



WILD MAGIC CHART

- 1-3** For the next minute, you can see invisible creatures if you have line of sight to it.
- 4-5** A goblin appears in an unoccupied space within 5 feet of you, and then disappears 1 minute later.
- 6-8** You cast fireball as a 3rd level spell centered on yourself.
- 9-10** You cast magic missile as a 5th level spell and attack the nearest creature.
- 11-13** Roll a d10. 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 (permanent).
- 14-15** You cast confusion centered on yourself.
- 16-18** For the next minute, you regain 5 hit points at the start of each of your turns.
- 19-20** Creatures have disadvantage on saving throws against the next spell you cast in the next minute that involves a saving throw.
- 21-23** You cast grease centered on yourself.
- 24-26** Your skin turns a vibrant shade of blue. A remove curse spell can end this effect.
- 27-28** An eye appears on your forehead for the next minute. During that time, you have advantage on Perception checks that rely on sight.
- 29-31** For the next minute, all your spells with a casting time of 1 action have a casting time of 1 bonus action.
- 32-33** You teleport up to 60 feet to an open space of your choice that you can see.
- 34-36** Maximize the damage of the next damaging spell you cast within the next minute.
- 37-38** Roll a d10. Your age changes by a number of years equal to the roll. If the roll is odd, you get younger otherwise you get older.
- 39-41** 1d6 citizens from the nearest town appear in unoccupied spaces within 60 feet of you and are Frightened of you. They vanish after 1 minute.
- 42-43** You regain 2d10 hit points.
- 44-46** You turn into a potted plant until the start of your next turn. While a plant, you are incapacitated and have vulnerability to all damage. If you drop to 0 hit points, your pot breaks, and your form reverts.
- 47-48** For the next minute, you can teleport up to 20 feet as a bonus action on each of your turns.
- 49-51** You cast levitate on yourself.
- 52-53** You can't speak for the next minute. Whenever you try, pink bubbles float out of your mouth.
- 54-56** You are immune to being intoxicated by alcohol for the next 5d6 days.
- 57-58** Your hair falls out but grows back within 1d20 days.
- 59-61** For the next minute, you must shout when you speak. Otherwise, no one can hear you.
- 62-63** You cast fog cloud centered on yourself.
- 64-66** Up to three creatures you choose within 30 feet of you take 4d10 lightning damage.
- 67-68** You are frightened by the nearest creature until the end of your next turn.
- 69-71** You gain resistance to all damage for the next minute.
- 72-73** You glow with bright light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn.
- 74-76** You cast polymorph on yourself. Fail the save; you are a sheep for the duration.
- 77-78** You can take one additional action immediately.
- 79-81** Each creature within 30 feet of you takes 1d10 necrotic damage. You regain hit points equal to the sum of the necrotic damage dealt.
- 82-83** You cast fly on a random creature within 60 feet of you.
- 84-86** You become invisible for the next minute. Other creatures can't hear you. The spell ends if you attack or cast another spell.
- 87-88** If you die within the next minute, you immediately come back to life as if by the reincarnate spell.
- 89-91** Your size increases by one size category for the next minute.
- 92-93** You and all creatures within 30 feet of you gain vulnerability to piercing damage for the next minute.
- 94-100** Reroll on this table.