

Bonus Spells

You gain the following spells at the sorcerer level listed. These spells do not count against the number of sorcerer spells you know.

Sorcerer Level	Spell Level	Spells Gained
1st	1st	Color Spray, Tasha's Hideous Laughter
3rd	2nd	Phantasmal Force Mirror Image
5th	3rd	Blink, Hypnotic Pattern
7th	4th	Confusion, Otiluke's Resilient Sphere
9th	5th	Mislead

MetaMagic: Sorcerers gain 2 metamagic at level 3 as normal, and gain an additional one at 7, 11, 15, and 19.

Melf's Acid Arrow is added to the Sorcerer spell list as a 2nd level spell.

Wild Magic Surge triggers for every non-cantrip spell on a 1 or a 20. On a 20, reroll the effect once if it would harm an ally. Replace entry 07-08 on the Wild Magic table with a Stinking Cloud, centered on self, cast as a 3rd Level Spell that lasts for 1 minute.

Bend Luck: Costs 1 Sorcery point