

DEEP MAGIC

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CHAOS MAGIC



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Press



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Chaos Magic

The ability to channel and manipulate raw arcane power belongs to sorcerers alone—at least, that's what the mainstream schools of magic would have you believe. But a handful of wizards and bards have mastered something similar, called chaos magic. Dominating the chaotic energy of change itself leads a spellcaster along a narrow path that circles a pit of madness. Those who cling tenaciously to the path and avoid slipping into that roiling pit are rewarded with exceptional gifts. These practitioners, known as chaos mages (wizards) or luck stealers (bards), learn to alter reality through strength of will alone.

CHAOS MAGIC SURGES

Using chaos magic sometimes causes a chaos magic surge. These are similar to wild magic surges caused by sorcerers. When a chaos magic surge occurs, you must roll 1d20. If you roll a 1, consult the Chaos Magic Surge table to determine the specific result.

School of Chaos

Wizards who specialize in chaos magic crave an understanding of probability and life's unpredictable outcomes to the point of obsession. What starts as an attempt to analyze the patterns of chaos quickly becomes a trip down the rabbit hole to madness.

CHAOS SAVANT

Beginning at 2nd level when you select this school, the gold and time you must spend to copy a chaos spell into your spellbook is halved.

LONG ODDS

Starting at 2nd level, you can manipulate the reality-changing forces of chaos to alter the odds of a situation. You can give yourself (as a bonus action) or a creature you can see (as a reaction) advantage on one attack roll, saving throw, or ability check that will be made this turn. Doing this causes a chaos magic surge. You must finish a long rest before you can use this ability again.

TWISTED ARCANA

Starting at 6th level, when you cast a spell that causes damage, you can infuse the spell with greater power by channeling chaos through yourself. You make this choice after determining whether the spell has been successful (i.e., after making a spell attack roll) but before determining damage. If you invoke twisted arcana, roll 1d6 + 1; this is the maximum number of your spell's damage dice you can reroll. You can reroll any number of damage dice up to that maximum, and you must use the rerolled results.

In addition, the type of damage your spell causes is replaced randomly. Use the Damage Type table to determine the spell's new damage type.

Using this ability causes a chaos magic surge. You must finish a long rest before you can use this ability again.

SHIFTING RESISTANCE

Beginning at 10th level, when you cast a chaos magic spell, you gain resistance to a random damage type for a number of rounds equal to 1 + your Intelligence

modifier (minimum 1). You can choose to cause a chaos magic surge as part of your casting; if you do, roll twice on the Damage Type table and choose the type you prefer, then determine the effect (if any) of the chaos magic surge. You must finish a long rest before you can use this ability again.

MASTER OF CHAOS

Starting at 14th level, anytime you cause a chaos magic surge, you regain one use of long odds, twisted arcana, or shifting resistance without taking a long rest. In addition, every time you cast a chaos spell, you gain temporary hit points equal to your Intelligence modifier + the spell's level.

College of Entropy

Bards of the College of Entropy are itinerate gamblers and daring thrill seekers whose actions are supremely unpredictable. Rather than relying on ancient lore or skill with arms, these bards throw themselves into new challenges just to see what happens, trusting in luck to see them through. They're called luck stealers (with a mixture of derision and respect) because no matter how bad things get for everyone around them, these bards always seem to come out unscathed.

BONUS PROFICIENCIES

When you join the College of Entropy at 3rd level, you gain proficiency with Acrobatics, Athletics, and a gaming set of your choice.

LUCK STEALER

Also at 3rd level, you learn to borrow a little bit of other people's luck for yourself. When a creature that you can see within 60 feet of you makes an attack roll, ability check, or saving throw with advantage, you can use your reaction to expend one of your uses of Bardic Inspiration to grant that creature a penalty to the check equal to the number rolled on your Bardic Inspiration die. You gain Inspiration that is usable only on yourself and lasts for a number of rounds equal to the number rolled on the Bardic Inspiration die. If you do not expend the Inspiration before that time, it is lost. Stealing luck, regardless of whether you use the Inspiration, causes a chaos magic surge.

INFUSION OF FORTUNE

At 6th level, when you cast a chaos spell, you cause a chaos magic surge and regain one use of your Bardic Inspiration. You regain the use of infusion of fortune after a short or long rest.

