

WILD MAGIC

Wild magic is a phenomenon which is all around you, in the random magical energies that flow throughout magically endowed planes. Ordinary wizards and sorcerors channel this energy according to strict rules, so that nothing can go wrong in their casting, and so that the desired effect always occurs. However those who choose to follow the arcane arts can also turn to wild magic. It requires as much study as any of the other fields of magic, but as it encompasses them all to a certain extent, none are neglected. It is a risky move however, as the rules start to bend under the influence of a wild spellcaster, and although very powerful and unexpected magic can be released, so can devastating and unwelcome forces. Along with the study, comes access to certain new spells, which although appear to follow the rules, rely on the fact that the wild spellcaster is just making it up in the hope (or knowledge in the case of the overconfident) that what they want to happen, happens. Here are presented variations on the three main arcane spellcasting classes, along with 31 new spells to compliment the rules and even 6 new feats to aid your characters in their quest to master, or even just pick up wild magic.

WILD MAGE

The wild mage is by all accounts a specialist wizard. They are rare, as few choose to dedicate themselves to the research and even fewer are willing to teach it. They can be found in not only the most prestigious of wizardly academies (although usually off campus for safety reasons) but also in the backwaters of small towns and villages where a shunned wizard may be willing to pass on his craft. Wild mages make interesting foes, and even more interesting friends who at the best of times prove to be irreplaceable, and at the worst of times a complete nuisance. The ultimate goal of any wild mage is to master the art so that more can learn it, although some choose just to cling

on to its power, hoping that they remain lucky (and alive) during their career.

Adventures: Wild mages adventure either to discover more about their magic, or to attempt to find out exactly how it all works. Some just adventure to meet people and impress them with their talent although there are always those who just go for the power, wealth and fame of an adventuring career.

Characteristics: Every wild mage relies on their spells just as a wizard and as they are specialized, even more than the usual wizard. They rarely join the melee, but nothing is impossible with wild magic.

Alignment: At first, most wild mages may appear to be chaotic, as the nature of their magic is hardly reliable, but after a conversation instead of a display of power, many can be found to be lawful. Overall, chaotic characters dominate the field, but there are those that admire the laws within and may attempt to decipher them and find the ultimate purpose of the magical universe. Good and evil are irrelevant to the wild mage, and it is merely those who have personal beliefs that are so.

Religion: A prayer is always handy when a wild mage is about to test that new potion he claims to have perfected, but in general religion is just a distraction. Some revere Boccob as with all wizards, as he is the giver and guardian of knowledge.

Background: Most come from the large cities or settlements who teach magic and therefore have the resources for this field, but some can be from isolated mages who wished to pass on their art, and others might have just picked it up by spending too much time reading their masters ancient tomes.

Races: Humans tend to research the most and follow the lawful side of the wild coin, but elves and half-elves can tend towards this field. Most likely are gnomes, unless illusionists, who find the whole chaotic nature of wild magic to be great fun. Halflings are rare, as are half-orcs who simply lack the intelligence most of the time. Dwarves don't like people messing with reality, so tend to shun the field.

Other Classes: Other wizards, especially those who tend towards law are skeptical of wild mages. Most other classes just treat them as they would treat ordinary wizards.

Role: Unlike an ordinary wizard, who may be relied upon for utility spells and reliable information gathering, wild mages are obviously a little more unexpected. Their role in the party is often, but not limited to combat.

Game Rule Information

Wild mages have the following game rule statistics.

Abilities: As Wizard

Alignment: Any

Hit Die: As Wizard

Class Skills

As Wizard

Class Features

As Wizard (Table 3-20: The Wizard) with the following changes:

Specialist: Wild mages are specialist mages and therefore may prepare one extra spell per spell level they can cast which must be a [Wild] spell. They have no opposite school however, as wild magic encompasses all fields of magic.

Caster Level: Wild mages cast spells differently from any other arcane spellcaster. Their caster level is reduced by 4 for all spells they cast. However, every time a spell is cast the wild mage adds 1d6 to their adjusted caster level, affecting all level-based variables of the spell and spell penetration checks. The exception to this is when a 1 is rolled, causing a wild surge (see below).

Spell DCs: The DC of any spell cast by a wild mage is not simply 10 + spell level + intelligence modifier, but instead 1d20 + spell level + intelligence modifier.

Wild Surges: Sometimes the casting of a spell goes wrong, and the wild mage must suffer the consequences of this chaotic form of magic. Whenever a spell is cast and a 1 is rolled to modify the wild mage's caster level, the result is counted as a 4 and a wild surge event occurs. The caster must roll a d% and see what happens on table 1-1: Wild Surges.

WILD SORCERORS

Wild sorcerors are similar to wild mages but tend even more towards chaos as most sorcerors do. They tend to come from regions where wild magic zones have previously affected the area, and wherever their magical talent derives from is tainted with the chaotic nature of them.

