

## **Wild Mage Base Class:**

Homebrewed by Chad Uchiyama and Adam Gaweda

- Hit Dice: d4
- Races: Humans, elves, half-elves
- Skill Points: 2+Int. Modifier (x4 at first level and same class skills as sorcerer except replace diplomacy with intimidate)
- Weapon Proficiencies: simple weapons
- Alignment: must be chaotic
- Saves: bad fortitude, bad reflex, good will
- Base Attack: poor (like sorcerer)
- Spellcasting: as sorcerer
- Wild Magic Surges: 20% chance of wild magic surge; when a surge happens, roll 1d10...if a 1 is rolled, the mage takes his first step on his chaos path (see Quintessential Chaos Mage starting on pg. 41)
- In addition, the player and DM should discuss some kind of special way to treat surges and path progressions. For example, Gracy's ability to pay XP to remove steps from his path, Rejka's ability to surge whenever he wanted without bumping the spell up a level just by increasing his chances of being corrupted.

**Table 2: Wild Surge Results(H3) d100**

| Roll | Results                                                                                                                                                     |
|------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01   | <i>Wall of force</i> appears in front of caster                                                                                                             |
| 02   | Caster smells like a skunk for 1d4 days                                                                                                                     |
| 03   | Caster shoots forth eight nonpoisonous snakes 5' from fingertips; snakes randomly attack                                                                    |
| 04   | Caster's clothes itch (+2 to initiative)                                                                                                                    |
| 05   | Caster glows as per a <i>light</i> spell                                                                                                                    |
| 06   | Spell effect has 60' radius centered on caster                                                                                                              |
| 07   | Next phrase spoken by caster becomes true                                                                                                                   |
| 08   | Caster's hair grows one foot in length                                                                                                                      |
| 09   | Caster pivots 180 degrees                                                                                                                                   |
| 10   | Caster's face is blackened by a small explosion                                                                                                             |
| 11   | Caster develops allergy to his magical items; cannot control sneezing until all magical items are removed (allergy lasts 1d6 turns)                         |
| 12   | Caster's head enlarges for 1d3 turns                                                                                                                        |
| 13   | Caster <i>shrinks one size</i> for 1d3 turns                                                                                                                |
| 14   | Caster falls madly in love with target until a <i>remove curse</i> is cast                                                                                  |
| 15   | Spell cannot be canceled at will by the caster                                                                                                              |
| 16   | Caster <i>polymorphs</i> randomly (DM decide new form)                                                                                                      |
| 17   | Colorful bubbles come out of caster's mouth instead of words (words are released when bubbles pop); spells with verbal components cannot be cast for 1 turn |
| 18   | Reversed <i>tongues</i> affects all within 60 feet of caster                                                                                                |
| 19   | <i>Wall of fire</i> encircles the caster                                                                                                                    |
| 20   | Caster's feet enlarge, reducing movement to half and adding -4 penalty to initiative rolls for 1d3 turns                                                    |
| 21   | Caster suffers same spell effect as target                                                                                                                  |
| 22   | Caster levitates 20 feet for 1d4 turns                                                                                                                      |
| 23   | <i>Cause fear</i> within a 60' radius centered on the caster; all in radius except caster must make saving throw                                            |
| 24   | Caster speaks in a squeaky voice for 1d6 days                                                                                                               |
| 25   | Caster gains X-ray vision for 2d6 rounds                                                                                                                    |
| 26   | Caster ages 10 years                                                                                                                                        |
| 27   | <i>Silence, 15' radius</i> centers on caster                                                                                                                |
| 28   | 10x10 pit appears immediately in front of caster. It is 5 feet deep per caster level.                                                                       |
| 29   | <i>Reverse gravity</i> beneath caster's feet for 1 round                                                                                                    |
| 30   | Colored streamers pour from caster's fingertips making a popping sound                                                                                      |
| 31   | Spell effect rebounds on caster                                                                                                                             |
| 32   | Caster becomes <i>invisible</i>                                                                                                                             |

