

A watercolor illustration of a man with glasses and a mustache, looking slightly to the right. He is wearing a white shirt and a red tie. The background is a mix of blue and white washes, with various playing cards and dice scattered around. The word "WILD" is written in large, gold, serif letters at the top. The word "SPELLCRAFT" is written in large, gold, serif letters at the bottom. The author's name "By Ryan Nock" is written in white, serif letters below the title. The Natural 20 Press logo is in the bottom left, and the d20 system logo is in the bottom right.

WILD

SPELLCRAFT

By Ryan Nock

NATURAL
20
PRESS

Requires the use of the Dungeons & Dragons(R) Player's Handbook,
Third Edition, Published by Wizards of the Coast(R)

d20
system

*to the entire roleplaying gaming community, but in particular to all the people at ENWorld
who are keeping gaming fun and vibrant*

Wild Spellcraft

Writing Ryan Nock
Cover Art JL Jones
Interior Illustrations JL Jones
J Ryan Machan
Ryan Nock
Graphic Design Jake Badger
Product Manager Russell Morrissey

Playtesting & Special Thanks

Melissa Buckshorn, Nic Bumpus, Neil D’Cruze, Lydia Dene, Chad Dollins, Seth Feldman, Michael Gallogly, Raul Gonzalez, Kevin Kulp, Jessica Jones, Justin Rollins, Leena Shah, Jim Bologna, Peggy O’Connell, Tri’ni Gren’eyes, Dirk Chin Leung, Matthew Sprange, James Bell, and all the various people who helped but who I only know by their screennames.

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- All of Chapter 3 EXCEPT character descriptions and names (but including stats) .
- All of Chapter 4.
- All of Apendix A.
- All of Appendix B.

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Introduction to Wild Spellcraft

The supernatural mystique of magic is one of the defining aspects of any fantasy setting. Magic affects the power of nations, is held responsible for the cycle of seasons, tips the scales of life and death for those who fall prey to it, and sculpts the destiny of those willing to delve into its inexhaustible depths. However, far too often in roleplaying games, the majesty and mystery of sorcery is sacrificed for the sake of ease of play, reducing this awe-inspiring arcane force to a simple entry on a “spells per day” table.

This style of magic can be found in countless stories, movies, and books, from European folktales and Japanese anime, to the Sorcerer’s Apprentice in Fantasia and a particularly famous School of Witchcraft and Wizardry.

The purpose of this and possible future Spellcraft books from Natural 20 Press is to add more variety, depth, and charm to magic. Wild Spellcraft details the unpredictable forces of magic that is not mundane and docile. In traditional mythology and fantasy, magic is never wholly reliable, making wild sorcery a branch of spellcraft that has variety, depth, and charm in spades.

Wild Spellcraft is intended to be modular, able to be inserted wholly or piecemeal into both new settings and existing adventure campaigns. The rules in this book are compatible with the d20 system, as found in the d20 System Reference Document and the Core Rulebooks.

Basics of Wild Spellcraft

Magic is not easily controlled. It takes training, talent, or blessing to successfully wield magical energies. However, even if a magic-user devotes herself fully to learning the art of magic, her desire for mastery cannot match the limitless power that is magic. Often, for a variety of reasons, a spellcaster fails to control the powerful forces of her magic, and the energies go wild, acting randomly, or sometimes against her original intentions.

Wild sorcery is most often found in areas where the normal flow of magic has been disrupted, but just as often a spellcaster may herself cast her spells wild, due to a curse or perhaps even simple lack of discipline. Arcane libraries occasionally even have a small collection of unusual or defective spells and magical items that either tap the forces of randomness, or merely the forces of unreliability.

There is no one cause, necessarily, of wild sorcery. It is up to the players and the GM as to how wild spellcraft works in their game, or with their characters.

Layout

Though wild spellcraft is random and often confusing, this book should not be. The key to utilizing this book to its full potential is to remember you can easily give a new description to material that doesn’t fit your view of your campaign so it works in your world.



Chapter One: Wild Spellcaster Template includes the main aspect of the rules introduced in this supplement, a template that can be applied to any character, creature, or even item, detailing how wild spellcasters differ from their more mundane counterparts.

Chapter Two: Wild Spellcraft in Your Game is a GM's guide to including wild spellcraft your world, giving suggestions on how different worlds can have different definitions of what wild spellcraft is. Players can likewise draw inspiration from this chapter on defining their own wild spellcasting characters. This chapter also provides uses for wild spellcraft aside from just applying the template to a character.

Chapter Three: Masters of Wild Spellcraft details two prestige classes that use wild sorcery in unique ways—the Sculptor of Chaos and the Pandaemonicist—and includes stats for three sample Wild Spellcasters.

Chapter Four: Wild Spells opens up wild spellcraft to all spellcasters, providing over twenty-five new spells that involve chaos, randomness, entropy, and improbability.

Ten Ways to Scavenge this Book

You don't have to use everything in Wild Spellcraft right away to find this book useful.

1. Include a scroll of a wild spell for treasure to see if the party would be interested in more.
2. Use the spells for your chaotic cleric.
3. Apply the Wild Spellcaster Template to an ancient magical item whose power is fading.
4. Roll on the mishap table whenever a caster fails a Concentration check to cast a spell.
5. Have a comic relief Pandaemonicist villain.
6. Introduce a wild spellcasting area that a group of mage-hunters uses as its hideout.
7. The Wild Spellcaster Template would be a fine curse when laid upon a paladin.
8. Your bard could learn Meece's cartomantic flourish so he can distract with legerdemain.
9. Mention legends of a bizarre forest where all magic is chaotic, and let a Sculptor of Chaos be the mage using it for her experiments.
10. If you are GM, and don't like Sorcerers, say that all Sorcerers are wild spellcasters. That might discourage people from playing them as often.



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Wild Spellcaster Template

The main game rules from Wild Spellcraft involve the Wild Spellcaster Template, detailed in this chapter. This template allows players or the GM to create characters or creatures that use wild sorcery. Though there is one standard set of rules, the effects of this template could stem from many sources, depending on the character or setting. Suggestions on how to implement the rules of this template, and how to define why a spellcaster is wild, can be found in Chapter Two: Wild Spellcraft in Your Game.

Wild Spellcaster Template

Apply this template to any character with a spellcasting class, or any creature with spell-like abilities. The template can apply to any or all spellcasting classes a character has. You might be a wild spellcaster with your magic from one class, but not another, such as a Cleric/Wizard who worships a chaotic deity who grants wild spells, but is able to cast her wizard spells as normal.

The effects of this template could stem from many sources, changing the cosmetic details, but using the same standard rules.

CR: This template does not add to the character's Challenge Rating or Equivalent Character Level, since its benefits balance against its drawbacks. Wild spellcasting is primarily for flavor, not power.

Wild Spellcasting: As a wild spellcaster, your magic is less controlled than normal, and sometimes it fails. Whenever you cast a spell or use a spell-like ability, roll an unmodified d20. On a roll of 1, the spell or ability fails and the uncontrolled magic causes a mishap. A mishap is a burst of wild spell energy, too powerful for the caster to reign in. This wild energy manifests in many varieties of spell-like effects, taking a random form by chance.

Mishaps

When a spell mishaps, the GM rolls a d% and adds the caster's Will saving throw bonus (including any modifiers from Wisdom, feats, or other sources). He consults Table 1 below, then describes the effect appropriate to the die roll. If a creature or object is affected by a mishap, it is allowed to resist the mishap with a successful Will save. The DC for this save is the same as that of the spell that instigated the mishap.

The player can roll to see whether the spell mishaps, and her character knows intuitively that her spell is not working properly, but the GM should determine the result of the mishap secretly, since its effects might not be immediately apparent to the character.

Design Notes – Dice Rolls for Wild Spellcasting

The d20 system uses d20 rolls only to determine success or failure when the result of the check can be modified by bonuses or penalties, like a skill check or saving throw. For unmodified events that simply have a flat percentage chance to happen, like rolls to beat concealment or the results of a confusion spell, other dice are used. Thus, though the basic table of mishaps consists of only 20 possibilities, a d% is used instead to make it clear that it is not a check or saving throw.

On the other hand, the roll to determine whether a spell mishaps does use a d20, even though it is not a check or save. However, since wild spellcasters must roll with every spell to see if it mishaps, using one die is much less a hassle than rolling a d% with each spell. If you want to make the distinction clear, though, you can choose instead to have mishaps occur on a roll of 01-05 on a d%. Additionally, alternate rules presented in Chapter Two: Wild Spellcraft in Your Game gives the option of having the mishap roll tie in more closely with an actual check.

Table 1: Standard Mishap Table

d%	Result
01-05	The spell targets you, or if an area of effect, it centers on you. If it cannot target you or center on you, the spell simply fails.
06-10	Wild spell energy deals 1d4 point of damage per spell level to you.
11-15	The spell affects a random target or area of effect. The GM should randomly determine a different target from among those in range of the spell. If the spell has no specified target or area of effect, it simply fails.
16-20	A random spell that you have prepared (or a random spell you know if you cast spontaneously) occurs, targeted as close to your original target as the parameters of the spell allow. The slot of the spell that occurs is expended instead of the one you intended to cast. It is possible the random spell could be the one you originally intended. The spell that occurs is (1d6: 1-2, one level lower than; 3-4, the same level as; 5-6, one level higher than) the spell you were originally casting. If you have no spells of this level, the mishap has no effect.
21-25	The spell fails, but its energies manifest as a luck penalty to all your ability checks, skill checks, saving throws, attack rolls, or level checks for the next minute. This penalty is equal to 1 + the spell's level.
26-30	Wild spell energy deal 1 point of damage per spell level to any creatures or objects that would have been affected by the spell.
31-35	Nothing happens. The spell fails just as if it were disrupted in casting.
36-40	Odd sensory elements and bizarre (but harmless) phenomena occur in the area of effect the spell would have affected, lasting as long as the spell's duration would have lasted.
41-45	Bestow curse on you.
46-50	The spell functions normally, but your next spell automatically mishaps, with a -20 luck penalty to the roll.
51-55	The spell fails, but the wild spell energy leaves a permanent change in your body. The change is no more drastic than that which alter self can achieve.
56-60	Nothing happens. The spell does not function, just as if it were never cast, and thus costs the spellcaster no spell slots or material components.
61-65	For as long as the spell's duration would have lasted, your appearance changes in moderate ways, such as alteration of the size, color, or shape of a body part, your facial appearance, or your sex. The change is no more drastic than that which alter self can achieve.
66-70	The spell functions, but odd sensory elements and bizarre (but harmless) phenomena accompany it for its duration.
71-75	Spell appears to function normally, but is only an illusion. Will DC 20 to disbelieve if interacted with. If the spell has no obvious sensory effects (like a charm person), nothing happens.
76-80	The spell functions normally, but your next spell automatically mishaps.
81-85	The spell fails, but its energies manifest as a luck bonus to all your ability checks, skill checks, saving throws, attack rolls, or level checks for the next minute. This bonus is equal to 1 + the spell's level.
86-90	The spell functions normally, but with subtle changes in its appearance, such as fireballs being green, or a fly spell leaving a trail of feathers.
91-95	The spell functions normally, but you can cast it again. The spell slot or prepared spell is not expended, nor are any material components.
96-00	The spell functions at full potential, automatically defeating spell resistance and not allowing a saving throw to resist.

Optional Rule – Exotic & Bizarre Mishaps

The standard rules for mishaps use one table that has only a very limited selection of mishaps. While the table is simple, easy to remember and easy to use, it does not provide as much of a range of possible bizarre effects many gamers want. The Exotic & Bizarre Mishap tables are located in the back of the book.

When using the Exotic & Bizarre Mishaps optional rule, replace the standard rules for mishaps with the following:

Mishap Roll

Whenever you cast a spell or use a spell-like ability, roll an unmodified d20. On a 1, the spell or ability fails and the uncontrolled magic causes a mishap.

Mishaps Effects

Mishaps have random results, but the severity of the effect is consistent with the power of the spell that causes the mishap. There are three mishap tables, appropriate to three different power levels of spells. Spells

from 0th to 3rd level use the Minor Mishap Table. Spells of 4th to 7th level use the Major Mishap Table. Spells of 8th or 9th level use the Wild Mishap Table. If a spell is modified by a metamagic feat, use the effective level it is cast at when determining which mishap table you should roll on.

Effects lower on the table are more negative toward the caster or generally more dangerous, while effects higher on the table are more positive toward the caster or simply unusual, so a higher roll is generally better and safer. If the modified roll is less than 1, treat it as 1; and if the modified roll is over 100, treat it as 100.

For example, Anna, a 7th level wild cleric with a +8 Will save bonus, has her hold person spell mishap. The GM rolls $d\%+8$ and checks the Minor Mishap table.

Types of Mishaps

Mishaps come in four basic forms—spell, personal, target, and general—which can overlap. A mishap could, for instance, say, “Major Image; you and target look like each other.” In this case it would be a Spell, Personal, and Target mishap.

If a non-Spell mishap grants a saving throw to resist it, it is a Will save, DC the same as that of the spell that instigated the mishap. If the mishap was not the result of a spell, the DC is 13 for Minor Mishaps, 17 for Major Mishaps, and 21 for Wild Mishaps. See below for details on saves against Spell mishaps.

Spell

If a mishap mentions the ‘spell’ or gives a spell name (like fireball), it is a Spell mishap. Instead of using a Will save with the DC of the spell that caused the mishap, use the saving throw appropriate to the spell as if you had actually cast the spell.

For example, Anna is a 7th level wild cleric with a 16 Wisdom. If her spell mishaps with the result “fireball centered on you,” she would get a Reflex save DC 16 (10 +3 from Charisma +3 for spell level). The fireball would deal 7d6 damage.

If the mishap simply says the ‘spell’ does something, it affects the spell you were initially trying to cast. If you try to cast a lightning bolt and the mishap says, “Spell DC is at -10,” then you still cast a lightning bolt, albeit a version easier to dodge.

Personal

Mishaps that mention ‘you,’ ‘your,’ ‘thine,’ etc. are Personal mishaps, and they affect you, the caster. If the mishap is caused by the activation of a magical item, the Personal mishap affects the activator, not the creator of the item. Unless the mishap is also a Spell mishap, you can negate the mishap effect with a successful Will save.

Target

Mishaps that mention a ‘target’ are Target mishaps, and only have an effect if the spell that caused the mishap had a specific target. If the spell that caused the mishap does not have an exact target (such as with a fireball or commune spell), the Target mishap has no effect. If the spell had multiple targets, you choose one that is affected by the mishap. Spells that create an effect that affect deliberately chosen targets (like ray spells or magic missile) can cause Target mishaps, but touch spells cannot.

Unless the mishap is also a Spell mishap, the target can negate the mishap effect with a successful Will save.

General

General mishaps are those that are not Personal or Target mishaps. General mishaps have an effect centered at where the spell that instigated the mishap was targeted or centered. If the spell that caused the mishap had no specific target or focus (such as a commune or locate object spell), the general mishap has no effect.

General mishaps can have a plainly stated effect (like “the ground gets muddy in a 10 foot radius”), or can have the same effect as a normal spell (like “grease”). In the prior case, any people, and/or magical items receive a Will save to negate the effect (a magic item’s saving throw bonuses are each equal to 2 + one-half its caster level, or uses the bearer’s saves, whichever are better). In the latter case, the General mishap is also a Spell mishap, and uses those rules for determining the DC.

Undoing the Damage of Mishaps

Unless noted in the mishap description, permanent mishap effects can be negated with a successful dispel magic, remove curse, or break enchantment cast against the caster level of the character whose spell caused the mishap. If the target does not want the permanent effect to go away, she is allowed a Will save to negate the dispelling effect. The DC of this Will save is equal to 10 + the dispeller's caster level.

Creating Appropriate Mishaps

Chaos can cause many things, so the GM is encouraged to alter the rules of mishaps or the mishap tables to provide new and original effects suited for his game. The GM should consider the potential problems of creating new mishap effects that might disrupt the game. Though it is the GM's prerogative to disallow any mishap that would substantially damage the game's story, these rules endeavor to make those instances as unlikely as possible. Though GMs are encouraged to make their own tables that fit their own game's tone, the included tables can be used as a guideline.

Chapter Two: Wild Spellcraft in Your Game provides suggestions on how to interpret mishaps or design new mishaps to best fit the tone of your game.



Wild Spellcraft in Your Game

In roleplaying games, like in all stories, a unique and inventive setting grabs people's attention and keeps them coming back for more. While it is easy enough to simply introduce the rules in this book to your campaign or character with no explanation, it is always more interesting and rewarding to make the details of your setting or PC be something original. Often you will find that adding depth to your game increases everyone's fun and makes for a better story.

This chapter also includes rules on how to gain or be rid of the Wild Spellcaster Template, how to handle chaos fields, and how to use the Wild Spellcaster Template for purposes other than spellcasting characters.

Introducing Wild Spellcraft

When you decide to add wild spellcraft to your game, either as GM introducing it to the whole gameworld, or as a player adding it to her character, you should consider both an explanation for why there is wild spellcraft and with what tone to present this magic. Players can simply add the Wild Spellcaster Template to their characters and explain its presence for that one person, but GMs must also decide how prevalent wild spellcraft is in the world, what forms it takes, and how well known it is.

Does your character study wild spellcraft, or did it come naturally to her because of how she views magic? Do only a few random people in your campaign cast wildly, or is it divided by race, class, or area? Does everyone cast wildly, and if so, why is all the world's magic so unstable?

Finally, the GM must consider how the prevalence of wild spellcraft would affect the society and culture of his game world. Commoners would be right not to trust spellcasters if their spells misfire with some regularity, while nobles and heads of state would not be able to rely on their court magician to protect them. Wild spellcraft often feels more mysterious and capricious, and less like a piece of technology that can be relied on.

What is Wild Spellcraft?

The answer to this question is not necessarily as obvious as it may seem. Though the default explanation is that sometimes magic-users cannot control their spells, many other sources of wild sorcery are just as plausible. Each particular explanation of wild spellcraft also suggests ways that the GM can subtly alter the rules to better match his own worldview of wild sorcery.

With your GM's approval, you can choose any of the following, or even make up your own explanations that fit your character's backstory and personality. If you're the GM, you could decide that one of the following explanations applies to everyone in the world, or perhaps to only certain races, cultures, or places.

Caster Error

The simplest explanation for mishaps is to compare casting a spell to hastily carving a sculpture or building a house. When rushed or stressed, a craftsman often makes mistakes that, while simple, can ruin his whole effort.

If you wish to reinforce this explanation, you can rule that whenever a spellcaster is not in a rush and is not being threatened or distracted, she has no risk of her spell mishaping. Whenever she could Take 10 with a skill check, she can choose to cast her spells as though she did not have the Wild Spellcaster Template.

Curse or Punishment

Organizations or people who desire to have control over magic would likely try to punish those who misuse their magical powers. Gods of magic or schools of wizardry might just kill offenders, or, if political forces or mercy drive them, they might simply curse magic-users they disapprove of, hoping that the punishment will make them better appreciate the proper usage of arcane powers.

If spellcasting is fairly common and generally accepted, punished spellcasters will usually be branded with

an easily-identifiable mark, such as a modified arcane mark, or even a physically-burned brand. Divinely inflicted curses can usually be undone through quest or atonement at the appropriate deity's temple, while a curse set upon a wizard by his peers could be removed with enough bribery, blackmail, or political maneuvering.

Discipline and Faith

If casting spells requires great knowledge and discipline (for arcane spellcasters), or unflinching faith (for divine spellcasters), then perhaps the Wild Spellcaster Template applies to those characters who had informal or inadequate training, or who lack complete faith, either in their own abilities, or in that of their deity. A traumatic experience where a cleric's friends all die could leave him doubting his own powers, causing his magic to be wild until he can rebuild his faith. Even an arcane spellcaster might become unwilling to use his powers if one of his spells accidentally wounded innocents. If while at wizard's school his Illusion tutor would torment him with pranks and tricks, he might have neglected his studies of illusions, so only his illusion spells mishap.

Of course, in these instances, it should be wholly up to the player as to how his character reacts to traumatic events. The GM should not force a PC to have post-traumatic stress syndrome unless the player would like to change his character's personality in that way. The details are left to the GM and player to finalize, but usually the GM should allow a character to overcome his poor discipline or wavering faith if the player roleplays well. A cleric could accept a quest to face her fears, while a poorly trained wizard or sorcerer might spend time at school (approximately one month per class level) to learn how to avoid doing what he has been doing wrong.

Entropy Uncontrolled

All actions of the world are the result of an infinite number of miniscule, random actions. These actions tend to follow a particular course, but the concept of entropy states that these random events, if left unguided, are more likely to result in the decay of order than in its construction. Normally, magic works with entropy, controlling millions of individual minor changes, directing them to create a particular effect. Magic-users must harness a great amount of energy and control nearly countless minor changes to manifest the spells they desire, holding the force of entropy in abeyance. Whenever a spellcaster fails to control his spells, he has already excited many random events into motion. These random events almost inevitably take some effect, often debilitating to the area where the power of entropy breaks loose from the magi's control.

If a spellcaster loses control of his spell while casting it, he does not succeed in agitating entropy into motion, and so a mishap does not normally occur when spellcasting is disrupted (unless the GM decides that all spells mishap unless completed). However, if a spell mishaps from a wild spellcaster, the raw force of entropy can be disastrous. If you're using controlled entropy as the explanation for magic, then a mishap should almost never be positive. Subtract 20 from all rolls on the mishap table.

Gods of Magic

If magical power comes from the gods, certainly the demeanor of these deities can affect its availability. At times of religious strife, perhaps all magic could be wild. The followers of a specific deity might find their spells less reliable when their god is busy dealing with a major threat. Of course, some gods simply are too bored or lazy to consistently answer prayers and petitions.

Even if the gods of magic are busy, they are apt to listen to respectful prayers of need. You could allow a wild spellcaster to spend time in prayer, asking for the favor of the god of magic, or of her personal deity. If she succeeds a Charisma check (DC 10), for a number of rounds equal to those she spent praying she can cast as though she did not have the Wild Spellcaster Template.

Magic of a Different Variety

Many worlds have a verisimilitude of variant spellcasting styles, ranging from traditional daily preparation or prayer, to inherent casting through internal willpower, even to exotic forms such as song, dance, gemstone balancing, or solipsism. In such a world, wild spellcraft is just a different type of magic, one that, although less reliable, is more flexible and radical because of how it relies on the forces of chaos. Study of wild spellcraft attracts many maverick spellcasters who want to master its unpredictability. Sadly, though, it also attracts many lazy spellcasters unwilling to learn the more traditional and taxing forms of spellcraft.