Game Rule Information

Wild mages have the following game rule statistics.

Abilities: As Sorcerer

Alignment: Any

Hit Die: As Sorcerer

Class Skills

As Sorcerer

Class Features

As Sorcerer (Table 3-16: The Sorcerer) with the following changes:

Reckless Dweomer: Wild sorcerors, as part of their chaotic nature, have free knowledge of the *reckless dweomer* spell. They can use a spell slot of any level to cast it, and then follow the rules as the spell states.

Caster Level: Wild sorcerors cast spells differently from any other arcane spellcaster. Their caster level is reduced by 4 for all spells they cast. However, every time a spell is cast the wild sorcerer adds 1d6 to their adjusted caster level, affecting all level-based variables of the spell and spell penetration checks. The exception to this is when a 1 is rolled, causing a wild surge (see below).

Spell DCs: The DC of any spell cast by a wild sorcerer is not simply 10 + spell level + charisma modifier, but instead 1d20 + spell level + charisma modifier.

Wild Surges: Sometimes the casting of a spell goes wrong, and the wild sorcerer must suffer the consequences of this chaotic form of magic. Whenever a spell is cast and a 1 is rolled to modify the wild sorcerer's caster level, the result is counted as a 4 and a wild surge event occurs. The caster must roll a d% and see what happens on table 1-1: Wild Surges.

WILD BARDS

Wild bards are similar to bards, but are a little more chaotic. Their music is more spontaneous than the ordinary bard, it can be somewhat original, progressive or in some people's opinions just awful. Their wild nature affects not only their musical abilities but also their spellcasting.

Game Rule Information

Wild mages have the following game rule statistics.

Abilities: As Bard

Alignment: As Bard

Hit Die: As Bard

Class Skills

As Bard

Class Features

As Bard (Table 3-4: The Bard) with the following changes:

Reckless Dweomer: Wild bards, as part of their chaotic nature, have free knowledge of the *reckless dweomer* spell. They can use a spell slot of any level to cast it, and then follow the rules as the spell states.

Caster Level: Wild bards cast spells differently from any other arcane spellcaster. Their caster level is reduced by 4 for all spells they cast, as is their class level for music effects. However, every time a spell is cast or a musical ability used, the wild bard adds 1d6 to their adjusted caster level, affecting all level-based variables of the spell or music and spell penetration checks. The exception to this is when a 1 is rolled, causing a wild surge (see below).

Wild Music: Bards are very musical, and wild bards can use their chaotic powers to influence their own music. The DC of any of their musical abilities that is usually a number + charisma modifier is instead 1d20 + (usual number - 10) + charisma modifier.

Spell DCs: The DC of any spell cast by a wild bard is not simply 10 + spell level + charisma modifier, but instead 1d20 + spell level + charisma modifier.

Wild Surges: Sometimes the casting of a spell goes wrong, and the wild bard must suffer the

consequences of this chaotic form of magic. Whenever a spell is cast or a musical ability used and a 1 is rolled to modify the wild bard's caster or class level, the result is counted as a 4 and a wild surge event occurs. The caster must roll a d% and see what happens on table 1-1: Wild Surges.

FEATS

Six new feats are presented here, to help any of you wild spellcasters in their adventures.

Greater Spell Focus [Wild]

Your wild spells are even more potent than usual.

Prerequisite: Spell Focus

Benefit: Add +2 to the DCs of your wild spells, as with Greater Spell Focus in any ordinary school.

Spell Focus [Wild]

Your wild spells are more potent than usual.

Benefit: Add +1 to the DCs of your wild spells, as with Spell Focus in any ordinary school.

Stubborn Spell [Metamagic]

You can make spells particularly difficult to dispel.

Benefit: A stubborn spell has a DC to dispel of 15 + your caster level. A stubborn spell takes up a spell slot one level higher than the spell's actual level.

Normal: The DC to dispel a spell is 11 + your caster level.

Surge Mastery [Wild]

You have a certain amount of power over your wild surge rolls when they occur.

Benefit: You may add a modifier to your wild surge rolls of up to your wisdom modifier. You must decide before rolling the d% for the surge how much you wish to add to the roll.

Normal: When a surge occurs a simple d% is rolled with no modifier.

Unusual Spellcasting [Wild]

You have a particular way of casting your spells which is different to the average spellcaster.

Benefit: Every spell you cast is slightly different to how it is normally cast. The colour of your *fireballs*, the verbal component of your *power word: stun* spells (you prefer to say “Still!”) or simply the funny way you like to shake your head as the spell is cast, confuse anyone attempting to determine what you are casting. All your spells have a spellcraft DC to identify them of 19 + spell level.

Normal: The DC to identify a spell is 15 + spell level.

Student of Chaos [Wild]

You have unusual influence over normally random magical items.

