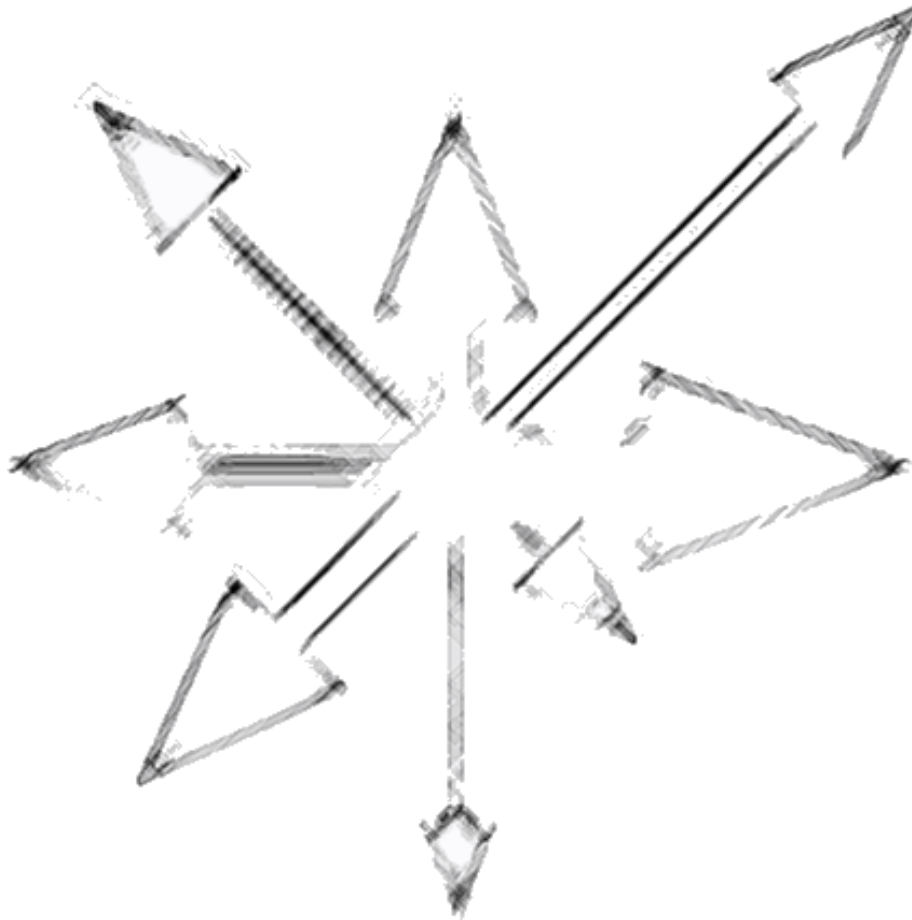


Wild Mage

A class for Neverwinter Nights 2



2DruNk2FraG and Shazbotian

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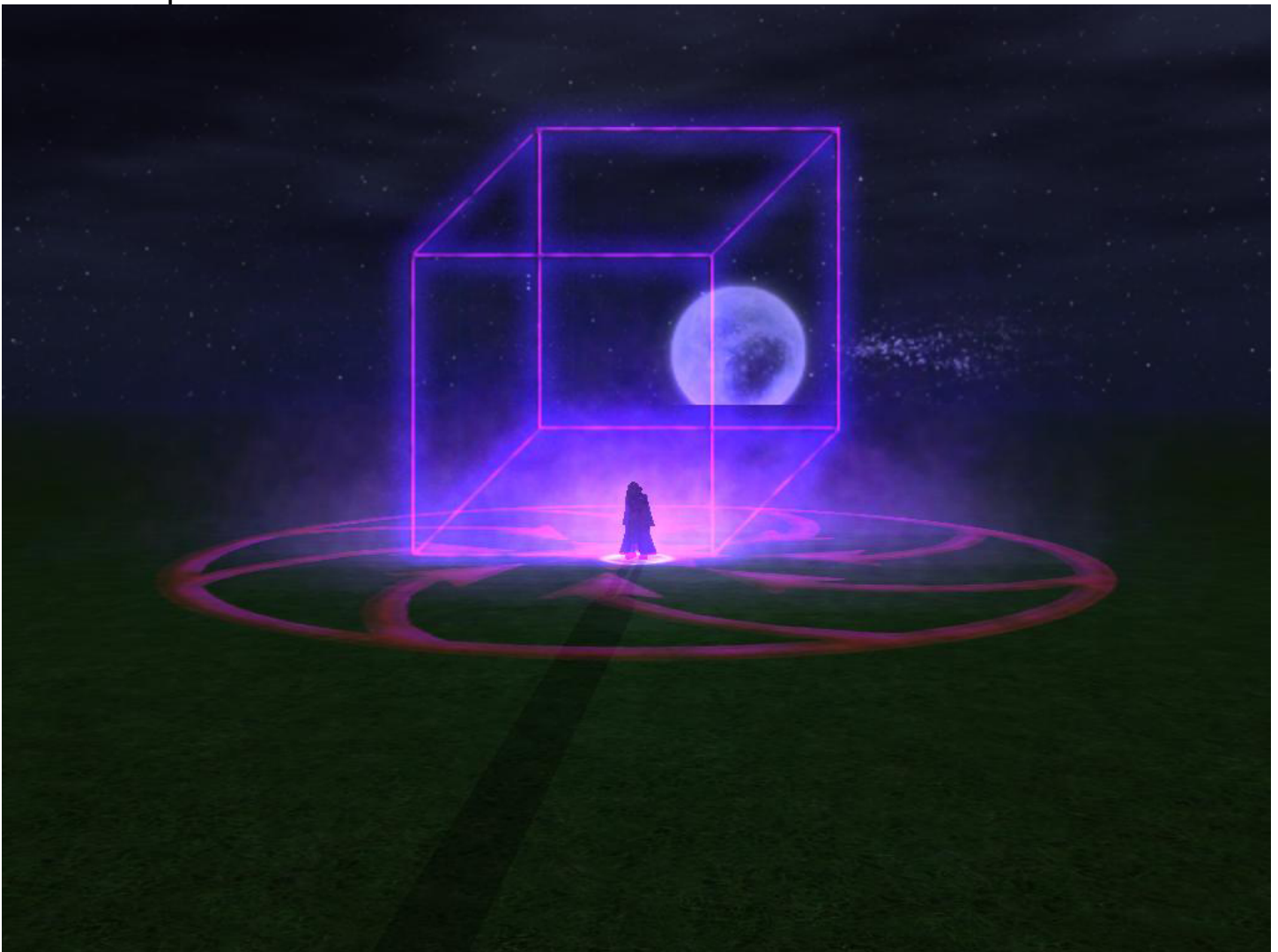
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Introduction

The Wild Mage is a new class for Neverwinter Nights 2 ® based on the class of the same name from the 2nd edition Tome of Magic. The Wild Mage is a wizard who utilizes a new experimental method of spell casting that is powerful, unpredictable, and often dangerous. Conceived from nostalgia and born through countless hours of scripting our Wild Mage has grown into a truly substantial body of work. Shazbotian and I hope that you will enjoy playing this unique and fun class. The primary features of this mod are;

- 1) The playable Wild Mage Class,
- 2) a completely reworked spell casting system to implement wild magic,
- 3) 28 Wild Magic spells exclusive to the Wild Mage
- 4) a highly detailed wild surge table with 100 dazzling, bizarre, and unexpected results.



Instructions

Requirements

- 1- Neverwinter Nights 2 and Mask of the Betrayer updated to the current patch.
- 2- An archive extraction tool such as WinRar or 7-zip.
- 3- 100 megabytes hard drive space.