Normal spellcasters who desire to become wild spellcasters can do so with enough research and experimentation. Over the course of four weeks of study and concentration, a spellcaster can try to tap the more chaotic

energies in his magic. During this time, he can take no actions more strenuous than walking, talking, or eating, and can cast no spells other than those he experiments with. He must devote at least 8 hours a day to his study, or else all the time he has spent is wasted, and he must start over. Over the course of his study, he is subjected to one mishap each week, caused by any one of his spells of his choosing. At the end of this period, the spellcaster must attempt a Spellcraft check (DC 10) to tap the wild spell energies, and a Wisdom check (DC 10) to make that wild energy part of himself. If both rolls are successful, he gains the Wild Spellcaster Template for one or more of his spellcasting classes that he chooses. If only one roll is successful, he can choose to continue his study for four more weeks, at which time he is considered to succeed that same roll. If he fails both rolls, or if he chooses not to continue his study after a partial success, his effort was wasted, and if he desires to become a wild spellcaster, he must try again from the beginning.

For example, Meece, a gnome sorcerer, is inflicted with a mishap that causes him to sprout giant hummingbird wings. Intrigued by this quirky twist of fate, he decides he wants to tackle the problem of wild sorcery. He spends four weeks fiddling with his spells, discovering how spells sometimes mishap. With great effort, he intentionally causes four of his spells to mishap over his month of study, slowly acclimating himself to the feel of wild sorcery. After his period of study, his player rolls to see if Meece becomes a wild spellcaster. Though he succeeds his Spellcraft check, he lacks the self-reflection to succeed his Wisdom check. Determined to win, he spends another four weeks, being more mindful of how the forces of chaos flow through his body. If he succeeds his Wisdom check this time, he can become a wild sorcerer.

Though this route of study can take a good deal of time, it is substantially more interesting than traditional forms of arcane learning.

Recklessness

If a spellcaster has little care about whether his spells work properly, he might be far less discriminating with how he controls his powers. If a magic-user has a death wish or is enraged, he would act as if he had the Wild Spellcaster Template. Perhaps multi-classed barbarian/spellcasters cast wildly (of course they cannot cast while in true Barbarian Rage), or a ranger might cast wildly while combating his favored enemy if he truly hates that type of creature.

This recklessness can be showcased by increasing the mishap range based on the level of the spell being cast. Since higher-level spells require more control, recklessness is more likely to cause them to go awry. Spells of 0th to 3rd level might mishap on a 1, 4th or higher also on 2, 6th or higher on a 3, and 8th or higher on a roll from 1 to 4. Note that the Pandaemoni-cist prestige class functions much like this.

Opposing Energies

Classic myths of magic often make mention of sympathetic and opposing energies. Sympathetic energies work fine with each other, but opposing energies cause both forces to be disrupted. If you define categories of spellcasters, then mixing among those categories could result in mishaps.

For example, each race of creatures might have its own innate magical auras. When they use magic, a bit of their own aura accompanies the energy they draw from the world around them. Whenever a creature of one race is affected by the magic of a creature of another race, the two auras interact violently, with the possibility of a mishap. Creatures of the same race can affect each other safely, however.

This same principle could be applied just as easily between arcane and divine spellcasters, creatures from different worlds, or even spellcast-



ers from different academies. Similarly, each spellcaster might have his or her own elemental aspect—air, earth, fire, or water—and whenever opposing elements combined, a mishap would have a chance of occurring.

In such a setting, a spellcaster could either alter or suppress his own aura as a full-round action, making a Spellcraft check. For each point by which his Spellcraft check beats DC 20, the character can alter or remove his aura for 1 round.

Sentient Sorcery

Perhaps magic itself is intelligent, and its personality causes it to occasionally do things other than what the caster intended. There might even be different magics with varying personalities in different areas, so some areas might have magic with a prankster personality, while other areas might be bitter, dimwitted, or malevolent. Depending on the exact personality of magic, the types of mishaps would vary. Variant mishap tables will be presented on the Wild Spellcraft website as web supplements.

If the intelligence of the world's magic is known and understood, a spellcaster could research what types of spells a given area of the world likes and dislikes. Doing so would require a month of research, or a successful Knowledge (arcana) check (DC 35), but would let the spellcaster know perhaps a limited list of spells he could cast without risking a mishap.

That's Not the Way Magic Works

Since magic is very complex, perhaps some types of spellcasting are less efficient at controlling the complexity of sorcery, or not as compatible with the way magic naturally works. Different ways of training spellcasters, such as in different cultures or in different character classes, could affect how well each group or class handles specific types of magic. Likewise, certain races might be better suited for different types of magic.

As a few brief examples, gnomes are renowned for their illusion powers, which they focus on because the magical aura surrounding a gnome is compatible only with illusions; for all other spells, they act as if they have the Wild Spellcaster Template. Orcish bards, wizards, and sorcerers might all be wild spellcasters, whereas they can use divine magic fine, due to the mindset of Orcish culture. Perhaps humans and Elves can both cast safely on their own, but the odd mixing of their blood causes all half-Elves to have the Wild Spellcaster Template. Wizards and sorcerers might even have access to healing spells, but they rarely use them because doing so runs the risk of mishaping.

When the Levee Breaks

If the powers of magic flow like a river, rather than simply permeating existence, then tapping magic forces a spellcaster to carefully gauge how much magical power they can tap. Wild sorcery is the result of improperly controlling the flow of magic, allowing it to overrun its banks.

You can reinforce the difficulties of controlling a large flood of magical power by making the roll to see if a spell mishaps not be a flat d20 roll, but instead modified by the level of spell a spellcaster tries to cast and by the spellcaster's skill. Whenever a character with the Wild Spellcaster Template casts a spell or uses a spell-like ability, she must make a Spellcraft check (DC 5 + twice the spell's level) or the spell mishaps. Note that the Sculptor of Chaos prestige class functions much like this.

Tone, the Personality of Chaos and the Personality of Your Game

The term "chaos" implies many things, but it is very open to interpretation. Although the default set of mishaps presented in this book are meant for a fairly traditional setting and game, they will not be appropriate for every type of game.

In your standard, faux-medieval fantasy game with a mix of humor and drama, odd flashing colors or falling vases can easily go hand in hand with accidental plagues of insects or the infliction of curses. However, such a diversity of results could bore a gamer who wants a silly adventure the likes of Looney Tunes, or would likewise leave a bad taste in the mouth of a player who desires a somber and serious drama. It is up to both the GM and the player to make clear to each other what type of game they want, and to work with each other to include wild magic that will please all interested parties.

The default mishap table is intentionally vague so it is easy to adjust the cosmetics of each mishap. A roll of 47: “Odd sensory elements and bizarre (but harmless) phenomena occur in the area of effect the spell would have affected, lasting as long as the spell’s duration would have lasted,” could take many forms. In the average game, this could result in a swirl of rainbow-colored smoke that smells like fruit. In a horror game, these phenomena could be the moaning like that of a ghost, or an illusory effect that makes everyone within the area look as though they are slowly wasting away. On the opposite end of the spectrum, a comedy game could have illusions of miniature black dragons dance across the floor, dressed in white disco outfits.

With the exotic & bizarre mishap tables, however, the results are more specific and thus more likely to displease occasionally by having the wrong tone. It is easy enough for the GM and players to collaborate in order to find mishaps in the tables that would disrupt the flavor of the game, and then replace them with ones more appropriate (keeping in mind the need to have a proper balance of baneful and beneficial mishaps).

Consider the following possible tones when deciding how to construct your own mishap table. Even if your game doesn’t normally have a particular tone, sometimes a particular gaming session might be exceptionally silly or serious, in which case the GM wouldn’t want to spoil the gaming experience by throwing in something inappropriate. Though the easiest solution is just to use the basic mishap table and decide on details as it fits the situation, for some gamers it might be helpful to have several surge tables handy in case of differing game tones.

Default Fantasy

In a fairly stock fantasy world, where the characters will progress from everyday people into heroes, a little humor is usually helpful in keeping characters from taking themselves too seriously. An adventure campaign is usually episodic, like a television series, and many popular TV series have comedy episodes to provide variety and levity. The default exotic & bizarre mishap table is keyed toward this type of game.

Quirky

In the fine tradition established by slews of court jesters and comedies like “Much Ado About Nothin’,” some games are just silly, giving players a way to relax and vent their frustrations. Mishaps with humorous or unusual effects are usually preferable to bland ones, so some mishaps that simply deal damage or give characters penalties should be spruced up to make them more flavorful. Damage might be caused by a porcupine appearing in the character’s shirt and kissing him, and if a dead creature would normally animate as a zombie, the mishap could instead summon extraplanar homicidal clowns.

Serious

Serious and somber stories—about the fall of nations, the loss of sanity, crises of faith, or the pursuit of vengeance—can be horribly disrupted by a single event that does not mesh with the overall tone. In such games, wild spellcraft usually either heightens the tension of an encounter, or occurs like a tragedy. In a climactic spell duel, a wild spellcaster might mishap on a fireball and end up setting the town afire, forcing the party to face several threats. If a character has been lax with his magical training, he might be unable to save a friend in need when a protection from elements spell affects the caster rather than his ally. If his friend is wounded or dies, he must deal with the results of his character flaws.

In creating and adjudicating mishaps for a serious and dramatic game, favor results that can mildly shift the balance of an encounter or create tenser situations. Mishaps with obvious, immediately important effects are better, as they can have more of an impact on the drama.

Horror

The goal of mishaps in this genre is easily understood: be frightening. In games with lesser depths of horror, standard exotic mishaps could work with a little extra flair (e.g., every mishap, in addition to normal effects, acts as a scare spell to those who see it), but more sincere or psychological horror works best with its own unique mishap effects. Unfortunately, since the tools of horror tend to vary from story to story (some rely on revolting images like decay, others rely on an invincible stalker, others on paranoia, some on monsters), almost each horror game would have to have its own specialized mishaps that capitalize on the story’s unique source of horror.

However, in horror, characters cannot trust the assumptions they normally rely on. In fantasy roleplaying games, one of the most common of these assumptions is that magic will always function when needed. Sometimes the mere fact that magic is fickle and unreliable can be frightening enough.

Reactions to Wild Sorcery

Depending on the relative rarity of wild spellcasters in your game, and the overall tone of magic—wild or not—the opinions of people in the world will vary distinctly. Adventurers do not act in a vacuum, and spellcasters in particular are highly likely to affect local attitudes wherever they practice their skills.

In order to maintain believable atmosphere in your game, both player characters and NPCs should act appropriately when they encounter a wild spellcaster. Consider the following types of worldviews when establishing how people in your game typically react to wild and unpredictable magic.

Upsetting Social Order

Magic – common, wild spellcasters – rare

In a society or culture where magic is commonly used, and its practice is accepted or even relied upon, wild spellcasters will typically be viewed as dangers to society, delinquents at best, anarchists at worst. Even if the wildness is no fault of the spellcaster herself, her inability to properly fit into social conventions will result in most people shunning her. Few would be willing to hire her to cast spells unless they were insured their money back (plus compensation) in the event of a mishap. So-called ‘professional adventurers’ would only accept her as a member of their group with much hesitation, fearing that they can’t trust her. If magic is common and at least moderately understood, public or religious organizations often choose to persecute wild spellcasters as intentionally misusing their powers.

Even in lands with a different basic view of magic, more reliable (non-wild) spellcasters view wild spellcasters with derision. Either they’re amateurs who don’t know how to properly wield their magic, or their radicals who are trying to use magic in ways that are untraditional and often ineffective. A few more open-minded spellcasters might consider wild spellcraft a legitimate field of study, but certainly not one every beginning spellcaster should pursue.

Worthless Spellcasters

Magic – common, wild spellcasters – common

If a majority of magic-users are wild spellcasters, the reputation of all spellcasters is tarnished. Non-spellcasters will rightfully be wary of almost every magic-user they encounter, since everyone knows the reputation spellcasters have of their magic going awry. Even fewer youngsters will be interested in learning to use magic because of the social stigma attached to it, and those that do show desire to learn arcane arts will usually be guided into a safer profession. Natural spellcasters such as sorcerers and bards will be much more common than studious spellcasters like wizards and clerics, unless only some classes are wild spellcasters. Adventurers will still find magic indispensable in their travels and conflicts, but overall, everyone who associates with spellcasters will be viewed as generally untrustworthy.

Depending on the tone and source of wild sorcery in your world, the stigma toward spellcasters might even range to abject terror. If mishaps only are annoying, like in a comical setting, people will put up with the difficulties caused by magic, but if a wild spellcaster’s spells are known to have the potential to ‘accidentally’ summon undead or turn people into toads, lynch mobs might be formed whenever a visitor to a town is identified as a magic user.

The market for magic items will be almost exclusive among magic-users, and a notable percentage of magic items will have the Wild Spellcaster Template themselves, which lowers their effective value by one-tenth if the flaw is identified. However, since people are familiar with magic’s unpredictability, they are inclined to take a little risk if the need is great enough.

Bad Luck

Magic – rare, wild spellcasters – rare

In any land where magic is rare to begin with, the populace is naturally wary of all spellcasters, and the occasional wild spellcaster only helps confirm their suspicions that magic-users are dangerous or cannot be trusted. More stable spellcasters understandably dislike wild spellcasters because of how they turn the populace against magic-users in general, but since it’s hard to immediately identify a wild spellcaster, little can be done about it. Some small societies might develop for the purpose of locating and dealing with spellcasters who cannot mishandle their magic. However, since there are likely few schools of spellcraft, magic-users might not even know that mishaps are the result of wild spell energy; they might think it’s just

errant spellcasters abusing their powers.

Without anyone to explain why certain spellcasters can't be trusted while others can, many superstitions will likely develop among mundanes. If a farmer rides an old horse to a wizard's store to buy oil of rodent repellant, if the oil actually works, people might begin to believe that old horses are good luck when dealing with magic. Since most spellcasters are actually reliable, these superstitious good luck charms work more often than not, so people still consider it worth the risk to deal with a medicine man or shaman if they follow the superstitions properly.

Men of Ill Omen

Magic – rare, wild spellcasters – common

Even more so than a setting where magic and wild spellcasters are rare, in a land where the few spellcasters people do encounter are all unreliable, common people prefer to have nothing to do with magic. Through little fault of their own, spellcasters are seen as capricious, sometimes trustworthy but liable to curse you if you do the slightest to displease them. While this will increase the intimidation factor of spellcasters, it will make it hard for anyone to trust them.

Roleplaying a Wild Spellcaster

How wild spellcasters deal with the irregularity of their powers varies widely from person to person, affected by individual experiences and social structures. Being shunned out of your wizard's college just become some silly god cursed you with wild spellcasting gives you a good excuse to adventure, but what do you do in your everyday life? Does your character enjoy the unpredictability in his life, does she simply put up with it because she knows no other way, or does she try to master and control the random magic?



Your Life Before Adventuring

When logically considering the backstory of your wild spellcasting character, it makes sense that if your character has been casting wildly for some time, she's likely to have caused a few mishaps. Taking into account the types of spells your character would have cast before adventuring, it might help to roll a mishap for every month or so that the character has been casting spells wildly. Unless she has the means to counteract the effects of mishaps, she might even have undergone minor physical changes, like changes in eye color, height, or even race or sex. If creating a wild spellcaster above 1st level, there would probably be even more drastic changes.

Since most mishaps for low level spells have relatively minor effects, a beginning magic-user probably has not done any major harm to herself or her community, but other spellcasters she has encountered might recognize her inability to control her magic fully, and could try to train her more thoroughly, or to steer her clear of the path of spellcraft, to keep her from ever causing great damage. However, if one of her mishaps did have an embarrassing or damaging effect, people at her home might harbor grudges or hard feelings toward her.

Day to Day Affairs

A smart wild spellcaster recognizes that his magic is not simply a tool, but rather a force that can be useful, but should not be relied upon so much that it endangers him. Though many flashy spellcasters are drawn to wild spellcraft because of its chaotic appeal, few can afford to flaunt their magic. When even a cantrip to heat his tea runs the risk of slightly hurting or embarrassing a wild spellcaster, he is usually quite willing to conserve his magic usage for important events. Some, however, might not find it particularly displeasing to have their house fill with grass or to have a rain cloud follow them for an hour, or even consider it a cheap thrill to have a spell mishap when there's no real threat.

When crafting magic items, it is important to roll for each spell required in its creation. A mishapped spell not only forces the spellcaster to cast the requisite spell again, but could potentially alter the item's abilities, or add a minor one. A mishap that casts heal that occurs in the crafting of a magic sword might let the sword wielder cast heal once ever, or it might cast cure light wounds once per day. A mishap might be the source of the infamous sex-changing girdle, but mishaps could also just add minor tweaks to otherwise bland magic items. A legendary warrior who never says a word might be so silent because his axe causes him to speak in a squeaky voice.

Of course, during adventures even mundane daily concerns can become important. It might be wise for a wild wizard, cleric, or druid to prepare extras of certain key spells, in case the first spell mishaps, but any situation that hinges upon the proper usage of a certain spell becomes exceptionally tense when everyone understands the possibility that a single fluctuation of fate could ruin everything. Even though mishaps can occasionally prove more useful than the originally intended spell, just as often a mishap can be desperately useless. Admittedly, this lessens the general power of a wild spellcaster, but in the long run it has little more effect than opponents just rolling well on their saving throws.

Since the Wild Spellcaster Template only applies to the spellcaster himself and not to every magical item he uses, a wild spellcaster is often well served to try to create a wand that casts a useful spell. As long as the spellcaster does not mishap on the initial spellcasting to charge the wand, he can safely cast the wand's spell fifty times without risking a mishap. Likewise, a wild magic-user can safely use a normal magical item crafted by a non-wild spellcaster.

Getting Rid of the Wild Spellcaster Template

To many spellcasters who acquire the Wild Spellcaster Template, the randomness in their spells is nothing other than a dangerous annoyance. Sometimes these magi have consciously sought out wild sorcery, only to realize it was not worth the risks, while many other spellcasters who acquire the template out of circumstance would relish the chance to make their lives more stable. Wild spellcasting gained through curses or punishments are harder to get rid of, but not impossible.

The GM should understand that if a player does not wish to play a wild spellcaster, he should not be forced to. GMs are encouraged to provide the player character with solutions to the dilemma of wild spellcasting, and so several possible answers are suggested here to let the GM decide on a course of action that is easy— or hard—enough. A player who just wanted to try out wild spellcraft should be allowed to change his mind with little difficulty, whereas if a villain curses a lawful cleric with chaotic magic it is more dramatically satisfying if the player character has to fight to undo the affliction.

Abandoning the Treacherous Road

Perhaps the character's natural way of casting spells is inherently flawed, and the only way to be free of wild sorcery is to abandon all of his current knowledge of magic and start over. If the character is low enough level, he can simply multiclass, choosing to ignore the magic of his original class. If he is already firmly entrenched in his way of using magic, he might research and undergo a ritual to erase all spellcasting knowledge from his mind, letting him start with a clean slate as though he were level drained down to 1st level. Of course, it's possible that the wild spellcaster might cause a mishap while trying to perform the ritual.

Proper Training

If the character's wild spellcasting is due to inadequate training of the proper way to cast spells, she can rid herself of the Wild Spellcaster Template by receiving proper training from a non-wild spellcaster of the same level or higher. This takes an average of one month per caster level, and costs whatever fees the interested parties agree on.

Self-Cleansing

Wild spellcasters who desire to rid themselves of the forces of chaos and randomness can do so with enough meditation and self-cleansing. Over the course of four weeks of concentration and mild fasting, a wild spellcaster can try to purge the chaotic energy from his own personal aura. During this time, he can take no actions more strenuous than walking, talking, or eating, and can cast no spells whatsoever. He must devote at least 8 hours a day to his meditation, or else all the time he has spent is wasted, and he must start over. At the end of this period, the spellcaster must attempt a Spellcraft check (DC 10) to locate the wild spell energies within himself, and a Wisdom check (DC 10) to cleanse himself of it. If both rolls are successful, he will no

longer have the Wild Spellcaster Template for one or more of his spellcasting classes that he chooses. If only one roll is successful, he can choose to continue his study for four more weeks, at which time he is considered to succeed that same roll. If he fails both rolls, or if he chooses not to continue his study after a partial success, his effort was wasted, and he must try again from the beginning.

Stopping the Flow at Its Source

If a spellcaster has been cursed with wild sorcery by a god or another spellcaster, the wild spell energy often flows from the one who laid the curse, into the recipient of the curse. If the wild spellcaster can kill the one who cursed her, she frees herself from the curse by cutting off the source of the flow of wild energy. Alternatively, though she might not be able to cure her own affliction, if she could cure the source of her curse, she might cure herself.

Sympathetic Magic

Wild spellcraft is associated with chaos, while traditional spellcraft relies on order and predictability to achieve its goals. A proper tithe and atonement to a temple of a god of order could cleanse a wild spellcaster, though a small quest might be entailed. During the quest, the Wild Spellcaster Template has no effect, but if the character fails her quest, she again becomes affected by the swirling magic of chaos.

Turning Over a New Leaf

Though it is fairly simple, it is possible for a wild spellcaster to simply stop casting spells wildly. If his magic's wildness came from his own recklessness, then if he changes his personality to mellow out, his spells would immediately stop being wild.

Wild Sorcery in the World

Spellcasters are not the only source of wild sorcery in the world. The enchantments of old magical items can fade over millennia of use, while new items created by wild spellcasters occasionally function just as erratically as their creators. Additionally, some areas of the world radiate wild spell energy, causing spells cast in their confines to go awry. These instances of wild sorcery can be understood and identified—and avoided—if one has enough knowledge of wild spellcraft.

Wild Magic Items

Just like wild spellcasters, some magical items do not always function properly. Perhaps a bit of sentient magic within an item refuses to work if its user does not please it, or maybe the item's magic is simply dilapidated, as sturdy as a several hundred year-old house. To represent this unreliability, most magic items can be made erratic and unpredictable simply by adding the Wild Spellcaster Template to them.

Creating Wild Magic Items

Simply put, a wild magic item is a magic item with the Wild Spellcaster Template. Whenever a wild spellcaster makes a magical item, she can choose to intentionally infuse it with wild spell energy, and the item will have the wild spellcaster template applied to it, as described below. This does not alter the cost of creating the item, but generally reduces its market value by one-tenth if the flaw is identified.

Additionally, if a spell used in the creation of the item mishaps while being cast, the mishap has no immediate effect, but instead the magic item is usually altered in some subtle way, which can either be a boon or a bane. This tends to alter the cost of the item, both in gold and experience, just as if an extra ability had intentionally been added. If the wild spellcaster does not wish to complete the altered item, she can start over, wasting half of the materials needed, but not having to expend any experience points.

Wild Scrolls, Wands, and Other Activated Magic Items

Any spell completion, spell trigger, or command word-activated magical item basically casts a spell itself, so applying the Wild Spellcaster Template to one is fairly straight-forward. If the wild spellcaster wishes to make a wild scroll as opposed to a normal scroll, she can, at no extra cost. As long as the spell cast into the scroll doesn't mishap, her magical item will cast spells just as if she herself had cast them, with the Wild

Spellcaster Template. Note that if the wild spellcaster has additional rules concerning her mishaps, such as if she has levels in the Pandaemoniacist or Sculptor of Chaos prestige class, these alterations affect any wild magic items she creates.

