

THE MAGE

Level	Proficiency		Cantrips Known	Spells Known	— Spell Slots Per Spell Level —				
	Bonus	Features			1st	2nd	3rd	4th	5th
1st	+2	Innate Magic, Spellcasting, Arcane Recovery	3	2	2	—	—	—	—
2nd	+2	Scribe Scrolls	3	3	3	—	—	—	—
3rd	+2	Arcane Tradition, Metamagic	4	4	4	2	—	—	—
4th	+3	Feat	4	5	4	3	—	—	—
5th	+3	Weapon Proficiency	4	6	4	3	2	—	—
6th	+3	Arcane Tradition Feature	5	7	4	3	3	—	—
7th	+4	Metamagic (2)	5	8	4	3	3	2	—
8th	+4	Arcane Tradition feature, Feat	5	10	4	4	3	3	—
9th	+4	Metamagic (3), Signature Spells	6	12	4	4	4	3	1
10th	+5	Arcane Tradition feature, Old Magic, Weapon Proficiency (2)	6	15	4	4	4	4	2

MAGE

HIT POINTS

Hit Dice: 1d6

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 3) + your Constitution modifier per Mage level after 1st

PROFICIENCIES

Armor: None.

Weapons Training:

Proficiencies: (Choose two) daggers, darts, slings, quarterstaves, light crossbows. **Specialization:** None.

Tools: None

Saving Throws: Intelligence, Charisma

Skills: Choose Two: Arcana, Culture, Engineering, History, Insight, Investigation, Nature, Religion

Skills Specialties: Choose one Skill Specialty from the Arcana skill.

STARTING EQUIPMENT

You start with the following items, plus anything provided by your background.

- (a) a quarterstaff or (b) a dagger
- an arcane focus
- (a) a scholar's pack or (b) an explorer's pack

Alternatively, you may start with $5d4 \times 10$ gp to buy your own equipment.

MULTICLASSING

Ability Score Minimum: Intelligence 13

When you gain a level in mage for the first time after already having another class, you gain only some of that class's starting proficiencies and none of its starting equipment.

Skills: Arcana

CLASS FEATURES

INNATE MAGIC

You have a small number of cantrips and spells you know innately and from a combination of practice and guidance from a master, you have fostered this gift. If your arcane tradition requires you to prepare spells, your 1st level known spells (3 cantrips and 2 1st level spells) are always considered prepared. Furthermore, you gain a +1 to spell check rolls when casting these three cantrips. If later on you use the Arcane Flexibility feature to trade out one of your starting cantrips or spells, you do not gain this benefit with the replacements.

Regardless of which Arcane Tradition you choose, you can always learn and cast the cantrips and 1st level spells appearing on the Mage spell list.

SPELLCASTING

You have developed the ability to manipulate arcane magic and as such have learned to prepare and cast a number of spells. Later, you will choose an arcane tradition, which will determine how you further develop this ability beyond the first two levels.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Mage spells. You use Intelligence whenever a spell refers to your spellcasting ability. In addition, you use that ability modifier when setting the saving throw DC for a mage spell you cast and when making an attack roll with one. In addition, you use that ability modifier when setting the saving throw DC for a mage spell you cast and when making an attack roll with one. This also applies when called upon to make a Spell check as when you cast a cantrip.

Spell save DC = 8 + Intelligence modifier + Proficiency Bonus

Spell attack modifier = Intelligence modifier + Proficiency Bonus

In order to cast a spell of any level, your Intelligence score must be equal to or greater than 10 + the spell level. Thus, for example, in order to cast 3rd level mage spells, your Intelligence score must be at least a 13.

CANTRIPS

At 1st level, you know three cantrips of your choice from the Mage spell list. You learn additional cantrips starting at 3rd level, but the list you choose from is determined by your Arcane Tradition.

Cantrips do not expend spell slots. However, every time you cast a cantrip roll a spell check using your spellcasting ability modifier (you gain your proficiency bonus to this check) against DC 11. If you fail this check, you cannot cast that cantrip again until after a Long Rest.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the Mage spell list. At 2nd level you will choose one more spell from this list. However, at 3rd level and higher you will choose spells as determined by your Arcane Tradition.

PREPARING SPELLS

The Mage table shows how many spell slots you have to cast your arcane spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a Long Rest.

You must prepare the list of Mage spells that are available for you to cast. You are considered to always have the first two spells you choose at 1st level prepared. However, you can prepare an additional number of spells you know equal to your Intelligence modifier + your Mage level.

CASTING SPELLS

The Mage table shows how many spell slots you have to cast your arcane spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. Some spells benefit from being cast using a higher level spell slot. This is called "upcasting." You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *burning hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *burning hands* using either slot.

ARCANE FOCUS

Choose an arcane focus. It can be a wand, an amulet, a staff, a scepter, a circlet or other similar example of

arcane gear that can be brandished or manipulated in one hand. You can roll on the Example Arcane Focus table to determine what your particular focus looks like and is made of, or you can choose one, mix and match properties, or discuss other possibilities with your DM. The object is marked with runes or powers and is clearly identifiable as what it with a successful Intelligence (arcana) check against DC 10. You use this object as a focus for casting many of your arcane spells. Any spell that has "F" listed under components, requires the use of this object in order to cast. If the focus is lost or broken, you can prepare a new focus, you can prepare a new one in one work day of downtime, requiring 50 gps in supplies.

EXAMPLE ARCANE FOCUS TABLE

d30	Arcane Focus	Task Difficulty	DC
1	a beast or monster's horn	16	a metal rod
2	a cane or crutch	17	a fan
3	a broken sword	18	a cane
4	a bone or ivory wand	19	a geode
5	a rope made of hair	20	a bell
6	a crystal orb	21	a scepter
7	a doll or effigy	22	a broom
8	a rattle made from teeth	23	a glass rod
9	a rune-carved skull	24	a stone orb
10	a shrunken head	25	a thurible
11	a glass wand	26	a metal wand
12	a large ornate feather	27	a stone wand
13	a wand of rare wood	28	a broom
14	a pouch of runestones	29	a metal orb
15	a mortar and pestle	30	a wooden staff

SCRIBE SCROLLS

By 2nd level, you have learned the art of imparting an arcane spell you know into a written form to be set off later by you or another spellcaster that uses a spell list on which it appears. As a downtime activity, you can spend the expense and effort to pen one of these minor magical items. Scribing a spell costs 25 gps in materials + 50 gps per spell slot level (or 25 gp for a cantrip) + the cost of the material component (if any). Scribing a scroll takes 1 full workday per spell level. You must spend a spell slot of sufficient level to cast the spell (or make a spellcheck) every workday. You can make a scroll of an upcast spell.

ARCANE TRADITION

When you reach 3rd level, you choose an arcane tradition from the list of available traditions, shaping your practice of magic: Wizard or Sorcerer. Your choice grants you features at 3rd, 6th, 8th, and 10th levels.

METAMAGIC

At 3rd level, your study and practice of magic has taught you how to modify spells as you cast them. Choose one of the following metamagic abilities. In order to use one, you must spend a spell slot one or two levels higher

than the spell to be cast (as determined by the specific metamagic ability). Thus, to use the distant spell metamagic ability to increase the range of *magic missile*, you must spend a 2nd level slot to cast it. When you spend a higher slot in this way, it does not count as upcasting the spell. So, for example to upcast a 1st level spell you also want to modify the distant spell metamagic feature, you'd have to use a 3rd level spell slot (though it'd only count as 2nd level in terms of the upcast effect). You may choose an additional metamagic ability at 5th, 7th and 9th levels.

- *Distant Spell* (+1 level). When you cast a spell that has a range of 5 feet or greater, you can double the range of the spell. Or, when you cast a spell that has a range of touch, you can make the range of the spell 30 feet.
- *Empowered Spell* (+1 level). When you roll damage for a spell, you can reroll number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.
- *Extend Spell* (+1 level). When you cast a spell that has a duration of 1 minute or longer, you double its duration, to a maximum duration of 24 hours.
- *Focused Spell* (+1 level). This metamagic ability makes it harder to break your concentration. While concentrating on this spell, you roll concentration checks with advantage and those attempting to use the counterspell ability roll with Disadvantage in their attempt.
- *Heightened Spell* (+2 levels). When you cast a spell that forces a creature to make a saving throw to resist its effects, you can give one target of the spell disadvantage on its first saving throw made against the spell.
- *Precise Spell* (+1 level). When you cast an area of effect spell that targets a box, you may choose which interstice is the exact center, rather than rolling the usual d4.
- *Subtle Spell* (+2 levels). When you cast a spell, cast it with minimal somatic components and whispered verbal components. If the spell requires material components, they still disappear from on your person, but need not be manipulated. Make a Dexterity-based Deception check roll against the passive perceptions of those in a position to potentially notice. If you succeed, they only know the spell is cast if there is a visible effect.

FEAT

When your character level reaches 4th gain a feat (regardless of which classes make up that total, if you are multiclassed). Choose a feat from the available feat list for which you meet the prerequisites. The most common feat to choose is Ability Score Improvement, which provides an ability score improvement.

You gain this benefit again at 8th level.

WEAPON PROFICIENCY

At 5th level, you gain an additional weapon proficiency. You may use this to choose one simple or martial weapon in which to be trained, or to specialize in a weapon in which you are already proficient. You gain another weapon proficiency to use in the same way at 10th level.