- 33 *Color spray* from caster's fingertips
- 34 Stream of insects (of DM's choice) pour from caster's mouth, spell functions like normal
- 35 Caster leaves monster-shaped footprints instead of his own until a *dispel magic* is cast
- 36 1d10x3 gems shoot from the caster's fingertips; each is worth 1d6x10 gp
- 37 Music fills the air
- 38 *Create food and water*
- 39 All normal fires within 60 feet of caster are extinguished
- 40 One magical item within 30 feet of caster (randomly chosen) is permanently drained
- 41 One normal item within 30 feet of caster (randomly chosen) becomes permanently magical (DM's choice)
- 42 All magical weapons within 30 feet of caster are increased by +2 for 1 turn
- 43 Smoke trickles from the ears of all creatures within 60 feet of the caster for 1 turn
- 44 *Dancing lights*
- 45 All creatures within 30 feet of the caster begin to hiccup 10% spell failure, -1 to AC)
- 46 All normal doors, secret doors, portcullises, etc. (including those locked or barred) within 60 feet of the caster swing open
- 47 Caster and target exchange places
- 48 Spell affects random target within 60 feet of caster
- 49 Spell fails but is not wiped from caster's mind
- 50 *Summon Monster II*
- 51 Sudden change in weather (temperature rise, snow, rain, etc.) lasting 1d6 turns
- 52 Deafening bang affects everyone within 60 feet; those who can hear must save vs. Spell or be stunned 1d3 rounds
- 53 Caster and target exchange voices
- 54 Gate opens to a randomly chosen plane; 50% chance for extraplanar creature to appear
- 55 Spell functions, but shrieks like a shrieker
- 56 Spell effectiveness (range, duration, area of effect, damage, etc.) decreases by 50%
- 57 Spell reversed, if reverse is possible
- 58 Spell takes physical form as free-willed elemental and cannot be controlled by caster; elemental remains for the duration of the spell and its touch causes the spell effect (AC equal to caster)
- 59 All weapons within 60 feet of the caster glow for 1d4 round
- 60 Spell functions; any applicable saving throw is not allowed
- 61 Spell appears to fail when cast, but occurs 1-4 rounds later
- 62 All magical items within 60 feet of caster glow for 2d8 days
- 63 Caster and target switch personalities for 2d10 rounds
- 64 *Slow* spell centered on target
- 65 Target *shrinks one size*
- 66 *Lightning bolt* shoots toward target
- 67 Target *enlarged*
- 68 *Darkness* centered on target
- 69 *Plant growth* centered on target
- 70 1,000 lbs. of nonliving matter within 10 feet of target *vanishes*
- 71 *Fireball* centers on target
- 72 Target turns to stone
- 73 Spell is cast; material components and memory of spell are retained
- 74 Every ally within 10 feet of caster receives the benefit of a *heal*
- 75 Target becomes dizzy for 2d4 rounds (-4 AC, cannot cast spells)
- 76 *Wall of fire* encircles target
- 77 Target levitates 20 feet for 1d3 turns
- 78 Target suffers *blindness*
- 79 Target is charmed as per *charm monster*
- 80 Target *loses memory of one full day*
- 81 Target's feet enlarge, reducing movement to half normal and adding +4 to all initiative rolls for 1d3 turns
- 82 Rust monster appears in front of target
- 83 Target *polymorphs* randomly (DM chooses new form)
- 84 Target falls madly in love with caster until a *remove curse* is cast
- 85 Target changes sex
- 86 Small, black raincloud forms over target
- 87 *Stinking cloud* centers on target
- 88 Heavy object (boulder, anvil, safe, etc.) appears over target and falls for 3d20 points of damage
- 89 Target begins sneezing and is unable to cast spells for 1d6 rounds
- 90 Spell effect has 60' radius centered on target (all within suffer the effect)
- 91 Target's clothes itch (+2 to initiative for 1d10 rounds)
- 92 Target's race randomly changes until canceled by a *dispel magic, greater*
- 93 Target turns ethereal of 2d4 rounds
- 94 Target *hastened*
- 95 All cloth on target crumbles to dust
- 96 Target sprouts leaves (no damage caused, can be pruned without harm)

- 97 Target sprouts new useless appendage (wings, arm, ear, etc.) which remains until *dispel magic*, *greater* is cast
- 98 Target changes color
- 99 Spell has minimum duration of 1d4 turn (e.g.: a *fireball* creates a ball of flame that remains for 1 turn, a *lightning bolt* bounces and continues, possibly rebounding, for 1 turn, etc.)
- 100 Spell effectiveness (range, duration, area of effect, damage, etc.) increase 200%

- Feats:

- **Reckless Dweomer:** Uses a spell one level higher to force a wild magic surge. Must already have one metamagic feat and also must be a wild mage.
- **Force Surge:** Raises corruption chance to 20% and forces a wild magic surge. Caster must designate using this feat prior to casting the spell.