Whenever, for example, a spell is cast from a wild scroll, roll to see if the spell mishaps just as if a wild spellcaster had cast the spell herself. If the wild scroll was crafted by a Sculptor of Chaos (see Chapter Three: Masters of Wild Sorcery), the magic-user who activates the wild scroll must make a Spellcraft check to cast the spell successfully, just as if she herself were a Sculptor of Chaos with the Fluid Magic ability. Similarly, a wild wand of magic missile intentionally crafted wildly by a Pandaemoniacist will mishap more regularly, just as if the Pandaemoniacist himself were casting the magic missiles.

Wild Use—Activated Magic Items

For magic items such as a belt of strength, a ring of wizardry, or a +2 shortbow that have continuous functions, applying the Wild Spellcaster Template to them has no immediate effect. Wild magic items of this sort are reliable, though can at random moments manifest harmless sensory effects from time to time. A wild headband of intellect might sometimes tighten on the wearer's head, or cause the wearer's hair to grow in reverse. These random effects have almost no statistical effect in the game, but can add flavor.

A person wearing a wild use-activated item can attempt, once per hour, to control the randomness of the item. With a successful Spellcraft check (DC 20), the wearer can choose any one 0th level spell she is able to cast, or any similarly miniscule effect. For the next hour, the item's wearer can use that ability any one time. For example, Anna, a wild cleric, could concentrate and have the item grant her one temporary hit point (virtue), or have it glow with dim light in the shape of her holy symbol (light). She can only activate one spell effect per hour this way.

Mishap—Implanted Magic Items

Whenever a spell being used in the enchantment of a magic item mishaps, it adds some additional effect appropriate to the mishap to the item being created. The GM must adjudicate the exact way in which the mishap alters the item, and should accept the player's suggestions, keeping in mind that a simple mishap should not ruin an otherwise perfectly good magic item the character has put much effort into.

For one-use items like scrolls and potions, or multiple-use items like wands that just cast the same spell repeatedly, the mishap effect will occur in place of the intended spell or effect, assuming this is within the power level of such items. For example, while scrolls can have the effect of up to ninth level spells, such as those caused by wild mishaps, wands and potions are usually limited to third level spells or lower, equivalent to the effect of a minor mishap. If a major or wild mishap for some reason occurs in the crafting of a potion or wand, the item is wholly ruined, but the mishap has no effect. All materials for the item are wasted, but no experience points are lost.

If a mishap occurs in the creation of a scroll, wand, or potion, the cost of the item is determined by the type of mishap. For a minor mishap, it is the same cost as for making an equivalent item of a 2nd level spell. For a major mishap, a 5th level spell, and for a wild mishap, an 8th level spell. If the magic item's creator does not have enough gold pieces of materials available to create an item of that power, all the materials are wasted, but no experience points are lost. However, if the item crafter does have the resources to complete the



Wild Spellcraft in Your Game

item, it will forever act with the effects of that mishap. These same rules can be used when determining the effect of a mishap occurring in the casting of any activated item that casts spells, which could result in a staff of the woodlands being able to cast animal friendship, barkskin, speak with animals, and wall of thorns, but instead of summon nature's ally VI, it casts an antimagic field that you can't dispel.

For example, if Meece, a Pandaemonicist, mishapped while trying to craft his wand of Tasha's hideous laughter, he could potentially create a wand of it's-supposed-to-be-Tasha's-hideous-laughter-but-instead-it-causes-you-and-the-target-to-switch-places. Then, whenever he uses the wand, he would have to target it as though he were casting Tasha's hideous laughter, even though he knows the wand will just cause him and the target to switch places.

For use-activated items, if a spell mishaps while creating the item, the GM and the player should collaborate to decide what effect the item does have instead, and what cost this item should have, based on the mishap effect. For example, if in making a +2 shocking longsword the required lightning bolt mishaps into a "target forgets the events of the last round," it could become a mildly cursed +2 longsword that makes the wielder of the sword forget the events of the round that he draws the blade. He would be allowed a Will save (DC 13) to resist this each time. The GM would have to adjudicate what the appropriate price for the item would be, since curses are not handled in the magic item creation rules.

Chaos Fields

Some areas of the world are possessed of their own wild spell energies that disrupt the usage of magic in their bounds. The size and shape of these chaos fields vary widely, as do their effects, but all generally have in common that they cause mishaps.

In general, encounters that take place inside chaos fields are more challenging, so these fields act much like templates, increasing the encounter level of challenges faced within them.

Source of Chaos Fields

Chaos Fields can be created intentionally by high-level wild spellcasters, using the twiddle chaos spell, but more commonly they occur because of intense amounts of magic being used in one small area. Regions once host to huge arcane wars are often chaos fields because the forces of magic have loosened the fabric of reality, making it impossible for magic to flow through the area smoothly. Powerful divine curses can render a region wild, as can the destruction of artifacts and relics, but these specific instances are to be adjudicated by the GM.

Chaos fields usually have a radius of at least twenty feet, and are typically hemmed in on at least two sides by identifiable physical borders. Much larger chaos fields are rare, but it is not unlikely that ancient magical wastelands even miles across could entirely be chaos fields. The borders of a chaos field should be determined by the GM.

Effects of Chaos Fields

The weakest and most common effect of a chaos field causes all characters and magic items in its bounds to temporarily gain the Wild Spellcaster Template (items are affected as described in Wild Magic Items, above). Some more powerful chaos fields are even more dangerous and unpredictable. The following types of chaos fields each have their own Encounter Level modifier, which is applied to all encounters that take place primarily within the wild spellcasting zone. Note, however, that this modifier to EL should only be applied if magic is actually used by the party in order to overcome the challenge. A party consisting entirely of fighters would obviously have no trouble facing most encounters in a wild spellcasting zone.

The GM will have to closely adjudicate encounters that occur partially within and partially without a wild spellcasting zone, and should consider that these modifiers to EL assume non-classed creatures as opponents. If the challenges encountered consist primarily of spellcasters, the encounter level would probably instead be reduced.

Types of chaos fields marked with an asterisk (*) should only be used if you choose to use the Exotic & Bizarre Mishaps rules.

Lesser Wild Spellcasting Zone: EL +0. All creatures and magic items temporarily gain the Wild Spellcaster Template while they are within the bounds of this area.

Average Wild Spellcasting Zone: EL +1. All creatures and magic items temporarily gain the Wild Spellcaster Template while they are within the bounds of this area. The die roll range for mishaps is increased by +2, so most spellcasters will mishap on a 1, 2, or 3.

Greater Wild Spellcasting Zone: EL +2. All creatures and magic items temporarily gain the Wild Spellcaster Template while they are within the bounds of this area. The die roll range for mishaps is increased by +4.

True Wild Spellcasting Zone: EL +3. All creatures and magic items temporarily gain the Wild Spellcaster Template while they are within the bounds of this area. The die roll range for mishaps is increased by +9.

***Minor Wild Spellcasting Zone:** EL +0. All creatures and magic items temporarily gain the Wild Spellcaster Template while they are within the bounds of this area. All Major mishaps are rolled on the Minor Mishap Table, and all Wild Mishaps are rolled on the Major Mishap Table.

***Major Wild Spellcasting Zone:** EL +0. All creatures and magic items temporarily gain the Wild Spellcaster Template while they are within the bounds of this area. All Minor Mishaps are instead rolled on the Major Mishap Table, and all Major Mishaps are instead rolled on the Wild Mishap Table.

Luck Zone: EL +0. All creatures and magic items temporarily gain the Wild Spellcaster Template while they are within the bounds of this area. All rolls on the mishap table are modified by +20.

Baneful Wild Spellcasting Zone: EL +1. All creatures and magic items temporarily gain the Wild Spellcaster Template while they are within the bounds of this area. All rolls on the mishap table are modified by -20.

Lore of Wild Spellcraft

Though wild spellcraft is assumed to be rarer than traditional spellcasting, trained individuals can recognize wild spells, mishaps, wild magic items, and wild spellcasting zones. Characters who have never encountered wild spellcraft before receive a -10 circumstance penalty to all the following checks.

Identifying Wild Spell Effects

Though any spellcaster can attempt with some difficulty to identify the precise nature of a spell being cast or already in effect, it is relatively easy to discern the differences of patterns between normal spells and wild ones. To discern the following information, a character must succeed a Spellcraft check.

DC	Task
10 + spell level	Identify whether a spell being cast is a wild spell. No retry.
15 + spell level	Identify whether an ongoing spell effect is from a wild spell. No retry.
10 + spell level	Discern whether a magical effect is a mishap or an intentional spell. The DC is 10 plus the level of the spell that caused the mishap. No retry.
15 + half caster level	While using detect magic, identify whether a magic item is wild.
20	Modestly control wild spell energy on a wild magic item, shaping it into a 0th level spell effect. See the Wild Magic Items section, above. One attempt per hour.
25	Notice that you are crossing into a chaos field. This check is made whenever you enter, even if you are not actively trying to look for a chaos field. Characters with 5 or more ranks of Scry gain a +2 synergy bonus to this check. No retry.
30	By concentrating, determine if a chaos field border begins or ends within 30 feet. Characters with 5 or more ranks of Scry gain a +2 synergy bonus to this check.

Familiars of Wild Spellcasters

Almost always, whenever a wild spellcaster has a familiar, the familiar also acts as though it had the wild spellcaster template for purposes of casting its master's spells. For the purposes of mishaps, master and familiar are both considered the caster if they are in physical contact, so if a mishap affects the caster of a spell, it would hit them both.

Optional Rules

These optional rules give GMs and players the ability to customize how wild spellcasting works in their world, or to add flavor to a single character or region. Although they add complexity to an already somewhat complex system, and in some cases might unbalance the power of wild spellcasters, some gamers may enjoy a slightly different style of game-play, which these rules help provide.

A Strong Will

For those who do not like the simplicity of the normal method of just having a 5% chance for one's spell to mishap (a natural roll of 1 on a d20), this method can replace it so that avoiding mishaps requires a strong

willpower. Whenever casting a spell or using a spell from a wild magic item, a spellcaster must make a Will saving throw to avoid a mishap. The save DC depends on the level of the spell being cast.

The DC is 5 + twice the spell's level, thus DC 7 for 1st-level spells, DC 9 for 2nd-level, and so on. On a failure, the spell has no effect, as though it were disrupted in casting. If the Will save is failed by 5 or more, however, the spell mishaps, following all the normal rules for mishaps. This method makes higher-level spells more likely to mishap because their energy is harder to shape. Also, this option lets experienced wild spellcasters handle minor magic without risk.

A character cannot voluntarily fail this Will save, however, because she must devote her mind to casting the spell from the beginning. If she has no intention to cast the spell, its energies will not come.

Fluctuating Caster Level

Instead of (or perhaps in addition to) a spell mishaping when a wild spellcaster loses control of her magic, instead her caster level changes briefly. Whenever a spell mishaps, consult the following table and roll the die appropriate to the character's actual caster level. Add the result of the die to the character's caster level for that one spell. Roll caster level variation after declaring the spell, but before declaring its targets, area of effect, etc. Even if a character's caster level becomes lower than what is normally required to cast the spell, the spell still functions, albeit at reduced power.

Table 2-1: Fluctuating Caster Level

Actual Caster Level	1-2	3-5	6-10	11-17	18+
Level Fluctuation	-	+d4-3	+2d4-5	+2d6-7	+2d8-9

For example, Anna, a 7th level cleric with the Wild Spellcaster Template, rolls on the level variation table when one of her spells mishaps. If she had cast a hold person spell, the spell's range may change, for better or worse. Since the specifics of the spell are not declared until after the level variation roll is applied, she may have to change her target, such as if the hold person won't reach where her enemies are.

Mid-Duration Mishaps

If a spell that mishaps has a duration of instantaneous, the mishap occurs immediately. If the spell has a longer duration, however, it is possible that the spell functions normally for a few moments before it loses shape and degenerates into a mishap. Whenever a spell with a duration longer than instantaneous mishaps, the mishap effect is delayed by a random amount of time. The caster knows that her spell is failing, but she does not know how long it might be before her spell mishaps (the length of delay is rolled by the GM), so she might risk taking action while the spell is still in effect.

To determine the length of time before the mishap occurs, the GM rolls 1d6-1 and 1d10, then multiplies the result. After that many rounds, the mishap occurs at the beginning of the caster's action. If the spell's normal duration is less than the number of rounds rolled, the mishap occurs during the last round of its duration, on its caster's turn.

For example, Anna, a wild cleric, casts wind walk, but it mishaps. She senses that something is amiss, but she needs to reach a high tier of a tower quickly, so she takes a risk and windwalks toward her destination. She reaches it safely, but then a few moments later she feels the spell energies fall apart, and the mishap strikes. If she had been less lucky, she could have suffered both a mishap, and a nasty fall.

When this rule is applied to touch spells, consider whether the effect after the touch is instantaneous (such as with harm). If so, the mishap occurs at casting. If the effect of the touch has a duration (such as with stonewalk), then the mishap occurs a few rounds after casting.

More Common Mishaps

The basic rules assume that mishaps are somewhat common occurrences, but not great enough a risk as to make wild spellcasting worthless. If, however, you want to make wild spellcasting particularly dangerous, or if you want to make a particular spellcasting class unreliable, simply increase the range of die rolls that cause mishaps. Normally a mishap only occurs on a 1 on an unmodified d20, but if spells mishap on a roll of 1 through 5, using magic becomes much more dangerous.

Never–Predictable Magic

Since chaotic magic is inherently random, it is not possible for it to be anything but unpredictable. For this reason, any ability that would cause the random components of a wild spellcaster's spells to not be random has no effect. For instance, a wild spellcaster would gain no benefit from the Maximize Spell feat.

School of Wild Spells

At the GM's option, wild spells can be considered the equivalent of a school of magic for the purposes of feats like Spell Focus. It is not considered a school of magic, however, for specialist wizards, because wild spells can exist in many different schools.

Simple Mishaps

If you want things to be simple, a mishap can just cause the spell to fail. Sure, it's boring, but you bought the book, so you can use the rules in it or not as you choose.

Mishaps on Supernatural Abilities

Mishaps can also affect any non-permanent supernatural abilities the character or creature has. Whenever the wild spellcaster activates a supernatural ability, roll to see if it mishaps just as if it were a spell. Normally you will have to use the Basic Mishap Table instead of the Exotic & Bizarre Mishap Table, because supernatural abilities do not have levels like spells. The GM may adjudicate the level of any supernatural ability, however, if you want to use exotic mishaps.

This only applies to activated abilities, not to permanent supernatural abilities like a Displacer Beast's displacement.

Wilder Wild Mishaps

Those gamers who wish to add just a little more randomness to mishaps can use this option in conjunction with the Exotic & Bizarre Mishaps option. Whenever a mishap occurs, the mishap might be more or less 'wild' than is usual for a spell of that level. Roll an unmodified d20. If the result is anything other than 1 or 20, the mishap is determined normally.

On a natural 1, the spell is treated as being one level lower only for the purposes of determining which mishap table it uses. Roll again, lowering the effective spell level again whenever a natural 1 is rolled, but treating any other result as no further change. On a natural 20, the spell is treated as being one level higher only for the purposes of determining which mishap table it uses. Roll again, raising the effective spell level again whenever a natural 20 is rolled, but treating any other result as no further change. A spell's effective level cannot go above 9 or below 0, and this effective level applies only to determining mishaps, not for determining whether a spell would be stopped by a minor globe of invulnerability, for instance.

As an example, if a teleport without error (a 7th level spell) mishapped, and the natural roll was a 20, the spell would be considered an 8th level spell and would use the Wild Mishap table instead of the Major Mishap table. Similarly, if a string of four natural 1s were rolled, the spell would be considered a 3rd level spell and would use the Minor Mishap table.

Sample Magical World Overview

This section briefly details a sample way to utilize the concepts presented in this chapter to create a setting that uses wild sorcery in different roles. This setting also shows how wild sorcery can alter the balance of power if it only affects one type of spellcaster.

The Andaut Plains

The Kingdom of Gaudis sprawls across the temperate Andaut plains, bordered to the south and west by the ocean and to the north and east by low mountain ranges. Gaudis is primarily a human kingdom, but a large forest on its northern border is home to a small population of Elvish pilgrims. The mountains to the east are home to various small Dwarvish clans, and the hill lands north beyond the Elvish forest are settled by scattered Gnomish villages.

Human Magic

The humans of Gaudis reject arcane magic, normally only accepting magic that comes from the Divine. Priests are trained from puberty to try to tap into the Divine's power, but few succeed. Those that do are praised joyfully by the citizens of Gaudis, who see such magic as a sign of the favor of the Divine. Divine magic is steady and reliable, and the king of Gaudis wants his land to be peaceful.

Arcane magic was rejected hundreds of years ago, when Elves first migrated to the Andaut Plain. It was well known that any human wizard who touched an Elf, or any other of the Fey races, would be tainted so that his magic would fail. Divine magic was immune to the Fey taint, and so it slowly replaced arcane magic as the primary source of magic in Gaudis. Additionally, in recent decades, arcane magic has been linked with worshippers of the Profane, which is opposed to the Divine. Any human demonstrating arcane magic, or any of the unpredictability common to the wizards of old, is usually held in suspicion.

A few small covens of arcane spellcasters remain in Gaudis, taking great care to avoid contact with the Fey races. They have discovered that even with contact, a strong enough force of will can cleanse the taint. A few Divine spellcasters even has discovered how to cleanse the taint from arcane magic-users, but they are currently too afraid to share that knowledge.

Elvish Magic

The Elvish pilgrims who settled on the Andaut Plain only have access to druidic magic. They believe they are descended from the Fey races like nymphs, dryads, and pixies, and that like those beings, they are inherently magical. Their bodies are charged with earthly energy, and a touch from them leaves a trace of that energy on a person. Since arcane spellcasters channel their magic through their own bodies, this trace of foreign magic disrupts their casting. Divine spellcasters draw upon forces from without their body, and thus suffer no drawbacks after touching an Elf or being affected by Elvish magic.

The Elvish pilgrims can cast some limited arcane spells—only illusion and enchantment spells, like their Fey relatives. Any other arcane magic is tainted in the same way a human's arcane magic is tainted, but since an Elf's own aura is constantly at odds with the arcane forces, the risks for Elves wielding arcane magic are far greater.

Half-Elves typically have the worst of both worlds, suffering wildly mishaping arcane spells without having access even to illusions or enchantments.

Dwarvish Magic

Despite being a non-traditional pursuit for Dwarves, spellcraft both divine and arcane is easily within their grasp. They have their own connection to the magic of the earth, similar to that of the Elves, but they do not easily disrupt humans, nor are they easily disrupted by Elves. Prolonged or intense contact can overcome a Dwarvish spellcaster's defenses, but such exposure is rare.

Dwarves have moderate experience with wild sorcery. Whenever a Dwarvish tunnel intersects with a subterranean ley line, the local caves are infused with wild spell energy that disrupts arcane and divine spellcasters alike. Though Dwarves do not locate such veins often, it could explain their dim view of the power of magic.

Gnomish Magic

Like the Elves, Gnomes are distantly related to the Fey races, and thus have their own natural magic. Their very nature is somewhat chaotic, so they are more resistant to wild sorcery than other races, but all of them occasionally mishap, even when using their innate abilities. Most Gnomes do not understand the reason for these spell failures, and never delve deep enough into the magical arts for it to become a hassle or threat.

It has become a traditional coming of age ritual for Gnomish youths to free themselves from the fickleness of youth by communing with the spirit of magic and asking its favor. By smoking a powerful herb, they can speak directly with the spirits of the world. Unless the spirits have plans for the Gnome to pursue the study of magic, they usually agree to make the Gnome's magic safer, at the expense of him or her being able to learn any more powerful magic. A Gnome who undergoes this ritual and later desires to learn magic must undergo the ritual again to reawaken the magic within him.

Rules Effects

The following changes are made to characters from the Andaut Plains region.

Humans

Any human arcane spellcaster who comes into physical contact with an Elf, Gnome, or Fey is tainted with natural magical energy. The next spell that he casts automatically mishaps. However, a tainted spellcaster can attempt a Spellcraft check (DC 5 + twice the spell's level) to cast a spell safely, bypassing the taint. Casting safely in this manner increases the spell's casting time just as it would for a sorcerer using a metamagic feat on a spell.

Even if the spell is cast safely, the taint remains until one of the arcane caster's spells mishaps. When the spell mishaps, it clears away the taint.

It is not well known, but a lesser restoration spell can clear away the taint just as it could clear away ability damage, without causing a mishap. Similarly, a detect magic sees Fey taint as it would see the aura of an orison, which typically fades quickly.

Elves

All Elves automatically have the Wild Spellcaster Template, which applies only to their arcane spellcasting classes. For all of their spells, they must succeed a Spellcraft check (DC 5 + twice the spell's level), or else the spell mishaps. The exceptions to this are spells from the schools of Illusion or Enchantment, which they can cast normally without drawbacks.

Most Elves generally disapprove of human faiths, and so pay the Divine no heed. A few devout Elves could become clerics of the Divine, but most Elvish spellcasters are druids or bards.

Half-Elves suffer the same chance for their arcane spells to fail as full Elves, but do not have the benefit of being able to cast Illusions or Enchantment safely. To balance this, half-Elves have a passive detect magic ability similar to an Elf's ability to detect hidden doors. Whenever a half-Elf passes within 5 feet of an arcane magical item or arcane magical effect, he automatically senses it, but cannot tell its power level. This sensation typically manifests as a mild itching, like an allergic reaction.

Dwarves

Dwarvish arcane spellcasters do have a slight sensitivity to Fey taint, but are not considered tainted unless they remain in constant physical contact with an Elf, Gnome, or Fey for more than a minute. When thus tainted, a Dwarvish arcane spellcaster must succeed a Spellcraft check (DC 5 + twice the spell's level), or else the spell mishaps.

Gnomes

Most Gnomes are assumed to have undergone the ritual, and thus are the same as standard Gnomes. Some, however, do not complete the ritual of maturity. These individuals all have the Wild Spellcaster Template, which, unlike Elves, applies to only to Divine spellcasting classes. A Gnome attempting to cast Divine magic must succeed a Spellcraft check (DC 5 + twice the spell's level), or else the spell mishaps. All Gnomes, however, have a +2 racial bonus to all saving throws against wild spell effects and mishaps.



Wild Spellcraft in Your Game

Magical Vignettes

The following are a handful of other possible worlds that utilize wild spellcraft.

Pacifist Gaea

The druidic magic of the world is sentient and highly protective of the natural order. Any spellcaster who uses magic to harm an unintelligent creature is cursed with a special Wild Spellcaster Template that brings down special druidic effects when it mishaps. The magic of the world infuses its own energy into the cursed individual's magic, altering their spells' effects. These effects can range from swarms of insects or rodents, to animals shunning the spellcaster, even to turning the magic-user himself into an unintelligent beast. The mishaps are normally not deadly, but meant to frighten the spellcaster into following the right path.