Benefit: Whenever you use a magic item that offers a randomly determined effect (such as a *bag of tricks* or *rod of wonder*), you may roll twice and choose between the two results. If a random roll is made to determine the nature or contents of a device (for example, a *robe of useful items* or an *iron flask*), you gain no special advantage.

SPELLS

Spells with the [Wild] descriptor may only be cast by wild spellcasters.

Reckless Dweomer

Universal [Wild]

Level: Varies

Components: V, S

Casting Time: 1 full round

Range: Varies

Target: Varies

Duration: Varies

Saving Throw: Varies

Spell Resistance: Varies

With this spell the caster attempts to form the magical energies around him into a form which he is used to. For wizards, the spell is prepared at whichever level they choose. For sorcerers and bards, the spell is equal to the level of the spell slot they choose to expend upon casting. Upon casting the spell, the caster must select a spell available to them on their spell list (not necessarily in their knowledge or spellbook) which is of equal or lower level to the level at which the *reckless dweomer* is cast. The caster must then roll on the

wild surge table, adding their caster level to the dice roll and then accept whatever occurs on it. If the roll indicates that the spell is cast successfully (or better or worse than usual but still the intended spell) then the caster had managed to shape the magical energies into their desired form and the intended spell is cast as if it had been cast normally (with the same school, descriptors, and other determinants). If not then some nasty, or sometimes beneficial, effects can occur. The caster may choose to attempt to emulate a spell which is affected by a metamagic feat if the level at which the *dweomer* is cast allows, and if successful, the spell is treated as such. Obviously quickened, silent and still spells cannot be emulated as this spell takes 1 full round to cast and requires verbal and somatic components. The spell itself cannot be prepared or cast with a metamagic feat (so an 9th level wizard might use a 5th level *dweomer* to emulate a *wall of force* or even a stubborn *haste* but can never cast an empowered *reckless dweomer* with the intention of adding 50% to their d% roll).

Guess

Divination [Wild]

Level: Brd 0, Sor/Wiz 0

Components: V

Casting Time: 1 action

Range: Long

Target: One group of similar objects or people

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell allows the caster to estimate the number of objects or people in a group, accurate to the nearest multiple of a power of ten (or one significant figure). For instance casting it on a chest full of 3210 copper would tell the caster that it contains 3000 copper.

Patternweave

Divination [Wild]

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Close

Target: One broken object or collection of scattered items

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With this spell, the caster can make apparent sense of a collection of random objects or broken parts of an object. The caster takes a few seconds to visualize what the object was like before broken, or what the random scattered items would be like when put together. If the objects are truly randomly scattered (and are irrelevant to each other) then the caster sees nothing. The material component for this spell is a small hand lens.

Misguided Missile

Evocation [Wild] [Force]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell is similar to the 1st level spell *magic missile*, except that it is weaker and highly unpredictable. A small bolt of force shoots out from the caster's fingertip, and hits any one target within its range, dealing 1d4+1 points of force damage. The target it hits however, is totally random, and the caster may even hit himself so it is a risky spell.

Avoidance

Transmutation (Teleportation) [Wild]

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

Saving Throw: Will (harmless)

Spell Resistance: Yes (harmless)

This spell uses the strange nature of wild magic to shift the caster to another position which he might inhabit if the probabilities were just right. When the caster is next attacked in either melee or by a ranged weapon, or is the immediate target of a spell (area spells do not

count for this) then he is teleported 1d6x5 ft in a random direction. The caster cannot be teleported through any solid material, and if the square is occupied then reroll the landing point. The attack or spell that caused the triggering of the spell is an automatic miss (spells still count as being cast but on nothing) and the spell is then discharged. The material component is a small piece of card with two slits in it.

Keys of Chaos

Conjuration (Creation) [Wild]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: Until discharged

Saving Throw: None

Spell Resistance: No

You create a bunch of keys, which is composed of some of the myriad of ordinary keys in the universe. The keys are ordinary in every respect, however there is a chance that one of the keys will open a lock which you try it in. The keys may be tried on any ordinary lock (from very simple to amazingly good) and it may open it. Roll 1d20, add 10 and twice your caster level, the result is the maximum DC of lock which you can open with the keys. When you try to open a lock, which takes the same time as opening the lock with the actual key, then whether successful or not the keys vanish.

Entropic Touch

Necromancy [Wild]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Until discharged

Saving Throw: None

Spell Resistance: Yes

You charge your touch attack with entropy, the natural decay of life and everything into absolute chaos. If you succeed with your touch attack then you deal 1d4 points of damage (maximum 5d4) to the target, and there is no way to reduce the damage as it is, like entropy itself, unavoidable.

