a spell slot to cast a spell that includes fire damage, you recover a number of hit points equal to the spell's level.



## FIRE IN THE VEINS

At 18th level you gain resistance to fire damage. In addition, spells you cast ignore resistance to fire damage, and you can choose to spend 1 Sorcery point as a bonus action to treat immunity to fire damage as resistance to fire damage for 1 spell.

# DRACONIC BLOODLINE

ELEMENT: AIR, CASTING ABILITY: DEXTERITY

Somehow, you have a draconic ancestor. For the Dragonborn, this can be naturally attributed to a Dragon based lineage; for other races, this can be achieved through an intermingling with a Dragon. It is rare for races outside the Dragonborn to have this bloodline, as Dragons are fickle and arrogant, seeing other races as inferior to them. However, in those instances, individuals bear the mark of the Dragon, with scales covering portions of their body.

## DRACONIC RESILIENCE

At 1st level, your Draconic heritage manifests as parts of your skin being covered by a thin sheen of dragon-like scales (choose a dragon color as your ancestor: Black, Blue, Brass, Bronze, Copper, Gold, Green, Red, Silver, or White). When you aren't wearing armor, your AC equals  $11 + \text{your Dexterity modifier}$ . Your hit point maximum increases by 1 for each level you gain in this class.

## DRACONIC ANCESTRY

At 1st level your fingers have sharp claws. These claws are treated as natural weapons, allowing you to make an unarmed claw attack as an action. The claws do  $1d4$  slashing damage plus your Strength modifier.

## TOUCH OF RAGE

At 6th level, if you are targeted by a harmful spell and suffer no effects either due to a successful save or a missed attack, you can use your reaction to make release a fearful roar. The caster must succeed a Wisdom saving throw with a DC equal to your spell save DC. If it fails, the creature is afraid of you for 1 round - it must move 30 feet away from you can not approach closer.

## REVELATION IN FLESH

At 14th level, you can unleash the aberrant truth hidden within yourself. As a bonus action, you can



spend 1 or more sorcery points to magically transform your body for 10 minutes. For each sorcery point you spend, you can gain one of the following benefits of your choice, the effects of which last until the transformation ends:

- You can see invisible creatures within 60 feet of you, provided they aren't behind total cover.
- You sprout dragon wings and gain a flying speed equal to your walking speed.
- You can breathe underwater, and gain a swimming speed equal to your walking speed.
- You gain a burrowing speed equal to your walking speed.

## DRACONIC PRESENCE

At 18th level you can channel a dread presence, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

# DWARVISH BLOODLINE

ELEMENT: EARTH, CASTING ABILITY: CONSTITUTION

The echoing cave-songs and the rumble and creak of primal spirits deep below the ground course through your soul. True mastery of the Dwarvish Bloodline demands a special connection with the elemental plane or earth, only achievable through patient listening to the stone. The movement style is one of patient and still stances punctuated by powerful bursts of staccato thrusts and jabs. Practitioners are slow, steady, and stable in their thinking. They find depth in contemplation; listening to the stillness and waiting for the right moment to strike. This style is physically taxing art at higher levels and requires both strength and endurance to master.

## STUBBORN AS A ROCK

At 1st level, if you are reduced to 0 hit points you can make a Constitution saving throw (DC 5 + damage taken). On a success, you instead drop to 1 hit point. After a success, you can't use this feature again until you finish a long rest.

## TIRELESS SPIRIT

At 1st level, when you roll initiative, regain one spent sorcery point.

## ELEMENTAL AEGIS

At 6th level, you have learned to weave your magic to fortify yourself against harm. When you are hit by an attack or you fail a saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw. When you use this feature, you can't cast spells other than cantrips until the end of your next turn.

## STONE'S EDGE

At 14th level, your mastery of magic allows you to add the force of elemental earth to your spells. When you cast a spell that deals damage, choose one creature damaged by that spell on the round you cast it. That creature takes extra force damage equal to half your sorcerer level. This feature can be used only once per casting of a spell.

## IRON WILL

At 18th level, when you are maintaining concentration on a spell you have a +2 bonus to AC and all saving throws.



# FEY BLOODLINE

ELEMENT: WATER, CASTING ABILITY: WISDOM

Feytouched sorcerers often trace their ancestors back to the Elves, who like the capricious creatures of The Feywild are born with this innate sorcery ability. You have an affinity to the elemental plane of water, a versatile element of fluidity and adaptability. When in the hands of a master, this casting style is graceful, like a dance, using a foes own energy and momentum, as well as the natural environment against them.

## EXPANDED RÉPERTOIRE

At 1st level you gain 2 more Sorcerer spells that are known to you than listed on the class table.

## FEY ANCESTRY

At 1st level you have advantage on saving throws against being charmed.

## DEEPER CONNECTION

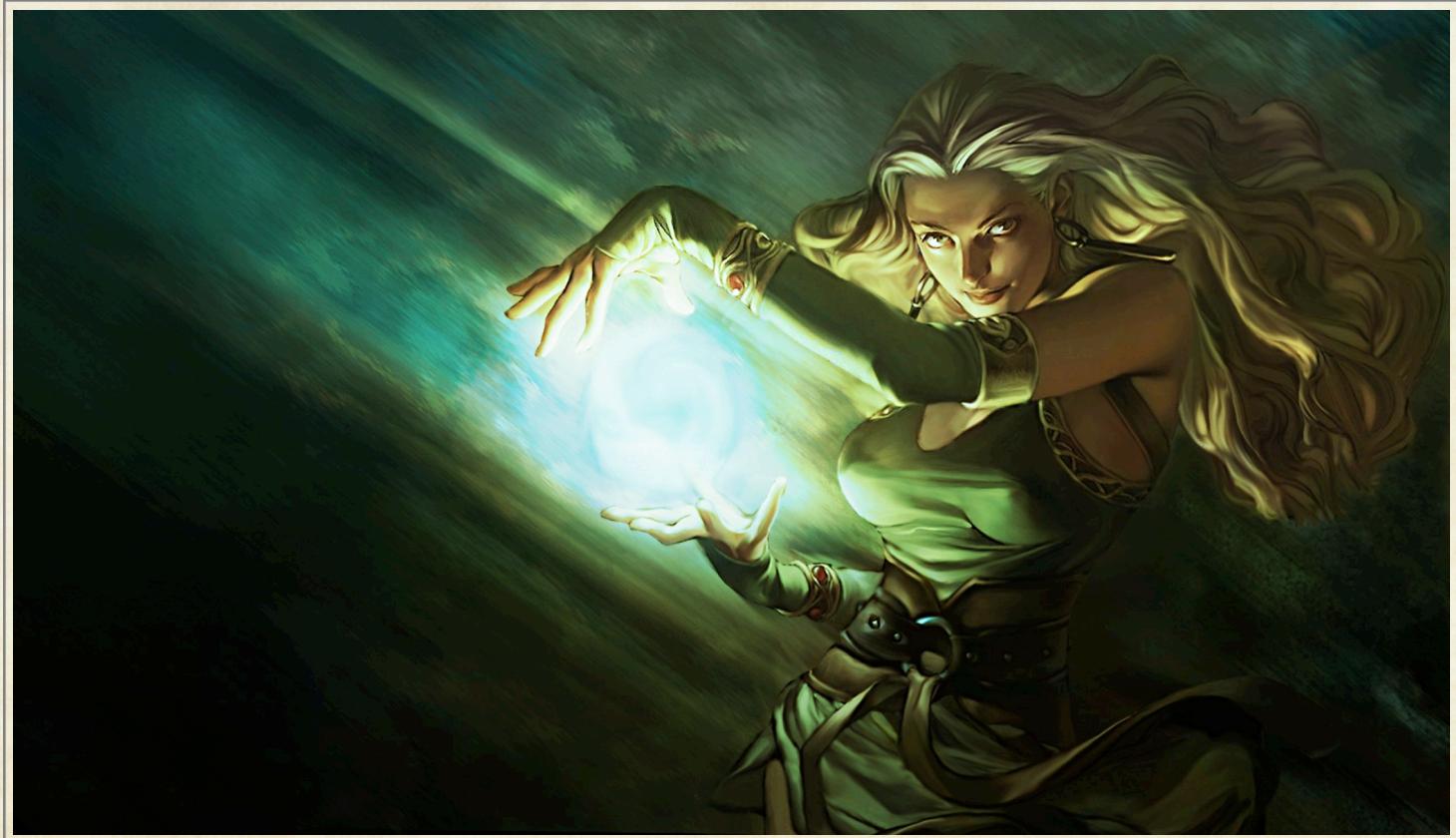
At 6th level your connection with Mana strengthens, and you instantly gain an extra 1 sorcerer point. When using sorcerer points to create spell slots using "flexible casting", it is now possible to cast any valid spell for that slot within the list of sorcerer spells, even if you are not familiar with it. Doing so is dangerous, and requires an Arcana check of DC 20 and forces a roll on the Wild Magic table.

## MANA MANIPULATION

At 14th level you possess the ability to manipulate Mana itself. Using an action, you can cast Dispel Magic at will. You must complete a short or long rest (or expend 3 sorcerer points) to use this again.

## SPELL BOMBARDMENT

At 18th level the harmful energy of your spells intensifies. When you roll damage for a spell and roll a 1, you may roll that die again.



# WILD MAGIC BLOODLINE

ELEMENT: MANA, CASTING ABILITY: CHARISMA

In very rare occurrences, there are those born whose innate magic comes from the forces of chaos that underlie the order of creation. They are touched by mana itself, a fluke upon their birth with no apparent cause. This primal force churns within them, seeking to be released in any outlet. They struggle to control the very power they wield, and are known to go mad from the unbridled chaos that surrounds them.

## TIDES OF CHAOS

At 1st level, your spell casting can unleash surges of untamed magic. Whenever you cast a Sorcery spell that deals damage, for every damage dice that results in the maximum result for that die, you must add another die of the same type to the damage.

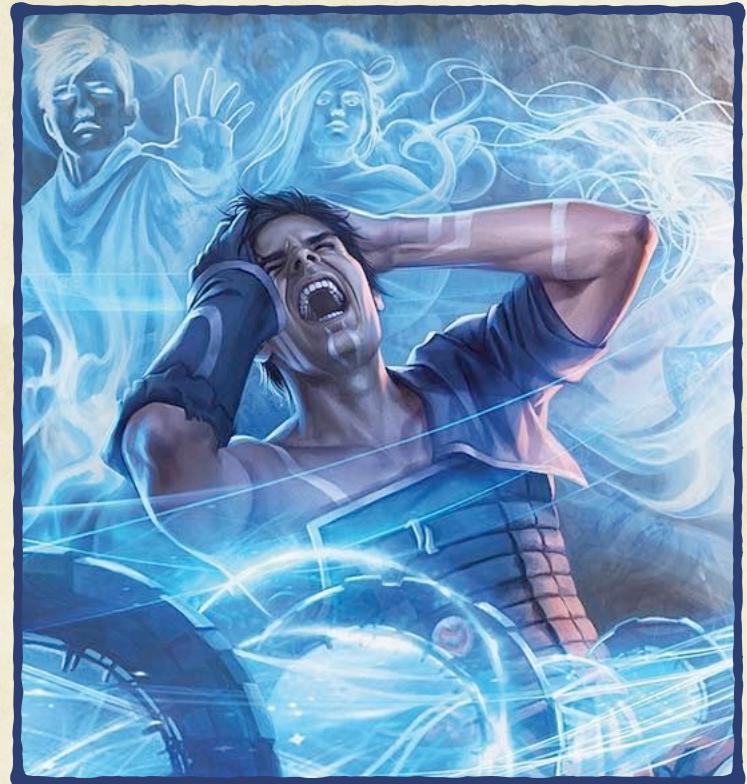
## WILD MAGIC SURGE

At 1st level, your wild magic can tear at reality. You gain a score, referred to as your "Surge Threshold", which begins at 1. Anytime you are forced to re-roll a die due to Wild Bombardment, increase your Surge Threshold by 1, and roll a d20. If the number rolled on the d20 is lower than your Surge Threshold, you experience a Wild Magic Surge, detailed later. After you experience a surge, your Surge Threshold returns to 1.

Rolling a Critical Failure or Critical Success triggers a surge and resets your Surge Threshold to 1.

## 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. If your result is a 1, you must roll again adding the result to a cumulative modifier. Each time a die is rolled for



the use of this ability, increase your Surge Threshold by 1. Finally, roll to determine if a Surge occurs.

## CONTROLLED CHAOS

At 14th level you gain a modicum of control over the surges of your wild magic. Whenever you complete a long rest, reduce your Surge Threshold by 1. Likewise, when you roll on the Wild Magic Surge table, you can roll twice and use either number.

## ARCANE APOTHEOSIS

At 18th level your body surges with arcane power, and the amount of mana you can safely channel intensifies. Once per long rest, you can choose to deal maximum damage on one of your spells (other Sorcery effects such as Metamagic and Tides Of Chaos can not be applied to the spell). Your Surge Threshold increases by 5, and you must roll to see if you experience a Wild Magic Surge.

# WILD MAGIC SURGE

**Nuisance** - magical surges created by spells between Cantrip and Level 2.

d100	Effect	d100	Effect
01-02	Roll on this table at the start of your turns for the next minute, ignoring this result on subsequent rolls.	51-52	Your eyes permanently change color, sparkling with magical energy. Magic to remove a curse can restore.
03-04	One randomly-chosen mundane item you own weighing 1 lb or less vanishes and is gone forever.	53-54	For the next day, gravity weakens for you. You fall more slowly at 30 ft / round and land on your feet.
05-06	For the next minute, you must shout when you speak.	55-56	You gain the ability to speak one additional language of your choice for 1 hour.
07-08	You lose the ability to smell for 1 day.	57-58	Every creature within 15 feet of you takes 1 point of damage, and you gain that many temporary hit points.
09-10	For the next 2d6 days, you are unable to read as the letters all appear jumbled.	59-60	You immediately gain 10 temporary hit points, until your next long rest.
11-12	You can't speak or vocalize for 1 minute. When you try, pink bubbles float out of your mouth.	61-62	One randomly-chosen non-magical item in your possession that weighs 1 pound or less is duplicated.
13-14	You become intoxicated for 2d6 hours. This counts as the poisoned condition.	63-64	You gain a +1 to your AC for one minute.
15-16	You lose proficiency on all skill checks for 1 minute.	65-66	You are immune to intoxication for the next 5d6 days.
17-18	You levitate uncontrollably 6 inches off the ground for 1 minute, unable to move by normal means.	67-68	You recover your lowest-level expended spell slot.
19-20	For the 1d4 days, everything you say must rhyme. If it doesn't, you take 1 psychic damage per doublet.	69-70	You have advantage on the very next roll you make within one minute.
21-22	You immediately lose one unspent sorcery point.	71-72	You gain the ability to speak to animals for 1 hour.
23-24	All your clothing and equipment teleports to an open space at least 15 ft from you that you can see.	73-74	You become invisible for 1 minute. Attacking or casting spells cause you to turn visible.
25-26	For 1 minute, increase your Surge Threshold by 1 each round, rolling for a Nuisance surge each time.	75-76	You can hear exceptionally well for 1 minute, gaining advantage for all Perception checks related to sound.
27-28	You gain a -1 to your AC for 1 minute.	77-78	During the next hour, you may re-roll any one save, attack roll, or skill check. If you do, you must take the new roll's result.
29-30	You accidentally use one of your lowest level available spell slots. Mark it gone. It can be regained naturally.	79-80	The power of your magic grows stronger. For the next hour, any spell you cast does not require a somatic component.
31-32	You have disadvantage on the very next roll you make within one minute.	81-82	For the next day, any time you make an attack, saving throw or ability check, roll 1d6 and add the result.
33-34	You become very hungry, all concentration rolls are at disadvantage until you can eat a day's worth of food.	83-84	If you cast a spell with a saving throw within the next minute, the target gains Disadvantage on its saving throw.
35-36	Your clothes become dirty and filthy. Until you can change and / or clean your clothes, your Charisma is reduced by 1.	85-86	You immediately heal 2d10 hit points.
37-38	For the next hour, any time you make an ability check, roll 1d4 and subtract the result.	87-88	For 1 hour, you gain a bonus to weapon damage equal to your spell casting ability modifier.
39-40	Until you relieve yourself, your Strength and Intelligence are reduced by 1. In 2 minutes the effects are removed and replaced with -4 Charisma until you change.	89-90	An item you hold (or one nearby of the GM's choice if you hold nothing) is suddenly enchanted with the Continual Flame Illusion
41-42	Until you scratch an itch on your back you can't personally reach, you are disadvantaged on Concentration checks and must succeed DC 10 to cast anything.	91-92	A weapon you see within 30 feet glows and becomes a +1 weapon for 1 minute
43-44	A bad joke comes to mind and until you tell it (which takes an entire action), you suffer a Wisdom penalty of 1, and are disadvantaged to Wisdom based rolls..	93-94	Each creature within 60 feet of you, except you, must be teleported 10 feet in a new direction of your choice. If the destination is a solid object, they don't move.
45-46	The ground in a 10 ft radius of your turns slippery, like grease. You and anyone within 10 feet of you must make a DEX check at your spell save DC or fall prone.	95-96	Choose a creature that you can see within 60 feet (other than yourself) to gain temporary hit points equal to your level.
47-48	Your feet sink into the ground, making you immobile for 1 minute.	97-98	You gain Telepathy (as the 2nd level Sorcery spell) for 1 minute. As an action, you may direct your thoughts to a target in range.
49-50	For the next minute, you have double vision. This gives you disadvantage on ranged attacks (including spell attacks) and Perception checks involving sight.	99-100	The next spell you cast within the hour uses a spell slot of one level lower than what it normally requires. Spells of 1st level still require a 1st level slot.

## Moderate - magical surges created by spells between Level 3 and Level 6

d100	Effect	d100	Effect
01-02	Roll on this table at the start of your turns for the next minute, ignoring this result on subsequent rolls.	51-52	You may immediately take 1 additional action.
03-04	Your Strength is reduced by 2 for 1 day.	53-54	For the next minute, you can teleport up to 20 feet as part of your movement on each of your turns.
05-06	Your Intelligence is reduced by 2 for 1 day.	55-56	For the next minute, you can see Invisible creatures that you have line of sight to.
07-08	Your Dexterity is reduced by 2 for 1 day.	57-58	You recover 1 expended spell slot of your choice.
09-10	Your Wisdom is reduced by 2 for 1 day.	59-60	You regain 5 hit points per round for 1 minute.
11-12	Your Constitution is reduced by 2 for 1 day.	61-62	You regain all expended sorcery points.
13-14	Your Charisma is reduced by 2 for 1 day.	63-64	Your speed is increased by 10 feet for 1 day.
15-16	All food and drink within 30 feet of you is purified.	65-66	You teleport up to 60 feet to an unoccupied space that you can see.
17-18	For the next minute, you gain vulnerability to Fire and Cold damage.	67-68	All creatures within 20 feet of you are knocked prone unless they pass a DC 30 Strength check.
19-20	For the next minute, you gain vulnerability to thunder and force damage.	69-70	Your Strength is increased by 2 for 1 day.
21-22	For 1 minute, you gain vulnerability to nonmagical bludgeoning, piercing, and slashing damage.	71-72	Your Intelligence is increased by 2 for 1 day.
23-24	For the next minute, you gain vulnerability to necrotic and radiant damage.	73-74	Your Dexterity is increased by 2 for 1 day.
25-26	For the next minute, you gain vulnerability to poison and psychic damage.	75-76	Your Wisdom is increased by 2 for 1 day.
27-28	For 1 minute, all spells with a casting time of 1 action or 1 bonus action require 2 consecutive actions to cast.	77-78	Your Constitution is increased by 2 for 1 day.
29-30	You fall victim to a horrible cramp in one leg, reducing your speed by 10 feet for 1 day.	79-80	Your Charisma is increased by 2 for 1 day.
31-32	For 1 minute, increase your Surge Threshold by 1 each round, rolling for an Moderate surge each time.	81-82	For the next minute, you gain resistance to Fire and Cold damage.
33-34	You and all creatures within 30 feet of you gain vulnerability to bludgeoning damage for 1 minute.	83-84	For the next minute, you gain resistance to thunder and force damage.
35-36	All gold you are carrying is now silver.	85-86	For 1 minute, you gain resistance to nonmagical bludgeoning, piercing, and slashing damage.
37-38	The next spell you cast within the hour uses a slot level one level higher than what it normally requires.	87-88	For the next minute, you gain resistance to necrotic and radiant damage.
39-40	For the next minute, you are unable to cast spells that cause damage of any type.	89-90	For the next minute, you gain resistance to poison and psychic damage.
41-42	Until you finish a long rest, you leave burning footprints that smolder in your wake for 5 rounds. The flames are hot enough to ignite easily flammable material.	91-92	You gain the ability to breath water for 1 day.
43-44	For 30 feet around you, the ground turns into broken, uneven, difficult terrain	93-94	For the next 1d4 rounds, you can pass through any solid, non-magical wall that is 6 or fewer inches thick.
45-46	You are targeted by a Disguise Self Illusion to make you appear as a dirt covered child of the opposite gender until your next long rest	95-96	Any elemental damage you do (e.g. fire, cold, electricity) deals an additional dice of damage for the next 1 minute
47-48	Three skeletons under the control of the GM claw their way out of the ground and attack random living things until they are destroyed	97-98	Any silver coins you carry are now turned to gold.
49-50	You raise 30 feet into the air and remain there for 1d4 rounds, until you fall and take 3d6 bludgeoning damage	99-100	You may fly as a free action up to 10 feet in the air for 1 minute



## Extreme - magical surges created by spells between Level 7 and Level 9

d100	Effect	d100	Effect
01-02	Roll on this table at the start of your turns for the next 1d6 rounds, ignoring this result on subsequent rolls.	51-52	You become immune to all damage for 1 round / till the end of your next turn
03-04	You immediately drop to 0 hit points.	53-54	All allies currently within 20 feet of you gain a +2 bonus to melee attack and damage rolls for 1 minute.
05-06	You jump forward in time 1 minute. You cease to exist during the time you are gone.	55-56	You immediately gain 20 temporary hit points that last until your next long rest.
07-08	You permanently lose one Cantrip. A spell that can remove a curse will restore your memory.	57-58	You permanently gain 1 Cantrip. Magic to Remove a Curse can remove this.
09-10	All spells you cast within the next minute automatically fail.	59-60	You are resistant to all damage types for 1 minute.
11-12	You immediately take 2d10 psychic damage.	61-62	You recover all your expended spell slots.
13-14	Your Constitution score permanently decreases by 1.	63-64	You are immune to disease for 1 week.
15-16	Time is stopped for you, and only you, for 3 rounds.	65-66	You gain two spell slots at your second-highest level for 1 week.
17-18	You are severed from arcane casting of Sorcery spells until you complete a long rest.	67-68	For one minute, any spell with a casting time of 1 action can be cast as a bonus action.
19-20	You gain the ability to speak one new language of your choice. Losing one language you already know.	69-70	For 1d6 mins, a duplicate of yourself splits from you, acts independently, sharing health and spell slots with you.
21-22	For the next day, any time you make an attack, saving throw or ability check, roll 1d6 and subtract the result.	71-72	For the next day, you gain proficiency in all skills that you are not already proficient in.
23-24	You lose the ability to see for 1 day.	73-74	Roll a 1d4, you are effected by the following spell as if you cast it: 1) Investiture of Flame, 2) Investiture of Wind, 3) Investiture Of Stone, 4) Investiture of Ice
25-26	Permanently increase one Attribute by 1 and decrease another by 1. Magic to remove curses reverses this.	75-76	For the next round, time is stopped for all other than you. Take another turn.
27-28	You transform into a marble statue of yourself for 1 minute, and are considered petrified.	77-78	This spell is "tied-off" as if you cast Tie-Off The Weave; no longer requiring concentration (if appropriate). Otherwise duration is doubled (max 24 hrs)
29-30	For 1 minute, increase your Surge Threshold by 1 each round, rolling for an Extreme surge each time.	79-80	For the next day, any spell with a range of Self can be cast on targets as a Touch spell.
31-32	You and all creatures within 30 feet of you gain vulnerability to slashing & piercing damage for 1 min	81-82	You and all creatures within 30 feet of you gain resistance to slashing & piercing damage for 1 min
33-34	You and all creatures within 30 feet of you gain vulnerability to radiant & necrotic damage for 1 min	83-84	You and all creatures within 30 feet of you gain resistance to radiant & necrotic damage for 1 min
35-36	You and all creatures within 30 feet of you gain vulnerability to fire & cold damage for 1 min	85-86	You and all creatures within 30 feet of you gain resistance to fire & cold damage for 1 min
37-38	You and all creatures within 30 feet of you gain vulnerability to acid & psychic damage for 1 min	87-88	You and all creatures within 30 feet of you gain resistance to acid & psychic damage for 1 min
39-40	Roll 1d6. You gain permanent vulnerability to a random element (1= fire, 2 = cold, 3 = acid, 4 = poison, 5 = psychic, 6 = slashing/piercing)	89-90	Roll 1d6. You gain permanent resistance to a random element (1= fire, 2 = cold, 3 = acid, 4 = poison, 5 = psychic, 6 = slashing/piercing)
41-42	You fall into a deep slumber that lasts for 8 hours, and you are unable to be woken except for damage dealt to you.	91-92	You simultaneously cast a 3rd level spell of your choice that you know without extending a spell slot.
43-44	Gain a physical ailment that forever reduces your speed by 5 feet (minimum 1 /2 your starting speed). This can only be cured by 7th level magic.	93-94	You gain a cantrip from any class that you may cast once per long rest.
45-46	You are removed from the time stream for 1 round and spend what feels like eternity in a solitary hellscape. Lose proficiency in one skill or toolkit.	95-96	You are removed from the time stream for 1 round and live an alternative life in the blink of an eye. Gain proficiency with a random toolkit or instrument.
47-48	You break the barrier between worlds; and open a portal to another plane that stays open for 10 rounds. Each round there is a 1 in 20 chance a creature walks through.	97-98	Your surge threshold remains at 1 for a full 24 hours, regardless of abilities that attempt to modify it.
49-50	You roll 1d6, and permanently remove that to your hit point total	99-100	You roll 1d6, and permanently add that to your hit point total