

Blue Wild Magic Orb

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<https://www.dndbeyond.com/magic-items/5529336-blue-wild-magic-orb>

Wondrous Item, uncommon

This is the embodiment of a low level of wild magic, which can only be contained by 8 classes of magic. These orbs are artificially made to contain many forms of magic and cause mayhem and chaos wherever it reaches, although this is entry-level wild magic, and its effects aren't too catastrophic.

You can use an action to present the orb to another person and cause them to roll for Blue Wild Magic on a failed DEX save of 12.