Chaos Shield

Abjuration [Wild]

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: Will (harmless)

Spell Resistance: Yes (harmless)

In order to protect themselves from the less comfortable effects of wild surges, some wild mages use this spell. It creates a protective ward over the caster which, for 1 minute per level, makes them immune to any of the effects of their own wild surges (although the surges still occur). Obviously this also means that any beneficial effects that affect the caster do not occur, although the spell can be dismissed at any time (so if the caster wants the benefit they can dismiss the spell, receive the benefit, but then be vulnerable to further surges). The material component is a sheet of aluminum foil.

Baneful Deflector

Aburation [Wild]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

Saving Throw: Will (harmless)

Spell Resistance: Yes (harmless)

The spell surrounds the caster in a shimmering but only partial field of force which follows them wherever they move. Any missile attacks, including *magic missiles* and other such spells are deflected by the spell. However instead of just shooting off without harm, the missiles go on to hit a random target within 20 ft of the caster, possibly the caster himself. If several wild mages are present and they are using this spell, then the missile can bounce around several times, however if the caster of *baneful deflector* is hit by any deflection, then the spell immediately ends.

Nonsensical Nullifier

Illusion (Glamour) [Wild]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: Will (harmless)

Spell Resistance: Yes (harmless)

By scrambling the magic of certain divination spells, the caster can appear to be a different alignment to their own. Whenever the caster is the subject of a *detect chaos/evil/good/law* or a similar spell, then a random result is detected instead of the caster's actual alignment. Simply roll 1d10 and the caster's alignment appears to be as follows for that spell:

- 1: Lawful Good
- 2: Neutral Good
- 3: Chaotic Good
- 4: Lawful Neutral
- 5: Neutral
- 6: Chaotic Neutral
- 7: Lawful Evil
- 8: Neutral Evil
- 9: Chaotic Evil
- 10: No alignment

If the caster is subject to two or more detections, then different results are generated for each spell, possibly contradictory.

Alternate Reality

Transmutation [Wild]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level or until discharged

Saving Throw: Will (harmless)

Spell Resistance: Yes (harmless)

Instead of relying on luck, wild mages also resort to manipulating the fabric of reality almost to the same effect. This spell allows the recipient to reroll any one dice roll (or multiple dice roll, such as damage for *fireball*) that they have just rolled. They may then choose between the two rolls to determine the final result.

Energetic Burst

Evocation [Wild]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Medium

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You create a large amount of unstable elemental energy which buffets one creature from all directions. If the target is resilient enough then they can fend off most of the damage, which makes this is a popular spell against mages who have prepared a *protection from elements* (as it is random which one hits them) and against those with evasion. The target takes 1d6 damage per caster level from a random element (maximum 10d6); the element is selected randomly by rolling 1d6 and looking in the following table:

1: Acid

2: Cold

3: Electricity

4: Fire

5: Sonic

6: Roll twice and the burst is half one element, half the other

Component Confusion

Transmutation [Wild]

Level: Brds 3, Sor/Wiz 3

Components: M

Casting Time: 1 action

Range: Close

Target: 1 creature's spell component pouch

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

Using a selection of your own spell components, you change the contents of the targets spell component pouch, which leaves them in a bit of trouble if they subsequently try to cast a spell with a material component. Unless the target makes a reflex save to grab components in their pouch and keep them out of the confusion, then whenever they try to cast a spell with a material component within the duration of the spell, they have a 50% arcane failure chance. The

material components for this spell are a selection from the caster's own pouch.

Babble

Transmutation [Wild]

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area: 20 ft. radius from caster

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Unlike the spell *tongues* this spell does not help the caster to understand anything, instead it causes those within the area to speak complete nonsense whenever they intend to say something comprehensible. The caster himself is immune to the spell, and can understand all of the speech coming from those affected. Those within the area, if they fail their save, speak rubbish, cannot understand anyone else affected and cannot cast spells with verbal components without the spell failing. The material component for this spell is a small pocket book of nonsense poetry.

There/Not There

Illusion (Glamour) [Wild]

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This peculiar wild magic spell plays about with the probabilities of existence. It can be cast on any creature by touching them, or any object small than 10x10x10 ft. From then on, whenever the object or creature is directly affected by an attack, a directly targeted spell or in the case of objects only, handled, then there is a 50% chance that they are simply not there. For instance, the caster could cast it on himself, and then when attacked by several enemies with missile weapons, they suffer a 50% miss chance. If another wizard then tries to cast a *suggestion* on him, then he has a 50% chance to

not be there for the spell to target, in which case the spell is still used up but to no affect. If the spell was cast on a door, then each time someone tried to open it, it has only a 50% chance of being there (when it is not there there is simply a hole) and so can be quite useful in unusual situations. The material component is a small piece of cat fur sealed in a small box.

Unluck

Transmutation [Wild]

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Close

Target: One creature

Duration: 1d4+1 rounds

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes things to just go wrong for the target, nothing seems to go their way and they appear jinxed. Within the duration of the spell, whenever the target rolls any dice roll (or multiple dice roll such as damage for a *fireball*) then they must roll twice. The final outcome of the dice roll is the worst of the two rolls (if it is unclear which is the worse roll then the caster of the spell decides which roll is effective). Items such as a Stone of Good Luck or an Ioun Stone of Luck cause the spell to fail, although the item ceases to function for the duration of the spell. The material component of the spell is a shard from a broken mirror.