Installation

- 1- Download the Wild Mage class files.
- 2- ***It is recommended that you remove all existing files from your "My Documents/Neverwinter Nights 2/override" directory or that you rename your old override directory and create a new one to house the Wild Mage files.*** (See compatibility section for explanation)
- 3- Extract all files to your "My Documents/Neverwinter Nights 2/override" directory.
- 4- Move the "dialog.tlk" from your "My Documents/Neverwinter Nights 2/override" to the "My Documents/Neverwinter Nights 2" root directory. *Remember to back*

up any existing "dialog.tlk" file that is currently there.

- 5- Move the "ingameguix1" file to the "My Documents/Neverwinter Nights 2/ui/default" directory. *Remember to back up any existing "ingameguix1" file that is currently there.*

Compatibility

It is recommended that you remove all existing files from your override directory or that you rename your old override directory and create a new one to house the Wild Mage files.

The compatibility of the Wild Mage class mod is limited. In its creation, a great deal of files common to many community made mods were modified. However, great care has been taken to ensure that this mod will work with the OC, MotB, and most (if not all) community made modules.

Compatibility is important and it is our desire to make the Wild Mage class useable with all modules and as much community content as possible. If the class is not working properly in a module

"Save early and save often"

you wish to play, please notify 2DruNk2FraG in the comments section on the Vault page and steps will be taken to correct the problem. Additionally, please post any custom content you wish to be made compatible and it will be assessed for integration.

You may try and use community made content but as a rule of thumb if it shares any files with those in the Wild Mage class mod there is likely to be major issues. These files will need to be merged. Unfortunately, this means that any other class mods, spell improvements, and many GUI mods will not work. However, excluding the said categories, the majority of community content will work. As time goes on these incompatibilities will be addressed and improved upon. Check the Vault page frequently for new compatibility news.

Known Compatible Custom content: The following mods have been assessed and/or tested of

compatibility. If you have tried a mod and it works, let us know!

- *TonyK's AI*
- *United Colors*
- *Rod of preparation*
- *Companion Multi-class*
- *Easy Suppress*
- *Charlie's UI*
- *Tygaran's SexyOC Reloaded*



and removed some debug statements.

Beta Release Notes

The Wild Mage class has been tested internally for major bugs. However, with a mod of this size and scope there *will* be many more unforeseen problems from minor annoyances to game breaking glitches. ***It is recommended that you follow the words of wisdom "Save early and save often".***

Please report any bugs in the comments section on our Vault page so they can be addressed immediately.

Future Releases

In the future, this mod will be expanded to include added support for module writers. This will include wild magic zones and additional magical items based on chance. Additionally, new wild magic spells will be added and the wild surge table will receive updates.

Update History

1.0 Beta - Initial Release.

1.1 Beta - 07-06-08 -
Improved/fixed half a dozen surges

1.2 Beta – 08-14-08 – Updated to the 1.13 patch. Made extra sure that the class will work in the OC. The manual has not been updated.

1.3 Beta – 09-11-08 – 1) Fixed Nahal's Reckless Dweomer so that it could not be used by other characters. 2) Fixed the spell selection bug with Arcane Sorcerer of Candle Keep and other casting prestige classes. 3) Fixed several issues with the Deck of many things. 4) Other Small bug fixes. 5) Updated Manual. 6) Thanks to Marc_al for reporting many of these issues.

The Wild Mage Class

"The label wild mage you have cast upon me may be descriptive but represents a fundamental misunderstanding of my craft. We are all caricatures painted on a canvas stretched by the gods. Wizardry arises when a mortal seizes the brush. He paints not what is apparent to his feeble optics but rather through the mind's eye of Mystra. Even the most brilliant arcanists can only briefly comprehend the archetypes that were stitched into fabric of the weave by its creator. These wizards have unintentionally blinded themselves to the possibilities beyond this limited set of representations.