The World's End

The world is dying and decaying, its life being sapped by some ancient power. Entropy reigns, and few people live even to middle age. Spellcasters have learned to reserve their power, because entropy causes their magic to fail, collapsing into chaos like a brick building shattering from a weak support. Most spellcasters know only a handful of spells at a time, but are constantly trying to research new ones. Some of the oldest and most used spells have manifested as free-roaming elementals that wander the landscape, searing whatever they touch with raw magic.

All spellcasters have the wild spellcaster template. Whenever a spell surges, increase the surge range for that spell by 1 for all future castings. Thus, after 19 surges, a given spell will forever be useless to that character. Other characters can still use that spell, at least until surges ruin it for them as well.

Is it Not Nifty?

Magic is tied to pleasure, so even the most destructive dweomer will only work if it makes someone laugh. If the spell the caster intends to use won't be funny, the spell fails, and something that would be funny happens instead. Perform is a class skill for all magic-using classes. In order to cast a spell, a spellcaster must succeed a Perform check (DC 5 + twice the spell's level) in order to find a way to make the spell seem funny. If the check fails, the spell mishaps, with humorous effect.

The Paths of Magic

No spellcaster begins by actually knowing any spells. Every time she wants to cast a spell, she rolls on the exotic & bizarre mishap tables of the appropriate level, rerolling any 'Spell' mishaps. If she likes a particular mishap result, she can attempt to add it to her spell list. With the GM's approval, she makes a Spellcraft check (DC 15 + the spell's level) to learn it. If she fails, she cannot try to learn that same mishap until she adds at least one more rank to her Spellcraft skill.

Clerics and druids can learn as many spells as the GM will let them with this system. Wizards must pay money to write their spells into a spellbook as usual. Bards and sorcerers are still limited to a maximum number of spells known. Since it is up to the GM as to how to design the mishap tables, he can direct the type of spells characters have access to. Typically, no two paths will be alike.

Masters of Wild Spellcraft

To be subject to the unpredictability of wild spellcraft is interesting enough as a character detail, but many wild spellcasters will want to master the forces of chaotic magic. This chapter details rules that give wild spellcasters more options to control wild sorcery, and provides three sample NPC wild spellcasters as examples, or for the game master to make use of.

Feats

Chaotic Disruption

You can cause the spells of others to mishap.

Prerequisite: Wild Spellcaster Template, Spellcraft ranks 5+

Benefit: Whenever you successfully counter a spell, you may choose to have the spell mishap instead of failing as normal. Add the caster's Will saving throw bonus to the mishap roll as normal, but also subtract your own Will saving throw bonus, making the mishap more likely to be baneful.

Enwild Spell [Metamagic]

You can cause your spells to mishap intentionally.

Prerequisite: Wild Spellcaster Template, Spellcraft ranks 5+

Benefit: A spell altered with Enwild Spell automatically mishaps. Since you know that the spell will mishap and can prepare to control the wild spell energy, you gain a +10 insight bonus to the roll on the mishap table. Modifying a spell with Enwild Spell does not increase the spell's level.

Reckless Spell [Metamagic]

By releasing more magical energy than normal, you can try to reshape a lesser spell into a greater one.

Prerequisite: Wild Spellcaster Template, Spellcraft ranks 5+, any one other metamagic feat.

Benefit: When you cast a spell modified by Reckless Spell, choose any spell you know or have access to that is no more than one level higher than that of the Reckless Spell. Make a Spellcraft check (DC 15 + twice the emulated spell's level). If you succeed, you cast the spell you chose, taking 1 point of damage per level of the emulated spell because of the overflow of wild spell energy. If you fail the Spellcraft check, you take 1d4 points of damage per spell level, and the original spell mishaps. There is a -20 penalty to this mishap.

For example, Anna could try to use a Reckless Spell cure serious wounds to try to cast a cure critical wounds. If she succeeds a Spellcraft check (DC 23), she can cast the cure critical wounds, but takes 4 points of damage in the process. If she fails, she takes 4d4 points of damage, and the cure serious wounds mishaps, with a -20 penalty to the mishap roll.

Modifying a spell with Reckless Spell does not increase the spell's level.

Suppress Mishap

You can keep your spells from mishaping.

Prerequisite: Wild Spellcaster Template, Spellcraft ranks 5+

Benefit: Whenever one of your spells mishaps, in addition to the normal saving throw granted by the mishap, if you succeed a Will save (DC 15 + the level of the spell that instigated the mishap), you can prevent the mishap from occurring. If you suppress the mishap in his way, you take 1 point of damage per level of the spell that instigated the mishap. You can choose to automatically fail the Will save.

Prestige Classes

The following prestige classes are specialized, optional classes for those spellcasters wishing to not simply endure the whims of wild sorcery, but to control it and use it to its fullest possibilities. The first of these two, the Pandaemoniacist, revels in chaos, trusting to the twists of fate and probability that random magic can be just as effective as directed power. The second, the Sculptor of Chaos, treats wild spells as a medium for art. Like master artisans, they resculpt their fluid, chaotic spells into more useful or desirable forms.

As with all prestige classes, characters cannot begin as one of these classes, but must instead meet entry requirements that reflect the proper study and mindset required to wield wild spellcraft.



Pandaemoniacist

Some magic-users in the world cannot fully control their spells, and must live with the fact that their magic is wild and unpredictable. Many of these spellcasters go to great lengths to learn how to control wild spellcraft. Pandaemoniacists would call such efforts a waste of time.

Some normal folks have experienced the chaos of wild sorcery, ranging from a simple mishap like the grass in one area growing too quickly, to horrendous disasters like men being turned into women or everyone in a town suddenly having their hair turn orange. Many common people rightfully worry that some day a magic-user without proper control of his abilities might throw their lives into pandaemonium. Pandaemoniacists would call that a good idea.

Pandaemoniacists are spellcasters who use wild spellcraft to create random, chaotic effects, usually simply for their own entertainment. The Pandaemoniacist's abilities, while highly chaotic and unpredictable, can be bent toward goals (both constructive and destructive) that could be useful to adventurers. If one thing defines any Pandaemoniacist, it is his willingness to take risks.

After all, what fun is life without a little risk?

Chaos and Pandaemonium

Consider that a spell is a sculpture. You can sculpt out of stone, and your spell is always the same no matter who sees it, or when. Wild spellcasters sculpt out of clay which is more malleable and easier to shape, but more likely to fall apart before it is finished. Some wild spellcasters turn this fluidity into an advantage (see the Sculptor of Chaos, below), but most Pandaemonists don't have the patience to learn how to control chaos.

Pandaemonists don't so much sculpt as take a hammer to the stone or clay and try to smash it until it resembles what they want. It's faster, easier, liable to offend lots of people with the unorthodox end result, and afterward leaves a mess to clean up, but a Pandaemonist is an artist of chaos in his own loose way, and he has the artistic freedom to sculpt that way if he wants. He just has to live with the dangers.

Hit Die: d4.

Requirements

Skills: Spellcraft 5 ranks.

Spellcasting: Ability to cast at least 4 wild spells, at least one of which must be 3rd level or higher.

Other: Must have been exposed to a mishap that had a permanent effect on his body or mind, which he must not have willingly removed or dispelled. It is a mark of the Pandaemonist's willingness to meddle with chaos that he'll seldom try to undo even the harmful effects of mishaps. If someone other than him dispels the mishap's effect, he is still eligible for entry into this class.

Class Skills

The Pandaemonist's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Pandaemonist prestige class.

Weapon and Armor Proficiency: A Pandaemonist gains no additional proficiency in any weapon or armor.

Spells Per Day: For the purposes of determining spells per day, caster level, and (for spontaneous spellcasters) spells known, whenever a level as Pandaemonist grants the ability "+1 level of existing class," the character adds 1 effective level to one of his previous spellcasting classes.

Wild Spellcasting: Upon taking his first level of the Pandaemonist, a spellcaster automatically gains the Wild Spellcaster Template if he does not already have it.

Table 3-1: Pandaemonist

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+0	Pandaemonium at My Fingertips, Raise the Stakes, Risky Magic, Wild Spellcasting	+1 level of existing class
2	+1	+0	+0	+0	Cleaning up the Mess	+1 level of existing class
3	+1	+1	+1	+1	Resist Wild Sorcery	+1 level of existing class
4	+2	+1	+1	+1	Recalculate Chaos	+1 level of existing class
5	+2	+1	+1	+1	Raise the Stakes II	+1 level of existing class
6	+3	+2	+2	+2	Chaotic Disruption	+1 level of existing class
7	+3	+2	+2	+2	Pandora's Blessing	+1 level of existing class
8	+4	+2	+2	+2	Delude Divination	+1 level of existing class
9	+4	+3	+3	+3	Immune to Transformation, Raise the Stakes III	+1 level of existing class
10	+5	+3	+3	+3	Infinite Improbability	+1 level of existing class
11	+5	+3	+3	+3	Personal Pandaemonium	+1 level of existing class

Risky Magic: Pandaemoniacs are all wild spellcasters, but to access their abilities they must overflow their magic with chaos, causing their spells to mishap more often than usual.

Whenever a Pandaemoniac casts a spell (even one he knew from a previous class), using the following table to determine in what range on a d20 roll the spell will mishap. Instead of simply mishaping on a 1, the probability of a spell mishaping depends on its level.

If the Pandaemoniac also has levels of the Sculptor of Chaos prestige class, the Fluid Magic and Risky Magic effects stack. Increase the DC for a spell by the modifier below (so a 5th level spell, normally DC 15 for a Sculptor of Chaos, would be DC 18).

See the Wild Spellcaster Template for details on mishaps.

Table 3–2: Risky Magic

Spell Level	Mishap Range
0–1	+1
2–3	+2
4–5	+3
6–7	+4
8–9	+5

Pandaemonium at My Fingertips (Su): A Pandaemoniac can choose to cause any spell he casts to mishap. This is a free action that he may take each time he casts a spell. The spell mishaps just as if he had cast it normally, so he must fulfill whatever parameters the spell normally requires. Thus, he cannot simply cause a mishap, but must have a spell to base it around. Nor can he simply cause a mishap from a Charm Person, but must choose a target for the spell. Even if the Pandaemoniac prepares his spells, intentionally causing a spell to mishap extends its casting time the same way a metamagic feat extends the casting time for a sorcerer's spells.

Raise the Stakes: This ability only applies if using the Exotic & Bizarre Mishaps optional rule.

The Pandaemoniac can make his mishaps more dangerous if he so chooses. There are three levels of this ability, and once the Pandaemoniac has access to a level of this ability, he can choose to use any level or to turn the ability off entirely. Changing the level or turning off the ability is a free action that can be performed once per round.

Level I: Roll all minor mishaps on the major mishap table.

Level II: As Level I, plus roll all major mishaps on the wild mishap table.

Level III: Roll all mishaps on the wild mishap table.

This ability does not affect mishaps the caster causes intentionally through the Pandaemonium at My Fingertips ability. Those mishaps function normally.

Cleaning up the Mess (Sp): Beginning at 2nd level, a Pandaemoniac gains the ability to undo the effects of mishaps that have long-lasting effects. Once per class level per day, as a full-round action he may attempt to dispel the effects of a mishap that has a lasting effect within 30 feet. He must make an opposed caster level check against the caster level of whose spell caused the mishap. If successful, the mishap is negated just as if a successful greater dispelling had been cast.

Tone Notes – Risky Magic

The source of a Pandaemoniac's power depends on the explanation and tone for wild sorcery in your game. Whatever is the source of chaos, the Pandaemoniac consorts with it, revels in it, or cowers to act when he calls for it.

Though a Pandaemoniac does not seem at face value to be appropriate to most serious games, they can play the role of a cleric of chaos masterfully, not caring the consequences of their actions as long as their decadent desires are fulfilled. The ability of Pandaemoniacs to disrupt the magic of other spellcasters can be very frightening in a horror game if mishaps are made appropriately disturbing.

Finally, the comical possibilities of this class are obvious, if you desire a light-hearted game. The party might, for instance, encounter a panda bear Pandaemoniac. The panda Pandae's current form could be the result of an unfortunate mishap, or simply a fashion statement.

The GM should make sure, however, to bear in mind how most other characters would react to the flagrant spellcasting of a Pandaemoniac. The gods of order and spellcraft, or magic itself if it is sentient, might consider the Pandae' a threat to the security of all magic, one that needs to be exterminated.

Resist Wild Sorcery: At 3rd level, a Pandaemonicist gains a +2 bonus to saving throws to resist wild spells. This bonus also applies to resist mishaps.

Recalculate Chaos (Su): At 4th level, the Pandaemonicist has gained enough mastery in wild spellcraft that he is able to reject mishaps he dislikes and force the chaos to take a new shape. Whenever one of his own spells mishaps, he may choose to reroll the result of the mishap, subtracting 20 from the second roll. He must keep the second result of the mishap roll if he chooses to use this ability, and can only use this ability once per spell cast. He cannot use this ability with mishaps he causes intentionally through the Pandaemonium at My Fingertips ability.

Chaotic Disruption: At 6th level, the Pandaemonicist gains the ability to cause spells from other casters to mishap. Whenever he successfully counters a spell, he may choose to have the spell mishap instead of failing as normal. Add the caster's Will saving throw bonus to the mishap roll as normal, but also subtract the Pandaemonicist's Will saving throw bonus, making the mishap more likely to be baneful.

Pandora's Blessing (Sp): Starting at 7th level, once per day the Pandaemonicist can bestow the Wild Spellcaster Template upon another magic-user. As a standard action, the Pandaemonicist chooses any creature within 30 feet, and that creature must save (Will DC 10 + ½ Pandaemonicist levels + Pandaemonicist's Charisma bonus) or gain the effects of the Wild Spellcaster Template for one day.

Delude Divination (Sp): Beginning at 8th level, the Pandaemonicist is warded by a permanent delude divination spell.

Immune to Transformation (Ex): A Pandaemonicist of 9th level or higher cannot be affected by any magic that alters or fixes his physical form. Effects such as polymorph or petrification force the Pandaemonicist into that form for a moment, but he immediately returns to his normal form as a free action. The Pandaemonicist may choose to turn this ability on or off as a free action, up to once per round.

Infinite Improbability (Su): Beginning at 10th level, the forces of chaos surrounding the Pandaemonicist constantly infuse his body with randomness, tending to create improbable results around him. It is an advanced theory of chaos that nothing is impossible, simply infinitely improbable. Thus, this improbability surrounding the Pandaemonicist grants him the ability to achieve things otherwise . . . nearly infinitely improbable.

The Pandaemonicist can utilize this ability once per day. Whenever the Pandaemonicist attempts something (such as a skill check or saving throw), if after all bonuses are applied he could not succeed even on a natural 20, he can use this ability to gain a +20 improbability bonus to his roll. Whenever something the Pandaemonicist does requires another creature or object to make a saving throw, if the creature or object can succeed the Difficulty Class by rolling a natural 1, the Pandaemonicist can use this ability to grant a -20 improbability penalty to the roll.

For example, if Meece, a Sorcerer 7/Pandaemonicist 10, attempts to escape from steel manacles and a chain wrapped around his entire body (Escape Artist DC 35). Meece's untrained Escape Artist check is only +1, so since he could not even succeed on a natural 20 (he needs to roll a natural 34), he can use the Infinite Improbability to give himself a +20 improbability bonus. Despite being firmly bound by heavy chains, Meece shrugs a couple times, then wriggles out of his bonds, his hands slipping easily out of the tight manacles.

Personal Pandaemonium: (And yes, the name is self-contradictory) By 11th level, chaos has become so intrinsic to the Pandaemonicist that a field of wild sorcery protects him, encompassing his body. He may raise or lower this field as a standard action. While the field is up, he has spell resistance equal to 10 + his caster level. However, if spell resistance blocks the spell, instead of being canceled, the spell instead mishaps. Even if the spell affects others beside the Pandaemonicist, as long as it could be canceled by his spell resistance, the entire spell effect can mishap because of this ability. If a spell only indirectly affects the Pandaemonicist (such as by a summoned monster, or an earthquake causing him to fall into a chasm), this ability does not affect it. This ability affects even the Pandaemonicist's own spells unless he turns off the field.

If the Pandaemonicist already has spell resistance from some other source, use whichever amount of spell resistance is greater. Regardless of which amount is higher, his spell resistance always causes a mishap if it blocks a spell.

Sculptor of Chaos

Consider that a spell is a sculpture. You can sculpt out of stone, and your spell is always the same no matter who sees it, or when. Innately, however, wild spellcasters sculpt in clay. For many naturally wild spellcasters, this is a hindrance, because wet clay does not always hold its form under stress. A Sculptor of Chaos, however, always keeps her sculpture as malleable as possible. It lets her reshape the sculpture slightly whenever she needs to, but she runs an even greater risk than usual of her sculpture falling apart. Then she has to clean up the mess.

Sculptors of Chaos seek to understand the intricacies of wild spellcraft and desire control over these chaotic forces. Some Sculptors of Chaos are naturally wild spellcasters who wish to take advantage of the chaos inherent in their magic. Other chaos sculptors come from the ranks of normal magic-users, but have come to see the potential in the fluid powers of wild spellcraft. Unlike other wild spellcasters who simply must endure the chaos of their spells, Sculptors of Chaos understand that chaos can be controlled, that wild sorcery can be adapted far more easily than can be traditional forms of magic. Unfortunately, it takes intense willpower and concentration to harness the boundless forces of chaos, and thus many weak-willed Sculptors of Chaos lose control of their magic and are consumed by it. A master of the art of wild spellcraft, however, can sculpt spells into shapes they were never intended to hold.



Most Sculptors of Chaos are wizards or sorcerers interested in exploring the possibilities of wild spellcraft. Some deities have a vested interest in the spread or control of chaos, and encourage their priests to gain mastery in the magic of chaos. Many bards enjoy the flamboyant nature of wild spell effects, while some dabblers in the arcane arts simply desire a defense against chaotic magic. The most common type of chaos sculptor, however, are those naturally wild spellcasters who seek new uses of their own chaotic magic, and seek to control the ungraspable.

Hit Die: d4.

Requirements

Feat: Any metamagic feat.

Skills: Spellcraft 8 ranks, Concentration 8 ranks, Craft (any two) 2 ranks each.

Spellcasting: Ability to cast at least 4 wild spells, at least one of which must be 3rd level or higher.

Other: Must succeed a saving throw to resist the effects of a mishap.

Class Skills

The Sculptor of Chaos's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Sculptor of Chaos prestige class.

Weapon and Armor Proficiency: A Sculptor of Chaos gains no additional proficiency in any weapon or armor.

Spells Per Day: For the purposes of determining spells per day, caster level, and (for spontaneous spellcasters) spells known, whenever a level as Sculptor of Chaos grants the ability “+1 level of existing class,” the character adds 1 effective level to one of her previous spellcasting classes.

Wild Spellcasting: Upon taking her first level of the Sculptor of Chaos, a spellcaster automatically gains the Wild Spellcaster Template if she does not already have it.

Fluid Magic: Sculptors of Chaos always inject a little chaos into their magic, giving their magic a less concrete form. Since Sculptors of Chaos have the ability to reshape chaos, as they gain in skill they are able to use this looser form of magic to alter their magic more than most casters can. By making their spells intentionally chaotic, however, they run the risk of their magic not working as they want.

Whenever a Sculptor of Chaos casts a spell, even one she knew from a previous class, she must make a Spellcraft check to shape and direct the wild sorcery as it sears through her body and tries to break free from her control. If she succeeds the check (DC 5 + twice the spell’s level), she successfully casts the spell.

If she fails the roll, she was unable to control the chaotic magic Sculptors of Chaos attempt to wield, and the spell fails just as though it had been disrupted in casting. If the Spellcraft check failed by 5 or more, however, the spell mishaps, the Sculptors intentional meddling weakening its composition so that it falls apart. A natural roll of 1 also always mishaps.

Several Sculptor of Chaos abilities-Spellbrushing, Substance Substitution, Shape Chaos, Reshape Spell, Reality Twist, and Spellsculpting-allow the spellcaster to alter her spells by taking advantage of their chaotic fluidity. Doing so, however, increases the casting time the same as using a metamagic feat would increase the casting time for a sorcerer, even if the Sculptor of Chaos prepares her spells. Since the Sculptor of Chaos is altering the spell on the fly, even if she normally prepares her spells in advance, any alteration with the Fluid Magic ability takes extra time, as described in Chapter 5: Feats of the Player’s Handbook.

Using the spell-altering abilities derived from Fluid Magic incurs penalties to the Spellcraft check required to cast the spell. The specific penalties vary from ability to ability. Multiple abilities can be applied to one spell, such as to make a reshaped, spellbrushed, substance substituted spell.

If the Sculptor of Chaos also has levels of the Pandaemonicist prestige class, the Fluid Magic and Risky Magic effects stack. Increase the DC to cast a spell with Fluid Magic by the modifier on the Risky Magic table (so a 5th level spell, normally DC 15 for a Sculptor of Chaos, would be DC 18).

Fluid Magic, and all Sculptor of Chaos abilities derived from it, only affect the character’s own spellcasting, not the usage of any magical items she may activate.

Safe Casting: A Sculptor of Chaos has a basic enough mastery in controlling wild spells that she is able to use minor spells and cantrips without risking a mishap. When casting a 0th level spell, she can choose to cast it safely. She does not have to make a Spellcraft check to cast it, and effectively does not have the

Table 3-2: Sculptor of Chaos

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Fluid Magic, Safe Casting, Spellbrushing (1 attribute), Wild Spellcasting	+1 level of existing class
2	+1	+0	+0	+3	Resist Wild Sorcery, Substance Substitution (2)	+1 level of existing class
3	+1	+1	+1	+3	Substance Substitution (3), Spellbrushing (2 attributes)	+1 level of existing class
4	+2	+1	+1	+4	Shape Chaos, Substance Substitution (4)	+1 level of existing class
5	+2	+1	+1	+4	Reshape Spell, Spellbrushing (3 attributes), Substance Substitution (5)	+1 level of existing class
6	+3	+2	+2	+5	Improved Safe Casting, Substance Substitution (Force)	+1 level of existing class
7	+3	+2	+2	+5	Spellbrushing (4 attributes)	+1 level of existing class
8	+4	+2	+2	+6	Chaos Defense	+1 level of existing class
9	+4	+3	+3	+6	Reality Twist	+1 level of existing class
10	+5	+3	+3	+7	Spellsculpting	+1 level of existing class

Wild Spellcaster Template for the purposes of casting this one spell, so it cannot mishap. When casting a spell safely, however, the Sculptor of Chaos cannot use any class-derived abilities from this class to affect that spell (e.g., no Spellbrushing or Spellsculpting). Even if the Sculptor of Chaos prepares her spells, casting a spell safely extends its casting time the same way a metamagic feat extends the casting time for a sorcerer's spells.

Spellbrushing (Su): Since a Sculptor of Chaos's spells are always somewhat chaotic, she can use her control of chaos to modify a few aspects of a spell whenever she casts it, like a painter putting a few different brushstrokes onto her work to change it slightly. Whenever casting a spell, the Sculptor of Chaos may attempt to alter its cosmetic appearance in modest ways, such as fly spells that create phantom wings, or giggling fireballs, or a ray of enfeeblement that looks and sounds like a small lightning bolt. Each time the Sculptor of Chaos prepares (or spontaneously casts) the spell, she can give it a different appearance, as whim or need strikes.

This ability in no way alters the spells composition or area of effect, and any sensory details must approximately conform to the area typical for the spell. For instance, a meteor swarm 'brushed to look like thousands of tiny snowballs still deals fire damage in a huge area of effect, and a spellbrushed burning hands must have the same approximate shape as the normal 10 foot fan. You cannot, for example, cast a burning hands spell with no visual elements, nor cast it to look like a giant fireball. The GM may disallow changes that he considers excessive.

At 1st level the Sculptor of Chaos can alter one sensory attribute (visual, auditory, olfactory/taste, or tactile). At 3rd level she can alter two attributes; three at 5th level; four at 7th level. At this level, the Sculptor

Table 3-4: Fluid Magic

Spell Level	Fluid Magic Spellcraft DC
0	5
1	7
2	9
3	11
4	13
5	15
6	17
7	19
8	21
9	23

Table 3-5: Fluid Magic Alterations

Fluid Magic Spell Alteration	Spellcraft Penalty
Spellbrushing	0
Substance Substitution (elemental, half)	-4
Substance Substitution (elemental, full)	-6
Substance Substitution (force, half)	-5
Substance Substitution (force, full)	-8
Shape Chaos	-6
Reshape Spell (new form)	-4
Reshape Spell (safe area)	-9
Reality Twist	Varies
Spellsculpting	-20

of Chaos can make any spell look drastically different—a talent sure to confound her potential rivals. Any attempt to use Spellcraft to correctly identify the spell after it has been cast receives a -2 penalty for each attribute altered (up to a maximum of -8).

Spellbrushing incurs no penalty to the Spellcraft check from Fluid Magic.

Resist Wild Sorcery: At 2nd level, a Sculptor of Chaos gains a +2 bonus to saving throws to resist wild spells. This bonus also applies to resist mishaps.

Substance Substitution (Su): Like an artist attempting to correct one part of a larger piece of art, a Sculptor of Chaos can attempt to drastically alter an existing spell's composition while maintaining the same basic effect. Whenever a Sculptor of Chaos casts a damage-dealing spell with the [acid], [cold], [electricity], [fire], [force], or [sonic] descriptor, she may use her Fluid Magic ability to attempt to alter the descriptor and

Tone Notes – Fluid Magic

The Sculptor of Chaos is far more subtle than the Pandaemonicist, but she deals with the same chaotic forces as her fellow wild spellcaster. Sculptors can prove invaluable in winning over magic-users who dislike wild spellcraft, because of how gently they deal with the powers of chaos.

If wild sorcery stems from a conscious source, such as sentient magic or the gods, Sculptors are generally on good terms with these entities because they do not abuse magic. If, rather, wild sorcery is the random result of a curse, or simply the way magic works, Sculptors are often respected for their ingenious method of turning the drawbacks of wild spellcraft into benefits.

A Sculptor of Chaos NPC is perhaps the easiest source through which to introduce wild spellcraft into a serious-toned game. In horror games, Sculptors take on the aspect of a mad scientist, tinkering with forces mortals are not meant to control. However, in comedy games, Sculptors can be the source of some of the most original and inventive jokes and pranks, usually at the expense of other spellcasters.

thus the composition of the spell. By doing so, she can either attempt to completely alter the spell's type of damage, or to combine it so the damage is half one thing and half another.

At 2nd level, the Sculptor of Chaos chooses two elemental types-acid, cold, electricity, fire, or sonic-which she can attempt to convert her spells to. If she tries to replace the original descriptor (such as to turn a fireball into a lightningball), she incurs a -6 penalty to the Spellcraft check from Fluid Magic. If she tries to combine the original descriptor so half the damage is another element (creating, for example, a shocking fireball, which would deal half fire damage and half electricity damage), it only incurs a -4 penalty.

As the Sculptor of Chaos furthers her understanding of wild sorcery, she learns how to substitute different elemental energies. At 3rd level, she gains a third element that she can convert to, a fourth element at 4th level, and all five elements at 5th level.

Additionally, at 6th level, the Sculptor of Chaos can attempt to convert a spell's substance to pure wild energy, effectively giving it the [force] descriptor instead of its normal elemental descriptor. If she tries to replace the original descriptor, this incurs a -8 penalty to the Spellcraft check from Fluid Magic. If she tries to combine the original descriptor so half the damage is wild energy, it only incurs a -5 penalty.

Shape Chaos (Su): Sculptors of Chaos have a unique connection with randomness and causality, and so at 4th level gain the ability to control the random elements in their spells. Whenever a Sculptor of Chaos casts a spell or uses a magical ability with a random effect (such as random action, or a chaos blast), she can attempt to control the random aspects of the spell. For example, she could choose for her random action spell to cause any one of the possible effects instead of rolling it randomly.

If the spell or magical ability has several random effects over its duration (such as a confusion spell), the Sculptor of Chaos only controls the randomness for the first round after she casts the spell. This ability applies only to rolls to determine type of effect, not amount of targets affected, nor to any check, save, attack roll, damage roll, or roll on the mishap tables.

Shape Chaos incurs a -6 penalty to the Spellcraft check from Fluid Magic.

Reshape Spell (Su): At 5th level, a Sculptor of Chaos gains the ability to attempt to use her Fluid Magic ability to alter the area of effect of her spells. By metaphorically recarving the shape of the spell, she can change any area spell to one of the following shapes: cylinder (10 foot radius, 30 feet high), 40-foot cone, or a ball (20-foot-radius spread). The reshaped spell works normally in all respects except for its shape. Using Reshape Spell in this way incurs a -4 penalty to the Spellcraft check from Fluid Magic.

Alternately, the Sculptor of Chaos can attempt to create safe areas in the spell, with a minimum dimension of 5 feet. The spell has no effect in those areas. This usage of Reshape Spell incurs a -9 penalty to the Spellcraft check from Fluid Magic.

Improved Safe Casting: As the first level Safe Casting ability, except that the Sculptor of Chaos can choose to safely cast any spell that is less than her class level. For example, Nadia, a Wizardress 6/Sculptor of Chaos 6, can choose to safely cast any spell of 5th level or lower.

Chaos Defense (Su): Through her training and experience, a Sculptor of Chaos learns how to both create and defeat random and chaotic magic. By 8th level she has reached such an understanding that she can defend herself against the more baneful effects of such magic. Whenever the Sculptor of Chaos is affected by any spell or magical ability with a random effect (such as confusion, a rod of wonder, or a potentially misdirected teleport), determine the random effect once normally, and then roll again. While the first roll will affect all normal targets, the Sculptor of Chaos may choose which of the two effects occur to her. For example, if Nadia, a Wizardress 6/Sculptor of Chaos 8, and some of her allies are affected by a confusion spell, every other target would act whichever way the roll determined, but Nadia could choose between two options.

If a Sculptor of Chaos with the Chaos Defense ability is affected by a spell altered by the Shape Chaos ability from another Sculptor of Chaos, the two chaos sculptors make opposed Spellcraft checks. If the caster wins the roll, the spell functions as she intends it. If the target wins, the spell functions with normal randomness, but the targeted Sculptor still gets to choose between two possibilities.

Reality Twist (Su): At 9th level the Sculptor of Chaos gains the ability to control chaotic magic in the world around herself. As a readied partial action, she may attempt to use her Fluid Magic ability to alter the spells of any spellcaster within 30 feet. Whenever the other spellcaster casts his spell, the Sculptor of Chaos expends a prepared spell or spell slot of her own, which must be of a level equal to or higher than that of the spell she's trying to affect.

The Sculptor of Chaos and the other spellcaster make opposed Spellcraft checks, with the Sculptor of Chaos receiving a penalty equal the normal penalty incurred by altering the spell with Fluid Magic. If the Sculptor

of Chaos's Spellcraft check is successful, the spell is altered as the Sculptor of Chaos desired. If the other spellcaster is willing, he may choose to automatically fail his opposed Spellcraft check. Either way, if the modified result of the Sculptor of Chaos's Spellcraft check is less than 5 + twice the spell's level, the change is too complex for her, regardless of if her Spellcraft roll beat that of the other spellcaster. In this case, the spell functions normally under its original caster's direction.

For example, Nadia, now a Wizardress 6/Sculptor of Chaos 9, is battling a mage fond of fire. Nadia readies an action to Reality Twist the fire mage's next spell, and after making a successful Spellcraft check to identify the incoming spell as a delayed blast fireball, responds by expending a 7th level spell of her own to attempt to alter the fireball with Reshape Spell so it leaves an area directly around Nadia unharmed. Then, just to be spiteful, she uses Spellbrushing to change the roaring of the flames into Dwarvish insults directed at the fire mage. Nadia suffuses the fire mage with chaos in the middle of his casting, and then she and the fire mage make opposed Spellcraft checks to see who will have the resilience to control the chaos. Nadia has a -9 penalty to her Spellcraft check (-9 from Reshape Spell, -0 from Spellbrushing). If she is successful, the delayed blast fireball would explode around her harmlessly, while taunting the mage that cast it.

Alternately, if a spellcaster ally of Nadia wanted to cast a sonic chain lightning in a cone shape to affect a group of demons, her ally could willingly fail his opposed Spellcraft check. Nadia would still have to use a 6th level spell of her own, and would have to roll at least a 17 (5+ twice the spell level of chain lightning) on her own Spellcraft check, modified by -10 (-4 for Reshape Spell, -6 from Substance Substitution). If she succeeds, her ally could send forth a 40-foot cone of thunder toward the fiends. If she fails, the chain lightning blasts out normally.

Spellsculpting (Su): At 10th level a Sculptor of Chaos gains the ability to use her Fluid Magic ability to fully reshape any spell she casts into any other spell from her spell list of a lower spell level. Spellsculpting incurs a -20 penalty to the Spellcraft check from Fluid Magic. Additionally, the bleed-off of nearly uncontrollable wild spell energy deals to the Sculptor of Chaos 1 point of damage per level of the spell being emulated. On a failed check, this damage changes to 1d4 points of damage per level of the spell. If successful, the Sculptor of Chaos casts whatever spell she was trying to emulate.

To emulate a spell with spellsculpting, she must have at least modest knowledge of the spell she intends to sculpt. As a general rule of thumb, a Sculptor of Chaos should not be able to duplicate any spell outside the Player's Handbook unless she has actually seen it being cast.

When using Spellsculpting, the Difficulty Class of the spellcraft check is determined by the level of the spell being emulated, not the spell that is altered.

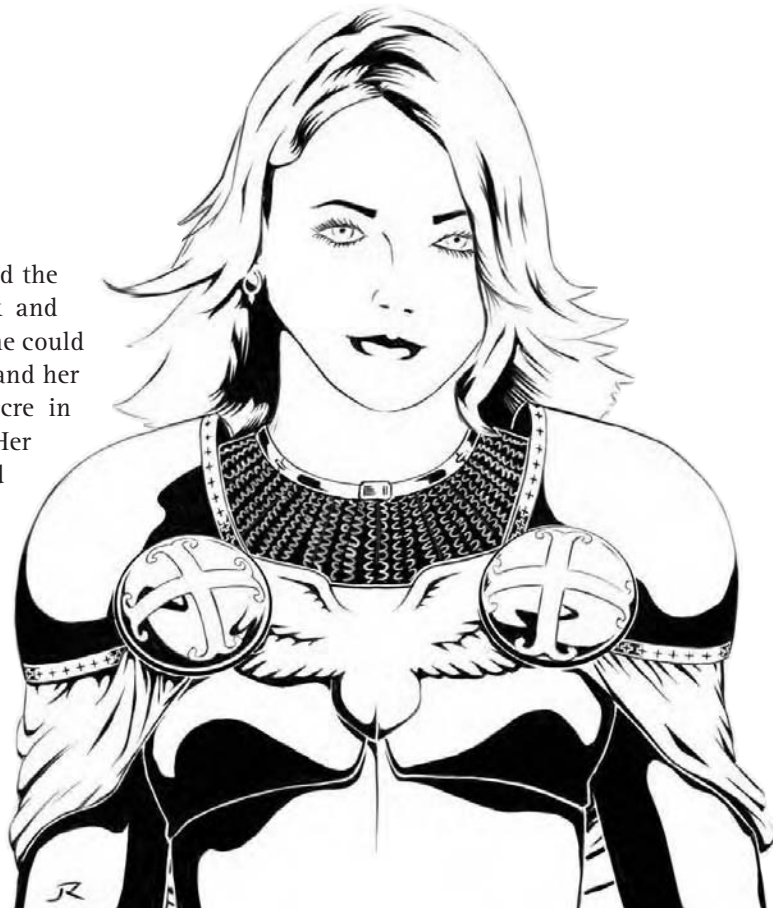
Wild Spellcasting Characters

Anna Kulpa

Background

Following her parents' guidance, Anna joined the clergy at the age of 12. She had the spark and talent to learn magic, and studied eagerly so she could learn the skills necessary to defend her home and her church. Unfortunately, she did only mediocre in her early lessons in scripture memorization. Her tutors chastised her for not caring enough, and she felt she had failed her parents' hopes. Though she redoubled her efforts, a variety of similar events slowly undermined her confidence in herself, and by the time she completed her training, she had developed a deeply rooted fear of failure.

Doubting her own worthiness to be a priestess, Anna would sometimes incorrectly recite prayers at mass or make mistakes during rituals. Other members of the church often joked about her ineptitude,



and though she pretended to take it in good humor, it hurt her deeply.

She began to miscast spells from time to time while serving as a healer in her third year as a full priestess. Sometimes her spells would simply fail, but occasionally odd side effects would happen as well. One patient with a broken leg had the injury healed, only to have it break again a week later, and again the week after. A baby with a fever had to be given to another healer in the church when Anna was unable to do anything for the child; the next month the parents reported that their son was beginning to speak in Elvish with no training. A horse that had been bruised turned into a sheep.

Amid all these bizarre occurrences, the pastor of the church called in the aid of higher-ranking clerics to determine if the spells were Anna's intentional fault, or simply poor luck. The priest who answered the pastor's request determined that it was merely Anna's mild, nervous errors in casting that made her magic go awry, but there was no malicious intent.

When Anna learned of this, however, the accidents only increased in frequency. Unhappily, the pastor secretly asked her to leave and try to overcome her worries some place else, where people would not be endangered. They made a show of sending Anna off on a journey of good will to another church, but though Anna's reputation was spared, her ego was hurt yet more.

Resignedly, uncertainly, she left her home town to the well wishes of friends and family. Traveling alone, she had faith that God would help her overcome her weakness, but she lacks faith in herself. She passed through the town which was her destination, but found no help there.

Recently, after two months on the road, she met a Dwarf wizardress named Nadia, who had experienced similar woes with her own magic. From their shared problem, they have begun to develop a mild friendship, and Anna has started to rely on Nadia to teach her how to overcome her problems. She assists Nadia on the occasional treasure hunt or adventure, and her confidence is slowly returning.

Appearance

Currently in a state of mild depression, Anna dresses plainly in simple priest robes and stole, with a moonstone cross necklace. She usually wears her red-blond hair tied behind her head, but a few strands typically slip loose when she gets nervous. She has a slim, shapely figure, but prefers to look humble, and so she prefers loose clothes. She only wears armor when actually planning to enter some dangerous place, but she feels safer and more secure when so protected. Anna tries to please anyone she meets, and smiles readily, but tends to do so nervously.

Roleplaying Notes

Anna is always ready to react in response to one of her spells going awry, and tends to cringe just as she utters the last syllable of any spell. Realizing her own shortcomings, she tries to compensate by being extra careful-stockpiling healing potions, purchasing scrolls, and always having at least two dispel magic spells prepared.

Though she tends to be shy at first meeting, Anna opens up readily to anyone whom she thinks will be willing to overlook her fragility. Of course, she's always quick to apologize for any mistake she makes, or thinks she makes.

Anna Kulpa, female human Clr7. CR 7; Medium-size humanoid (human); HD 7D8; hp 36; Init +1; Spd 30 ft; AC 17 (+7 half plate, +1 small shield); Melee +2 Heavy Mace +8(1D8+3/crit20); SA spells, turn undead; AL LG; SV Fort +5, Ref +3, Will +7; Str 12, Dex 13, Con 10, Int 11, Wis 15, Cha 15; Height 5'4", Weight 116 lbs.

Skills & Feats: Concentration +10, Craft (brooms) +1, Knowledge (arcana) +5, Knowledge (religion) +5, Spellcraft +9; Brew Potion, Iron Will, Silent Spell, Spell Focus (Transmutation); Wild Spellcaster Template.

Spells: (6/4+1/3+1/2+1/1+1; save DC 12 + spell level)

Domains: Law and Protection.

Equipment: Half Plate, Small Shield; +2 Heavy Mace; Cross of Protection +3; Potions-cure light wounds (x10), bull's strength (x2), cure serious wounds (x5), delusion (causes drinker to think he is being devoured by insects for 1d6 rounds); Scrolls-dispel magic (x20).

Meece Upknot

Background

Meece had a wretched childhood, enduring his parents breaking up, several of his brothers dying of disease, and repeated beatings from older, bigger gnome children. He was always resilient, however, trying to overcome everything life threw at him.

At the age of twenty, Meece began to shape his powers of illusion, magic innate to all gnomes, into more powerful and dangerous effects. He recklessly experimented with his powers, always stretching himself just to see what his limits were. His eagerly displayed power earned him a reputation as a fun, but dangerous person to be friends with.

Meece's father died when Meece was only thirty-five. Having no desire to stay with his siblings or help his family prosper, he set off on foot, traveling to the nearest human city.

For several years he survived in and around the city, never holding a legitimate job, but also never quite delving into crime. After years of living off others' generosity, however, he decided to move on to a greater risk: adventuring.

He traveled, explored, and hunted for treasure alone for ten years, following whim whenever it would not get him into trouble. By the age of fifty, however, he had amassed enough wealth and power to begin hiring assistants on his adventures to help him overcome obstacles he could not prepare for.

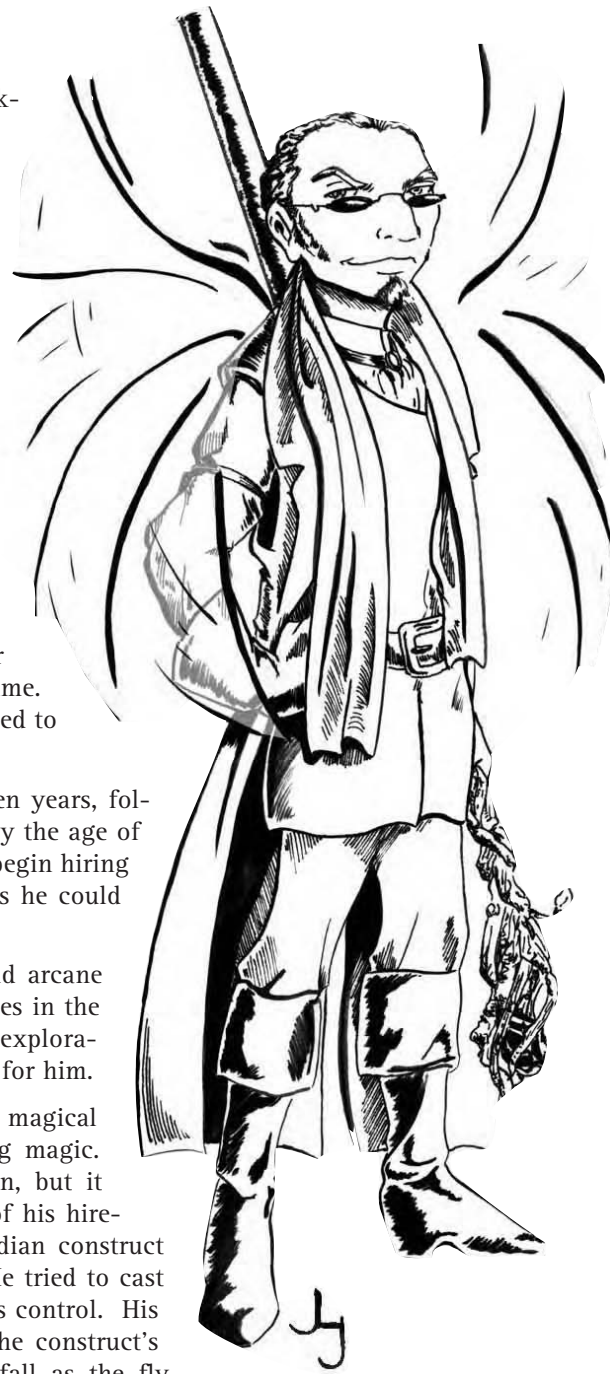
One particular adventure took him into the ruins of an old arcane academy where the overflow of magic had rendered the forces in the area unstable. Several of Meece's spells went awry in their exploration of the ruins, amusing him but frustrating those working for him.

The main vault of the academy's library was guarded by a magical construct capable of wielding both offensive and dispelling magic. Meece tried to aid his hirelings in destroying the guardian, but it repeatedly countered all his spells. To Meece's horror, all of his hirelings were dispatched in less than a minute, and the guardian construct remained operational enough to direct its attacks at him. He tried to cast a fly spell to escape, but he felt the local magic slip from his control. His spell held tentatively, and he tried to fly upward beyond the construct's range. A pain shot through his back, and he began to fall as the fly was dispelled, but then he felt his descent slow. After a moment he regained control of his flight, and though uncertain of what had happened, he flitted away to safety, regretfully abandoning his aides.

When he landed, over a mile away, his back ached, and he finally realized how he had managed to fly even after the construct had cancelled his spell. He had sprouted huge wings, green and swift like those of a hummingbird, from beneath his shoulder blades.

When he awoke from his shock-induced fainting spell, he realized that he had survived only by incredible luck. After first trying to compensate the families of the men who died working with him, he began experimenting, trying to call forth the same unpredictable magic that had saved his life from the construct. After much strain and risk, he discovered how to let all of his magic run wild at will. Relishing in the pandemonium he could now wield, Meece continued adventuring, always testing his limits to see what new powers of chaos he could command.

He developed a new reputation for being a dangerous gnome to work for, and so Meece returned again to traveling and exploring alone. Seven years passed, until last week Meece returned to the academy and claimed its lore, leaving behind a misshapen mound of metal and gears where the guardian had once been.



Appearance

Meece dresses warmly, wearing a coat and gloves to ward off the chill of winds as he flies. Due to the bizarre nature of the mishap that granted him wings, he can wear any normal clothes, and the wings will simply work through the garments without damaging them.

Meece recently completed his Staff of Chaos, made of a half-dozen twining branches of different lengths and species, bound together by various ribbons and chains. One end of the branches twine around a flawed, multi-faceted quartz crystal.

Meece has grown very confident of himself, believing luck favors him. The only thing he is self-conscious about is near-sightedness. However, a gnomish friend supplies him with darkly-shaded glasses, which both overcome his nervousness and add to the look he cultivates.