Kaleidoscopic Strike

Necromancy [Wild]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Medium

Effect: Ray of negative wild magic

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This is the most colourful necromancy spell, due to its wild nature, but acts in a similar way to *enervation*. If the caster succeeds at a ranged touch attack, then the target is struck by a swirling mass of colours which have a detrimental effect on arcane spellcasters only. The colours cause the target to loose

1d20 + caster level spell levels of their choice from their prepared spells, or for bards and sorcerors, from their remaining available slots. The material component is a small prism.

Miscast Magic

Transmutation [Wild]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Close

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

By passing on some of the wild mage's ability to get things wrong, and by manipulating a few probabilities, the caster can totally confuse any arcane spellcaster that does not make a successful will save. If the save is failed then whenever the target attempts to cast a spell, another spell is cast instead (although possibly the intended spell). The spell that is actually cast is selected from the spells of the same level prepared by the caster at random, or for sorcerors and bards from spells known at that level. All details of the spell, such as range and target remain exactly as intended for the original spell however. For instance, if a wizard is struck by *miscast magic* and then tries to cast a *wall of force*, he might actually cast either *wall of force*, *teleport* or an *empowered fireball*, and as he is the target the *empowered fireball* could be quite disastrous and the *teleport* would have no effect unless he arrives wrongly.

Vortex

Conjuration [Wild]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close

Effect: A 5x5x50 tornado of entropy

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

You summon a huge mass of swirling colours and sounds made up of entropic energy. Once it has been summoned, the caster can move it

each round up to 30 ft. as a move equivalent action. Anyone caught up in the path of the *vortex* is struck by the energy unless they make a successful reflex save to dodge out of the way. Those struck by the tornado suffer 1d6 points of damage per caster level (15d6 max). The material component is a spinning top.

Bodily Bewilderment

Transmutation [Wild]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Close

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

By manipulating the body of the target, in a similar way to *polymorph other* the wild mage can alter their physical characteristics. If the target fails to make a fortitude save, then each of their physical abilities (strength, dexterity and constitution) are instantly changed. Their new statistics are rolled on 3d6 in order, with only racial and bonuses from items applying to them (not inherent bonuses). The only way to get rid of these changes is with a *heal*, *limited wish*, *miracle* or *wish* spell. This spell cannot be affected by the empower spell or maximize spell feats. The material component is a small insect cocoon.

Mental Disarray

Enchantment (Compulsion) [Wild]
[Mind-affecting]

Level: Brd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Close

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

In a similar vein to *bodily bewilderment* but with a dash of *feeblemind*, the wild mage can use this spell to destroy the target's mental capabilities. Unless the target makes a successful will save, their mental abilities (intelligence, wisdom and charisma) are severely rearranged. If they fail to save, then

their new abilities are each rolled on 3d6, modified by racial and item bonuses (not inherent) only. Nothing short of a *heal*, *limited wish*, *miracle* or *wish* will revert these changes. This spell cannot be affected by the empower spell or maximize spell feats. The material component is a small book of chess openings.

Wildstrike

Conjuration [Wild]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Close

Target: One creature

Duration: 2d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

You summon a field of wild magic, which envelops the target unless they make a successful will save to resist the effects. If they fail, then the field surrounds them, and for the duration of the spell, whenever they attempt to cast an arcane spell, they instead trigger a wild surge. The spell is replaced by whatever is rolled on the wild surge table, modified negatively by the caster level of the wild mage who affected them. The material component of this spell is a small glass tube which is smashed in the process of casting.

Surge Selector

Abjuration [Wild]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With this spell, the wild mage gains greater control over their own wild surges. Whenever a surge occurs, intentionally or otherwise, two results are rolled on the wild surge table, and then the caster chooses which is effective. The material component is a copper coin.

Spell Shape

Abjuration [Wild]

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action
Range: Personal
Target: You
Duration: Until expended or 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell gives the wild mage the power to seize magical energies that are directed at him, and throw them back at whomever fired them. Whenever the wild mage is the direct target of an arcane spell then the spell is absorbed by *spell shape*. They can then allow the energies to dissipate to no effect, or they can attempt to redirect them at the original caster in the form of a spell of equal level or lower just as the *reckless dweomer* spell. The spell can absorb a total of 1d4+6 spell levels before it is used up and if there are not enough spell levels to absorb the spell which the caster is the target of, then it is transformed into a wild surge which affects both the person who targeted the caster and the caster themselves.