Damage Type

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

BELIEF IS A TOOL

Everything desires to be something else. Starting at 14th level, as an action, the luck stealer can change one known spell to another spell of the same or lower level on the bard spell list. At the end of the bard's next turn, his or her list of known spells returns to normal. Using this ability causes a chaos magic surge.

CHAOS MAGIC SURGE

d%	Effect
1-2	You cast <i>hypnotic pattern</i> centered on yourself.
3-4	The target of your spell or ability is also targeted by an <i>enlarge</i> spell. If there is no target, the <i>enlarge</i> affects you.
5-6	An angry constrictor snake controlled by the GM appears wrapped around your waist.
7-8	For 10 rounds, a <i>gust of wind</i> blows out from you in all directions.
9-10	Three targets you can see within 60 feet chosen by you are targeted by a <i>ray of frost</i> .
11-12	You rise 30 feet into the air, where you hover until the start of your next turn, when you fall.
13-14	You grow a purple mustache 3d6 inches in length.
15-16	You are cloaked in shadow and reek of brimstone for 1 hour. During that time, you have advantage on Charisma (Intimidation) checks and disadvantage on Charisma (Persuasion) checks.
17-18	You summon a mule 100 feet above the target of your spell or ability. If you do not have a target, the mule appears above you. Both the mule and the creature it lands on take 10d6 bludgeoning damage from the inevitable fall, or the creature under the mule takes no damage with a successful Dexterity saving throw; the DC equals your spell save DC.
19-20	You cast <i>contact other plane</i> .
21-22	Rum rains from the sky in a 30-foot radius around you for 10 rounds.
23-24	You regain your highest-level expended spell slot.
25-26	You cast a hemispherical <i>wall of force</i> , centered on yourself.
27-28	All of your hair falls out. It grows back at the normal rate.



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29-30	You gain resistance to one type of damage, determined randomly, for one hour.
31-32	Loud horns that can be heard for a mile sound for 1 hour. The sound moves with you.
33-34	Until you complete a long rest, every word you utter sounds normal to you but is heard by others as incomprehensible babbling. This doesn't impair your ability to cast spells.

- 35-36 Three targets within 30 feet that you can see are targeted by a bolt of light that does 1d8 radiant damage. Each individual target can negate the damage with a successful Constitution saving throw.
- 37-38 Every creature within 60 feet of you, except you, teleports 10 feet in a random direction. If the destination is a solid object or hazardous terrain, the creature doesn't move.
- 39-40 The sun (or moon if it is night) is eclipsed for 10 minutes.
- 41-42 You become immune to all damage for 1 round.
- 43-44 Until you complete a long rest, you leave burning footprints that smolder in your wake for 5 rounds. The flames are hot enough to ignite easily flammable material (leaves, paper, cloth).
- 45-46 You turn into a succulent cooked ham for 10 rounds. While a ham, you are incapacitated and are vulnerable to all damage. The gold plate that you appear upon can be sold for 5 gp.
- 47-48 For 30 feet around you, the ground turns into broken, uneven, difficult terrain.
- 49-50 For 1 hour, you gain a bonus to weapon damage equal to your spellcasting ability.
- 51-52 You open a portal to the Abyss that stays open for 10 rounds. Each round there is a 1 in 20 chance that a fiend or other Abyssal creature of the GM's choice walks through.
- 53-54 You cast *healing word* on a target of your choice.
- 55-56 Your eyes turn into potatoes and fall from their sockets. You are blinded until you receive a *remove curse* or *regenerate* spell.
- 57-58 You hear a thunderous sound and are stunned until the end of your next turn.
- 59-60 You cast *moonbeam*.
- 61-62 An item you hold is covered in *continual flame*. If you are not holding an item, the GM chooses an item within 30 feet of you to be the target.
- 63-64 You and two targets that you can see within 30 feet of you are affected by a *bane* spell.
- 65-66 You gain advantage on your next attack roll, ability check, or saving throw within 24 hours.
- 67-68 You suffer disadvantage on your next attack roll, ability check, or saving throw within 24 hours.
- 69-70 Choose a target that you can see within 60 feet other than yourself to gain temporary hit points equal to your level.
- 71-72 A barrel of lamp oil appears adjacent to you.
- 73-74 You are targeted by a *disguise self* spell making you appear as a dirt-covered human child of the opposite gender.
- 75-76 Dim pink light fills an area 30 feet around your target. If your spell or ability has no target, the light is centered on you.
- 77-78 You summon a boar to a space you can see within 30 feet. The boar follows your commands for 1 minute and then disappears. It is wearing a green dress.
- 79-80 You cast *flame strike* centered on yourself.
- 81-82 You gain 1d4 x 10 pounds of weight.
- 83-84 You gain a +2 bonus to your AC for a number of rounds equal to your spellcasting ability.
- 85-86 The ground beneath your target, or beneath you if your spell or ability has no target, sinks 1 foot. The target also falls prone unless it makes a successful Dexterity saving throw.
- 87-88 Red silk scarves and origami cranes swirl through the air within 500 feet of you, causing light obscurement. The scarves are worth 100 gp in total if collected.
- 89-90 A table with a *hero's feast* appears within 10 feet of you.
- 91-92 Three skeletons under the control of the GM claw their way out of the ground and attack random living creatures until they are destroyed.
- 93-94 You cast *barkskin* upon yourself. Your hair is permanently replaced with green leaves until you receive a *remove curse* or comparable magic.
- 95-96 Your teeth turn into moths and fly away.
- 97-98 You sprout insect wings, giving you a fly speed of 30 feet. The wings last for 1 minute.
- 99-100 A weapon you can see within 30 feet glows and becomes a magic weapon for 1 minute.