Roleplaying Notes

Meece always rolls with the blows, typically laughing off anything that hurts him, all the while planning how to make his come back. When with those less powerful than him, he usually relaxes and uses his powers to entertain and dazzle. When outmatched, an occurrence that has become rare, he stays for as long as he can without losing, always hoping to find a way to win. Even if no plan presents itself, sometimes he'll simply let loose with a mishaping spell, hoping for some useful effect.

Meece Upknot, Male gnome, Sor7/Pandaemonicist11. CR 18; Small Humanoid (gnome); HD 18D4+18; hp 65; Init +1; Spd 20 ft, Fly 30 ft (poor); AC 22 (+5 bracers of armor, +5 coat of greater deflection, +1 size, +1 dexterity); Ranged +1 returning darts +13/+7 (1D4+1/crit20); SA Risky Magic, Raise the Stakes, Pandaemonium at my Fingertips, Resist Wild Sorcery, Recalculate Chaos, Cleaning up the Mess, Chaotic Disruption, Pandora's Blessing, Immune to Transformation, Delude Divination, Personal Pandaemonium, Infinite Improbability; SQ gnome traits; AL CN; SV Fort +6, Ref +6 Will +7; Str 8, Dex 13, Con 12, Int 14, Wis 8, Cha 19; Height 3'4", Weight 22 lbs.

Skills & Feats: Alchemy +4, Bluff +14, Concentration +20, Knowledge (arcana) +15, Perform +9, Spellcraft +12, Tumble +6; Combat Casting, Craft Staff, Craft Wand, Dodge, Maximize Spell, Mobility; Wild Spellcaster Template.

Spells Known: (6/7/7/7/7/6/6/6/5/3; save DC = 14 + spell level) 0-level-dancing lights, detect magic, ghost sound, light, mage hand, Meece's cartomantic flourish**, open/close, prestidigitation, read magic; 1st-level-burning hands, flashy defenses*, expeditious retreat, shield, shocking grasp; 2nd-level-chaos bolt*, daylight, flaming sphere, random action, shift aim*; 3rd-level-bestow fluctuating curse*, fly, protection from elements, summon monster III; 4th-level-chaos blast*, confusion, hallucinatory terrain, soliptic disillusionment*; 5th-level-cone of cold, greater shadow conjuration, Rodinn's rhyming doom**, telekinesis; 6th-level-chain lightning, chaosphere**, mass haste; 7th-level-delayed blast fireball, power word stun, wildstroke**, 8th-level-chaos in the mind's eye*, prismatic wall; 9th-level-the road left untaken**.

Equipment: bracers of armor +5, coat of deflection +5, 10 +1 returning darts, staff of chaos*, wand of summon monster III, wand of chaos bolt

* New item appears in Wild Spellcraft.

Nadia Stoneshaper

Background

Nadia's choice as a child to study magic displeased her family, which thought that spellcraft went against Dwarvish tradition. She overcame all the tests they set before her, and continued to desire magical training from her youth until she married at the age of 40. Admitting to themselves that Nadia would not change her mind, and understanding that she was unhappy simply learning the art of the forges, her parents acquired skilled tutors for her, hoping that perhaps she would utilize her magic to enchant the weapons and armor her family crafted.

After completing her initial training by the age of 60, Nadia took a temporary leave from her family to join a group of Dwarvish adventurers and explorers for ten years. Forced to use her magic to overcome foes and obstacles, she honed her skills for three years before disaster struck.

Late in her third year with her wide-ranging companions, she helped them defeat a dark Elven sorcerer. For her share of the treasure, she claimed a Dwarvish war-axe that had apparently belonged to the last Dwarf who had tangled with the sorcerer.

When she picked up the axe, however, she felt immediately that something was wrong. Energy crackled

along the haft, and then flowers sprouted from the wood. Before she could drop the weapon, small leaves began to appear along her forearm. She tossed the weapon away and immediately dispelled the magic on her, not wanting to risk turning into a plant. She carefully wrapped the axe in heavy cloth and carried it off for later study, and thought little of it for the next few days.

Soon, though, she realized that the weapon had disrupted her magic somehow, as once every few days one of her spells would perform completely randomly. Realizing their companion was cursed, her fellow adventurers traveled with her to a Dwarvish sanctuary for help. Weeks of meditation and study did not show any progress toward freeing her from the affliction, and though her friends insisted it was not truly a problem, she refused to leave the sanctuary until she could control the diffuse magical energies from the axe.

A year of prayer later, in frustration, she began traveling to a secluded area each day and casting as many spells as she could, looking for the root of the problem. Consciously trying to lure out the wild forces in her magic, Nadia suffered from a variety of bizarre effects for several months, but slowly she began to understand the nature of the curse. Where her magic had been like stone before, now it was wet clay, loose and liable to lose its shape if not masterfully sculpted.

She could see no way to remove the curse, but her new understanding let her develop ways to overcome the drawbacks of this fluid magic. She trained and practiced for another year, then rejoined her companions, having gained a new outlook on the nature of spellcraft.

She continued to travel with her fellow adventurers for another five years, but she felt increasing tension between them and herself. Because she had begun to ponder the usefulness of unpredictability, her sturdily traditional friends found it harder to understand her. Likewise, when she returned to her family after her service was completed, she found her fellow Dwarves to be too straight-minded and rigid. To her disappointment, she realized that she could no longer be a well-fit piece of Dwarvish society.

Wishing her children, husband, and family safety, Nadia left to find a place where she could belong. She has experienced many different cultures, and studied a variety of views on the nature of magic, but it was not until recently that she found someone with whom she could empathize. A human priestess suffered from a remotely related problem with her own magic, and Nadia gladly offered to help.



Appearance

Nadia typically dresses in a well-tailored and tended long coat of soft gray leather. She carries several spellbooks and minor scrolls in a sturdy duffle, and is always to travel. She carries her cursed axe on her back, and a short sword at her hip.

Modestly attractive in a Dwarvish sense, Nadia has a sturdy nose and a somewhat slender (and thus, to most Dwarves, unattractive) figure. She wears her dark brown hair with a pair of thick braids, which hang to slightly below her shoulders.

Her hazel eyes keenly consider anything or anyone new she encounters, and though she is not immediately friendly, she tends to tap her foot anxiously when she meets someone she likes.

Roleplaying Notes

Unusual for Dwarves, Nadia tends to seek out things she doesn't understand, having learned from her magic that alternative viewpoints can deepen one's understanding of the world. She still enjoys working with her hands, and likes to spend spare time helping build or repair things. Despite her family's uneasiness with her new way of thought, she views sculpting chaos as a uniquely Dwarvish style of magic.

Nadia Stoneshaper, female dwarf, Wiz6/Sculptor of Chaos6. CR 12; Medium Sized Humanoid (dwarf); HD 12D4+36; hp 62; Init -1; Spd 20 ft; AC 17 (+6 mithril shirt, +2 amulet of natural armor, -1 dexterity); Melee +3 Dwarven war-axe +9/+4 (1d10+3/crit x3); Ranged +1 heavy crossbow+6/+1 (1D10+1/crit19-20); SA Fluid Magic, Spellbrushing (3 attributes), Improved Safe Casting, Resist Wild Sorcery, Substance Substitution (cold, fire, sonic), Reshape Spell; SQ dwarf traits; AL NG; SV Fort +7, Ref +3 Will +14; Str 10, Dex 8, Con 16, Int 18, Wis 14, Cha 12; Height 4'2", Weight 106 lbs.

Skills & Feats: Concentration +14, Craft (sculpture) +11, Craft (weaponsmith) +7, Craft (armorer) +7, Knowledge (arcana) +19, Knowledge (architecture) +7, Knowledge (religion) +7, Scry +11, Spellcraft +19; Craft Magic Arms & Armor, Craft Wondrous Item, Exotic Weapon Proficiency (Dwarven war-axe), Heighten Spell, Iron Will, Light Armor Proficiency, Scribe Scroll; Wild Spellcaster Template.

Spells/Day: (4/5/5/5/4/3/2; save DC = 14 + spell level)

Preferred Spells: 0-level-Meece's cartomantic flourish*, minor surge*; 1st-level-Malcom's chaos theory*, Nadia's spellbrush*; 2nd-level-chaos bolt*, surge protector*; 3rd-level-correct fate*, Tri'ni's telepathic tribulation*; 4th-level- chaos blast*, polymorphic aura*; 5th-level-coporeal instability*, Pandora's blessing*; 6th-level-Nadia's brief reprieve*, surge shield*.

Equipment: +3 wild Dwarven war-axe of spell storing, +1 heavy crossbow, +2 mithril shirt, bustier of giant strength +4, amulet of natural armor +2, hairpin of disguise, various scrolls.

*New item appears in Wild Spellcraft.

Special Magic Items

+3 Wild Dwarvish War–Axe of Spell Storing

This heavy mithril war-axe was infused with wild spell energy. Whenever any spellcaster picks up the axe by its hilt, she must succeed a Will saving throw (DC 17) or permanently gain the Wild Spellcaster Template. This ability activates only once per day.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms & Armor, Wild Spellcaster Template, Pandora's blessing; **Market Price:** 29,000 gp.

Staff of Chaos

Consisting of a half-dozen twining branches of different lengths and species, bound together by various ribbons and chains, this staff is capped with a flawed, multi-faceted quartz crystal, around which the shafts of wood twine. It allows the user to cast the following spells.

- “ chaos blast (1 charge, DC 18)
- “ confusion (1 charge, DC 18)
- “ Rodinn's rhyming doom (2 charges, DC 19)
- “ wildstroke (2 charges, DC 21)

Caster Level: 13th; **Prerequisites:** Craft Staff, Wild Spellcaster Template, chaos blast, confusion, Rodinn's rhyming doom, wildstroke; **Market Price:** 140,000 gp.

Wild Spells

At its most basic level, chaos is the absence of order. As order implies stability and lack of change, chaos therefore suggests constant change and instability. Wild spellcraft takes advantage of this aspect of chaos. Objects at rest tend to stay at rest, whereas objects in motion tend to stay in motion, suggesting that chaotic magic moves the forces of the world more easily than more traditional, more orderly magic. A skilled spellcaster can learn how to guide a few critical movements in a massive chaotic whirl of energy so that those movements cascade to create a great result with little investment of energy.

It should be understood that there is a difference between spells with chaotic, random effects, and spells that are morally chaotic. Though all wild spells rely on chaotic energies, they are not aligned on the moral axis of law and chaos as are spells like protection from law or chaos hammer.

The following spells utilize wild sorcery to create their effects, and as such are usually referred to as Wild Spells. In general, wild spells share one common aspect in that they all create a tangible and definite effect out of the randomness and improbability of chaos. A wild spell might make the meaning of jumbled words clear, or could create one out of a variety of similar effects—one random attack spell out of many possibilities, one type of defense—and some even allow the spellcaster to direct randomness so she can choose which effect of several potentialities occurs.

Most rare are the spells that have several different effects that occur at random, like the spells confusion or random action in the Player's Handbook. These spells typically have effects that skirt the limits of power for their level, but their exact focus is not constant. A chaos blast will always be an attack spell, and typically is as powerful as any other 4th level spell, but the caster cannot know whether the spell will deal, for example, fire or cold damage. This randomness, however, can be both a liability from the lack of certainty, and a benefit from flexibility.

Wild spells are available to many different spellcasting classes, both to wild and non-wild spellcasters, but they differ enough in execution and style that only a few spellcasters actively study them.

Wild spells have the descriptor [wild].

Wild Bard Spells

0th–Level Bard Spells (Cantrips)

Meece's Cartomantic Flourish. You can control probability for dice, cards, and coins.

Minor Mishap. You create a minor mishap.

1st–Level Bard Spells

Flashy Defenses. Chaos defends you against random types of attacks.

Nadia's Spell Brush. You alter the sensory details of your spells.

2nd–Level Bard Spells

Delude Divination. Divinations yield random results.

Jibber Jabba. Creatures speak in extreme slang, indecipherable by outsiders.

3rd–Level Bard Spells

Bestow Fluctuating Curse. Target suffers random changes each day to appearance, abilities, etc.

4th–Level Bard Spells

Confusion. Makes subject behave oddly for 1 round/level.

Rodinn's Rhyming Doom. As polymorph any object, but the new form rhymes with the old.

Wild Cleric Spells

0th–Level Cleric Spells (Orisons)

Minor Mishap. You create a minor mishap.

1st–Level Cleric Spells

Entropic Shield. Ranged attacks against you suffer 20% miss chance.

Random Action. One creature acts randomly for one round.

Mishap Protector. You gain minor protection from mishaps.

2nd–Level Cleric Spells

Delude Divination. Divinations yield random results.

Understand Unorthodoxy. Your understanding of chaos lets you find a pattern in randomness.

3rd–Level Cleric Spells

Shift Aim. Deflects missile attacks to hit random targets.

4th–Level Cleric Spells

Bestow Fluctuating Curse. Target suffers random changes each day to appearance, abilities, etc.

Pandora’s Blessing. Target permanently gains the Wild Spellcaster Template.

6th–Level Cleric Spells

Entropic Burst. You guide randomness to be detrimental, dealing 1d6 damage/level, 20-ft.-radius burst.

Spirit Current. Connect the souls of targets through the fluctuations of chaos, so spells affect random targets.

7th–Level Cleric Spells

Chaosphere. Creates a temporary chaos field.

8th–Level Cleric Spells

Free Your Mind. Cancels all mind-control magic, freeing subjects of the bonds of order.

9th–Level Cleric Spells

Entropic Wave. As entropic burst, but deals 1d8 damage/level and destroys objects.

Twiddle Chaos. Cancel/create a chaos field for one year.

Wild Druid Spells

0th–Level Druid Spells (Orisons)

Minor Mishap. You create a minor mishap.

1st–Level Druid Spells

Malcolm’s Chaos Theory. Cause fluids to move in improbable directions.

Understand Unorthodoxy. Your understanding of chaos lets you find a pattern in randomness.

2nd–Level Druid Spells

Delude Divination. Divinations yield random results.

3rd–Level Druid Spells

Polymorphic Aura. As polymorph self, except shorter duration and that target can assume multiple forms.

4th–Level Druid Spells

Corporeal Instability. Target creature’s body is destabilized into an amorphous mass.

5th–Level Druid Spells

Entropic Burst. You guide randomness to be detrimental, dealing 1d6 damage/level, 20-ft.-radius burst.

6th–Level Druid Spells

Morphic Curse. As corporeal instability, but permanent.

7th–Level Druid Spells

Chaosphere. Creates a temporary chaos field.

8th–Level Druid Spells

Twiddle Chaos. Cancel/create a chaos field for one year.

9th–Level Druid Spells

Entropic Wave. As entropic burst, but deals 1d8 damage/level and destroys objects.

Wild Sorcerer and Wizard Spells

0th–Level Sorcerer and Wizard Spells (Cantrips)

Meece's Cartomantic Flourish. You can control probability for dice, cards, and coins.
Minor Mishap. You create a minor mishap.

1st–Level Sorcerer and Wizard Spells

Flashy Defenses. Chaos defends you against random types of attacks.
Malcolm's Chaos Theory. Cause fluids to move in improbable directions.
Nadia's Spell Brush. You alter the sensory details of your spells.
Understand Unorthodoxy. Your understanding of chaos lets you find a pattern in randomness.

2nd–Level Sorcerer and Wizard Spells

Chaos Bolt. Fires a small blast of wild spell energy, 1d4/2 levels, plus gives the Wild Spellcaster Template for one round.
Delude Divination. Divinations yield random results.
Random Action. One creature acts randomly for one round.
Shift Aim. Deflects missile attacks to hit random targets.
Mishap Protector. You gain minor protection from mishaps.

3rd–Level Sorcerer and Wizard Spells

Bestow Fluctuating Curse. Target suffers random changes each day to appearance, abilities, etc.
Correct Fate. Force rerolls of dice by concentrating on shaping randomness.
Tri'ni's Telepathic Tribulation. Chaotic thoughts disrupt telepathy and harm mind-readers.

4th–Level Sorcerer and Wizard Spells

Chaos Blast. You blast forth an attack that has an unpredictable form.
Confusion. Makes subject behave oddly for 1 round/level.
Polymorphic Aura. As polymorph self, except shorter duration and that target can assume multiple forms.
Soliptic Disillusionment. Object is only there half the time, and can be ignored.

5th–Level Sorcerer and Wizard Spells

Corporeal Instability. Target creature's body is destabilized into an amorphous mass.
Entropic Burst. You guide randomness to be detrimental, dealing 1d6 damage/level, 20-ft.-radius burst.
Rodinn's Rhyming Doom. As polymorph any object, but the new form rhymes with the old.
Pandora's Blessing. Target permanently gains the Wild Spellcaster Template.

6th–Level Sorcerer and Wizard Spells

Chaosphere. Creates a temporary chaos field.
Nadia's Brief Reprieve. Teleports target away to a random destination for a short period of time.
Mishap shield. Grants brief immunity to spells and mishaps.

7th–Level Sorcerer and Wizard Spells

Insanity. Subject suffers continuous confusion.
Mirror Distorted. You absorb an incoming spell, then convert it to chaos and reshape it into a new spell.
Spirit Current. Connect the souls of targets through the fluctuations of chaos, so spells affect random targets.
Wildstroke. Ray deals damage and causes a target to temporarily gain the Wild Spellcaster Template.

8th–Level Sorcerer and Wizard Spells

Chaos in the Mind's Eye. Random images distract targets, concealing reality and nauseating.
Entropic Wave. As entropic burst, but deals 1d8 damage/level and destroys objects.
Morphic Curse. As corporeal instability, but permanent.
Twiddle Chaos. Cancel/create a chaos field for one year.

9th–Level Sorcerer and Wizard Spells

Free Your Mind. Cancels all mind-control magic, freeing subjects of the bonds of order.
Rodinn's Roaring Paradoxical Pandaemonic Chaotic Conflagration. A storm of chaos causes mishaps, makes movements and attacks defy logic, and deals damage.
The Road Left Untaken. You exist in two potential positions, and can switch between them from moment to moment.

Wild Spell Descriptions

Bestow Fluctuating Curse

Transmutation [Wild]
Level: Brd 3, Clr 4, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 day/level
Saving Throw: Will negates
Spell Resistance: Yes

This curse alters random attributes and features of the target every day. The fluctuating curse can be cast in two forms, baneful or annoying. When casting the spell, choose if you want one or both modes of the curse to affect the target.

Baneful: The baneful mode of the fluctuating curse can seriously weaken a person, but its effect is random enough and of short enough duration that it is not a serious hazard. Each day, one random ability is affected. Roll 1d6 to determine which ability is changed. For that particular day, the ability gains a -4 effective decrease (to a minimum of 1).

- | | |
|------------|----------------|
| 1d6 | Ability |
| 1 | Strength |
| 2 | Dexterity |
| 3 | Constitution |
| 4 | Intelligence |
| 5 | Wisdom |
| 6 | Charisma |

Annoying: The second mode of the fluctuating curse is intended to simply frustrate or teach a lesson to the cursed individual, but it can be used in conjunction with the baneful mode of the curse to make the subject's life miserable. Either pick or roll for 1d4 physical traits of the cursed creature that change for that day, then roll to determine how each trait changes.

- | | |
|-------------|-----------------------------------|
| 1d12 | Physical Change |
| 1 | Height |
| 2 | Weight |
| 3 | Hair color |
| 4 | Eye color |
| 5 | Skin color |
| 6 | Body hair |
| 7 | Pitch of Voice |
| 8 | Apparent age |
| 9 | Facial appearance |
| 10 | Skin texture |
| 11 | Odor |
| 12 | Size or shape of random body part |

- | | |
|------------|--|
| 2d4 | Amount of Change |
| 2 | Changes drastically to that of a different race, sex, or species |
| 3 | Major detrimental change |
| 4 | Minor detrimental change |
| 5 | Constant miniscule changes |
| 6 | Minor positive change |
| 7 | Major positive change |
| 8 | Cursed individual chooses how he changes |

The GM is left to adjudicate exact changes. Changes that are detrimental or positive might grant a circumstance bonus (+/-1 for minor, +/-3 for major) to appropriate skill checks. For example, a majorly detrimental change in weight could make the cursed individual so obese to grant a -3 circumstance penalty to all Dexterity-based checks, or a minor positive change in body hair might grant a +1 circumstance bonus to social skills like Bluff or Diplomacy because of how well-groomed the character looks.

This spell is not fatal, and does not even cause damage, and every day the changed attributes revert to normal, and different ones change. All changes of the appearance are merely cosmetic. Fish heads do not let the target breathe water, but nor does the target suffocate in air. A bestow fluctuating curse can be removed as a normal bestow curse, and can also be affected by dispel magic.

Material Component: A flask of alcohol with a chrysalis in it.

Chaos Blast

Conjuration [Wild]
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: See text
Duration: See text
Saving Throw: See text
Spell Resistance: Yes

You release a chaotic blast of power to attack your foes. The range, shape, substance, and damage are all random, so your attack might be a flaming cone of feathers, a ray of spurting water, a burst of kittens (which vanish moments after the spells completion), or any other of millions of possibilities.

First, roll to determine the area of effect. After determining the area of effect, choose the target(s). After choosing your target(s), roll to determine damage dealt and then the substance the chaos blast consists of. If the substance includes a descriptor, such as [fire], the damage is of that type. Otherwise, it is considered impact damage, but is not protected against by damage reduction.

Roll once for each attribute (once for area of effect, once for damage, once for substance). All results



dependent on level can go no higher than if the spell had been cast by a 10th level caster (if the spell deals 1d4 damage/level, even a 20th level caster will only deal 10d4 damage). All matter created by this spell disappears at the beginning of your next round.

If chaos blast deals damage, the save is Reflex-based, and the duration is instantaneous unless otherwise stated. If chaos blast instead has a spell effect, use the saving throw and duration of that spell. Spells simulated by chaos blast affect all creatures and/or objects in the area of effect.

Metamagic feats and other abilities that alter the composition or area of a spell have no effect on chaos blast.

This spell is known by many as hail of inappropriate objects.