Role Reversal

Enchantment (Compulsion) [Wild]
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 action
Range: Close
Target: Two creatures
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

The two creatures which are the targets of the spell become confused over who exactly they are. Upon casting, unless either of the creatures makes a successful will save, then their minds become intricately mixed up, and they begin to take on the role of the other target. When this happens, they act just as if the target would do if it were they whose turn it was to act, and vice versa. For instance, if the spell is cast on a wizard and an ogre, and neither of them made a successful saving throw, then the wizard would be under the impression he was an ogre, and the ogre would think it was a wizard. Thus, the wizard, in his action, would charge the nearest enemy and try to attack it in melee

with whatever weapon he had available, and the ogre in his action would try and cast a spell at an enemy. For cases where the target cannot physically do an action which they think they can do, then they just mentally ignore this fact, either thinking there was something wrong (like arcane failure) or that they are doing the action in their mind. The only way to counter the spell is with simultaneous *heal*, *limited wish*, *miracle* or *wish* spells on both targets. The material component is a small magnet.

Random Dispatcher

Transmutation (Teleportation) [Wild]
Level: Sor/Wiz 8
Components: V
Casting Time: 1 action
Range: Close
Target: One creature
Duration: Instant
Saving Throw: Will negates
Spell Resistance: Yes

With just a few words, this spell plucks the target from the material plane and hurls it across time and space, dumping it on a random plane. Once the target has been selected, unless it makes a successful will save (if unwilling) then it is randomly teleported to a plane on the following chart:

| d% | Plane |
|-------|------------------------------------|
| 01-05 | Heroic Domains of Ysgard |
| 06-10 | Ever-Changing Chaos of Limbo |
| 11-15 | Windswept Depths of Pandemonium |
| 16-20 | Infinite Layers of the Abyss |
| 21-25 | Taterian Depths of Carceri |
| 26-30 | Gray Wastes of Hades |
| 31-35 | Bleak Eternity of Gehenna |
| 36-40 | Nine Hells of Baator |
| 41-45 | Infernal Battlefield of Acheron |
| 46-50 | Clockwork Nirvana of Mechanus |
| 51-55 | Peaceable Kingdoms of Arcadia |
| 56-60 | Seven Mounting Heavens of Celestia |
| 61-65 | Twin Paradises of Bytopia |
| 66-70 | Blessed Fields of Elysium |
| 71-75 | Wilderness of the Beastlands |

| | |
|-------|-----------------------------------|
| 76-80 | Olympian Gates of Arborea |
| 81-89 | Concordant Domain of the Outlands |
| 90-91 | Elemental Plane of Fire |
| 92-93 | Elemental Plane of Earth |
| 94-95 | Elemental Plane of Air |
| 96-97 | Elemental Plane of Water |
| 98 | Positive Energy Plane |
| 99 | Negative Energy Plane |
| 00 | Material Plane* |

* If this is rolled then the target arrives somewhere else on the same plane, randomly determined by the DM.

The caster has no control over the destination whatsoever and conditions there may kill the target instantly or just leave it stuck there (unless it has its own means of planar travel). Outsiders, or creatures who are similarly less connected to the material plane suffer a -4 on the saving throw.

Wildzone

Conjuration [Wild]
Level: Sor/Wiz 8
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area: 60 ft. radius circle centered on the caster
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This powerful spell disrupts all magical energies flowing through the area affected, causing severe side effects for arcane spellcasters. Essentially, any form of arcane magic used within the area is messed up causing potentially harmful side effects. Any arcane spell cast within the area causes a wild surge; the use of any arcane (or which duplicates an arcane spell effect) wand, rod or staff also causes a wild surge instead of the desired effect. Scrolls, any items which duplicate arcane spell effects and any spell like abilities that do the same all cause wild surges too. Artifacts are immune to the spell. Wild spellcasters casting spells or doing anything which normally risks them causing a wild surge do not cause the usual wild surges, only surges due to this spell (two cannot occur from the same

spell casting), although the *reckless dweomer* spell is cast at double caster level, as all the magical energy in the area makes it easier for the caster to shape it into the desired form. This spell can be cast in conjunction with *permanency* at a cost of 4000 experience points to make the area a permanent wild magic zone. The material component of the spell is a handful of glitter thrown into the air.

Stabilize

Abjuration [Wild]

Level: Sor/Wiz 8

Components: V, S, M, XP

Casting Time: 1 action

Range: Medium

Area: 60 ft. radius circle

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This is the opposite of and can be used to counter the *wildzone* spell. It causes magical energies within the spell area to organize themselves and flow without randomness, essentially disrupting the chaos from which wild spellcasters draw their power. All wild spellcasting within the area acts normally, with spell DCs being only 10 + Spell level + Intelligence/Charisma bonus instead of 1d20 + Spell level + Intelligence/Charisma bonus. Wild surges cannot occur and no spells with the [Wild] descriptor can be cast within it. The spell can be made permanent, but only when used to counter a permanent *wildzone* spell. This costs exactly the same amount, 4000 experience points. The material component of this spell is a small brush.