SIGNATURE SPELLS

At 9th level, you gain mastery over two spells of 3rd level or lower that you already know. You always have these spells prepared and they don't count against the maximum number of spells you may have prepared. If it is a spell that requires a spell save, the DC is one higher the first time those potentially effected make a saving throw. If it is a spell attack, you gain a +1 to attack rolls. If it is a concentration spell, you gain an expertise die (+1d4) to concentration checks to maintain it. And if it is a personal spell with a duration of 1 minute or longer, the duration is doubled (to a maximum of 24 hours).

OLD MAGIC

At 10th level choose a 6th, 7th, or 8th level Mage spell from among the Old Magic spells you've collected. If you haven't found any, you can take a month of downtime research per spell level above 5th to discover one. If it has the ritual tag, you may cast it as a ritual up to a maximum of once every 7 days. If it does not have ritual tag, you may prepare it as part of a one-hour ritual with materials equal to 10x the material component cost or 5000 gps (whichever is less – though the cost can never be less than the material component itself). It remains prepared for up to a week, but becomes unprepared immediately after it is cast, at which point re-preparing it requires a Long Rest and performing the potentially costly ritual again. Immediately after casting the spell, make a spell check roll against DC 8 + spell level. If you fail, you may not attempt to cast Old Magic again until after an extended rest and suffer a number of exhaustion levels equal to the spell's level minus 2d4 (yes, casting Old Magic can kill you). You can change this spell by means of a month's research. If it is a spell you have chosen before, this time is halved to a fortnight.

ARCANE TRADITIONS

WIZARD

You have eschewed the unpredictability and randomness of sorcery in favor of the careful study of arcane magic and the compiled esoteric notes on spellcraft by generations of wizards who have built on the knowledge of those who came before you. Through careful experimentation, observation, and study you have learned the sigils and forms of wizardry. As a wizard, you have constructed a spellbook in which you have translated your innate magic into written form,

building on this external source of magic in order to have access to a wider variety and rarity of spells.

Rather than tapping into the limited power accessible to you for the first two levels as a mage or dabble with the raw power that leads to dangerous results (like a sorcerer), when a wizard prepares a spell from the repertoire in their spellbook, they are impressing into their mind, knowledge that mortal minds were not typically meant to manipulate. It is for this reason many wizards describe preparing spells as “memorizing” them, as the every time a spell slot is used to cast a prepared spell the specific knowledge is emerges in the mind and then burns out of your awareness.

RITUAL CASTING

You can cast an arcane spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

CANTRIPS

You continue to advance in your knowledge of cantrips, choosing from now on from the wizard cantrip list. While you can only know a limited number of cantrips at a time, you can have the formulae for more cantrips than that in your spellbook (see below). You can trade out a cantrip from those you know every time you spend a work-week of downtime on study.

While cantrips are a potentially limitless resource, casting the same cantrip over and over grows increasing difficult. Every time you cast a cantrip make a Intelligence-based spell check against DC 11. While the cantrip is still cast successfully if you fail, it is no longer available to you to cast until after a long rest. Finally, while cantrips cannot be upcast, if you spend a spell slot to cast a cantrip you can forgo the spellcheck (though the cantrip is still unavailable if you failed a check with it previously).

SPELLBOOK

You have a spellbook that you either already had or recently obtained. It contains the spells and cantrips you know from your innate magic, in addition to any spells it may already contain. Your spellbook is the repository of the arcane spells you know. Your extensive study and penchant for notetaking has expanded your repertoire of known spells. The number of spells you can know is only limited by the space in your spellbook(s). Once you follow the wizardly tradition, you ignore the “Spells Known” column of the Mage table.

While spellbooks come in all kinds of shapes, sizes, and style, they all adhere to these basic qualities:

- A standard spellbook cannot have more than 100 pages and takes up two gear slots (weighing about 10 lbs) and costs 100 gps.

- A traveling spellbook has no more than 50 pages, takes up one gear slot (weighing about 2 lbs), and costs 500 gps.
- Spells take up a number of pages equal to their spell level + 1d6-1 additional pages. Cantrips always take up a two-page spread.

WIZARDLY TRAINING

Initial wizardly training requires long days and even some longer nights studying the traditions and legacy of wizards and their formulas for making magic. During this time the mage is typically sequestered, taking meals while working, and having little to no spare time.

Transcribing your innate magic spells into wizardly formulae is part of your initiation into this tradition and costs you half the usual amount of gold.

Typically, a mage requires two full workweeks during Downtime to adopt this tradition (assuming they had already been exploring and studying wizardly approaches to arcane magic.

COPYING A SPELL INTO THE BOOK

When you find a wizard cantrip or spell of 1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it. Copying a spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. Thus, copying a 4th level spell would take 8 hours and 200 gps. The time need not be consecutive but cannot be broken up into increments of smaller than 2 hours. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells. Copying the formulae for cantrips costs the same and takes as much time as a 2nd level spell (4 hours and 100 gps).

COPYING FROM A SPELL SCROLL

A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When you copy a spell from a spell scroll, you must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

REPLACING THE BOOK

You can copy a spell from your own spellbook into another book - for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

PREPARING SPELLS

Wizards continue to prepare the number and kind of spells as they did as a Mage (starting spells + Intelligence modifier + Mage Level), choosing these spells from those in their spellbook. This process takes one hour and can only be done once per Long Rest.

FIELD OF STUDY

Upon becoming a wizard, you choose one of the following fields of study representing a school of magic as organized by scholarly wizard traditions: *abjuration* (protection magic), *conjunction* (summoning magic), *divination* (revealing magic), *enchantment* (influencing magic), *evocation* (energy based magic), *illusion* (deceptive magic), *necromancy* (death magic), or *transmutation* (changing magic). Focus on each one of these schools, means you must neglect other fields of study. When you choose your specialization, that school of magic has a specific opposed school, and you must choose a secondary opposed school from a pair listed with each one.

SCHOOLS OF MAGIC & THEIR OPPOSITIONS

Field of Study	Primary Opposed	Choose Secondary Opposed
Abjuration	Transmutation	Illusion or Divination
Conjunction	Divination	Evocation or Transmutation
Divination	Conjunction	Abjuration or Enchantment
Enchantment	Evocation	Divination or Necromancy
Evocation	Enchantment	Illusion or Conjunction
Illusion	Necromancy	Abjuration or Evocation
Necromancy	Illusion	Enchantment or Transmutation
Transmutation	Abjuration	Conjunction or Necromancy

Once you make this choice, it is difficult to change. All these specializations provide the following benefits and drawbacks:

- It costs you half the usual time and money to scribe spells from your chosen school into your spellbook.

- You have advantage on checks to copy a spell of your chosen school into your book from a scroll and to spell checks to cast such spells of a level higher than you can normally cast.
- You may prepare an additional spell each day as long as it from your chosen school.
- It costs you twice the usual time and money to scribe spells from your opposed schools into your spellbook.
- You have Disadvantage on checks to copy a spell of your opposed schools into your book from a scroll and to spell checks to cast such spells of a level higher than you can normally cast.

The Arcane Tradition Features you gain as you advance in level are determined by your field of study:

ABJURATION

ARCANE WARD

Starting at 3rd level, you can weave magic around yourself for protection. When you cast an abjuration spell of 1st level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a Long Rest. The ward has a Hit Point maximum equal to your wizard level x2 + your Intelligence modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage. While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever you cast an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell. Once you create the ward, you can't create it again until you finish a Long Rest.

PROJECTED WARD

Starting at 6th level, when a creature that you can see within 30 feet of you takes damage, you can use your Reaction to cause your Arcane Ward to absorb that damage. If this damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.

IMPROVED ABJURATION

Beginning at 8th level, when you cast an abjuration spell that requires you to make an ability check as a part of casting that spell (as in *counterspell*, *dispel magic*, or an abjuration cantrip), add an expertise die (+1d4) to that ability check.

Secondly, when preparing spells choose on ability score, your saving throws against spells or magical effects using that ability score gain an expertise die (+1d4) as long as your Arcane Ward has hit points remaining.

SPELL RESISTANCE

At 10th level, you have advantage on saving throws against spells.

CONJURATION

EMPOWERING SUMMONER

At 3rd level, any creature that you summon or create with a conjuration spell has a number of temporary hit points equal to your Mage level.

BENIGN TRANSPOSITION

Starting at 6th level, as long as you have a conjuration spell prepared, you can use your Action to teleport up to 30 feet to an unoccupied space that you can see.

Alternatively, you can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places. Once you use this feature, you can't use it again until you finish a short rest.

FOCUSED CONJURATION

Beginning at 8th level, while you are concentrating on a conjuration spell, you roll concentration checks with advantage.

DURABLE SUMMONS

At 10th level, any creature that you summon or create with a conjuration spell gains twice your mage level in temporary hit points (20) instead of the usual number and the spell's duration is double if it is 1 minute or less.

DIVINATION

PORTENT

Starting at 3rd level, glimpses of the future press in on your awareness. When you finish a Long Rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. This expends your Reaction for that turn as you experience a sort of *déjà vu*. Each foretelling roll can be used only once. When you finish a Long Rest, you lose any unused foretelling rolls.

EXPERT DIVINATION

Beginning at 6th level, casting divination spells comes so easily to you that it expends only a fraction of your spellcasting efforts. When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 4th level. You cannot gain more slots for a level than you normally have.

THE THIRD EYE

Starting at 8th level, as long as you have a divination spell prepared you can use your Action to increase your powers of perception. When you do so, choose one of the following benefits, which lasts until you are incapacitated, take a Long Rest, or you have run out of spell slots. You can't use the feature again until you finish a Long Rest.

- *Darkvision*. You gain darkvision out to a range of 60 feet.
- *Shadow Sight*. You can see into the Plane of Shadow within 60 feet of you.
- *Greater Comprehension*. You can read any language.
- *See Invisibility*. You can see invisible creatures and objects within 10 feet of you that are within line of sight.

