

# CHILLED ONE – WILD MAGIC SURGE CHART

## d100 Effect

- 01 – 02 For the next minute, 1d8 *ice mephit(s)* (MM 215) appear. A DC 15 CHA check (Persuasion) will convince the creatures to listen to one command.
- 03 – 04 The ground in a 30ft radius from you is suddenly covered in a thick layer of ice for the next 1d4 days. All creatures in the area must make a DEX save against your spell save DC. On a failed save, it falls prone. Area becomes difficult terrain.
- 05 – 06 Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
- 07 – 08 Your skin turns a vibrant shade of blue for 1d10 days. *Remove Curse* will also end effect.
- 09 – 10 You create a floating dagger, translucent like ice that deals 1d8 cold damage. The summoned dagger can be controlled as if the spell *Spiritual Weapon* (PHB 278) was cast.
- 11 – 12 There is a sudden coldness felt deep in your belly. You can use your action to exhale destructive cold energy in a 15 ft. cone. Creatures in cone must make a CON save against your spell save DC. After breath weapon is used or one minute has passed, the effect ends.
- 13 – 14 You cast *Chill Touch* (PHB 221) at 11<sup>th</sup> level (3d8).
- 15 – 16 You turn into an ice statue (100 HP) for 1d10 rounds. While a statue, you are incapacitated. If you drop to 0 HP, your ice form shatters leaving you prone. *Remove Curse* (PHB 271) will end effect early.
- 17 – 18 Your spell leaps towards the sky/ceiling and summons a light flurry of snow that seems to follow you for the next 8 hours.
- 19 – 20 For the next 24 hours, you can see a faint blue mist around any creatures invisible to you.
- 21 – 22 2d6 of icy butterflies erupted from your hands and land on a target of your choosing. Each butterfly deals 1 HP of necrotic damage to the target. At the end of your next turn, each butterfly returns and heals you for 1 HP before disappearing. The butterflies disappear if the target is immune to necrotic damage.
- 22 – 23 For the next minute, the coldness that seems to permeate throughout your body disappears. Until the effect ends, you lose your ability to cast spells that inflict cold damage.
- 23 – 24 You are immune to cold damage for the next 1d20 days.
- 25 – 26 All creatures in a 120 ft. radius have disadvantage on saving throws against the next spell you cast in the next minutes that involves a saving throw.
- 27 – 28 You create a small rose made from ice.
- 29 – 30 A tiny bluebird springs forward and acts as your companion for the next 1d4 days. You cannot be surprised while the bluebird follows you.
- 31 – 32 You can teleport up to 60 ft. to an unoccupied space of your choosing that you can see, leaving an icy statue (100 HP) of your exact likeness in your place.
- 33 – 34 Your skin turns invisible for the next 10 minutes. This effect does not extend to equipment or clothing worn.
- 35 – 36 Your throat becomes so sore you are not able to speak for the next 8 hours.
- 37 – 38 You gain the ability to cast *Misty Step* (PHB 260) at will for the next minute without using a spell slot.
- 39 – 40 DM decides.
- 41 – 42 Your spell twins, hitting an additional target of your choice.
- 43 – 44 You trade places with the target of the spell. The target is now occupying the space you were occupying and vice versa.
- 45 – 46 A target of your choice teleports to an icy mountain top until the end of your next turn, after which the target returns to the space previously occupied or the nearest unoccupied space if that space is occupied.
- 47 – 48 A frosted shield forms in front of you. You gain +2 AC for the next minute.
- 49 – 50 For the next minute, all spells cast do max damage.

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- 51 – 52 Large, icy hands attempt to grasp the target of the spell. Target must make a DEX saving throw against your spell save DC. If failed, the target is grappled. If still grappled at the end of their turn, they take 2d6 necrotic damage.
- 53 – 54 A sudden and intense blast of cold energy erupts from your body. Each creature in a 10 ft. radius must make a CON saving throw against your spell save DC. A creature takes 3d8 cold damage on a failed save, or half as much damage on a successful one.
- 55 – 56 Up to three creatures you choose within 30 ft. of you take 2d8 cold damage.
- 57 – 58 You create a small ice statue (15 HP) of your likeness weighing approximately 5 lbs.
- 59 – 60 Your spell bursts into a swarm of icy butterflies that fill the area around you. The butterflies dissolve into a droplet of water when they land.
- 61 – 62 Centered on you, all creatures within 40 ft radius are chilled to the bone almost as if they are freezing. Each creature must make a CON save against your spell save DC. In failed, the target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. Mimics the spell *Slow* (PHB 277).
- 63 – 64 You cast *Sleet Storm* (PHB 276) centered on a target of your choice.
- 65 – 66 You project an icy image of the target's worst fears. The target must succeed on a WIS saving throw or drop whatever it is holding and become frightened for 1 minute. See rules for *Fear* (DMG 266).
- 67 – 68 A target of your choice turns into an ice statue for 1d10 rounds. *Remove Curse* will end effect early.
- 69 – 70 You teleport to an icy mountain top until the end of your next turn, after which you return to the space you previously occupied or the nearest unoccupied space if that space is occupied.
- 71 – 72 A wall of ice (6d10 HP) shoots up from the floor, surrounding you. Any creature occupying a space within melee range of you must make a DEX save against your spell save DC. If failed, they are knocked prone. All creatures are pushed away from you.
- 73 – 74 For the next minute, you gain 5 HP at the end of your turn if you inflict cold damage during the round.
- 75 – 76 You cast *Ice Storm* (PHB 252) centered on a target of your choice.
- 77 – 78 You summon a baby frost troll in your arms causing you to instinctively drop whatever you were holding to catch the bundle of joy. Congratulations, you have stolen a baby.
- 79 – 80 Blue lights dance above your head for the next minute.
- 81 – 82 If you drop to 0 HP within the next minute, your body turns to solid ice for 1d10 rounds. You heal 1 HP each round. *Remove Curse* (PHB 271) will end effect early.
- 83 – 84 The target of the spell becomes chilled to the bone, like you. The target must make a CON save against your spell save DC. If failed, the target is unable to move until the end of your next turn.
- 85 – 86 You create a small statue (15 HP) of your target's likeness weighing approximately 5 lbs.
- 87 – 88 You are surrounded by a cold gust wind for the next minute. You have disadvantage on WIS (Perception) skill checks.
- 89 – 90 You successfully cast your spell and can take an additional action immediately.
- 91 – 92 Your spell turns into a snowball which deals no damage.
- 93 – 94 You regain all expended your sorcery points.
- 95 – 96 Your spell leaps towards the sky/ceiling and summons a light flurry of snow that seems to follow your target for the next 8 hours.
- 97 – 98 Your spell hits the ground, causing ice crystals to form in a 20 ft. radius around you. Area becomes difficult terrain for the next 1d8 hours.
- 99 – 00 While you cannot see it, a spectral, icy figure looms behind you. You have advantage on CHA (Intimidation and Persuasion) checks for the next 1d6 days.