Table 4-1: Chaos Blast

1d20	Area of Effect/Targets/Effect	Damage Dealt	Substance
1	Cone	1d4/level	Acid [acid]
2	Cone	1d6/level	Frost [cold]
3	Four 10-ft. cubes	1d6/level	Lightning [electricity]
4	Four 10-ft. cubes	1d6/level	Fire [fire]
5	Ray (ranged touch attack required, but no save is allowed)	1d6/level	Sonic [sonic]
6	Ray (ranged touch attack required, but no save is allowed)	1d6/level	Water
7	Cylinder (10-ft.-radius, 40 ft. high)	1d6/level	Shards of metal and stone
8	Cylinder (10-ft.-radius, 40 ft. high)	enhancement penalty 1d4 Str + 1 Str/2 levels	Intense Wind
9	15-ft.-radius spread	enhancement penalty 1d4 Dex +1 Dex/2 level	Lots of tiny, furry animals, all of the same species
10	15-ft.-radius spread	slow	Animal matter
11	5 ft. wide out to range	sleep	Plant matter
12	5 ft. wide out to range	fear	Coinage
13	1 creature/level, all within 30 ft. of each other	color spray	Spider webs
14	1 creature/level, all within 30 ft. of each other	inflict serious wounds	Insects and arachnids
15	None. Range becomes touch, and remains charged until used	dispel magic	Slime or Ooze
16	None. Range becomes touch, and remains charged until used	hold person	Household Objects
17	One creature or object	Tasha's hideous laughter	Flashing, prismatic lights [force]
18	One creature or object	Material entangles as an entangle spell	Whirling blades
19	5 ft. diameter rolling ball, controlled like Flaming sphere; duration 1 round/level	rusting grasp	Roll twice and combine
20	5 ft. diameter rolling ball, controlled like Flaming sphere; duration 1 round/level	enervation	A conglomeration of materials, dealing impact damage

Chaos Bolt

Evocation [Force, Wild]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

A bolt of raw wild magical energy shoots from your hand at its target, dealing 1d4 points of damage per two caster levels (maximum 5d4). You must succeed a ranged touch attack to hit your target. A creature or magical item struck gains the effects of the Wild Spellcaster Template for one round. A successful Will save negates the enwildening effect.

Chaos in the Mind's Eye

Illusion (Phantasm) [Mind-Affecting, Wild]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: Any number of creatures, no two of whom can be more than 60 ft. apart

Duration: One minute + 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All creatures affected by this spell perceive the world around them as constantly changing. Objects appear or disappear, terrain shifts, sounds are different, and bizarre smells assault the nose. Usually, the world they see is totally different from what is truly around them. Additionally, the magic is insidious enough to distort the affected their memories of their surroundings, so it becomes difficult to even navigate by memory. The only sense that is not affected is touch, so affected creatures still feel damage and can crudely navigate by reaching out to find obstacles. Also, affected creatures still perceive themselves normally. Once the spell is cast, it continues to affect creatures in the initial area of effect, even if they leave that area. New creatures entering that area are unaffected.

Each affected creature automatically fails any Reflex save, and is effectively blind and deaf. In addition to the obvious effects, it suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attacker's attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on initiative and on most Strength- and Dexterity-based skill checks. Unlike normal blindness or deafness, however, the creature can still hear and see itself normally, and so suffers no risk of miscasting spells with verbal components.

Finally, each affected creature must make a Fortitude save or be nauseated by the contradicting images, sounds, and scents, suffering a -1 penalty to attack rolls, lasting until the spell ends and the creature takes 1 minute to reorient itself. (The Fortitude save DC is the same as the Will DC for this spell).

Creatures with true seeing are unaffected. Creatures who gain true seeing after being affected initially suffer no further effects from this spell.

Material Component: A blindfold once worn by a person who was spun until he or she got dizzy.

Chaosphere

Transmutation [Wild]

Level: Clr 7, Drd 7, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius emanation

Duration: 10 minute/level

Saving Throw: None

Spell Resistance: No

An invisible field of wild energy emanates in a 20-foot radius, immobile area. Any spellcaster or magical item in the field, or any creature using spell-like abilities in the field, functions as if it has the Wild Spellcaster Template. Spells cast outside the field but whose area of effect overlaps with that of the chaosphere are not affected.

Material Component: An object that has been affected by a mishap.

Confusion

Enchantment (Compulsion) [Mind-Affecting, Wild]

Level: Brd 3, Sor/Wiz 4, Trickery 4

This spell functions as presented in the Player's Handbook, but can also be considered a wild spell.

Corporeal Instability

Transmutation [Wild]

Level: Drd 4, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level

Saving Throw: Fortitude negates (and see text)

Spell Resistance: Yes

Corporeal instability causes the target's body to destabilize into an amorphous, ever-shifting mass. Unless it controls itself by asserting its sense of self, the creature's body melts, flows, writhes, and boils.

The affected creature is unable to hold or use any item. Clothing, armor, rings, helmets, and backpacks become useless. Large items—armor, backpacks, even shirts—hamper more than help, reducing the creature's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the creature cannot act coherently. It cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty to hit and a 50% miss chance, regardless of the attack roll). At the end of the spell's duration, it returns to its normal form.

Each round the creature spends in an amorphous state deals 1 point of temporary Wisdom damage from mental shock. If the creature's Wisdom score falls to 0, it loses all sense of self and becomes a truly shapeless mass unable to take any action for the rest of the spell's duration.

A creature with a strong sense of self can regain its own shape by taking a standard action to attempt a Charisma check (DC 15). A success reestablishes the creature's normal form for 1 minute. On a failure, the creature can still repeat the check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A polymorph other or stone-skin spell cures the afflicted creature, as does a heal, restoration, or greater restoration. A separate restoration is necessary to restore any lost Wisdom.

Material Component: A caterpillar plucked, half-metamorphosed, out of its cocoon.

Correct Fate

Transmutation [Wild]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: 5 feet/level

Duration: 1 round/level

Spell Resistance: See text

You apply your control of randomness to choose between alternatives of existence, correcting the choices of fate you disagree with. During the duration of the spell, as a readied action you may declare any die roll occurring within range of the spell to be the recipient of this spell effect. The result of that die is rolled again, and you pick which result of the two actually happens. If the die roll affects an area beyond the range of this spell, you cannot alter it.

Correct fate can affect attack rolls, saving throws, damage dice (even multiple damage dice, such as the 5d6 from a fireball), healing dice (from cure spells, for example), skill checks, ability checks, and level checks. It cannot affect mishap rolls or initiative rolls. If it affects multiple dice, you must choose either set of dice rolls; you cannot choose to replace individual die rolls.

You can wait to choose whether to affect a die roll until after it is actually rolled, but must state your intention to alter a die roll before any other actions or rolls occur. You cannot alter the past, only shape the present as it slips by. If whoever caused the action has spell resistance, he may choose to resist correct fate.

Material Component: A small 6-sided die with identical sides.

Delude Divination

Abjuration [Wild]

Level: Brd 2, Clr 2, Drd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Divinations cast on the target are scrambled, giving random results to spells that search for the intensity, or presence or absence of particular traits (Detect Magic, Detect Lie, Detect Evil, etc.). The caster of the divination must make a level check (1d20 + caster level) against this spell's DC. If successful, the divination works normally for its duration. Otherwise, the divination is nullified, giving random results every round.

For spells that detect presence of absence, there is a 50% chance for either possibility, rolled each round that the divination is focused on the target. For spells that determine intensity, roll 1d6:

1d6	Indicated result
1	Non-existent
2	Dim (or Faint if this category does not normally exist for the divination)
3	Faint
4	Moderate
5	Strong
6	Overwhelming

If a divination detects for information other than intensity, presence, or absence of traits, delude divination has no effect on it. Divinations that detect presence, absence, or intensity, plus other traits (like detecting the health of animals with detect animals and plants) function normally for the second type of detection. For example, a sorcerer casting detect thoughts might be deluded in his first round of concentration, but if he kept concentrating would eventually be able to hear surface thoughts.

Material Component: A piece of a road sign that pointed in the wrong direction.

Entropic Burst

Transmutation [Wild]

Level: Clr 6, Drd 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You send forth a burst of entropy, guiding the random changes toward a negative result, causing living matter to decay as though it were aging quickly. This entropic decay deals 1d6 points of damage per level (maximum 15d6) to living creatures. The effect of the decay is not severe enough to do more than tarnish non-living creatures and objects. The burst passes through objects and non-living creatures harmlessly and can harm living creatures on the opposite side of barriers.

Arcane Material Component: A piece of a discarded toy.

Entropic Shield

Abjuration [Wild]

Level: Clr 1, Luck 1

This spell functions as presented in the Player's Handbook, but can also be considered a wild spell.

Entropic Wave

Transmutation [Wild]

Level: Clr 9, Drd 9, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Will half (object)

Spell Resistance: Yes

As entropic burst, but more this spell is powerful and able to affect inanimate objects. The wave of entropic energy deals 1d8 points of damage per level (maximum 25d8) to creatures, and 1 damage per level (maximum 25) to objects, ignoring hardness. Since the wave passes through barriers, it can weaken entire areas, not just the surface of objects. This has the general effect of weakening metal enough that it can be broken like sturdy wood, weakening stone or crystal enough that it can be dug through like dirt, or completely reducing weaker structures to dust. Objects weakened in this way do not change in composition, only sturdiness. Decayed gold becomes gold dust, and ice merely turns to snow.

Attended objects are unaffected if their bearer suc-

ceeds his save, but are weakened as normal if the bearer fails his save. Entropic wave can easily cripple a living creature and leave him naked and defenseless.

Flashy Defenses

Abjuration [Force, Wild]

Level: Brd 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

Flashy Defenses creates a barrier of matter or force around you, providing protection against random types of attacks. The force or matter manifested is appropriate to the damage being defended against. For instance, a sphere of mist might surround you to stop fire attacks, or small metal shields to stop melee attacks, or feathers to stop missile attacks. Additionally, the whirling feathers, or insects, or teeth, or whatever, provide one-fourth cover (+2 cover bonus to AC, +1 cover bonus to Reflex saves).

Roll on the table below each minute of the spell duration to determine the attack or energy type protected against. You gain damage reduction 1/+5 or energy resistance 5 (depending on if the defense is for attacks or energy) against that attack type. This defense overlaps (and does not stack with) similar defenses from endure elements, resist elements, protection from elements, or stonewall.

1d10	Attack Protected From
1	Melee attacks (DR)
2	Missile attacks (DR)
3	All melee or missile attacks (DR)
4	Cold (energy resistance)
5	Acid (energy resistance)
6	Electricity (energy resistance)
7	Sonic (energy resistance)
8	Fire (energy resistance)
9	All energy types (energy Resistance)
10	No attack forms, but the cover bonus increases to one-half, granting a +4 cover bonus to AC and a +2 cover bonus to Reflex saves. Cover is granted by a mixture of substances.

Focus: A small bag filled with lint.

Free Your Mind

Abjuration [Wild]

Level: Clr 8, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Area: 50-ft.-radius burst

Duration: Instantaneous



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Saving Throw: See text
Spell Resistance: No

Chaos disrupts all orderly magic within a 50 foot radius. All spells, spell-like abilities, and supernatural abilities with the [mind-affecting] descriptor within the area are negated, their effects ending as by a Mordenkainen's disjunction spell. Creatures in the burst radius gain a +10 resistance bonus to all saves to resist mind-affecting spells, spell-like abilities, and supernatural abilities, and to saves to disbelieve illusions, for one hour.

Material Component: A red lozenge-shaped pill.

Insanity

Enchantment (Compulsion) [Mind-Affecting, Wild]

Level: Sor/Wiz 7

This spell functions as presented in the Player's Handbook, but can also be considered a wild spell.

Jibber Jabba

Abjuration [Wild]

Level: Brd 2

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/2 levels, no two of which can be more than 30 ft. apart

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

All affected creatures have their words replaced by semi-random other words, producing speech that seems garbled and riddled with slang and lingo, but potentially understandable. In truth, the words are almost indecipherable, and only those affected by jibber jabba can understand each other. Each language sounds different when its speaker is affected by this spell, so if the affected creatures did not beforehand speak a common language, jibber jabba does not allow them to all understand each other. A successful Innuendo check (DC 40) allows a listener to understand the speakers of jibber jabba, assuming he's fluent with the base language being spoken. For instance, if a group of elves and dwarves were all affected by this spell, the elves and dwarves could only understand each other if they spoke the same language. Likewise, a skilled listener might be able to understand their speech if he already spoke Elvish or Dwarvish.

Malcolm's Chaos Theory

Transmutation [Wild]

Level: Drd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Concentration

Saving Throw: See text

Spell Resistance: See text

You are able to make fluids move in defiance of common sense and normal physics. You concentrate on the movements of any fluid substance in the area (fire, water, mud, dust, rain, etc.) and can control what form it takes and in what direction it moves. The movement must be somewhat possible, but not necessarily plausible. You can affect up the fluid in up to one ten-foot cube per round. Malcolm's chaos theory can only affect inanimate objects, never creatures composed of such fluids.

For instance, fire could stretch long tendrils across barren land to reach new fuel, or rain could change course to miss a certain object, or water could flow uphill or into a vertical column, or a cloud of dust could form into a single ball for easy disposal. You could not make rain fall up, or a pillar of water extend into the shape of a mushroom bulb, or fire burn in mid-air without fuel. This spell can not deal damage directly (no strangling tendrils, for example), but fire still burns, and creative usage can hinder movement or breathing.

To form anything elaborate you must make a Craft (sculpture) check. If the fluid is in the possession of or in contact with someone, that person may make a Will save or use spell resistance to negate the spell's effects on that fluid.

Material Component: A few drops of water, which the caster sprinkles on his hand.

Meece's Cartomantic Flourish

Transmutation [Wild]

Level: Brd 0, Sor/Wiz 0

Components: S

Casting Time: 1 action

Range: 20 ft.

Target, Effect, or Area: See text

Duration: 1 hour

Saving Throw: See text

Spell Resistance: No

Once cast, Meece's cartomantic flourish allows you to control the results of random dice rolls, card shuffles, coin tosses, and other such games of chance for 1 hour. By concentrating, you can choose the results of the above-mentioned events from any that are actually possible. For example, you could consistently roll sixes on a standard die, but could not roll any number other than one to six. Likewise, you could cause a coin to land heads, tails, or even on its edge, but not change either face of the coin to something that did not already exist.

For the duration of the spell you effectively choose

the winner of any simple game of chance such as coins or dice, and can grant a luck bonus of up to +20 to the Knowledge (gaming) checks of any player in a complex game of chance, such as cards. As a note to GMs, a character with 5 or more ranks of Bluff gets a +2 synergy bonus on Knowledge (gaming) checks for complex games. The GM is encouraged to consider the typical reaction to someone who wins too often for the liking of his fellow players.

To affect a draw from a deck of cards, you must remain within range constantly from the moment they are shuffled. The transmuted cards remain in a state of flux until any given card is drawn. The area around you radiates faint transmutation magic.

Minor Mishap

Universal [Wild]
Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature, object, or location
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

You tap into chaos and release a mishap, rolling on the Minor Mishap table to determine the result. The effect is centered on a creature, object, or location within range. The DC of any saves to resist the mishap are reduced by 5.

This spell is not available unless you are using the Exotic & Bizarre Mishaps option.

Mirror Distorted

Transmutation [Wild]
Level: Sor/Wiz 7
Components: V, S, F
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

You absorb spell energy directly and convert it to raw chaotic energy, then reshape it into a magical effect. For the duration of the spell you are allowed a Will save against any spell that targets you individually (the DC is the same that the spell normally has). If the save fails, the spell affects you normally. Otherwise, you absorb the spell energy, negating the spell. On your next turn you may, as a free action, attempt to use the absorbed spell's energy to cast another spell you know. This spell must be of a spell level lower than the original spell, and must normally have a casting time of 1 action (though you cast it as a free action).

You may not use metamagic feats to enhance the

spell you wish to emulate. You must have any appropriate spell components. Shaping a spell from the absorbed energies does not use any of your spell slots or prepared spells, but if you fail to use the spell energy on the round after you absorb it, you take 1 point of damage per level of the spell absorbed. You can only cast one spell per round from absorbed spell energy.

Throughout the entire duration of this spell, you can absorb a total number of spell levels equal to your caster level. Spells that you absorb but not shape do count toward this limit, but spells you do not absorb do not. If a spell that targets you is of higher level than the remained levels of absorption, the spell affects you normally, and mirror distorted ends with no further effect.

Focus: A distorted mirror worth at least 500 gp.

Mishap Protector

Abjuration [Wild]
Level: Clr 1, Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

This spell comes in two versions: containing and protecting. You must choose one as you cast it.

Containing: You contain the effects of your spell mishaps to protect the people and objects around you. Whenever one of your spells results in a mishap, the effect of the mishap extends only to within your 5' square. If the target of the mishap is not within that area, the mishap has no effect.

Protecting: You protect yourself from the effects of your own spell mishaps. Whenever one of your spells mishaps, roll 1d20 + your caster level. If the result is equal to or greater than 15 + the spell's level, the mishap does not affect anything in your 5' square.

Morphic Curse

Transmutation [Wild]
Level: Drd 6, Sor/Wiz 8
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Permanent
Saving Throw: Fortitude negates (and see text)
Spell Resistance: Yes

As corporeal instability, except the duration is permanent. The Wisdom damage dealt is permanent, not temporary. A creature reduced to 0 Wisdom permanently becomes a mindless amorphous mass, incapable of movement. Since it is unable to feed

itself, it dies within several days unless tended to. A creature reduced to this state can be returned to its original form with a greater restoration or heal spell, raising its Wisdom score back to 1. A separate restoration is necessary to restore the rest of the lost Wisdom.

Nadia's Brief Reprieve

Transmutation [Teleportation, Wild]

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Short (25 ft. + 5 ft./2levels)

Target: One creature or object of up to 50 lb./level and 3 cu. ft./level

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The target is temporarily teleported away in a random direction to a random distance at least several miles away, far enough so it cannot return by normal physical travel before the end of the spell's duration. The teleported creature or object appears in as safe an area as possible, so it is simply inconvenienced, not endangered (assuming the world has places that could qualify; if cast in the Plane of Fire, for example, anywhere would be dangerous). At the end of the spell's duration, the targeted creature is returned to the exact spot from which it was dispatched. If the spot it was in is occupied, the target appears in the nearest open space.

Nadia's Spell Brush

Illusion [Glamour, Wild]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You, or rather the spells you cast

Duration: 10 minutes/level

By infusing your spells with a little chaos to make them fluid and easily shaped, you gain the ability to alter the sensory details of spells as you cast them. With each spell you cast, you may alter its cosmetic appearance in modest ways, such as fly spells that create phantom wings, or giggling fireballs, or a ray of enfeeblement that looks and sounds like a small lightning bolt. You can give each spell you cast an individual, different appearance, or let them remain the same, as whim or need strikes.

This ability in no way alters the spells composition or area of effect, and any sensory details must approximately conform to the area typical for the spell. For instance, a meteor swarm 'brushed to look like thousands of tiny snowballs still deals fire damage in a huge area of effect, and a spellbrushed burning hands must have the same approximate

shape as the normal 10 foot fan. You could not, however, cast a burning hands spell with no visual elements, nor cast it to look like a giant fireball. The GM may disallow changes that he considers excessive.

Your caster level determines how substantial of a change you can make. Of the four sensory attributes -visual, auditory, olfactory/taste, and tactile-a 1st-level caster can alter one. A 4th level caster can alter two, a 7th level caster three, and a 10th level caster four. By 10th level, you can make any spell look drastically different-a talent sure to confound your rivals. Any attempt to use Spellcraft to correctly identify the spell after it has been cast receives a -2 penalty for each attribute altered (up to a maximum of -8).

Pandora's Blessing

Transmutation [Wild]

Level: Clr 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You place a curse on the creature touched, causing it to permanently gain the Wild Spellcaster Template. If it already has the template, this spell has no effect. Pandora's blessing cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Polymorphic Aura

Transmutation [Wild]

Level: Drd 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

For the duration of polymorphic aura, the targeted creature can assume the form of another creature as by the polymorph other spell. Once each round, as a full-round action, he can choose to polymorph into a new form. Unlike the normal polymorph other spell, the target does not heal damage because he changes shape.

The Druid version of this spell only allows the target to assume the forms of animals and beasts.

Material Component: A filled cocoon.

Random Action

Enchantment (Compulsion) [Mind-Affecting, Wild]

Level: Clr 1, Sor/Wiz 2

This spell functions as presented in the Player's Handbook, but can also be considered a wild spell. Additionally, I see no reason why this can't be a sorcerer or wizard spell either, so it can also be considered a 2nd level arcane spell for sorcerers and wizards.



Rodinn's Rhyming Doom

Transmutation [Wild]

Level: Brd 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 minute/level

Saving Throw: Will negates (object) (see text)

A spell of humiliation, used against opponents not worthy of a stand-up fight, Rodinn's Rhyming Doom whimsically imitates Polymorph Any Object. Except as details below, this spell functions as a Polymorph Any Object.

Rhyming Doom affects 1d4 items +1 item per 5 levels, polymorphing them into something that rhymes with their respective names. The GM makes

a list of the 10 most prominent items in the creature's possession and rolls 1d10 off the list to determine each item polymorphed. Reroll duplicate results. If the creature has no possessions on its person, the creature itself is polymorphed (in this case, try to rhyme with a creature's proper name first, then its race or species). If rhyming with an object's form is difficult, the object can also polymorph into a different substance that rhymes with the original (a silk shirt into a milk shirt, for example).

Full rhymes are preferred, but close approximations will work if necessary (rapier with paper, for example). The GM may find a rhyming dictionary helpful in his adjudicating the results of this spell. The creature affected by this spell makes the saving throws for each item individually, using his own will save, modified by any magical bonuses the items may have.

Magical abilities of items polymorphed this way are retained, even stretching the boundaries of common sense. An arcane archer may find himself using his +1 long hoe to hurl sparrows of slaying, while an Orcish warrior may have to cast aside his +1 flaming dire snail. Or he may just eat it.

This spell does not affect oranges.

Rodinn's Roaring Paradoxical Pandaemonic Chaotic Conflagration

Conjuration [Wild]

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 full round

Range: 300-ft.

Area: 300-ft.-radius emanation

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

A roaring stormcloud appears low overhead, a bizarre conglomeration of destructive energy crashing through it and down to the ground. Anyone underneath the stormcloud takes 3d6 points of elemental damage (Reflex save for half damage). Creatures within the stormcloud take 5d6 points of elemental damage each round (Reflex save for half). Roll each round to determine the type of elemental energy (1d6: 1-acid, 2-cold, 3-electricity, 4-fire, 5-sonic, 6-non-elemental impact damage).

Creatures seeing the blinding conflagration with 8 HD or less are automatically blinded for 2d4 rounds. All missile attacks have a 50% chance of being redirected to hit the attacker. After moving each round, each creature has a 50% chance of teleporting back to where he started his round. Every spell cast within the radius of the conflagration has a 50% chance of causing a mishap, instead of its normal chance (if any).



Soliptic Disillusionment

Transmutation [Wild]
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 full round
Range: Medium (100 ft. + 10 ft./level)
Target: One object, up to a 10' cube
Duration: 1 round/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell can only be cast on a non-living object that entirely fits within a 10' cube (a normal door, for example, but not a section of a wall or a very large door). That object flickers in and out of another plane, seeming to disappear and reappear randomly. However, even if it disappears in this way, the rest of the world still operates normally. Ceilings are still supported, swords still hang on an invisible sword rack, etc.

At each count of the initiative, there is a 50% chance the object is present, and an identical chance that it is somewhere else. If the object is not present, creatures,

objects, attacks, etc. can pass through its space easily. It can appear and disappear several times per round (but it is only necessary to roll to see if it is present on those initiative counts that its location becomes important).

If a creature or object spends more than one initiative count in the object, such as if a character ends his move in that spot, that creature or object is shunted out to the nearest clear spot as the disillusioned object phases in and out.