Chaos Spell List

1ST LEVEL

Auspicious Warning
Ill-fated Word
Undermine Armor

2ND LEVEL

Bad Timing
Chaotic Vitality
Frenzied Bolt
Shifting the Odds

3RD LEVEL

Calm of the Storm
Entropic Damage Field
Surge Dampener

4TH LEVEL

Chaotic Form
Fluctuating Alignment
Wild Shield

5TH LEVEL

Mass Surge Dampener

6TH LEVEL

Chaotic World

7TH LEVEL

Uncontrollable Transformation

8TH LEVEL

Paragon of Chaos

New Spells

Chaos spells are available to bards, sorcerers with the wild magic bloodline, and wizards.

AUSPICIOUS WARNING

1st-level divination

Casting Time: 1 reaction

Range: 30 feet

Components: V

Duration: Instantaneous

Just in time, you call out a fortunate warning to a creature. The target rolls a d4 and adds the number rolled to one attack roll, ability check, or saving throw that they have just made and uses the new result for determining success or failure.

BAD TIMING

2nd-level divination

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You point toward a creature that you can see and twist strands of chaotic energy around its fate. If the target fails a Charisma saving throw, the next attack roll or ability check the creature attempts within 10 minutes is made with disadvantage.

CALM OF THE STORM

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (an amethyst worth 250 gp which the spell consumes)

Duration: Instantaneous

While visualizing the world as you wish it was, you lay your hands upon a creature other than yourself and undo the effect of a chaos magic surge that affected the creature within the last minute. Reality reshapes itself as if the surge never happened, but only for that creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the time since the wild surge can be 1 minute longer for each slot level above 3rd.

CHAOTIC FORM

4th-level transformation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You cause the form of a willing creature to become malleable, dripping and flowing according to the target's will as if the creature were a vaguely humanoid-shaped ooze. The creature is not affected by difficult terrain, it has advantage on Dexterity (Acrobatics) checks made to escape a grapple, and it suffers no penalties when squeezing through spaces one size category smaller than itself. The target's movement is halved while it's affected by *chaotic form*.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration increases by 10 minutes for each slot level above 4th.

CHAOTIC VITALITY

2nd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Make a melee spell attack against a creature with a number of hit dice no greater than your level and at least 1 hp. On a hit, you conjure pulsating waves of chaotic energy within the creature and yourself. After a brief moment that seems to last forever, you and the creature's current hit point totals change. Roll d100 and increase or decrease the number rolled by any number up to your spellcasting level, then find the result on the Hit Point Flux table. Apply that result to both yourself and the target creature. Any hit points

gained beyond a creature's normal maximum are temporary hit points that last for 1 round/caster level.

For example, assume a 3rd-level spellcaster who currently has 17 of her maximum 30 hp casts *chaotic vitality* on a creature with 58 hp and rolls a 75 on the Hit Point Flux table. The two creatures have a combined total of (17 + 54 =) 71 hp. A result of 75 indicates that both creatures get 50% of the total, so the spellcaster and the target end up with 35 hp each. In the spellcaster's case, 5 of those hp are temporary and will last 3 rounds.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the maximum hit dice of the affected creature increases by 2 for each slot level above 2nd.