Conformance

Enchantment (Compulsion) [Wild]

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Close

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Totally against the usual randomness of wild spells, this spell creates a mechanistic probability matrix around the target which causes

everything to tend extremely towards one thing or another. Any action that the target does or is affected by, which has a probability of more than 50% automatically occurs, without the need for rolling a dice. Similarly, anything which has less than a 50% chance of occurring does not occur. For instance a fighter that needs a 3 to hit his enemy, will hit and when the same fighter needs to save against a *dominate person* spell and needs to roll a 16, they will automatically fail to save. For probabilities of exactly 50% (such as needing an 11 on a d20 to hit or save) then the dice is rolled as normal. Any actions which have non-dual outcomes (such as using a *rod of wonder*) are unaffected by the spell and rolled for as usual. The material component for the spell is a weighted dice.

Decay

Necromancy [Wild]

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Close

Target: One creature

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

By simply marking one creature out above all others in the universe, the caster evokes the unstoppable force of entropy to cause the target to decay until they reach a state of near nothingness. As *enervation*, except each round in the target's initiative, they must make a successful fortitude save or gain 1d4 negative levels. Obviously, if they fail and gain negative levels, then it is harder to make a successful save and the target usually decays unstoppably. The target can only gain a maximum of negative levels equal to their level or number of Hit Dice minus one. After 24 hours with the negative levels, unless they are removed in the usual manner then they must make a further fortitude save for each level lost or permanently loose that level. If the ray hits an undead creature then the opposite effect occurs, and they gain 1d4x5 temporary hit points each round.

Wildfire

Conjuration (Creation) [Wild]

Level: Sor/Wiz 9

Components: V, S, XP

Casting Time: 10 minutes

Range: Personal

Effect: The creation of one magical item

Duration: 1d6+4 hours

Saving Throw: None

Spell Resistance: No

This is one of the most powerful spells that has been discovered by wild magic. It allows the caster to form wild magical energies into a material form. You can create a non-magical or magical item of up to 100,000 gold pieces in value. You can also form the magical essence into a solid block or any similar shape, as long as it fits into a 10 ft. radius sphere. When creating a magical item, then as this is wild magic, it is not as stable as the ordinary item would be. It depends on the sort of item that is created however, as to how it behaves.

- Weapons can be any combination of special abilities or unique weapons, as long as they follow the usual rules. Whenever the weapon strikes a target however (or the ammunition in the case of ranged weapons) then the wielder must roll 1d20, and if a 1 is rolled then a wild surge affects them.
- Armor can have any combination of special abilities as well, again as long as it follows the usual rules. Whenever the wearer of the armor or bearer of the shield is hit however, then they must roll 1d20 and on a 1 they are affected by a wild surge.
- Rods, wands and staffs may cause a wild surge instead of acting as normal each time a charge is used, if a 1 is rolled on 1d20.
- Potions, when consumed may not have the usual effects and cause a wild surge if a 1 is rolled on 1d20.
- Rings may cause wild surges instead of the usual use whenever their special ability is used, and in the case of those rings which work continually, a

roll on 1d20 must be made once an hour. Again a 1 causes a surge.

- Scrolls cast a spell as usual, again unless a 1 is rolled on 1d20, in which case a wild surge is triggered instead.
- Wondrous items that have use abilities cause a surge upon use whenever a 1 is rolled on 1d20, and for those that act continuously, once an hour this roll must be made.

The items decay slowly, as their magical bonds break up and after 1d6+4 hours they become unusable. If any manual type item that gives an ability increase is created then the effect only lasts for this amount of time, and the wild surge check roll must be made each hour. If a magical block or shape is created instead, then the material is immune to all damage and all magical effects, completely impervious to the same things as a *wall of force* or *forcecage*. This material also decays after this amount of time. The spell may be dismissed at any time. The material component cost of the spell is nothing if a magical material is created, but if a magical item is made then the caster must expend one twenty-fifth of the market price of the item in experience points unless the creation of the item itself would cost more experience points to create (*wish* scrolls for instance), in which case the caster pays this amount instead.