Material Component: A small facsimile of a pipe.

Spirit Current

Necromancy [Wild]
Level: Clr 6, Sor/Wiz 7
Components: V, S, F
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: One creature/level, no two of whom can be more than 60 ft. apart at casting
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

You weave wild energies into the souls of the targeted creatures, connecting them through the common thread of chaos. The wild energy distorts each affected creature's life-force, making it waver and shift randomly with the other life forces. Any spell effect targeted at the mind or soul of one of the affected creatures instead affects a random target

Shift Aim

Abjuration [Force, Wild]
Level: Clr 3, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The target of this spell is protected by intense fluctuations in the space around him. This distortion protects against all forms of individually targeted missile attacks, including spells and spell-like abilities that require an attack roll. Whenever an individual missile attack is directed at the targeted creature, the attack's actual target is determined randomly among all creatures within 15' of the creature, including the creature protected. In mid-flight the missile changes course toward its new target with normal chances to hit. The attack roll should not actually be rolled until after the target is determined.

If the protected creature is struck by an individual missile attack, the spell fails. If several people are protected by shift aim spells the missile may change course several times before reaching its target.

Material Component: A piece of moss found on a tree.

among those connected by the spirit current.

Spirit current can target only creatures with an Intelligence score, not any creature without some sort of life-force, such as constructs or non-sentient undead. When the spell is cast, no target can be more than 60 ft. from any other target. Thereafter, if any creature moves beyond the range of the spell, it is removed from the spell effect. If a given creature succeeds its will save, it does not become part of the current, but the spell still functions for those who either wish to be joined or who fail their save.

For the duration of spirit current, whenever a creature connected to the spirit current is affected by a spell that requires a Will save, or that has the [death] or [mind-affecting] descriptors, determine randomly which creature is affected. If a single spell affects several creatures, roll once for each creature that would have been affected.

For example, if Mir'tey the 17th level wild Necromancer links himself and five of his henchmen with spirit current, as long as they remain within 1080 feet of Mir'tey, they remain connected. If a cleric cast destruction on Mir'tey, one random person of the six in the spirit current will be affected, as long as they are within 1080 feet of Mir'tey, even if they are beyond the normal range of destruction.

If later Mir'tey and all his companions are targeted by a mass charm, you would roll six times to determine which were affected. It would be possible, though unlikely, for the same person to be affected six times, leaving the other five unharmed.

The connection of the spirit current causes the affected creatures to exchange snippets of memory and thought, causing a -1 penalty to all attack rolls and skill checks for the duration. Afterward, however, the affected creatures gain a +1 bonus to Sense Motive checks dealing with each other for 1 day, reflecting a slightly better understanding of those they shared their souls with.

Arcane Focus: A skull comprised of the bones of at least two different people.

Surgeshield

Abjuration [Wild]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: Special (D)

You are cloaked in a whirling band of scintillating colors, completely concealing you, granting you your opponents a 50% miss chance on any attacks aimed against you. You are able to see normally within and outside the shield. The glow of the shield is the equivalent of a daylight spell.

The surgeshield absorbs the effects of spells tar-

geted at you. The shield can completely absorb 1d4 + 6 total spell levels, thus negating their effects on you. In the case of area effects, only you are protected this way. The shield also protects against mishaps, counting them as the same spell level as the spell that instigated them.

You may dispel the shield at will. Otherwise, it lasts for 1d12 rounds + 1 round/level, or until it absorbs all its possible spell levels, whichever comes first. If this limit is met exactly, the spell ends. If the shield is hit with more spell levels than it can absorb, it causes the incoming spell to mishap. You are considered the caster and the target of the mishap.

Material Component: A sponge.

The Road Left Untaken

Transmutation [Teleportation, Wild]

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Personal

Duration: 1 round/level (D)

Two possibilities of your actions take place, allowing you to effectively be in two places at once. Whenever you move, choose two routes of movement instead of one. A shimmering version of you moves in both directions, and you are able to perceive clearly through both of yourselves. While moving, you are considered to be taking both actions, so anything that could affect you works normally. However, once you have completed your movement for the round, you gain a unique type of invulnerability until you move again.

Once you have finished your movement for a given round, whenever an individually targeted attack or effect targets you, you can choose which of your two positions to be in. Against area effects, you can choose whether to be affected unless the area of effect could contain both versions of you. Similarly, whenever you take any actions, you choose which location you are in at the moment. Whenever you choose a location like this, that is considered your location until the next step of initiative, but otherwise you are just 'potentially' in either location, your exact position not set until you are forced to choose one.

This protective displacement lasts until your next movement. Whenever you move next time, the two possible states of your location collapse into one; in effect, whenever you move again, one version of you disappears, and your movement takes place from your other location.

For example, in the middle of a battle Meece casts this spell, then moves. He directs two courses of action, one toward his party cleric and the other toward his enemies. If he incurs any attacks of opportunity while moving in either direction, he is vulnerable, and can be hit normally. Once he reaches

both his destinations, he can thenceforth to be in either location. If a warrior tried to strike him at once place, he could choose to be in the other, so the attack would miss. If he needed healing, an ally could cast a spell on either version of him and have it take effect. If an enemy wizard tries to fireball him, Meece would only take damage if the area of the spell contained both of his potential positions. On his next turn, one version of him would disappear, and he would begin moving from the other.

It is possible with close coordination to affect you while you're protected by this spell. Though you can shift positions many times per round, on each individual count of initiative you can only choose to be in one location or the other. For instance, you might choose on your initiative count of 16 to be in one location to cast a spell. Then for the rest of count 16 you are in that one location. On count 15 you return to being in a state of flux. When on count 7 a warrior attacks you, you could choose to be in a different location. If at that same initiative count of 7 another warrior tried to attack you at your other location, you would have to choose one location to be at, meaning you would be vulnerable to one of the two attacks.

Material Component: A small container, which must be filled by someone other than you with contents you are unaware of. As you cast the spell, you open the container and learn its contents just before they are consumed in casting.

Tri'ni's Telepathic Tribulation

Abjuration [Wild]
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)



The creature touched is protected against telepathic intrusion and mind-reading for the spell's duration. Bizarre images and thoughts of a totally random nature are detected instead of the creature's own actual thoughts, granting it a +4 bonus to all saving throws to resist mental effects. Additionally, anyone attempting to read the creature's thoughts (with the third round of Detect Thoughts, a Helm of Telepathy, etc.) must make a Will save or take 1d10 points of damage and be stunned for 1 round.

Material Component: Some object with a dozen random answers to yes/no questions written on it.

Twiddle Chaos

Transmutation [Wild]
Level: Clr 9, Drd 8, Sor/Wiz 8
Components: V, S, M
Casting Time: 10 minutes
Range: Short (25 ft. + 5 ft./2 levels)
Area: 30 foot radius
Duration: 1 year

You twist the tap of wild sorcery in the area, turning off a flowing tap or opening a closed one. You choose to either stabilize the area or create a chaos field.

A stabilized area is free of the effects of wild sorcery. Wild spells do not function within it, and all wild spellcasters effectively do not have the Wild Spellcaster Template. Finally, Sculptors of Chaos and other prestige classes based on wild spellcraft lose all class-derived spell-like and supernatural abilities while in a stabilized area.

A chaos field functions as the chaosphere spell in its area.

Material Component: An elaborate tap or faucet worth at least 1,000 gp, which you bury in the ground during casting. Druids typically use masterfully designed sap spigots.

Understand Unorthodoxy

Divination [Wild]
Level: Brd 1, Clr 2, Drd 1, Sor/Wiz 1
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10 foot cube, plus one 10 foot cube per level
Duration: 2 minutes

Saving Throw: None
Spell Resistance: Yes (object)

Understand unorthodoxy gives you insight into chaos and disorder. You can see such things as pottery shards reformed into a whole pot, shreds of paper reformed into a page, scattered parts as a working machine, or specific trails appearing out of overlapping footprints. The items to be studied must tangible-coded flashing lights, garbled speech, or thoughts of any kind cannot be studied.

For the duration of the spell, which is long enough to take 20 on any of the tasks listed above, you gain a +30 bonus to checks to understand patterns in disorder, such as the above-listed examples (typical DC 40). If the items studied are truly random, you can gain no information (such as in trying to make sense of a collection of rocks that have nothing in common).

For the next day you get a +10 bonus to any skill check to reassemble any broken or disassembled item you make sense of through this spell.

Focus: An object that was broken and then reassembled.

Wildstroke

Evocation [Wild]
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)

Effect: Ray
Duration: Special (see text)
Saving Throw: None
Spell Resistance: Yes

A bolt of wild energy blasts from you into another creature, dealing damage and disrupting their casting. You must succeed at a ranged touch attack to strike a target. A hit deals 1d6 points of damage per level (maximum 20d6) from wild spell energy. Thereafter, for one round per level, the struck creature acts as if it had the Wild Spellcaster Template applied to any of its spellcasting classes. Additionally, the template also applies to any magical item the subject activates.

When determining the effect of any mishaps caused by the target casting spells, the target rolls d% + his Will save bonus as usual, but then subtracts your caster level from the result. For example, if Meece (caster level 18) wildstrokes an enemy wizard (who has a Will save bonus of +10), the enemy wizard would roll d% +10 -18, or d%-8, to determine the effect of any mishap he causes while affected by this spell.

If the target already has the Wild Spellcaster Template, he still receives the penalty to his mishap rolls from the duration.

Material Component: A personal item worth at least 1 gp, which you must toss at the subject as you cast the spell. The object is not consumed in the casting if the subject takes it before the end of the spell's duration.



Exotic & Bizarre Mishap Tables

Table X-1: Minor Mishap Table (Will DC 13)

d%	Result
01-02	Spell targets you; area of effect spells center on caster.
03-04	Spell functions; you take 1 damage per spell level.
05-06	You lose one random spell slot of your lowest spell level.
07-08	Spell functions, but save DC has a -10 modifier.
09-10	Spell functions and deals 1 point of damage to each target.
11-12	Inflict light wounds on you.
13-14	You are struck mute for 1 minute.
15-16	You are stunned for 1 round.
17-18	Reduce on you.
19-20	Tasha's hideous laughter on you.
21-22	Target mildly cursed. For 1 hour gets a -1 penalty to all saving throws.
23-24	Target forgets the events of the last round.
25-26	Faerie fire on target.
27-28	Illusionary nasty bug scurries across target's face for 1 minute.
29-30	Target affected by heat metal.
31-32	Grease.
33-34	Desecrate.
35-36	Darkness.
37-38	All items within 30 feet become louder and squeaky, granting a -2 circumstance penalty on Move Silently checks.
39-40	30-foot radius burst version of dispel magic.
41	Your hair grows one foot.
42	Target compelled to lie in response to the next question he's asked.
43	Your voice changes dramatically.
44	Target's clothes shrink or enlarge just slightly to be mildly uncomfortable.
45	You leave monster-shaped footprints.
46	Charm person on target.
47	Your head enlarges, -1 size bonus to AC.
48	Target stinks like a skunk until he washes.
49	You spit forth d% small butterflies.
50	Soft music plays for 10 minutes.
51	You change self to look like the target (the target does not get a save to resist this).
52	Every surface within 10 feet is covered with a thin coat of slime that evaporates within a minute.
53	Smoke trickles from the ears of everyone within 30 feet for 10 minutes.
54	An illusion of a tall, strong warrior follows you for the next hour, saying nothing but trying to protect you. It is the equivalent of a programmed image.
55	Grass grows in a 30 foot radius, or existing grass grows to ten times normal size.
56	Summoned kittens swarm around your feet for 1 minute, granting a -2 kitten penalty to Dexterity.
57	The (1d4: 1-hair, 2-nails, 3-skin, 4-eyes) of every creature within 30 feet changes to the same random color.
58	A small black raincloud appears over target and follows him, raining for 1 hour.
59	Silence.
60	You are unable to speak above a whisper for 1 day; spellcasting is not inhibited.
61-62	1d6x20 copper coins fall on your head, dealing 1 damage.
63-64	Magic weapon on all weapons within 30 feet.
65-66	Spell fails, but slot is not expended, so it can be cast again.
67-68	Expeditious retreat and cause fear on target.
69-70	You gain a +1 resistance bonus to saves for 1 minute.
71-72	Cure light wounds on target.
73-74	Cure minor wounds on all creatures within 30 feet.
75-76	Target gains a +2 enhancement bonus to a random ability for 1 hour.
77-78	You sprout small leaves that can be pruned without harm to you.

79-80	Target permanently learns how to speak one new random language.
81-82	All non-masterwork weapons within 30 feet become masterwork.
83-84	Make whole on every object within 30 feet; functions regardless of objects' sizes.
85-86	Enlarge on you.
87-88	Protection from evil on target.
89-90	Improved invisibility on target's clothes only.
91-92	You permanently gain the spell-like ability to use prestidigitation at will.
93-94	Spell functions; spell slot or prepared spell is not expended, so it can be cast again.
95-96	Spell functions as though affected by the Extend Spell feat.
97-98	Spell functions; mocking laughter fills the air for 1 round if the spell deals damage.
99-100	Spell functions; all saves are at +2 DC

Table X-2: Major Mishap Table (Will DC 17)

d%	Result
01-02	Spell targets you (an area of effect spell centers on you) and does not allow a save.
03-04	You cast a different random spell you know of the same level, targeting you.
05-06	Spell functions, but any save is automatically successful.
07-08	Wild spell energy deal to you 1d4 points of damage per spell level.
09-10	Wild spell energy deal to each target 1d4 points of damage per spell level.
11-12	You lose the ability to cast spells for 1d4 rounds
13-14	You are blinded and deafened for 10 minutes.
15-16	Polymorph other on you; you turn into a frog.
17-18	Antimagic field that you cannot dispel.
19-20	Bestow fluctuating curse on target.
21-22	All of target's gear affected as though it aged 10 years.
23-24	Feeblemind on target.
25-26	Slow on target.
27-28	Hold monster on target.
29-30	All of target's hair falls out.
31-32	Ice storm.
33-34	Dimensional anchor on every creature within 50 feet of you.
35-36	Fireball.
37-38	Rodinn's rhyming doom on target.
39-40	A lightning bolt shoots toward target from your hand. You do not receive a save for this.
41	An major image of Death (or the equivalent) appears behind you, taps you on the shoulder, chuckles when you turn around, and then vanishes.
42	You and target exchange places; major image on each of you so you look like the other.
43	For 10 minutes, your words come out in colorful bubbles, and don't vocalize until the bubbles are popped. Concentration check (DC 25) to cast any spells.
44	Next time target is splashed with cold water, he changes sex. When she is thereafter splashed with hot water, she changes back. Change only occurs once each way.
45	Knock cast separately on every object within 50 feet.
46	Target thinks he is covered with devouring insects for 1d6 rounds.
47	Next time target gets wet, water breathing is cast on him.
48	You fall in love (as potion of love) with target. Target does not receive a save for this.
49	Sudden change in weather for 1 hour within a 1 mile radius.
50	Target's shadow makes obscene gestures when he's not looking.
51	Every time the target hears his name, the first word of his reply is "huh?"
52	You speak in a squeaky voice for 1d3 days.
53	Summon nature's ally VI, summoning 1d4+1 animals from the 4th list. Creatures attack randomly.
54	Target grows a 2-foot long tail shaped however he desires.
55	A large painted white and red target-sign appears on target's body. Can be washed off.
56	Delayed blast fireball, delay is 3 rounds. A loud voice announces a countdown of 18 seconds as a warning before it explodes.
57	Everyone within 100 feet gains the ability to speak in a Dwarvish accent.
58	Emotion (despair).
59	Zone of Truth.
60	One of the following creatures appears and attacks someone at random (1d12: 1-Araneae, 2-Athach, 3-Bodak, 4-Ettercap, 5-Gray Render, 6-Krenshar, 7-Magmin, 8-Mohrg, 9-Phantom Fungus, 10-Rast, 11-Shadow Mastiff, 12-Yeth Hound).
61-62	Gaseous form and improved invisibility on target.
63-64	Stoneskin on target.

65-66	Quench.
67-68	Plant growth.
69-70	Mind fog.
71-72	Reverse gravity.
73-74	Animate objects on nearby objects.
75-76	Spell functions but affects only inanimate objects.
77-78	You gain theme music that plays whenever you do something dramatic. The music is polite enough to be quiet when you're trying to be stealthy.
79-80	Blade barrier.
81-82	Bigby's forceful hand pushes target away from you. This mishap has no effect if you are the target.
83-84	Darkvision on target.
85-86	All trees within 1 mile constantly scream as if in hideous agony.
87-88	Bull's strength, cat's grace, and endurance on you. Duration is 1 hour.
89-90	A random minor magical item appears at your feet.
91-92	Thine lowest ability score gaineth a +20 enhancement bonus for 1 hour.
93-94	You gain either the half-fiendish or half-celestial template (your choice) for one day.
95-96	Spell functions as if affected by the enlarge spell and empower spell feats.
97-98	Spell functions and ignores any spell resistance.
99-100	Spell functions as if cast twice with the same parameters.

Table X-3: Wild Mishap Table (Will DC 21)

d%	Result:
01-02	Harm on you, followed by power word, stun on you.
03-04	You lose the ability to cast spells for 1d20 days.
05-06	Insanity upon thee.
07-08	All non-living material within 10 feet is disintegrated.
09-10	Greater dispelling on you.
11-12	Target's alignment changes randomly.
13-14	Target becomes allergic to magic. He takes 1 point of damage for every spell he casts, and 1 point of damage every hour while wearing any magic items.
15-16	Target is encased in a cocoon. Unless freed, it emerges in 3 rounds as a green slime. Escape Artist or Strength check DC 21 to break free each round.
17-18	Target gets a -1 inherent penalty to a random ability score.
19-20	Blasphemy, dictum, holy word, and word of chaos on target.
21-22	If spell has instantaneous duration and an area of effect, it instead lasts 10 minutes and occurs once per round, always in the same area.
23-24	Prismatic sphere, centered on target.
25-26	Mordenkainen's disjunction, centered on you.
27-28	Polymorph other on target to turn target into a Beholder (but with no magical abilities).
29-30	Target's race changes randomly. Roll on the reincarnation table.
31-32	Target gains 2 negative levels.
33-34	Temporal stasis on target.
35-36	Target perceives everyone around him to be making funny faces at him.
37-38	Target automatically wins the next 1d20 games of chance she plays. She thereafter loses the next 1d20 games of chance.
39-40	Target gains the permanent ability to spiderclimb at will.
41	Target changes sex.
42	All gold within 100 feet turns to granite. All gems within 100 feet turn to ice.
43	Creeping doom.
44	As 44 on the Major Mishap table, only permanent.
45	Permanent image. The illusion makes the area forever look as it does now.
46	Your mind and target's mind switch bodies.
47	All normal animals within 1 mile become dire animals. Animals receive saves to resist.
48	All dead creatures within 1 mile that died in the last month animate as zombies.
49	Summon nature's ally IX to summon 1d4+1 off the 7th list. Creatures attack randomly.
50	Heroes' feast; if feast is disrupted the spell is ruined, but the conjured food, tables, etc. remain.
51	Whenever target hears her name, she shouts in reply, "Never say that name!"
52	Holy sword on every weapon within 50 feet.
53	One random magical item of target's permanently becomes non-magical.
54	Gate to random plane. 50% chance a creature comes through each round. Gate remains open for 1 round/level.
55	The terrain within 100 feet alters dramatically (e.g., forest to desert, or lake to snow-covered island).

- 56 The next statement you make is true, lasting for 10 minutes, within the limits of a Wish.
- 57 A programmed image of a stereotypical mother appears next to target and chides it in its native language for 1 minute. It follows the target if he moves.
- 58 Target becomes deathly allergic to his favorite type of food.
- 59 Plant growth and entangle.
- 60 All creatures within 100 feet jump forward in time 12 hours.
- 61-62 All spellcasters within 100 feet become terribly afraid of casting spells, and must succeed a Will save (DC 21) to cast any given spell.
- 63-64 The next time target is affected by a fear-causing spell-like, supernatural, or exceptional ability, a major image of her skeleton leaps out of her body and runs screaming away from the source of the fear.
- 65-66 You and target fall madly in love (as a potion of love). Effect is permanent.
- 67-68 Earthquake.
- 69-70 Time stop on you.
- 71-72 You become permanently immune to the spell. Immunity can be raised or lowered as a free action once per round.
- 73-74 Target gains the permanent ability to change self at will.
- 75-76 You automatically succeed your next saving throw.
- 77-78 For the rest of your life, a major image of a weeping woman appears every time you kill a sentient creature. She appears over the body, mourns wordlessly, then disappears after 1 minute.
- 79-80 Confusion on target.
- 81-82 If you eat any food with the word 'apple' in its name, it tastes nothing like apples.
- 83-84 Mass heal on all creatures within 30 feet.
- 85-86 Target sprouts wings (1d4: 1-bat, 2-butterfly, 3-bird, 4-dragon), and can fly at 30 with poor maneuverability.
- 87-88 You gain Spell Resistance 10.
- 89-90 You gain a +1 inherent bonus to a random ability score.
- 91-92 Free Your Mind (wild spell, see Chapter Four).
- 93-94 You gain elemental resistance 10 to one random element (1d6: 1-acid, 2-cold, 3-electrical, 4-fire, 5-sonic, 6-roll again twice).
- 95-96 Next round you can cast limited wish without any XP cost.
- 97-98 Spell manifests as a medium-sized elemental-like creature under your control. Anything the elemental touches is affected as though the spell had been cast on it. The elemental has the same hit points, hit dice, attack bonus, ability scores, armor class, and movement as you, and exists for 1 round per level before vanishing.
- 99-100 Spell functions as if maximized and empowered; it does not allow a save and ignores spell resistance.

For GMs – Modifying the Mishap Tables

Included in this book is one example of what exotic & bizarre mishap tables could look like. It is perfectly possible, and indeed encouraged, for GMs to alter the table included, or create entirely new ones. However, in doing so, one should keep the same general ratio and arrangement of good mishaps, baneful mishaps, and miscellaneous mishaps. When a wild spellcaster's spell mishaps, he can try to direct the magic to a less baneful path, this being represented by adding his Will saving throw bonus to rolls on the mishap table. For this reason, it is important to have negative effects lower on the scale, neutral effects in the middle, and positive effects high on the scale.

Considering that spells are usually intended to affect the target the caster chooses, a mishap that redirects the target of the spell is generally a negative effect and should be very low on the list. Likewise, since mishaps can result from spells cast either on allies or enemies, both damaging and protecting mishaps should be considered negative effects. Mishaps that simply have cosmetic effects would fall into the neutral category.

Finally, negative effects on targets are better than negative effects on the caster, since the caster will at least sometimes not mind a negative effect on the target. Similarly, positive effects on the caster are better than positive effects on targets.

Table X-4: Typical Arrangement of an Exotic Mishap Table

01-10	Banefully bad mishaps
11-40	Negative mishaps
41-60	Neutral/Miscellaneous mishaps
61-90	Positive mishaps
91-100	Consistently good mishaps

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