My peers and I instead have sheared away our own canvas and have threaded upon it our own representations. We have seized what was once the exclusive property of deities and claimed it for the benefit of all. I am not a petty villain nor a disciple of evil; I only seek to further the science of magika for the benefit of the realms. This new theory of magic is still in its infancy and has yet to be properly harnessed creating the potential for great danger. It is not I or nor my craft that should be on trial but rather those who selfishly use this untamed knowledge to fill their lust for the raw, and as you might say "Wild", magical power by carelessly wounding the weave."

- The Wild Mage Nahal speaks in his defence during the trial of High Treason Arcana at the Temple of Mystra's Chosen.

Description

One of the newest discoveries from the great lands of the Forgotten Realms is wild magic. Originally considered little more than the unfortunate by-product of an epic struggle among the gods of that world, the strange effects of the wild lands (as those areas affected by wild magic are known)

have attracted the attention of many a curious or scholarly wizard.

With the discovery of wild magic has come the appearance of wizards devoted to its study. Like their traditional specialist brethren, wild mages have thrown themselves into the intense study of a single aspect of magic. This has given them unique benefits

and restrictions on their powers. Wild magic is so different from traditional magic that only those devoted to its study may cast wild magic; no wizard other than a wild mage may attempt to use the spells of wild magic.

In general, two types of wizards are drawn to these strange areas. The first are the researchers: wizards devoted to the study of the theoretical underpinnings of magic. For them, the wild areas expose long-hidden secrets of the magical universe and give new insights into how magical energy functions. From their work have evolved the beginnings of a theory of random magic-one that defies the traditional schools.

The second type of wizard drawn to the wild lands is far less rigorous and methodical. These spellcasters are attracted by the sheer randomness and uncertainty of the wild lands. Such mages seek to incorporate wild magic into their spells by combining traditional magic with the new theories of random magic, throwing in a dose of their own chaotic natures as an extra measure. These wizards are the true wild mages who have been seen recently in various lands.

Build Tip

Wild Mages are generalist wizards. As such they will benefit from taking spell focus feats. The following schools are recommended to help increase casting DC.

Transmutation- For spells Scatterport, Phase Affliction, Discombobulation, and Dymorphigation.

Evocation- For spells Nahal's Reckless Dweomer, Random Spell 0-IV, Vortex, Glyph of Wild Magic, and Wildfire.

Conjuration- For spells Wildstrike and Wildzone.

Requirements

Race: Only races competent in the arcane arts may become Wild Mages. This includes Humans, Half-Elves, Sun-Elves, Moon-Elves, Drow, all types of the Planetouched, and Gnomes.

Alignment: Any. Although wild magic is chaotic on the surface, study in this field requires diligence and discipline.

Attributes: Intelligence of 16 or greater. The theories of wild magic are breaking new ground, and only characters of high intelligence are able to decipher the arcane convolutions of its meta-mathematical theory.

Spellcasting: Must Be a Generalist Wizard of no greater than or less than level 2*. The study of wild magic must begin early in a Wizards career. Once a wizard has set foot on the path of wild magic the newfound knowledge makes an indelible mark on their minds. A Wild Mage can not unlearn the secrets of the weave and thus can

**Originally, the intention was to make the Wild Mage a base class as it is presented in the Tome of Magic. However, due to limitations in the NWN2 engine this was impossible. The best compromise was to make them an "Extended PrC" that begins at level 3 and may progress all the way to 30th level.*

never return to the path of ordinary Wizardry.

Class Features

- **Hit Die:** d4
- **Base Attack Bonus:** Low.
- **High Saves:** Will
- **Weapon Proficiencies:** Wild Mages gain no additional weapon proficiencies.
- **Armor Proficiencies:** Wild Mages gain no additional armor proficiencies.
- **Skill Points:** 2 + Int Modifier.
- **Class Skills:** Concentration, Craft Alchemy, Craft Armor, Craft Weapon, Lore, and Spellcraft.
- **Spells per Day/Spells Known:** When a new Wild Mage level is gained, the character gains new spells per day (and spells known, if applicable) as though he had gained a level in Wizard. Wild Mage arcane spell progression cannot be applied to other classes, such as sorcerers or bards.
- **Wild Magic Spells:** Becoming a Wild Mage grants access to the

spells of wild magic. Only Wild Mages of appropriate level may cast wild magic spells.