Table 1-1: Wild Surges

| d% | Result | | | | |
|----|---|----|--|----|--|
| 01 | Spell minimized (all variable numeric effects of the spell are minimized) | 27 | Caster and target swap voices | 54 | All weapons in the area glow |
| 02 | Spell halved (all variable numeric effects of the spell are halved) | 28 | Caster and target swap places | 55 | A random small elemental appears |
| 03 | Caster's hair grows one foot in length | 29 | Nobody can remember the caster's name | 56 | Target <i>slowed</i> |
| 04 | Spell duration halved | 30 | <i>Shocking grasp</i> strikes caster | 57 | Spell opposite cast if possible, if not then spell fails |
| 05 | Caster is the target of the spell | 31 | Target <i>mirror imaged</i> | 58 | Caster affected by <i>blindness</i> |
| 06 | Spell area of effect or number of targets halved | 32 | 10ft by 10ft by 10ft pit appears in front of caster | 59 | Spell has no saving throw |
| 07 | <i>Wall of force</i> surrounds the caster (non dismissible) | 33 | Stream of butterflies pour from caster's mouth | 60 | Spell delayed 1d4 rounds |
| 08 | DC of spell reduced by 4 | 34 | Caster <i>invisible</i> | 61 | Caster and target exchange equipment |
| 09 | Caster glows as <i>continual light</i> | 35 | Music fills the air | 62 | Target struck by <i>lightning bolt</i> |
| 10 | Target <i>hasted</i> | 36 | <i>Create food and water</i> in caster's backpack or on his person | 63 | Target <i>dazed</i> |
| 11 | DC of spell reduced by 2 | 37 | Caster <i>charmed</i> by target | 64 | Miniature <i>creeping doom</i> affects everyone in range (10 hp per person, no save) |
| 12 | Target affected by <i>improved invisibility</i> , only to caster | 38 | Target set on fire | 65 | Spell cast, no material components used up |
| 13 | Caster <i>slowed</i> | 39 | Different spell of the same level which the caster has prepared or knows is cast instead | 66 | Caster <i>hasted</i> |
| 14 | Caster affected randomly by <i>bestow curse</i> | 40 | <i>Magic weapon</i> on all caster's weapons | 67 | Target <i>entangled</i> |
| 15 | Caster's face and clothes dirtied | 41 | All doors within 30ft of caster open | 68 | Ground beneath target's feet changes colour |
| 16 | Caster stunned for 1d4 rounds | 42 | <i>Dancing lights</i> all around! | 69 | Target <i>doomed</i> |
| 17 | Spell cannot be dismissed | 43 | Caster hiccups incessantly (-2 initiative, -2 to hit and 20% arcane failure for verbal spells) | 70 | Next words uttered by caster are a <i>sound burst</i> |
| 18 | Target gains a +4 enhancement bonus to one ability at random | 44 | <i>Babble</i> on both caster and target | 71 | Spell is cast, but a different spell is lost from prepared spells |
| 19 | <i>Flaming sphere</i> follows caster | 45 | <i>Silence</i> centered on caster | 72 | Caster gains a +10 insight bonus on next skill or ability check, to hit roll or save |
| 20 | <i>Wall of fire</i> , pointing outwards, surrounds caster | 46 | Spell heightened one level | 73 | Target's feet enlarged (-10ft movement, -2 initiative, can't charge) |
| 21 | Caster and target affected by spell | 47 | Target affected by <i>deafness</i> | 74 | All food in the area is made very spicy |
| 22 | <i>Darkness</i> centered on caster | 48 | Weather changes randomly | 75 | All creatures within 30ft are affected by <i>break enchantment</i> |
| 23 | Caster affected by <i>dispel magic</i> | 49 | Caster made mute | 76 | Target affected by <i>dispel magic</i> |
| 24 | Caster level of spell reduced by 1d4 levels | 50 | Spell affects any other target within range | 77 | Spell enlarged |
| 25 | <i>Sleep</i> centered on caster | 51 | <i>Pyrotechnics</i> centered on caster | 78 | Spell extended |
| 26 | Caster <i>confused</i> | 52 | Spell cast but slot retained | 79 | <i>Wall of fire</i> radiating inwards surrounds target |
| | | 53 | Spell produces a loud noise instead of desired effect | 80 | Heavy object appears above target's head, causing 1d6*1d6 damage to target |

- unless they make a
successful reflex save
- 81 Target *charmed* by
caster
- 82 Caster is allowed a 24
hour *contingency* to
be decided on
immediately
- 83 DC of spell increased
by 2
- 84 Target sneezes
incessantly (20%
arcane failure for
verbal spells)
- 85 Target changes sex
and suffers a -2
penalty to attack rolls,
saves, skill and ability
checks.
- 86 Caster affected by
greater invisibility
- 87 Caster *hasted*
- 88 DC of spell increased
by 4
- 89 Reroll twice and
choose a result
- 90 Target affected by
blur
- 91 Target randomly
affected by *bestow
curse*
- 92 Spell empowered
- 93 Spell repeated
- 94 Caster regains spells
or slots as if rested for
8 hours
- 95 Spell maximized
- 96 Spell chained
- 97 Target *harmed*
- 98 Spell is persistent
- 99 Caster *healed*
- 100 Roll twice and both
results occur

Unless noted, spell effects are as if the caster had cast them and are as spell description (including saving throws. The duration of effects are the same as the intended spell, unless instantaneous, in which case they last 1 round per caster level.

Created by Chris Field 2002
Most of this is based on
copyrights of Wizards of the
Coast