

## Faerzress Special Wild Magic

D100	Effects
01-02	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
03-04	For the next minute, you can see any invisible creature if you have line of sight to it.
05-06	A modron chosen and controlled by the DM appears in an unoccupied space within 5 feet of you, then disappears 1 minute later.
07-08	You cast <i>fireball</i> as a 3rd-level spell centered on the target.
09-10	You cast <i>magic missile</i> as a 5th-level spell.
11-12	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.
13-14	You cast <i>confusion</i> centered on yourself.
15-16	For the next minute, you regain 5 hit points at the start of each of your turns.
17-18	Your body is covered with green slime for a minute. While being slimy you have resistance to fire.
19-20	You cast <i>lesser restoration</i> centered on yourself.
21-22	Creatures have advantage on saving throws against the next spell you cast in the next minute that involves a saving throw.
23-24	Your skin turns a vibrant shade of green. A <i>remove curse</i> spell can end this effect.
25-26	4 tentacles grows on your chin for the next minute. During that time, you have advantage on Intelligence checks and can use telepathy at 60 feet.
27-28	For the next minute, all your spells with a casting time of 1 action have a casting time of 1 bonus action.
29-30	You teleport up to 60 feet to an unoccupied space of your choice that you can see.
31-32	You are transported to the Astral Plane until the end of your next turn, after which time you return to the space you previously occupied or the nearest unoccupied space if that space is occupied.
33-34	Maximize the damage of the next damaging spell you cast within the next minute.
35-36	For the next minute, you understand abyssal
37-38	1d6 flumphs controlled by the DM appear in unoccupied spaces within 60 feet of you and are frightened of you. They vanish after 1 minute.
39-40	You regain 2d10 hit points.
41-42	You turn into a huge mushroom. While a mushroom, you are incapacitated and have vulnerability to all damage. If you drop to 0 hit points your form reverts.
43-44	For the next minute, you can teleport up to 20 feet as a bonus action on each of your turns.
45-46	You cast <i>levitate</i> on yourself.
47-48	A non hostile Quaggoth controlled by the DM appears in a space within 5 feet of you, then disappears 1 minute later.

D100	Effects
49-50	You can't speak for the next minute. Whenever you try, pink bubbles float out of your mouth. You understand Undercommon
51-52	A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to <i>magic missile</i> .
53-54	You are immune to all damage until the start of your next turn
55-56	For the next minute you grow an extra head. You have advantage on WIS (perception) check.
57-58	For the next minute, any flammable object you touch that isn't being worn or carried by another creature bursts into flame.
59-60	You regain your lowest-level expended spell slot.
61-62	For the next minute, you have Tongue of Madness curse. You must shout when you speak.
63-64	You cast fog <i>cloud</i> centered on yourself.
65-66	Up to three creatures you choose within 30 feet of you take 4d10 necrotic damage.
67-68	You are frightened by the nearest creature until the end of your next turn.
69-70	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.
71-72	You gain resistance to all damage for the next minute.
73-74	A random creature within 60 feet of you becomes poisoned for 1d4 hours.
75-76	You exhale heart shaped spores in a 10-foot radius for the next minute. Any creature that ends its turn within 5 feet of you is charmed until the end of its next turn.
77-78	You cast <i>polymorph</i> on yourself. If you fail the saving throw, you turn into a Kuo-Tua for the spell's duration.
79-80	Tiny glowing winged Quaggoth flutter in the air within 10 feet of you for the next minute.
81-82	You can take one additional action immediately.
83-84	Each creature within 15 feet of you takes 1d10 necrotic damage. You regain hit points equal to the sum of the necrotic damage dealt.
85-86	You cast <i>mirror image</i> .
87-88	You cast <i>fly</i> on a random creature within 60 feet of you.
89-90	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.
91-92	If you die within the next minute, you immediately come back to life as if by the <i>reincarnate</i> spell.
93-94	Your size increases by one size category for the next minute.
95-96	You and all creatures within 30 feet of you gain vulnerability to piercing damage for the next minute.
97-98	Double the damage of your spell, or double it's duration (choose one)
99-00	You regain all expended sorcery points.