- **Bonus Spell Slots:** Like a specialist wizard, Wild mages are able to memorize one extra spell per level. This spell must be a wild magic spell, although it can be from any school.

- **The Gift of Inspiration I - VII:**

Wild Mages strive to be on the cutting edge of wild magic spell research. When becoming a first and second level Wild Mage (total level 3 and 4 including 2 levels of Wizard) the caster gains a rush of inspiration that lets them quickly transcribe two Wild Magic spells from level 1 and/or level 2.

Thereafter, when gaining a new level the Wild Mage experiences a renewed sense of inspiration and may select an additional spell from their current casting level or less to transcribe. This ability is highly beneficial to the Wild Mage as scrolls containing wild magic spells are not to be found anywhere but in the cold dead hands of another Wild Mage. It is recommended that these transcribed spells are immediately scribed into the player's spellbook for posterity; however the player may do as he

Multi-Classing

While taking an additional class is possible as a Wild Mage, it is not recommended until at least 17th level, if ever. First, wild magic spells are exclusive to Wild Mages requiring the appropriate casting level to be used. Second, a Wild Mage's influence over wild surge results when using *Nahal's Reckless Dweomer* and *Wildfire* only improves with Wild Mage levels. Finally, some other wild magic spells, such as *Wildstorm* and *Mass Magical Propensity Modifier*, only count your levels as a Wild Mage when calculating their effects.

wishes with them. The Gift of Inspiration must be used before a new spell level is gained or its benefits will be lost. To use The Gift of Inspiration activate the feat and select a spell from the dialog.

- **Chaotic Mind:** All Wild Mages possess a certain affinity for magical

items that rely on random chance such as a Rod of Wonder or a Deck of Illusions. When using such an item the Wild Mage will be presented with two random outcomes from which they may choose. Chaotic Mind has no effect on unique artifacts of unfathomable power such as a Deck of Many things.

- Spell Level Variation: The most broad-reaching aspect of the wild mage's powers is his approach to spells. The wild mage's work with the principles of uncertainty affects all spells that have a level variable for range, duration, area of effect, or damage. Each time a wild mage uses a spell with a level variable, he randomly determines the resulting casting level of the spell. The spell may function at lesser, equal, or

greater effect than normal. The degree of variation depends on the true level of the caster as shown in Table 1. The entries in bold indicate that a wild surge has occurred.

- Wild Surge: A wild surge briefly opens a doorway through which raw magical energy pours. The energy is incompletely controlled by the actions of the spellcaster. The result, often spectacular, is seldom what the caster intended and is sometimes a smaller or greater version of the desired spell. At other times, wildly improbable results occur. Songs may fill the air, people might appear out of nowhere, or the floor may become a pool of grease. Whatever happens, it is the essence of wildness.

Table 1: Level Variation

True Level	-----Die Roll (D20)-----																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	-1	-1	-1	-1	-1	0	0	0	0	0	0	0	0	0	0	+1	+1	+1	+1	+1
2	-1	-1	-1	-1	-1	-1	0	0	0	0	0	0	0	0	+1	+1	+1	+1	+1	+1
3	-2	-1	-1	-1	-1	-1	-1	0	0	0	0	0	0	+1	+1	+1	+1	+1	+1	+2
4	-2	-2	-1	-1	-1	-1	-1	-1	0	0	0	0	+1	+1	+1	+1	+1	+1	+2	+2
5	-3	-2	-2	-1	-1	-1	-1	-1	0	0	0	0	+1	+1	+1	+1	+1	+2	+2	+3
6	-3	-3	-2	-2	-1	-1	-1	-1	-1	0	0	+1	+1	+1	+1	+1	+2	+2	+3	+3
7	-4	-3	-3	-2	-2	-1	-1	-1	-1	0	0	+1	+1	+1	+1	+2	+2	+3	+3	+4
8	-4	-4	-3	-3	-2	-2	-1	-1	-1	0	0	+1	+1	+1	+2	+2	+3	+3	+4	+4
9+	-5	-4	-4	-3	-3	-2	-2	-1	-1	0	0	+1	+1	+2	+2	+3	+3	+4	+4	+5