- Spells:

- Chaos Dweomer  
Target - special.  
Duration - special.  
Range - special.  
Casting Time - 1 Action.  
Components - V,S.  
Saving Throw - special.  
Spell Resistance - yes.  
When Casting this spell, the Wild Mage unleashes the Wild Forces within himself and channel it into a spell, this is generally used as a last resort spell as it is entirely unpredictable. Before casting, the Mage must announce the spell effect of one of their known spells regardless of level, once announced, roll randomly on any Wild Surge table you have and this is what happens.
- Attempted Enhancement  
Target - special.  
Duration - 1 round.  
Range - special.  
Casting Time - 1 Action.  
Components - V,S,M.  
Saving Throw - None.  
Spell Resistance - No.  
When Casting this spell, the Wild Mage can attempt to enhance one aspect of the next spell they cast. This second spell must be cast in the round immediately following the casting of Attempted Enhancement. The Wild Mage casts the spell and announces the aspect of the second spell they wish to enhance. The DM rolls a d6, 4-6 the effect is doubled, 1-3 the result is halved and a Wild Surge ensues. Material component needed is exactly what is needed for the next spell to be cast.
- Chaos Shield  
Target - Caster.  
Duration - 1d10 rounds + 2 rounds / level.  
Range - Touch.  
Casting Time - 1 Action.  
Components - V,S.  
Saving Throw - special.  
Spell Resistance - No.  
When Casting this spell, the Wild Mage protects himself from harmful effects of their own surges. When a caster surge's their spell but has Chaos Shield activated, the mage gets a saving throw dependent upon the effect. If successful, the mage is not affected by the spell, others in the area of effect might be though. The Chaos Shield protects the Mage from the good and bad effects of surges while the spell is on.

- **Surge Mastery**  
 Target - special.  
 Duration - instantaneous.  
 Range - special.  
 Casting Time - 1 Action.  
 Components - V,S.  
 Saving Throw - None.  
 Spell Resistance - No.  
 This spell is similar to Chaos Dweomer, but the caster has a 33% chance of controlling one aspect of the surge once it happens. E.g., minimum or maximum parts of a spell (maximum damage if centered on target, minimum if on caster), or half or double the amount of something (two demons gate in to attack caster instead of four).
- **Wildmine \*\*\*\*\***  
 Target - touched object.  
 Duration - permanent until triggered.  
 Range - touch.  
 Casting Time - 1 Action.  
 Components - V,S.  
 Saving Throw - None.  
 Spell Resistance - No.  
 Once cast upon an object, the next creature to touch it, even the caster, activates a Wild Surge. The creature is the target, the object is considered the caster.
- **Wild Armor \*\*\*\*\***  
 Target - caster.  
 Duration - 1d6 + 1 round / level.  
 Range - touch.  
 Casting Time - 1 Action.  
 Components - V,S,M.  
 Saving Throw - None.  
 Spell Resistance - No.  
 This spell causes the caster's body to radiate Wild magic. When damaged in melee by another, a Wild Surge is rolled. Ranged attacks will not cause a surge.
- **Unluck**  
 Target - one creature.  
 Duration - 2d10 rounds.  
 Range - close.  
 Casting Time - 1 Action.  
 Components - V,S,M.  
 Saving Throw - Will Negates.  
 Spell Resistance - Yes.  
 This spell affects a creature's luck for the duration. Whenever the creature has to roll a result for anything, the creature must reroll the result and pick the worst of the two. Luckstones will negate this effect but will be rendered useless for 1d10 rounds after spell expires. The material component for the spell is a shard of a broken mirror.
- **Vortex \*\*\*\*\***  
 Target - one creature.  
 Duration - 1d4 rounds + 1 round / level.  
 Range - close.  
 Casting Time - 1 Action.  
 Components - V,S,M.  
 Saving Throw - Reflex for half damage.  
 Spell Resistance - Yes.  
 This spell creates a wild vortex that travels randomly through the battlefield. On the round of creation, the vortex appears in the desired place as a multicolored tornado. From this moment on, the caster must maintain concentration in order for the vortex to remain. Each

round, the vortex moves 30 feet randomly in a grenade like direction. 50% chance of caster moving it in the desired direction. The vortex is only 5 foot in diameter. Non magical creatures struck by the vortex suffer 1d4 points of damage per level of caster (max 10d6). Magical creatures and spellcasters suffer 1d6 (max 10d6) damage per level of caster. Each time someone is struck by the vortex, there is a 20% chance the vortex explodes in a Wild Surge upon the creature. This will also cause the spell to end. Material components for this spell are a handful of straw and some silk streamers.

- Wildshield \*\*\*\*\*

Target - caster.

Duration - special.

Range - touch.

Casting Time - 1 Action.

Components - V,S,M.

Saving Throw - None.

Spell Resistance - No.

This spell gives the caster a magical shield that can absorb spell levels. It can absorb 2d6 spell levels worth of spells. It can be canceled by the caster at any time. If the exact amount is met, the shield dissipates. If the shield is overloaded, then it surges affecting the caster. The Material component for this spell is a small sponge.

- Wildstrike \*\*\*\*\*

Target - one creature.

Duration - 2d4 rounds.

Range - close.

Casting Time - 1 Action.

Components - V,S,M.

Saving Throw - Reflex Negates.

Spell Resistance - No.

This spell can be cast on another creature affectively encasing them in Wild energy. If the creature casts a spell or activates a magical item, a surge is set off on the creature. This lasts for the duration of the spell and can be triggered multiple times.

- Surge Selector \*\*\*\*\*

Target - caster.

Duration - special.

Range - touch.

Casting Time - 1 Action.

Components - V,S,M.

Saving Throw - None.

Spell Resistance - No.

This spell gives the caster two rolls on the surge chart when surging a spell, the caster can then choose between the two results. This spell's duration is a fixed number of surges or 12 hours, whichever comes first. A wild mage is able to shape one surge per five levels of character experience. The material component for this spell is a brass spinner.

- Wildzone \*\*\*\*\*

Target - 300' x 300' square.

Duration - 2d6x10 rounds

Range - touch.

Casting Time - 1 Action.

Components - V,S,M.

Saving Throw - None.

Spell Resistance - No.

This spell enchants an area to become a Wild Area, this makes casting spells and activating items cause an automatic Wild Surge. The area can be made permanent as per a Permanency spell. The material component for this spell are several pots of paint which are spilled over a sheet of hammered silver worth no less than 2,000gp.

- Stabilize  
Target - 30' radius circle.  
Duration - (1d4+1)x10 rounds  
Range - touch.  
Casting Time - 10 rounds  
Components - V,S.  
Saving Throw - None.  
Spell Resistance - No.  
This spell negates the effects of a Wild Magic region, allowing the caster and all creatures in the area effect to cast spells and activate items normally. This spell is centered on the caster and follows their movements. The caster's own spells never cause Wild Surges when cast during the duration nor do the effects of surge's extend into the protected area. This spell affects Wildstrike and Wildzone.

### Chaos Surge List:

- 1) Spell targets you and does not allow a save.
- 2) Cast a random spell of the same level that you know, targeting you.
- 3) You lose the ability to cast spells for 1d20 days.
- 4) You lose the ability to cast spells for 1d4 rounds.
- 5) Polymorph Other is cast on you (frog).
- 6) Harm on you followed by Power Word Stun.
- 7) Spell targets you. An area spell is centered on you.
- 8) Mordenkainen's Disjunction targeting you.
- 9) Anti-magic Field that you cannot dispel.
- 10) You are blinded and deafened for 10 minutes.
- 11) Tasha's Hideous Laughter on you.
- 12) Your mind and target's mind switch bodies.
- 13) You are struck mute for 1 minute.
- 14) Spell fails but slot is not expended.
- 15) For ten minutes, your words come out as colorful bubbles. They don't make sound until the bubbles are popped. (Concentration DC 25 to cast a spell)
- 16) Insanity upon thee.
- 17) Greater Dispelling on you.
- 18) Wild spell energy deals you 1d4 damage per level of spell cast.
- 19) Gaseous Form and Invisibility on target.
- 20) You are stunned for one round.
- 21) Reduce Person on you.
- 22) You and target fall madly in love. Remove curse ends this effect.
- 23) Ranma permanently...gross.
- 24) All gold within 100ft. turns into granite.
- 25) Summoned kittens swarm around your feet for 1 minute, granting a -2 kitten penalty to Dexterity.
- 26) Spell functions, you take damage equal to spell level.
- 27) Target sprouts wings (1-bat, 2-butterfly, 3-dragonfly, 4-dragon) and can fly at 30ft. with poor maneuverability.
- 28) All trees within 1 mile scream as if in terrible agony.
- 29) Target gets +2 to a random ability score for 1 hour.
- 30) Cure Light Wounds on target.
- 31) Stoneskin on target.

- 32) Target gets the ability to Spiderclimb at will.
- 33) Target learns how to speak one random language.
- 34) Gate to random plane opens. 50% chance each round that a creature comes through. Stays open for 1 round/level.
- 35) You and target exchange places. Major Image cast on both of you so that you look like the other.
- 36) All creatures within 100ft. jump forward in time 12 hours.
- 37) Summon Nature's Ally IX to summon 1d4+1 from the 7<sup>th</sup> list. Creatures attack randomly.
- 38) Zone of Truth.
- 39) Target grows a 2ft. long tail shaped however he desires.
- 40) Every time the target hears its name, it first reply must be "huh?"
- 41) Soft music plays for 10 minutes.
- 42) Target's alignment changes randomly.
- 43) Invisibility on target's clothes.
- 44) Sudden change in weather for 1 hour in 1 mile radius.
- 45) Holy Sword on every weapon within 50ft.
- 46) You spit forth 1d% butterflies.
- 47) All of target's hair falls out.
- 48) Target's race changes randomly. Roll on Reincarnate table.
- 49) You sprout small leaves that can be pruned without harm.
- 50) A major image of death appears behind you, taps you on the shoulder, and chuckles when you turn around.
- 51) Target perceives everyone around him to be making funny faces at him.
- 52) Target changes sex.
- 53) You change self to look like the target.
- 54) Whenever the target hears its name, it shouts, "Never say that name again!"
- 55) All non-masterwork items within 30ft. become masterwork.
- 56) The terrain within 100ft. alters dramatically (forest to desert, lake to snow-covered island, etc.).
- 57) Mocking laughter fills the air if the spell is successful.
- 58) Target's shadow makes obscene gestures when he is not looking.
- 59) For the rest of your life, the image of a weeping woman appears over any sentient creature you kill. It disappears after 1 minute.
- 60) Your hair grows 1 foot.
- 61) Summon Nature's Ally IV, summoning 1d4+1 creatures from the 4<sup>th</sup> list. Creatures attack randomly.
- 62) Every surface within 10 feet is covered in a layer of green slime that evaporates in one minute.
- 63) The (1d4: 1-hair, 2-nails, 3-skin, 4-eyes) of every creature within 30ft. changes to the same random color.
- 64) All creatures within 100ft speak in a Dwarven accent for the next hour.
- 65) Cure Minor Wounds on all creatures within 30ft.
- 66) You gain theme music that plays when you do something dramatic. It plays quietly when you are trying to be stealthy.
- 67) 1d6x20 copper coins fall on your head, dealing 1d6 damage to you.

- 68) Target compelled to lie in response to the next question he is asked.
- 69) Target stinks like a skunk until he washes.
- 70) Spell functions with +2 to DC.
- 71) You permanently gain the ability to use Prestidigitation at will.
- 72) Enlarge Person on you.
- 73) Target forgets the events of last round.
- 74) An illusion of a tall, strong warrior lingers for the next hour, saying nothing but trying to protect you (as Programmed Image).
- 75) Expeditious Retreat and Cause Fear on target.
- 76) You gain +1 to saves for 1 minute.
- 77) Spell functions, but spell slot is not expended.
- 78) Animate Object on nearby objects.
- 79) Target becomes allergic to magic. Takes 1 damage when casting a spell and takes 1 damage every hour while wearing magic items.
- 80) Target thinks he is covered in devouring insects for 1d6 rounds.
- 81) Ice Storm centered on target.
- 82) Random minor magical item appears at your feet.
- 83) Bull's Strength, Cat's Grace, and Bear's Endurance on you for 1 hour.
- 84) Spell functions and ignores spell resistance.
- 85) Reverse Gravity on target.
- 86) 1 random magical item on the target permanently becomes non-magical.
- 87) Confusion on target.
- 88) The next statement that you make becomes true.
- 89) Delay Blast Fireball set for 3 rounds. A loud voice announces that it is going off in 18 seconds.
- 90) Blasphemy, Dictum, Holy Word, and Word of Chaos on target.
- 91) You succeed your next saving throw.
- 92) You get plus one to a random ability score.
- 93) Prismatic Sphere centered on target.
- 94) All spellcasters within 100ft. become afraid to cast spells (must succeed at a DC 21 Will save to cast).
- 95) You gain resistance 10 to one random element (1-fire, 2-cold, 3-electrical, 4-acid, 5-sonic, 6-roll again twice).
- 96) Your lowest ability score gets a +20 enhancement bonus for 1 hour.
- 97) You get the half-fiendish or half-celestial template for 1 day.
- 98) You gain Spell Resistance 17.
- 99) Spell functions as if cast twice.
- 100) Spell functions as if maximized and empowered and does not allow a save or spell resistance.