Hit Point Flux

d%	Each Creatures' Current Hit Points =
01-09	0
10-39	1
40-69	25% of combined total
70-84	50% of combined total
85-94	75% of combined total
95-99	100% of combined total
100	200% of combined total and both creatures gain the effect of a <i>haste</i> spell

CHAOTIC WORLD

6th-level Illusion

Casting Time: 1 action

Range: 60 feet

Components: V, M (seven irregular pieces of colored cloth that you throw into the air)

Duration: Concentration, up to 1 minute

You throw a handful of colored cloth into the air while screaming a litany of disjointed phrases. A moment later, a 30-foot cube centered on a point within range fills with multicolored light, cacophonous sound, overpowering scents, and other confusing sensory information. The effect is dizzying and overwhelming. All enemies within the cube must make successful Intelligence saving throws or be blinded, deafened, and fall prone. They cannot stand up or recover from this blindness or deafness while within the area of effect, but the conditions and the restriction on standing end immediately for a creature who leaves the spell's area of effect.

ENTROPIC DAMAGE FIELD

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a silver wire)

Duration: Concentration, up to 1 minute

By twisting a length of silver wire around your finger, you tie your fate to those around you. When you take damage, that damage is divided equally between you and all creatures in range who fail a Charisma saving throw. Any leftover damage that can't be divided equally is taken by you. Creatures are allowed a fresh saving throw against this spell each time you take damage, and a success ends the spell's effect on that creature. Creatures that approach to within 60 feet of you after the spell was cast are affected.

FLUCTUATING ALIGNMENT

4th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You channel the force of chaos to taint your target's mind. A target that fails to make a successful Wisdom saving throw must roll 1d20 and consult the Alignment Fluctuation table to find its new alignment, and it must roll anew every minute of the spell's duration. The target's alignment stops fluctuating and returns to normal when the spell ends. These changes do not, in and of themselves, make the affected creature friendly or hostile toward the caster, but they can cause creatures to behave in unpredictable ways.

Alignment Fluctuation

d20	Alignment
1-2	Chaotic good
3-4	Chaotic neutral
5-7	Chaotic evil
8-9	Neutral evil
10-11	Lawful evil
12-14	Lawful good
15-16	Lawful neutral
17-18	Neutral good
19-20	Neutral

FRENZIED BOLT

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You direct a bolt of rainbow colors toward a creature of your choice within range. If it hits, the target takes 3d8 damage of a random type (determined by rolling on the Damage Type table; see Twisted Arcana). If your attack roll was odd (the roll itself, not the adjusted result), the bolt leaps to a new target of your choice within range that has not already been targeted by *frenzied bolt*, requiring a new spell attack roll to hit.

The bolt continues leaping to new targets until you roll an even number on your spell attack, miss a target, or run out of potential targets. All targets must be within range from you. You and your allies are legal targets for this spell, if you are particularly lucky—or unlucky.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create an additional bolt for each slot level above 2nd. Each potential target can be hit only once by the spell, not once per bolt.

ILL-FATED WORD

1st-level divination

Casting Time: 1 reaction

Range: 30 feet

Components: V

Duration: Instantaneous

You call out a distracting curse to a creature, altering its chance to succeed at whatever it's currently doing. You roll a d4 and subtract the number rolled from an attack roll, ability check, or saving throw that the target creature just made; the target uses the lowered result to determine the outcome of its roll.

MASS SURGE DAMPENER

5th-level abjuration (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute, until expended

Using your strength of will, you protect up to three creatures other than yourself from the effect of a chaos magic surge. The protected creatures gain a saving throw to negate the effect of a chaos magic surge that does not normally allow a saving throw, or they get advantage on a normally allowed saving throw. Once a protected creature makes a successful saving throw allowed by *mass surge dampener*, the spell's effect ends for that creature.

PARAGON OF CHAOS

8th-level transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You become a humanoid-shaped swirling mass of color and sound. You gain resistance to bludgeoning, piercing, and slashing damage, and immunity to poison and psychic damage. You are also immune to the following conditions: exhaustion, paralyzed, petrified, poisoned, and unconscious. Finally, you gain truesight to 30 feet and can teleport 30 feet as a move.

Each round as a bonus action, you can invoke a chaos magic surge, choosing yourself or another creature as the caster for resolving the effect. You must choose the target before rolling for the chaos magic surge. The DC of any required saving throw is determined as if you were the caster.