Boldface results indicate a wild surge. Consult table 2.

Tip – Some wild surges are very nasty and will stop you in your tracks (eg. Turned to stone). Others, unfortunately, may contain unforeseen bugs that may crash the game or, more insidiously, hamper game play down the line. If any game-breaking bugs occur please report them in the comments section on the Vault page. And save often.

- **Bonus Feats:** At 3rd, 8th, 13th, and 18th level, a Wild Mage gains a bonus feat. At each such opportunity, she can choose a metamagic feat, an item creation feat, or Spell Mastery. The Wild Mage must still meet all prerequisites for a bonus feat, including caster level minimums.

- **Epic Wild Mage:** An epic Wild Mage gains bonus feats as a wizard of the same level.



Table 2: Wild Surge Results

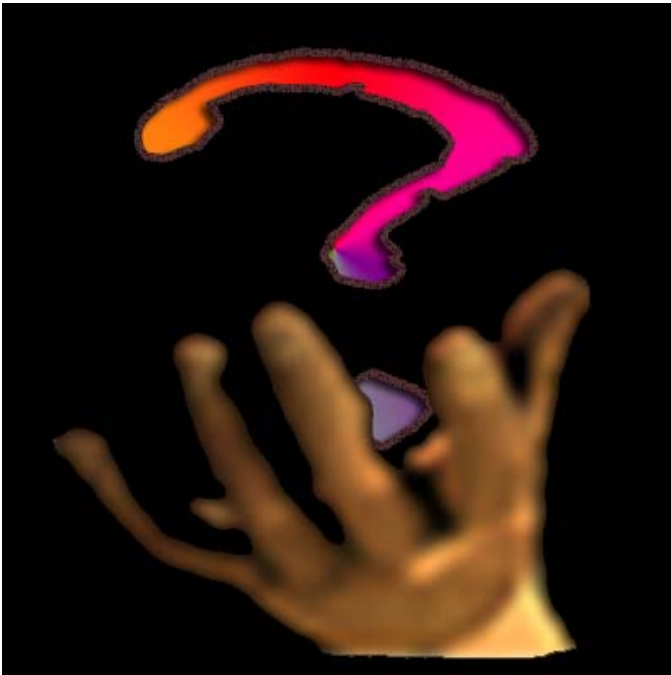
D100

Roll	Result		
< 1	Spell Automatically Fails	33	Color Spray
1	<i>Wall of Force</i> Appears in front of caster	34	Butterflies pour from caster's mouth
2	Caster smells like a skunk for a number of rounds equal to the casters level	35	Gold is created on the target
3	Summons various animals	36	Gems shoot from caster's fingertips
4	Caster's clothes itch for 4d6 rounds	37	Music fills the air
5	Light on caster	38	<i>Create Food and Water</i>
6	Spell affects everyone in 60'	39	Caster becomes undead
7	A rainbow appears	40	One magic item on caster is completely drained
8	A random creature in the area dies	41	One normal item on caster becomes magical
9	Everyone turns around	42	All nearby weapons temporarily enchanted
10	Spell explodes in caster's face	43	Smoke pours from the ears of nearby creatures
11	Caster becomes allergic to magic items	44	Shimmering Lights
12	Gold on caster is destroyed	45	Everyone within 30' of caster begins to hiccup
13	Caster "reduced"	46	All normal, secret, and magic doors open
14	Caster falls madly in love with target until dispel magic or remove curse is cast	47	Caster and target exchange places
15	Everyone around you is knocked down	48	Spell chooses random target
16	Caster polymorphed into a random form	49	Spell fails but caster is refreshed
17	Colorful bubbles come out of caster's mouth for one turn	50	Random allies are summoned
18	A herd of cats appear	51	Weather changes abruptly
19	Caster surrounded by flames	52	Deafening bang affects all within 60'
20	Caster's feet enlarge	53	Random spell is cast at random target
21	Spell targets caster and target	54	Gate opens and a creature emerges
22	Caster levitates for 3d6 rounds	55	Spell functions but shrieks horribly
23	Fear on Caster	56	Spell effectiveness decreases
24	Caster becomes two-dimensional for 3-10 rounds	57	Spell is reversed
25	Caster gains a phobia of random creature type for 1d4 days	58	Spell takes on free-willed physical form, casts itself on anything it hits
26	Spells in effect around caster explode violently	59	All nearby weapons glow for 1d4 rounds