GREATER PORTENT

At 10th level, the visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. You roll three d20s for your Portent feature, rather than two.

ENCHANTMENT

CHARMING

Enchantment spells you cast that require a saving throw have a +1 to their save DC.

INSTINCTIVE CHARM

Beginning at 6th level, when a creature you can see within 30 feet of you makes an attack roll against you, you can use your Reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw against your wizard spell save DC. On a failed save, the attacker must target the creature that is closest to it, not including you or itself. If multiple creatures are closest, the attacker chooses which one to target. On a successful save, you can't use this feature on the attacker again until you finish a Long Rest. You must choose to use this feature before knowing whether the attack hits or misses. Creatures that can't be charmed are immune to this effect.

SPLIT ENCHANTMENT

Starting at 8th level, when you cast an enchantment spell of 1st level or higher that targets only one creature, you can have it target a second creature.

ALTER MEMORIES

At 10th level you gain the ability to make a creature unaware of your magical influence on it. When you cast an enchantment spell to charm one or more creatures, you can alter one creature's understanding so that it remains unaware of being charmed.

Additionally, once before the spell expires, you can use your action to try to make the chosen creature forget

some of the time it spent charmed. The creature must succeed on an Intelligence saving throw against your wizard spell save DC or lose a number of hours of its memories equal to 1 + your Charisma modifier (minimum of 1). You can make the creature forget less time, and the amount of time can't exceed the duration of your enchantment spell.

EVOCATION

INJURIOUS CASTING

At 3rd level, you may add your Intelligence modifier to the total damage of your evocation spells. Thus, for example, if your intelligence modifier were +2, you could add +1 to two of your three magic missiles or +2 to one, or you could add +2 to your total fireball damage.

POTENT CANTRIP

Starting at 6th level, your evocation cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

EMPOWERED EVOCATION

Starting at 8th level you may add your twice Intelligence modifier to the total damage of your evocation spells. Thus, for example, if your intelligence modifier were +3 you could add a total of 6 points.

OVERCHANNEL

At 10th level, you can increase the power of your simpler spells. When you cast a wizard spell of 1st through 3rd-level that deals damage, you can reroll a number of damage dice equal to your Intelligence modifier and take the higher result. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a Long Rest, you suffer a level of exhaustion for each level of the spell.

ILLUSION

NATURAL ILLUSIONIST

You learn the *minor illusion* cantrip. If you already know this cantrip, you learn a different wizard cantrip of your choice (as long as it is not from an opposed school).

The cantrip doesn't count against your number of cantrips known. When you cast *minor illusion*, you can create both a sound and an image with a single casting of the spell or you may cast it as a Bonus Action.

MALLEABLE ILLUSIONS

Starting at 6th level, when you cast an illusion spell that has a duration of 1 minute or longer, you can use your action to change the nature of that illusion (using the spell's normal parameters for the illusion), provided that you can see the illusion.

ILLUSORY SELF

Beginning at 8th level, you can create an illusory duplicate of yourself as an instant, almost instinctual reaction to danger. When a creature makes an attack roll against you, you can use your Reaction to interpose the illusory duplicate between the attacker and yourself. The attack automatically misses you, then the illusion dissipates. You may also choose to move 5 feet to an unoccupied square without drawing an opportunity attack. Once you use this feature, you can't use it again until you finish a Short or Long rest.

DISAPPEARING ACT

At 10th level whenever you cast an illusion spell of 1st level or higher, you may also immediately turn *invisible* (as the 2nd level spells of the same name) until the end of your next turn.

NECROMANCY

GRIM HARVEST

You gain the ability to reap life energy from creatures you kill with your spells. Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the school of necromancy. You don't gain this benefit for killing constructs, elementals, or undead.

SHARE THE REAPING

Starting at 6th level, whenever you use your Grim Harvest ability, you can have an ally you can see within 60 feet regain the hit points instead.

TONGUE OF THE DEAD

Starting at 8th level, you gain *speak with dead* as a wizard spell, and as long as you have a necromancy spell prepared you can cast it without expending a spell slot. If you do so, you may not use this ability again until after a Short or Long rest, though you can still cast it normally using an available spell slot.

INURED TO UNDEATH

At 10th level, you have resistance to necrotic damage and have Advantage on all saving throws on effects caused by the undead. You have spent so much time dealing with undead and the forces that animate them that you have become inured to some of their worst effects.

TRANSMUTATION

AMENABLE TO CHANGE

Transmutation spells you cast that require a saving throw have a +1 to their save DC.

RESILIENT FORM

Starting at 6th level, you gain proficiency in Constitution saving throws.

SHAPECHANGER

At 8th level, you add the *polymorph* spell to your spellbook, if it is not there already. You can cast *polymorph* without expending a spell slot as long as you have a transmutation spell prepared. When you do so, you can target only yourself and transform into a beast whose challenge rating is 1 or lower. Once you cast *polymorph* in this way, you can't do so again until you finish a Short or Long rest, though you can still cast it normally using an available spell slot.

MASTER CHANGER

At 10th level, you may choose the 9th level spell *True Polymorph* as your Old Magic spell.

Furthermore, as long as you have a transmutation spell prepared, you can attempt to force a shapechanger back to their original or default form. This ability has a range of Touch (requiring a melee spell attack). The touched creature must make a Constitution saving throw or take 5d10 force damage and be forced back into their original form. If the creature would normally be able to change its shape again within 1 minute, they must repeat the saving throw to do so. If you know the creature's name, it saves with Disadvantage.

SORCERER

Rather than pursue the esoteric study of the arcane in order to stabilize and quantify magic, sorcerers are mages that dig deep into the manipulation of raw magic to manifest greater power at the risk of unpredictable effects using their strength of self.

CASTING SPELLS

You no longer prepare spells. Instead, all the spells you already know from your innate magic and all the new spells you attain upon adopting the Sorcerer Arcane

Tradition are always available for you to cast as long as you have spell slots with which to cast them. However, since you are manifesting a rawer and less predictable form of arcane power, you can learn fewer spells.

CANTRIPS

You continue to advance in your knowledge of cantrips, choosing from now on from the sorcerer cantrip list.

TIDES OF CHAOS.

Starting at 3rd 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. Or you can use the feature again at any time, but must

SORCEROUS TRAINING

Sorcereous training is as haphazard and unpredictable as the Arcane Tradition itself. Would-be sorcerers are assumed to have been practicing and experimenting with their Innate Magic before adopting this tradition.

Upon adopting this tradition, at the end of each full work day during Downtime make a Charisma spellcheck against DC 20. If you succeed at the check, you have unlocked the secrets of wild magic and need no more initial training. On each successive day you gain a cumulative +1 to your check.

automatically roll a Wild Surge result for the next arcane spell of 1st level or higher you cast. You cannot use it again, in this case, until the turn after the surge manifests.

FONT OF MAGIC

At 3rd level, upon pursuing this arcane tradition 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 metamagical effects without having to spend higher level spell slots. Additionally, unlike a traditional mage, you may choose two metamagic features you can use for casting spells, instead of the usual limit of 1. However, whenever you spend sorcery points to augment a spell.

WILD MAGIC

Drawing on the raw power of sorcery increases the chance of additional magical effects that can be a benefit or a bane to you and your allies. Every time you cast a spell using a metamagic feature for which you spent sorcery points or use a spell slot created by spending sorcery points roll a d20. If the number rolled is equal to or less than the level of the spell slot used, roll a d8 to determine on which wild surge table to roll a d30 and apply the results. Only one wild magic surge effect may happen per spell you cast (unless the surge result itself says otherwise). Unless the surge result reads otherwise, the effect is usually in addition to the intended spell, however, the surge can also modify or even replace it. If a Wild Magic effect is a spell, it will benefit from the Metamagic Feature (if any) of the intended casting. If the surge spell normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

ESCHEW FOCUS

Starting at 3rd level, when you adopt the sorcereous arcane tradition, casting spells no longer requires you to use an arcane focus. You can ignore the requirement for an arcane focus for any of your known Mage spells. If you do so, roll for a potential Wild Surge.

SORCERY POINTS

You have 3 sorcery points, and you gain 2 additional points at every additional even numbered level and 1

additional point at every additional odd numbered level to a maximum of 14 at level 10. You regain all spent sorcery points when you finish a Long Rest.

Sorcery Points By Level	
Mage Level	Sorcery Points
3	3
4	5
5	6
6	8
7	9
8	11
9	12
10	14

FLEXIBLE CASTING

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You can transform unexpended sorcery points into one spell slot as a Bonus Action on your turn. The created spell slots vanish at the end of a Long Rest. 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. As a Bonus Action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level. Casting a spell with a spell slot created by sorcery points calls for Wild Surge check.

Creating Spell Slots	
Spell Slot Level	Sorcery Point Cost
1	2
2	3
3	5
4	7
5	9

SORCEROUS METAMAGIC

When using a metamagic feature you may spend sorcery points instead of higher-level spell slots to gain the same heightened effects. You must spend a number of sorcery points equal to 1 + the metamagic spell slot level adjustment. Thus, in order to cast a Heightened Spell (which requires spending a spell slot of 1 additional level to use), you must have 2 sorcery points available to spend. You can still use higher level spell slots instead, but cannot do both.

In addition, you have unlocked additional metamagic features to choose from:

- *Careful Spell.* 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 per creature protected up to a number of creatures equal to 1 + your Intelligence modifier. A chosen creature automatically succeeds on its saving throw against the spell.
- *Quickened Spell.* When you cast a spell or cantrip that has a casting time of 1 action, you can spend 3 sorcery points to change the casting time to 1 Bonus Action for this casting. [Remember, you can only spend one spell slot per turn].
- *Seeking Spell.* If you make an attack roll for a spell and miss, you can spend 2 sorcery points to reroll the d20, and you must use the new roll. You can use Seeking Spell even if you have already used a different Metamagic option during the casting of the spell but your chance of a wild surge is doubled.
- *Transmuted Spell.* When you cast a spell that deals a type of damage from the following list, you can spend 2 sorcery points to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.
- *Twinned Spell.* 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 1+ 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. For example, *magic missile* and *scorching ray* aren't eligible, but *ray of frost* and *chromatic orb* are.

CONTROLLED CHAOS

Starting at 6th level whenever you must roll on the wild surge table modify the result by +1 or -1, effectively choosing which of three surges manifests. When you reach 10th level, this increases to +2/-2.

ARCANE EXPLOSION

Starting at 8th level, whenever you roll damage for a spell choose one die that rolls it maximum to be an Exploding Die.

SORCEROUS RESTORATION

At 10th level when you roll initiative and have no Sorcery Points left, you regain a number of Sorcery Points equal to your Intelligence modifier. You may not use this feature again until after a Long Rest.

NOTES FOR RUNNING WILD SURGES

Wild Surges not only represent a breakdown of the rules of magic, but they are also a potential breakdown of the rules of the game, as the results of a wild surge can often require off the cuff rulings by the DM in order to adjudicate those results. While the way to apply the wild surge will often be obvious, at other times it will require finessing combinations of spells or effects that appear contradictory but nevertheless need to play out in-game. However, here are some basic guidelines to follow when apply these results.

1. *Targets and Spell Placement.* Before rolling to see if there is a Wild Surge, you should make all choices for the intended spell as if it went off as normal. Then, roll to see if there is a surge, and what the surge's effect will be. If at this time the spell's range, area, or number of targets changes, adjudicate those changes.
2. *Usually, the Intended Spell Still Goes Off.* Unless the rolled result says otherwise, the wild surge result is in addition to or modifies the spell that is being cast. Occasionally, some results supersede the spell itself, but the result description will make that clear.
3. *Range.* If not otherwise stated in the wild surge result description, any reference to range refers to the intended spell's range.
4. *Saving Throws.* If the intended spell allows for a saving throw, the wild surge effect also allows for a saving throw to avoid or lessen the effect, unless the result says otherwise. This is also true if the intended spell allows for a repeated saving throw to end the effect or condition. The type of saving throw, however, may change if the surge effect is emulating a specific spell or simply states otherwise. Furthermore, unless the caster is specifically denied a save by the surge or spell description, they can choose to save against their own effect.
5. *Target.* Unless the wild surge result description says otherwise, the surge effect occurs or is centered wherever the original spell goes off (or was expected to go off).
6. *Duration.* Unless the description reads otherwise, the wild surge effect lasts as long as the intended spell's duration. Furthermore, when a wild surge effect manifests in the form of a spell that normally require concentration, the spell does not require concentration and automatically lasts its full duration.

As mentioned above, sometimes the wild surge directions do not seem compatible with the original spell. In this case, lean into the randomness and wildness and be creative in how the spell or surge manifests. For example, it may be hard to know how to adjudicate the "Spell effect has a 20 feet radius centered on caster instead" when the sorcerer was attempting to cast *mage armor*. The DM might rule that all creatures within 20 feet of the caster gain the *mage armor* spell, that anyone within 20 feet of the caster gets the benefit of mage armor while there, or that the armor's benefit only works for attacks from greater than 20 feet away because anyone else is within the armor's effect, or some combination. Rather than attempt to codify how such a wild magic results works, consider choosing a different kind of ruling each time the situation comes up to make it truly unpredictable.

MAGE SPELL LIST

CANTRIPS

Acid Splash
Alarm
Blade Ward
Control Flames
Dancing Lights
Detect Magic
Fire Bolt
Friends
Frostbite
Gust
Infestation
Light
Mage Hand
Mending
Message
Minor Illusion
Mold Earth
Poison Spray
Prestidigitation
Ray of Frost
Shape Water
Shocking Grasp
Thunderclap
True Strike

1ST LEVEL

Absorb Elements
Acid Spittle
Burning Hands
Cause Fear

Charm Person
Color Spray
Comprehend Languages
Dazzle
Disappear
Disguise Self
Expeditious Retreat
False Life
Feather Fall
Fiery Ward
Fist of Stone
Fog Cloud
Frost Fingers
Grease
Hold Portal
Ice Knife
Identify
Jump
Longstrider
Mage Armor
Magic Missile
Protection from Outsiders
Ray of Sickness
Shield
Silent Image
Sleep
Snare
Thunderwave
Tremor
Unseen Servant
Witch Bolt

OLD MAGIC SPELL LIST

SIXTH LEVEL

Arcane Gate
Chain Lightning
Circle of Death
Contingency
Create Undead
Disintegrate
Drawmij's Instant
Summons
Eyebite
Flesh to Stone
Globe of Invulnerability
Guards and Wards
Magic Jar
Mass Suggestion
Move Earth
Otiluke's Freezing Sphere
Otto's Irresistible Dance

Tasha's Otherworldly Guise
True Seeing
Wall of Ice

SEVENTH LEVEL

Delayed Blast Fireball
Finger of Death
Firestorm
Mordenkainen's Sword
Plane Shift
Power Word Frighten
Power Word Torment
Prismatic Spray
Project Image
Reverse Gravity
Sequester
Simulacrum
Symbol
Teleport

OLD MAGIC (CONTINUED)

EIGHTH LEVEL

Antimagick Field
Control Weather
Demiplane
Dominate Monster
Earthquake
Feeblemind
Incendiary Cloud
Mind Blank
Power Word Bleed
Power Word Stun
Telepathy

NINTH LEVEL

Foresight
Gate
Imprisonment
Meteor Swarm
Power Word Heal
Power Word Kill
Shapechange
Time Stop
True Polymorph
Weird
Wish

WIZARD SPELL LIST

CANTRIPS

Acid Splash
Blade Ward
Control Flames
Dancing Lights
Death Touch
Detect Magic
Dictation
Fire Bolt
Friends
Frostbite
Gust
Infestation
Light
Lightning Lure
Mage Hand
Mending
Message
Mind Sliver
Minor Illusion
Poison Spray
Prestidigitation
Ray of Frost
Shape Water
Shocking Grasp
Sword Burst
Thunderclap
Toll the Dead
True Strike

1ST LEVEL

Absorb Elements
Acid Spittle
Alarm
Burning Hands
Charm Person
Chromatic Orb
Color Spray
Comprehend Languages

Conjure Boat
Conjure Spider
Dazzle
Disappear
Disguise Self
Expeditious Retreat
False Life
Feather Fall
Fiery Ward
Fist of Stone
Fog Cloud
Frost Fingers
Grease
Hold Portal
Ice Knife
Identify
Illusory Script
Jump
Longstrider
Mage Armor
Magic Missile
Protection from Outsiders
Ray of Sickness
Reaping Spirit
Shield
Silent Image
Sleep
Thunderwave
Tremor
Unseen Servant
Witch Bolt

2ND LEVEL

Air Bubble
Alter Self
Arcane Lock
Binding Ice
Blindness/Deafness
Blur
Borrowed Knowledge

Choke
Cloud of Daggers
Crown of Madness
Darkness
Darkvision
Detect Thoughts
Dust Devil
Earthbind
Earthen Grasp
Enhance Ability
Enlarge/Reduce
Flame Burst
Flaming Sphere
Gift of Speech
Gust of Wind
Hold Person
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Magic Weapon
Mind Spike
Mind Whip
Mirror Image
Misty Step
Phantasmal Force
Protection from Poison
Pyrotechnics
Ray of Enfeeblement
Scorching Ray
See Invisibility
Shadow Blade
Shatter
Spider Climb
Suggestion
Warding Wind
Web
Wither and Bloom

3RD LEVEL

Animate Dead
Babble
Bestow Curse
Blink
Clairvoyance
Counterspell
Daylight
Dispel Magic
Elemental Weapon
Enemies Abound
Erupting Earth
Fear
Feign Death
Fiery Stride
Fireball
Flame Arrows
Fly
Forceful Repulsion
Gaseous Form
Geyser
Glyph of Warding
Hail of Stone
Haste
Hypnotic Pattern
Icy Stride
Lightning Bolt
Life Transference
Magic Circle
Major Image
Nondetection
Phantom Steed
Protection from Energy
Remove Curse
Sending
Sleet Storm
Slow
Stinking Cloud
Summon Lesser Demons
Summon Undead

WIZARD SPELL LIST (CONTINUED)

3RD LEVEL (CONT)

Thunderstep
Tidal Wave
Tongues
Vampiric Touch
Wall of Sand
Wall of Water
Water Breathing
Water Walk

4TH LEVEL

Arcane Eye
Banishment
Blight
Charm Monster
Confusion
Conjure Minor Elementals
Control Water
Dimension Door

Dominate Beast
Elemental Bane
Fabricate
Fire Shield
Freedom of Movement
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Impeding Permission
Locate Creature
Phantasmal Killer
Polymorph
Psychic Lance
Sickening Radiance
Stone Shape
Stoneskin
Storm Sphere
Summon Aberration
Summon Elemental

Summon Greater Demon
Vitriolic Sphere
Wall of Fire
Watery Sphere

5TH LEVEL

Animate Objects
Brain Freeze
Cloudkill
Cone of Cold
Conjure Elemental
Contact Other Plane
Danse Macabre
Dawn
Dominate Person
Dream
Elevation
Far Step
Geas

Hold Monster
Immolation
Infernal Calling
Insect Plague
Legend Lore
Mislead
Modify Memory
Negative Energy Flood
Pariah's Curse
Passwall
Planar Binding
Scrying
Seeming
Skill Empowerment
Telekinesis
Teleportation Circle
Transmute Rock
Wall of Force
Wall of Stone

RARE WIZARD SPELL LIST

FIRST LEVEL

Tasha's Hideous Laughter
Tenser's Floating Disk

SECOND LEVEL

Melf's Acid Arrow
Nystul's Magic Aura

THIRD LEVEL

Francisco's Reprisal
Leomund's Tiny Hut
Melf's Minute Meteors

FOURTH LEVEL

Evard's Black Tentacles
Leomund's Secret Chest
Mordenkainen's Faithful
Hound
Mordenkainen's Private
Sanctum

Otiluke's Resilient Sphere

FIFTH LEVEL

Bigby's Hand
Rary's Telepathic Bond

SORCERER SPELL LIST

CANTRIPS

Acid Splash
Blade Ward
Control Flames
Dancing Lights
Death Touch
Detect Magic
Fire Bolt
Friends
Frostbite
Gust
Infestation
Light
Lightning Lure
Mage Hand
Mending
Message
Minor Illusion
Poison Spray
Prestidigitation
Ray of Frost
Shape Water
Shocking Grasp
Sorcerous Burst
Thunderclap
Toll the Dead
True Strike

1ST LEVEL

Absorb Elements
Acid Spittle
Burning Hands
Chaos Bolt
Charm Person
Chromatic Orb
Color Spray
Comprehend Languages
Conjure Spider
Dazzle
Disappear
Disguise Self
Expeditious Retreat
False Life
Feather Fall
Fiery Ward
Fist of Stone

Fog Cloud
Frost Fingers
Grease
Hold Portal
Jump
Mage Armor
Magic Missile
Protection from Outsiders
Ray of Sickness
Reaping Spirit
Shield
Silent Image
Sleep
Thunderwave
Tremor
Unseen Servant
Witch Bolt

2ND LEVEL

Alter Self
Blindness/Deafness
Blur
Choke
Darkness
Darkvision
Detect Thoughts
Dust Devil
Earthbind
Earthen Grasp
Enhance Ability
Enlarge/Reduce
Flame Blade
Flame Burst
Flaming Sphere
Gust of Wind
Hold Person
Icy Blade
Invisibility
Knock
Levitate
Lucky Shot
Magic Weapon
Mind Spike
Mirror Image
Misty Step
Phantasmal Force
Protection from Poison

Pyrotechnics
Scorching Ray
See Invisibility
Shadow Blade
Shatter
Spider Climb
Suggestion
Warding Wind
Web
Wild Counter
Wither and Bloom

3RD LEVEL

Animate Dead
Blink
Clairvoyance
Counterspell
Daylight
Dispel Magic
Erupting Earth
Fear
Feign Death
Fiery Stride
Fireball
Flame Arrows
Fly
Forceful Repulsion
Gaseous Form
Hail of Stone
Haste
Hypnotic Pattern
Icy Stride
Life Transference
Lightning Bolt
Major Image
Phantom Steed
Protection from Energy
Sending
Sleet Storm
Slow
Spatial Direction Distorter
Stinking Cloud
Summon Lesser Demons
Thunderstep
Tidal Wave
Tongues
Vampiric Touch

Water Breathing
Wall of Water
Water Walk

4TH LEVEL

Arcane Eye
Banishment
Blight
Charm Monster
Confusion
Dimension Door
Dominate Beast
Fire Shield
Freedom of Movement
Greater Invisibility
Ice Storm
Phantasmal Killer
Polymorph
Psychic Lance
Sickening Radiance
Stoneskin
Storm Sphere
Vitriolic Sphere
Wall of Fire
Watery Sphere

5TH LEVEL

Animate Objects
Brain Freeze
Cloudkill
Cone of Cold
Dominate Person
Elevation
Far Step
Hold Monster
Immolation
Insect Plague
Mislead
Modify Memory
Negative Energy Flood
Scrying
Seeming
Skill Empowerment
Telekinesis
Teleportation Circle
Wall of Stone

WILD SURGE RESULT TABLE I

d30 Wild Surge Result

01. Automatically roll a wild surge result every time you cast any spell of 1st-level or higher for the next minute, ignoring this result on subsequent rolls.
02. The closest bit of earth or stone (down to the size of a pebble) within range erupts into an angry earth elemental.
03. All your spell checks are made with Disadvantage for the next hour.
04. The target(s) or a random creature in the area of effect develops a violent hatred of you and will do everything in its power to kill you for the next minute, gaining Advantage on all attacks against you. Outside of that murderous impulse, however, it will not violate its usual moral compass. Creatures that are immune to charm are immune to this effect.
05. You are *paralyzed* until the end of your next turn.
06. For the next minute, at the start of each of your turns make a Constitution saving throw (DC 15 + spell slot level) or take 1d6 hit points of necrotic damage. This effect ends if you make any of these saving throws.
07. You lose your highest remaining spell slot.
08. Instead of the spell's usual effect, you cast *confusion* centered on yourself.
09. Instead of the spell's usual effect, all creatures in 60 foot radius of you (including you) hears disturbing whispers that deals 3d6 psychic damage.
10. You grow a heavy useless hairless tail that is discomforting to look at. It halves your speed and gives you Disadvantage on all Strength (athletics) or Dexterity (acrobatics) checks.
11. Your spell's effect is delayed by 1d4 rounds, manifesting at the beginning of your turn on that round. If the original target is no longer within range, the next closest legal target (not including yourself) within range is targeted instead.
12. Any creature you touch for the next minute takes 1d8 lightning damage per spell slot of intended spell and cannot take Reactions until the end of their next turn.
13. For the next minute, all mundane weapons in a 30 foot radius deal critical hits on a 18, 19 or 20.
14. For the next minute all concentration checks in a 20 foot radius are made at Disadvantage.
15. The next arcane spell to be cast by anyone else within 60 feet of you within the next minute, comes with a wild surge result.
16. All arrows or bolts fired into or out of 60 foot cube centered on the target or area turn into harmless flowers.
17. All normal fires within 60 feet of you are extinguished.
18. A small black raincloud appears over the target or area.
19. Your size increases by one size category for the next minute.

d30 Wild Surge Result

20. Any spell of 1st level or higher you cast also does 1d4 force damage per spell slot level to anyone effected.
21. Each creature within 30 feet of you takes 1d10 necrotic damage. You regain hit points equal to the sum of the necrotic damage dealt.
22. Target(s) suffers a violent sneezing fit for spell's duration and is dazed and unable to concentrate on spells.
23. A randomly determined creature within 60 feet of you, including yourself, regains 3d12 hit points. Anything above the creature's maximum hit points is treated as temporary hit points that last until after its next Long Rest.
24. The target(s) becomes vulnerable to the type of damage caused by the spell (if any) for the next minute.
25. A *chromatic orb* appears in your hand at the beginning of your turn for the next six turns. You can use your Bonus Action to make a ranged spell attack to hurl it at a target in range. If you do not throw it by the end of your turn, it explodes and you take the damage instead. Each turn it changes the type of damage it deals in this order: acid, cold, fire, lightning, poison, and thunder.
26. A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to magic missiles.
27. For the next minute, you can teleport up to 20 feet as a Bonus Action on each of your turns.
28. Spell effectiveness is substantially increased. The spell's range is doubled. If it requires a spell attack, you make the attack with Advantage. If it requires a saving throw targets save with Disadvantage. If the spell deals damage it is doubled. And if it requires concentration, you automatically succeed on concentration checks and its maximum duration is doubled.
29. For the next minute, you regain 1d6 hit points at the start of each of your turns.
30. You regain all expended sorcery points.

WILD SURGE RESULT TABLE II

d30 Wild Surge Result

01. All potions you carry become permanently inert.
02. The spell fails and the material component (or focus) of your spell explodes in your hands. You and anyone adjacent to you takes 1d6 force damage per spell slot spent to cast it.
03. Your spell does half damage. If the spell does not do damage, reroll.
04. The target(s) or all creatures in the area of effect are teleported adjacent to you or the closest unoccupied space to you.
05. An area of *silence* (20-foot radius) is centered on you.
06. You and all living creatures within 30 feet of you gain vulnerability to piercing damage for the next minute.
07. All arrows or bolts fired from within 30 feet of you become angry stirges.
08. A double-sized *entangle* spell springs up centered on you.
09. You are surrounded by faint, ethereal music for the next minute. You suffer Disadvantage on Stealth Checks and anyone who has a chance to perceive you gain Advantage.
10. Spell shrieks like a shrieker, audible for 300 feet.
12. Target(s) (or 1 random creature in area of effect per spell slot level) suffers the poisoned condition for 1 minute.
13. A *slow* spell centered on one of the spell's targets, effecting it and the five closest creatures to it. If an area of effect spell, choose 5 random targets in the area.
14. You immediately vomit up flammable oil that covers a 20 foot square in front of you. You are incapacitated until the beginning of your next turn as you continue to wretch painfully.
15. Instead of the spell's usual effect, a wall of force appears in front of caster.
16. You and a random creature within 60 feet regain 1d100 Hit Points (roll separately for each). Any Hit Points beyond your maximum become temporary hit points that last for 1 minute.
17. You cast *plant growth* centered on you.
18. Make a Constitution save or you *polymorph* into an animal. Roll on the Random Beast Table.
19. Instead of the spell's usual effect, you become *invisible* for the next minute. During that time, other creatures can't hear you. The *invisibility* ends if you attack or cast a spell that does damage or requires a saving throw.
21. The target(s) of your spell are frightened of you for up to one minute or you are out of their line of sight.
22. Instead of the spell's usual effect, 1 target or random creature in the area of effect is petrified.

d30 Wild Surge Result

23. You cast *chaos bolt* and the d6 is treated as an exploding die.
24. In addition to your intended spell, you cast another spell. Roll 1d6: 1: *alter self*, 2: *blur*, 3: *expeditious retreat*, 4: *false life*, 5: *mirror image*, 6: *warding wind*.
25. Instead of the spell's usual effect, you cast *fireball* as a 3rd-level spell centered on yourself but *teleport* to a space you can see up to 60 feet away. You do not suffer damage from the *fireball* unless you reappear within its area of effect.
26. You regain 1d10 hit points per spell slot level.
27. For the next minute you can use a Reaction to spend a spell slot of any level to counter a spell of the same level or lower.
28. Creatures have Disadvantage on saving throws against the next spell you cast that involves a saving throw as long as you cast it within the next minute.
29. All hostile creatures within 30 feet of you must make an Wisdom saving throw or drop any weapons or magical items in their hands.
30. You can take one additional action immediately.

WILD SURGE RESULT TABLE III

d30 Wild Surge Result

01. The target(s) or a random creature in the area of effect must make a Constitution save or take 10d6 + 40 force damage. The target(s) is disintegrated if this damage leaves it with 0 hit points. If the target is a non-living object of Large size or smaller it is automatically disintegrated.
02. A random ally must make a Constitution save or is *polymorphed* into a housefly.
03. You begin to leak magical energy. For the spell's duration, any creature adjacent to you takes 1d6 force damage at the beginning of your turn [no save]. Roll the damage even if there is no adjacent creature. Every time you roll a 6 on the damage, you lose one of your lowest level available spell slots.
04. Spell effectiveness (range, duration, area of effect, damage, etc.) decreases by 50% and saves against it are made with advantage.
05. Instead of the spell's usual effect, there is a deafening bang affects everyone within 60 feet of where the spell goes off. All those within range who can hear must make a Constitution save or be deafened for the spell's duration and stunned until the end of their next turn. The sound can be heard for 1 mile.
06. The target of your spell gains resistance to the damage type of the spell (if any) for one minute.
07. A permanent 10 foot x 10 foot x 10 pit opens up in front of you. Anyone in that space must make a Dexterity save or fall in. The pit could open up a hole to a level below depending on the depth of the floor.
08. You cast *grease* centered on yourself.
09. Your spell is upcast by 1d3 levels. If the spell cannot benefit from upcasting it deals 1d10 force damage per bonus level it would have gotten to you instead.
10. The target(s) or all creatures in the spell's area of effect at surrounded by *faerie fire*.
11. Your hair falls out, but grows back over the next 24 hours.
12. Each creature within 30 feet of you becomes invisible for the next minute. The invisibility ends on a creature when it attacks or casts a spell.
13. If the intended spell deals damage of one of the following types, roll 1d6 and the damage is the rolled type instead (if the same type comes up you can choose to have it be the type just below or above it). d6: 1: acid, 2: cold, 3: fire, 4: lightning, 5: poison, 6: thunder.
14. For the next minute all saving throws against spells and magical effects in a 120 feet range of the space where the spell was targeted suffers a penalty of -1d4.
15. All doors in a 120 feet radius of you unlock and swing open as long they were not magically locked.

d30 Wild Surge Result

16. You swap Hit Point totals with a random creature within 60 feet of you. If this would make one of you have more hit points than your maximum, treat the excess as temporary hit points that last one hour.
17. A flumph appears in an unoccupied space adjacent to you.
18. Your flesh becomes invisible for one minute, making you appear as a skeleton.
19. You cast *daylight* centered on yourself.
20. You burst into a cloud of twirling dried leaves that fills a 10 foot cube which is lightly obscured. While in this form you are immune to all damage, save for acid and fire (the latter of which you are vulnerable to). On your turn you can use your Bonus Action to coalesce back into your normal form, but at the end of your turn you burst back into a cloud of billowing leaves. You can be dispersed by a strong wind, in which case you cannot re-coalesce until the spell expires or you drop to 0 Hit Points
21. The target(s) are *reduced* (as spell).
22. A small cloud appears above your head from which you can *call lightning* as the spell. However, if you do not use your Action to target a bolt, it strikes you instead.
23. You cast *barkskin* on yourself.
24. You can *detect magic* for an hour.
25. You can breathe air and water equally well for the next 24 hours.
26. Your Strength score is increased by +2d6 until the end of your next turn.
27. For the next minute, you can see any *invisible* creature if you have line of sight to it.
28. A swarm of insects emerges from your clothes and occupies an unoccupied space adjacent to you. On your turn you may use your Bonus Action to have it move and attack.
29. You cast *fire shield*.
30. Until the end of your next turn, anyone who damages you with a spell attack, takes the same amount as psychic damage and must make a Constitution saving throw or be stunned until the end of their next turn.

WILD SURGE RESULT TABLE IV

d30 Wild Surge Result

01. Instead of the spell's usual effect, you cast *fireball* spell centered on yourself.
02. You suffer a random curse as the *bestow curse* spell.
03. For the next minute, you have Disadvantage on all saves caused by a Wild Surge effect.
04. If you are outdoors, a cloud descends from the sky and transforms into an angry air elemental. If you are indoors, a random creature within 30 feet of you is instantly transported to the elemental plane of air, reappearing in the same space (or the closest unoccupied one) at the end of the spell's duration.
05. You cannot cast the intended spell again until after your next Long Rest.
06. Roll on the Random Farm Animal table. You turn into that farm animal for the spell's duration, reverting form in that time only if you die or the effect is dispelled.
07. Instead of the spell's usual effect, all corpses in a 60-foot radius of you rise as zombies and attack the nearest living creatures.
08. For the spell's duration, all creatures within the range of where your spell manifests are unable to speak a comprehensible language, though may still cast spells with verbal components. No save.
09. Any time anyone within a 60 foot radius of you (including you) loses concentration on a spell, they take 1d8 force damage per the spell's level.
10. You cast *sanctuary* on a number of willing targets equal to your 1+ Charisma modifier you can see within range.
11. Any water within 20 feet of you is destroyed (as create or destroy water), creating a heavily obscuring mist in a 20 foot radius that lasts until the end of your next turn.
12. Instead of the spell's usual effect, you cast *sleep* as if using a spell slot as the same level of that used to cast the intended spell.
13. The creature with the lowest current Hit Point total within 20 feet of where the spell goes off must make a Constitution save or take 1d4 necrotic damage per spell slot level.
14. A beast within 20 feet of you becomes permanently awakened.
15. A basket of fresh ripe fruit appears beside you. It has enough food to feed 10 people, but it all rots in seconds after 1 hour.
16. All non-magical metal armor within 20 feet of you rusts away into powder instantaneously.
17. You and one of the spell's targets (randomly determined) exchange places via teleport. If an area of effect spell, you *teleport* to the closest unoccupied space to the center of the spell effect.

d30 Wild Surge Result

18. The target(s) or 1d4 random creatures in the area of effect are teleported to random unoccupied spaces you can see within 60 feet of you.
19. For the next minute, any flammable object you touch that isn't being worn or carried by another creature bursts into flame.
20. Roll 5 d20s and put them in any order. Your next 5 d20 rolls must use those numbers in the order chosen.
21. The flesh of all corpses in a 60-foot radius of you melts away and they rise as skeletons you can command. After one minute they collapse into a pile of bones.
22. For the next minute all mundane ranged weapons and ammunition originating within 60 feet of you transform into *magic missiles* striking unerringly and doing 1d4+1 force damage. The weapon or ammunition is lost forever once it does its damage.
23. An *ice storm* is centered on the target (or one random target or hostile creature in the area of effect).
24. The targets(s) have Disadvantage to attack anyone but you and must make a Wisdom saving throw to move further than 30 feet from you. If it an area of effect spell, choose a random target in the area effect for each spell slot level.
25. You cast *blink*.
26. For the spell's duration or 1 minute (whichever is longer), all mundane ranged projectiles that would hit you do 1d10+your Intelligence modifier less damage. If it does 0 damage or less, you may use your Reaction force it to turn around and unerringly strike another target within 30 feet of you who takes the full damage.
27. Your spell functions normally, but no spell slot or material component (if applicable) is expended.
28. For the next minute, you have Advantage on all saves caused by a Wild Surge effect.
29. For the next hour, you gain a climb speed of 40 feet, can jump three times your usual distance, and have Advantage on all Strength (athletics) or Dexterity (acrobatics) checks.
30. You cast *trueseeing*.

WILD SURGE RESULT TABLE V

d30 Wild Surge Result

01. Make a Constitution save or you *polymorph* into a random mundane object. Roll on Random Object table. You remain in this form until the end of your next turn. While in this form you are Incapacitated and suffer the Blinded and Deafened conditions. If you drop to 0 hit points, the object breaks, your form reverts, and you cannot take Reactions until the beginning of your next turn.
02. A random non-magical flame within the spell's range (from as small as a torch to as large as a bonfire) erupts into an angry fire elemental and is immediately extinguished. The elemental dissipates at the end of the spell's duration.
03. Choose one target of the intended spell, you cast *Enemies Abound* on it.
04. You gain vulnerability to the damage type caused by the spell, if any.
05. You can't speak for the next minute. Whenever you try, pink bubbles float out of your mouth.
06. The targets make a Constitution save or *polymorph* into Roll d6: 1-3: ogres, 4: hill giants, 5: stone giants, 6: trolls. If an area of effect spell, all creatures in the area save or are turned into giant rats for 1 minute instead.
07. You grow a long beard made of feathers. It remains up to the duration of the cast spell or until you use your reaction to sneeze, at which point the feathers explode out from your face, creating a lightly obscured area in a 10 radius around you that lasts until the beginning your next turn or until a wind of light or greater speed (at least 5 miles per hour) disperses it.
08. Your target's speed is double for the next minute.
09. The target(s) have *antilife shell* centered on them or if an area of effect, the entire area becomes an antilife shell. Either way this lasts for 1 minute.
10. An enormous and immovable boulder instantaneously appears in an unoccupied 10 foot by 10 foot space between you and where the spell goes off. It is at least as tall as you are. If the spell has a range of self or touch, the boulder erupts from the ground beneath you, knocking you and anyone else in the space prone.
11. You cause a tremor in the ground a 20 foot range. All creatures (except you) must in the area must make a Dexterity saving throw or take 1d6 bludgeoning damage and fall prone. The area becomes Difficult Terrain (2) until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.
12. Roll a d12. Your height changes by a number of inches equal to the roll. If the roll is odd, you shrink. If the roll is even, you grow.
13. All death saves in a 20 feet radius of you are made with Disadvantage.

d30 Wild Surge Result

14. Instead of the spell's usual effect, you cast *hunger of hadar* centered on the spell's target.
15. Choose an ally you can see within 20 feet. They regain a number of Hit Dice equal to 1 + your Intelligence modifier.
16. The target(s) or a random creature in the area of effect must make a Constitution save or suffer 1d3+1 levels of exhaustion.
17. The target(s) of the intended spell are *paralyzed* until the end of their next turn. If an area of effect spell, roll a new surge instead.
18. You cast *thunderwave* in a 25 foot cube centered on you (you are not effected).
19. For the next minute, you walk six inches off the ground and are immune to become prone, but have disadvantage to saves against being pushed.
20. An eye appears on your forehead for the next minute. During that time, you have advantage on Wisdom (Perception) checks that rely on sight.
21. You may immediately spend a spell slot of the same level or lower than your cast spell to cast another spell that has a casting time of 1 Action or less, but you suffer a level of exhaustion.
22. Instead of the spell's usual effect, you transform into living lightning. Trace out a 100-foot line that does not cross back over itself that can turn up to 90 degrees whenever it strikes a creature or object and ends in an unoccupied space. Each object or creature take 4d6 lightning damage unless they make a successful Dexterity saving throw (in which case they take half). You change back to your normal self when you reach the end of the line. You cannot take any remaining actions, Bonus Actions or Reactions until your next turn.
23. All your spell checks are made with Advantage for the next hour.
24. You gain an *unseen servant* that lasts 8 hours.
25. You cast *freedom of movement* on yourself.
26. You gain the benefit of the *tongues* spell.
27. You gain resistance to all damage for the next minute.
28. Spell functions as normal but save is made at Disadvantage.
29. You can cast *produce flame* as a Bonus Action.
30. Until the end of your next turn, anyone who damages you with a weapon attack, takes the same amount as psychic damage and must make a Constitution saving throw or be stunned until the end of their next turn.

WILD SURGE RESULT TABLE VI

d30 Wild Surge Result

01. Instead of the spell's usual effect, an area of *reverse gravity* in a 60-foot radius manifests centered on you.
02. Roll on the Random Fiend table. This fiend (or fiends) appear in a random unoccupied stop within range.
03. The target(s) of your spell (or one random creature in its area of effect) gains Advantage on all saving throws against your spells for one minute.
04. All your magical items become unattuned.
05. A *Gate* opens to a random plane there is a 50% chance a creature from that plane emerges from it.
06. Instead of the spell's usual effect, you cast *fog cloud* centered on yourself.
07. You begin to *levitate* 20 feet up each round at the beginning of your turn. You cannot control your altitude and if you strike a ceiling or other obstacle you are pinned there. When the spell expires, you fall.
08. Instead of the spell's usual effect, a *tidal wave* rises up from the ground in front of you and crashes down, effecting all creatures up to 30 feet away in a line 15 feet wide.
09. You cast *darkness* centered on yourself.
10. A swarm of floating lights that fill a cube 10 feet on a side appears, centered on where you targeted the spell. These lights spin and dance in a distracting manner; all who start their turn within the affected area must make a Wisdom save to avoid being dazed until the end of their next turn. At the start of each round, the swarm of lights moves 5d4 feet in a random direction. The lights will flow around most obstructions, but they will stop if confronted by a solid barrier sufficiently tall and wide as to completely block the path of the whole swarm.
11. Your eyes turn red and your vision becomes narrow, crimson, and blurry. You are blind beyond 60 feet and suffer Disadvantage on all Wisdom (Perception) checks and ranged attacks, but you can use your Action to make a ranged spell attack at Disadvantage to fire two scorching rays out of your eyes. The rays do 2d6 fire damage each (roll an attack for each one).
12. Make a Constitution save or roll on the Random Farm Animal table. You *polymorph* into the result, but are a talking version of the animal.
13. Coins begin to rain down from above in a random 10 foot square within range. Roll d20: 1-10: copper, 11-15: silver, 16-19: gold, 20: platinum. On this turn and at the beginning of your subsequent turns, another 5d100 coins fall in the area. Anyone in the area must make a Dexterity saving throw or take 1d6 bludgeoning damage.
14. You cast *antilife shell*.
15. You cast *antimagic field* on yourself.

d30 Wild Surge Result

16. Roll on the Random Farm Animal table. You *polymorph* into that creature, but also have a breath weapon in a 15 feet cone that does 2d6 + 1d6 per spell slot level fire damage. You can use this breath weapon as a Bonus Action and has a recharge of 4-6 (d6). [No Save]
17. A 5 feet radius *stinking cloud* appears centered on (and moving with) you. You are unaffected.
18. You regain your lowest-level expended spell slot.
20. You can cast *thorn whip* as a Bonus Action for the next minute as long as you have at least one free hand.
21. Your voice becomes a shout for 1 minute and you are incapable of whispering. During this time you can focus your voice to cast *shatter* as a Bonus Action.
22. You gain the sneak attack ability as a rogue of a level equal to your sorcerer level.
23. You cast *suggestion*.
24. Roll 1d4. You gain a number of spell slots whose levels add up to the result (as long as no individual slot is of a level higher than you have access to). If this would normally put you over your maximum slots, you still gain them, but any additional slots are lost after your next Long Rest.
25. You *bestow curse* on a random target of the intended spell.
26. Your arms turn into wings, giving you a 60 feet flying speed, but you have no hands and cannot hold objects or perform somatic gestures.
27. You summon an elemental which you can control by using a Bonus Action on your turn (otherwise, it continues its last command or takes the Dodge action). Every time it takes damage (or if it takes damage from you), it is allowed a Constitution save (DC 20) to break free of your control and is free on this plane. If the elemental is Bloodied it gains Advantage on this save. Roll d4 for elemental type: 1: Air, 2: Earth, 3: Fire, 4: Water.
28. Any time anyone within range causes you to lose concentration on a spell, they take 1d8 psychic damage per spell slot level.
29. Roll one on Table V and once on Table VII. Choose the effect you prefer.
30. Instead of the spell's usual effect, you cast *time stop*, but at the spell's end you suffer 1d3 levels of exhaustion as soon as the spells is over.

WILD SURGE RESULT TABLE VII

d30 Wild Surge Result

01. The spell effect rebounds onto or off of you (if the latter, the next closest random creature becomes the target).
02. An angry water elemental emerges from a source of water no smaller than a water skin within the spell's range. It dissipates at the end of the spell's duration.
03. You are *frightened* by the nearest creature until the end of your next turn.
04. You lose 1d4 + spell's level sorcery points.
05. You suffer an infestation of biting insects. You cannot take reactions and must make a concentration check to maintain spells with a concentration duration at the beginning of each of your turns.
06. You gain immunity to all damage until the end of your next turn.
07. Instead of the spell's usual effect, roll on the Random Beast Table. You can choose to add or subtract 1 from the result. You *polymorph* into that beast. Roll on the Random Farm Animal table, the target(s) *polymorph* into the that creature. [No saves]
08. Both your arms turn into constrictor snakes. You cannot grasp anything or make somatic components, but each round you can make two bite attacks (damage: 1d4 + STR piercing damage) or two constriction attacks (grapple attempts) against Small size or smaller creatures, which restrains the target and does 1d6 + Str bludgeoning damage each turn on a successful opposed grapple.
09. The target(s) or a random creature of Large size or small in the area of effect begins to levitate 20 feet up each round at the beginning of your turn. If it strikes a ceiling or other obstacle it is pinned there. When the spell expires, the creature falls.
10. Roll once on Table II and once on Table V. Both effects occur simultaneously, ignoring any results that have you reroll.
11. An incessant annoying buzz emanates from nowhere and everywhere in a 30 feet radius. All creatures in the area must make a Constitution saving throw at the beginning of each of their turns or be *dazed*.
12. All non-magical metal weapons within 20 feet of you rust away into powder instantaneously.
13. Your target(s) begin to *blink*. If an area of effect spell, 1d4 creatures in the area are teleported a mile away instead.
14. Spell effectiveness is substantially increased. The spell's range is doubled. If it requires a spell attack, you make the attack with Advantage. If it requires a saving throw, targets save with Disadvantage. If the spell deals damage it is doubled. And if it requires concentration, you automatically succeed on concentration checks and its maximum duration is doubled. You suffer 2 levels of exhaustion.
15. For the next minute, a piece of rotten fruit appears in your hands at beginning of each of your turns. If you your hands are full, you automatically drop whatever is in one or both of them.

d30 Wild Surge Result

16. Instead of the spell's usual effect, roll on the Random Monstrosity Table. If the intended spell has a range of self, you are *polymorphed* into the resulting monstrosity. If the spell has individual chosen targets, they are all *polymorphed* into the resulting monstrosities. If the spell is an area of effect spell, one random creature is *polymorphed*. All creatures are allowed a Constitution save to resist.
17. Casting the spell causes an explosion of energy in front of you, you are pushed back 20 feet and fall prone.
18. Spell has minimum duration of 1 minute, even if instantaneous.
19. Your face grows a crocodile like maw. As a Bonus Action on your turn you can make a melee attack with a bite that does 1d10 + Strength piercing damage.
20. You cast *charm monster* on the target(s) who saves at Disadvantage and the spell's duration is 24 hours. If the spell is not one that targets a creature or any of the targets is immune to charm, you have Disadvantage on saves against charming effects for the next 8 hours.
21. For the next minute, your steps reverberate with thunderous power. Once per turn, when you start a move or take an action that allows you to move, there is a thunderous boom that can be heard for a mile. All creatures adjacent to where your movement begins must make a Constitution save or take 1d8 *exploding* thunder damage. If they fail their save by 5 or more they are also *stunned* until the end of their next turn. You are *deafened* while this effect lasts.
22. Instead of the spell's usual effect, you *teleport* up to 60 feet to a randomly determined unoccupied space that you can see.
23. Up to three random creatures within 30 feet of you take 4d10 lightning damage.
24. A black tentacle grows out of your back. On your turn you may use a bonus action to force a Dexterity save against a creature your size or smaller within 10 feet or else it takes 3d6 bludgeoning damage and is restrained. A creature that starts its turn restrained takes 3d6 bludgeoning damage and may use its action to make a Strength saving throw against your spell save DC to free itself. While you have a creature so restrained, your speed is halved, and it provides you half cover.
25. For the next hour you have a 60 feet swim speed, resistance to cold damage, and can hold your breath 10 times as long as normal.
26. You cast *protection from outsiders* on yourself.
27. For the next minute every time you cast a spell of 1st-level or higher make an Arcana check (DC 20 + spell level) in order to not spend a spell slot in the casting.
28. For the next minute, all your spells with a casting time of 1 action have a casting time of 1 Bonus Action.
29. If you die within the next minute, you are revived at the beginning your next turn.
30. All your expended hero dice are restored.

WILD SURGE RESULT TABLE VIII

d30 Wild Surge Result

01. You suffer same effect as target(s).
02. You speak in a squeaky voice for 1d6 days, suffering Disadvantage on Charisma checks to persuade, deceive, or intimidate.
03. You age 10 years.
04. Your feet grow unusually large and floppy, and you take 1d6 bludgeoning damage as they burst through your shoes. Your movement is reduced by half (rounded down) and all your Dexterity saves and ability checks suffer disadvantage. Roll d8 to see how long they remain this way: 1 - 4: 1 minute, 5 - 7: 10 minutes, 8 - 9: 1 hour, 10: Until *remove curse* is cast.
05. Instead of the spell's usual effect, the spell has a 20 foot radius centered on caster.
06. The ground in a 30-foot radius around you becomes viscous mud. Treat it as Difficult Terrain (2).
07. Target(s) become incorporeal until the end of their next turn. If an area of effect spell, you become incorporeal instead.
08. The intended spell is the only non-cantrip you can cast for the next hour.
09. Every time you cast a spell for the next minute you and the target(s) take 1d4 + 1 point of psychic damage per spell slot level. (Cantrips count as 0th-level spells.) If the intended spell or any spell you cast during the duration is an area of effect spell roll a new surge result.
10. A random piece of non-magical gear you carry is permanently transformed into a small live fish.
11. Instead of the spell's usual effect, all metal in a 20-foot radius of you is affected by a *heat metal* spell, but nothing you are wearing or carrying. Any metal moved out of the radius cools off by the end of that turn.
12. Instead of the spell's usual effect, all living creatures with an Intelligence of 3 or higher within a 30-foot radius of the spell target is affected by *Tasha's Hideous Laughter*.
13. Roll on the Random Monstrosity Table. The result appears in a random unoccupied space within 30 feet of you. It remains for an hour.
14. Your spell does 50% more damage. If it is not a damaging spell, it does 5 points of Force damage per spell level to the target(s) or all creatures in the area of effect.
15. If you die within the next minute, you immediately come back to life as if by the *reincarnate* spell.
16. You can cast *hellish rebuke* as a Reaction to being damaged by a creature within 60 feet of you that you can see without expending a spell slot once in the next hour.
17. The target(s) or a random creature in the area of effect must make a Constitution or be *polymorphed* into a random farm animal. If their saving throw is a natural 1, they are permanently transformed.

d30 Wild Surge Result

18. Any undead of CR 2 or less within 30 feet of you are instantly destroyed. [no save]
19. Your speed is double for the next minute.
20. Roll on the Random Beast Table. You conjure this beast, which you can control by using a Bonus Action on your turn (otherwise, it continues its last command or takes the Dodge action).
21. At the end of each of your turns for the next minute you may fire a *magic missile*. If you do not, you take the 1d4+1 force damage.
22. For the next minute, you are immune to slashing, piercing, and bludgeoning damage from non-magical weapons.
23. If your spell covers an area of effect, its size is doubled. If it targets individuals, you may choose 1d3 additional targets (they must all be different).
24. You glow with bright light in a 30-foot radius for the next minute. Any creature that ends its turn adjacent to you is blinded until the end of its next turn.
25. Instead of the spell's usual effect, for 1 minute you gain a list of Legendary Actions that you can take once between your turns after another character or NPC's turn. 1. cast a spell with a casting time of 1 action or less (this spell has a wild surge chance), 2. move up to your speed as if you benefited from the *spider climb* spell without drawing opportunity attacks, and 3. make a single weapon or unarmed attack with Advantage and scores a critical hit on a natural 19, or 20.
26. You regain 1d8+1 sorcery points but take an equal amount of necrotic damage.
27. You ooze slimy oil. Every time you move, you leave a 5 foot wide line of oil that is the equivalent of a *grease* spell behind you and have Advantage to resist or escape from grapples and Disadvantage to begin or maintain a grapple. The line lasts for the spell's duration.
28. For the next minute you have a breath weapon (15 feet cone) that you can use as a Bonus Action. It deals 2d6 damage per spell slot level of a type determined by rolling d6: 1: fire, 2: cold, 3: acid, 4: lightning, 5: poison, 6: Pick two and you alternate. If you do not use this ability on each of your turns, you take twice the damage instead and you audibly burp.
29. For the next 8 hours, you can spend a Mage Hit Die as a Bonus Action to gain a bonus spell slot. The level of the spell slot depends on what you roll on the Hit Die. 1-2: 1st-level, 3-4: 2nd-level, 5: 3rd-level, 6: 4th-level.
30. Your head explodes and you die. All creatures in a 30 feet radius (save for constructs) must make an Intelligence saving throw or take 2d8 psychic damage per spell slot level and be *dazed* until the end of their next turn. Those who succeed at the save take half damage and are not *dazed*. At the beginning of your next turn, your head begins to reknit together and heal and by the end of that turn you are alive and no longer incapacitated. You are immune to all damage during this turn. You are at 1 Hit Point.

FIVE RANDOM TABLES FOR USE WITH WILD SURGES

RANDOM BEAST TABLE

d20 Result	
1	worm
2	snake (d3: 1-2: poisonous, 3: constrictor)
3	crow
4	rat
5	weasel
6	hare
7	boar
8	giant spider
9	wolf
10	elk
11	axebeak
12	bear (d6: 1-3: black, 4-5: brown, 6: polar)
13	alligator
14	tiger
15	giant eagle
16	walrus
17	hippopotamus
18	elephant
19	allosaurus
20	sperm whale

RANDOM FARM ANIMAL TABLE

d12	Result
1	chicken
2	cow
3	dog
4	donkey
5	duck
6	goat
7	goose
8	honey bee
9	draft horse
10	ox
11	pig
12	sheep

RANDOM MONSTROSITY TABLE

d20	Result
1	piercer
2 - 3	cockatrice
4 - 5	death dog
6	ankheg
7	carrion crawler
8	griffon
9 - 10	shadow mastiff
11	hook horror
12	owlbear
13	ettercap
14 - 15	displacer beast
16 - 17	phase spider
18	peryton
19	manticore
20	frogemoth

RANDOM OBJECT TABLE

d20 Result	
1	barrel
2	chair
3	fur coat
4	bejeweled gold crown
5	arrow
6	hourglass
7	jewelry
8	melee Weapon
9	musical instrument
10	oar
11	potted plant
12	shield
13	shovel
14	skeleton key
15	smoking pipe
16	small table
17	whistle
18	vase
19	wooden chest
20	stone statue (1 foot tall)

RANDOM FIEND TABLE

d12+spell	level	Result (CR)
	1-2	lemure
	3	manes
	4	dretch
	5	roll d4, but 3 appear
	6	maw demon
	7	vargouille
	8	rutterkin
	9	spined devil
	10	roll d8+1, but 2 appear (reroll 5)
	11	bulezau
	12	bearded devil
	13	tanarukk
	14	vrock
	15	roll d12, but 3 appear (reroll 5 or 10)
	16	hezrou
	17	glabrezu