SHIFTING THE ODDS

2nd-level divination

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

By wrapping yourself in strands of chaotic energy, you gain advantage on the next attack roll or ability check that you make. Fate is a cruel mistress, however, and her scales must always be balanced. The second attack roll or ability check (whichever occurs first) that you make after casting *shifting the odds* is made with disadvantage.



SURGE DAMPENER

3rd-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute, until expended

Using your strength of will, you cause one creature other than yourself that you touch to become so firmly entrenched within reality that it is protected from the effects of chaos magic surges. The protected creature gains a saving throw to negate the effect of a chaos magic surge that does not normally allow a saving throw, or it gets advantage on a normally allowed saving throw. Once the protected creature makes a successful saving throw allowed by *surge dampener*, the spell's effect ends for that creature.

UNCONTROLLABLE TRANSFORMATION

7th-level transmutation (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (the bill of a platypus)

Duration: 1 hour

You infuse your body with raw chaos and will it to adopt a helpful mutation. Roll 1d10 and consult the Uncontrollable Transformation table below to determine what mutation occurs. You can try to control the shifting of your body to gain a mutation you prefer, but doing so is taxing; roll 1d10 twice and choose the result you prefer, but gain one level of exhaustion. At the end of the spell, your body returns to its normal form.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you gain an additional mutation for each slot level above 7th. You gain one level of exhaustion for each mutation you try to control.

Uncontrollable Transformation

d10 Mutation

- | | |
|---|--|
| 1 | A spindly third arm sprouts out of your shoulder. By using a bonus action, you can use it to attack with a light weapon. You have advantage on Dexterity (Sleight of Hand) checks and checks that require the manipulation of tools. |
| 2 | Your skin is covered by rough scales that increase your AC by 1 and give you resistance to a random damage type (roll on the Damage Type table). |

- | | |
|----|---|
| 3 | A strange, puckered orifice grows on your back. You can use the orifice to forcefully expel air, granting you a fly speed of 30. You must land at the end of your turn. In addition, as a bonus action you can try to push a creature away with a blast of air. The target is pushed 5 feet away from you if it fails a Strength saving throw. The DC equals 10 + your Constitution modifier. |
| 4 | A second face appears on the back of your head. You gain darkvision to 120 feet and advantage on sight-based and scent-based Wisdom (Perception) checks. You become adept at carrying out conversations with yourself. |
| 5 | You grow gills that not only allow you to breathe under water but also filter poison out of the air. You gain immunity to inhaled poisons. |
| 6 | Your hindquarters elongate and you grow a second set of legs. Your base walking speed increases by 10 feet and your carrying capacity becomes your Strength score multiplied by 20. |
| 7 | You become incorporeal can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object. You can't pick up or interact with physical objects that you weren't carrying when you became incorporeal. |
| 8 | Your limbs elongate and flatten into prehensile paddles. You gain a swim speed equal to your base walking speed and have advantage on Strength (Athletics) checks made to climb or swim. In addition, your unarmed strikes do 1d6 bludgeoning damage. |
| 9 | Your head fills with a light gas and swells to four times its normal size, causing all of your hair to fall out. You have advantage on Intelligence and Wisdom ability checks and can levitate up to 5 feet above the ground. |
| 10 | You grow three sets of feathered wings that give you a fly speed equal to your walking speed and the ability to hover. |



UNDERMINE ARMOR

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You unravel the bonds of reality that hold a suit of armor together. A target that's wearing armor must succeed on a Constitution saving throw or its armor softens to the consistency of candle wax, decreasing the creature's AC by 2.

This spell has no effect on creatures that aren't wearing armor separate from their bodies.

WILD SHIELD

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You surround yourself with the forces of chaos. Wild lights and strange sounds surround you, making stealth impossible. While *wild shield* is active, you can spend a reaction to absorb a spell that targets you or whose area of effect you are within. An absorbed spell has no effect, but absorbing a spell causes a chaos magic surge as if you had cast a spell, with you as the caster for all magic surge effects.

Wild shield ends when the duration expires or when it absorbs 4 levels of spells. If you try to absorb a spell whose level exceeds the spell levels remaining, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level – the levels *wild shield* can still absorb. If the check succeeds, the spell is absorbed; if the check fails, the spell takes its full effect. The chaos magic surge happens regardless of whether the spell is absorbed.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can absorb 1 additional spell level for each slot level above 4th.

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