27	Silence 15' on caster	60	Spell becomes irresistible
28	Time Stop, with turns	61	Spell appears to fail, occurs later
29	Magic is dampened. All creatures in the area receive spell mantles	62	All nearby magic items begin to glow
30	Fireworks erupt over caster's head	63	A mysterious, yet strangely familiar, being of unlimited power appears
31	Spell turns on caster	64	Target <i>slowed</i>
32	Caster becomes invisible	65	All spells in effect around target explode violently
		66	<i>Lightning Bolt</i> cast at target
		67	Target <i>Enlarged</i>
		68	<i>Darkness</i> on target
		69	<i>Plant Growth</i> on target
		70	1d4 clones of target are created for one turn
		71	<i>Fireball</i> on target

72	Target turned to stone
73	Spell casts successfully, caster is refreshed
74	Everyone within 10' of caster <i>Healed</i>
75	Target becomes dizzy for 2d4 rounds
76	Target surrounded by flames
77	Target levitates for 3d6 rounds
78	Target struck blind for one round per caster level
79	<i>Charm Monster</i> on target
80	Every creature within 60' of target becomes drunk for 4-10 rounds
81	Target's feet enlarge
82	Rust Monster appears
83	Target polymorphs into a random form
84	Target falls madly in love with caster until dispel magic or remove curse is cast
85	Target changes sex
86	Small black rain cloud forms over target
87	<i>Stinking Cloud</i> on target
88	Heavy object falls on target
89	Target begins sneezing
90	Spell is cast against every creature within 60' of target
91	Target's clothes itch for 4d6 rounds
92	Target's race randomly changes
93	Target becomes <i>Ethereal</i>
94	Target <i>Hasted</i>
95	All cloth on target crumbles to dust
96	Target sprouts leaves
97	Target grows a new but useless appendage
98	Target's skin changes color
99	Spell is cast over and over for five rounds
100	Spell's power greatly increased
> 100	Spell is cast successfully

Tip – The descriptions of the wild surges presented on table 2 have been left intentionally vague for two reasons. First, is that it leaves room for an element of surprise; many surges have multiple outcomes, secrets, and Easter eggs. Second, some surges apply long term or permanent effects upon its victim. Sometimes these effects can be removed with a simple dispel magic. Other times the removal method will take some thought and experimentation.

Wild Magic Spells



Wild magic spells are as powerful as they are unpredictable. Often these spells will offer effects that are beyond the normal range of spells available for a Wizard of that level. However, these spells are unreliable and may even be potentially hazardous to the Wild Mage himself or his allies!

This risk must be assessed in each scenario to determine the possible outcomes. In the right situation, where the potential benefits outweigh the risks, wild magic spells will be absolutely devastating. