Sorcerous Origin Revised: Wild Magic

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

Wild Magic Surge

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. When you cast a sorcerer spell of 1st level or higher, roll a d20. If you roll a 1, you suffer a Wild Magic Surge as the magic of your spell twists in unexpected ways.

When you suffer a Wild Magic Surge, you do not cast your intended spell. Any spell slots, sorcery points, or material components spent on the spell are not consumed. You instead cast a randomly-determined spell from the Sorcerer spell list of the same spell level.

The new spell must have the same target where possible. If the target is out of range of the new spell, you must select a new target (which may include you, or the space where you are standing). If you are unable to do so the spell fails. The new spell also ignores any restrictions on casting time or components.

Tides of Chaos

Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again. You also regain the use of this feature if you suffer from a Wild Magic Surge.

Bend Luck

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

Controlled Chaos

At 14th level, you gain a modicum of control over the surges of your wild magic. Whenever you suffer a Wild Magic Surge, you can determine the new spell twice and choose which result you prefer.

Spell Bombardment

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

Wild Magic Surge: Examples

Example 1

Hennet, a wild magic sorcerer, attempts to cast Scorching Ray at an attacking Goblin 60ft away. He rolls a 1 and suffers a wild magic surge!

As Scorching Ray is a second level spell, he chooses randomly from the second level spell list, selecting Mirror Image.

Mirror Image has a range of Self, so Hennet cannot target the Goblin. Instead the only valid target is himself, and three illusory duplicates of himself appear around him!

Fortunately, the spell slot used to cast Scorching Ray is not consumed, so Hennet can attempt to attack the Goblin again on his next turn.

Example 2

Lorastine, another wild magic sorcerer, is attempting to cast Etherealness using an 8th level spell slot so she and her party can scout the inner sanctum of the evil Emperor without being spotted. As she cast the spell she rolls a 1 and suffers a Wild Magic Surge.

Etherealness is a 7th level spell, so with her Controlled Chaos feature she rolls on the Sorcerer's seventh level spell list twice, resulting in Teleport or Fire Storm as her two options.

With the eighth level spell slot refunded, and not wanting to give away their location by starting a large fire, she decides to make the best of the situation and teleports her party directly into the Emperor's throne room!

Randomly Determining Spells

The simplest way to randomly determine which spell is cast by a Wild Magic Surge is to roll a die (usually a d20) and pick that number from the list. If you roll too high, roll again.

If there are more than 20 spells at a given level, split the list into two halves and roll twice - first to determine which of the two lists to use, and second to determine which spell from the chosen half.

One alternative, if you have time to prepare, is to write the names of the spells on index cards and draw a card randomly.

There are other ways of generating random numbers; you could use a random number generator on the internet, a dice rolling app, or even ask your DM for a random number.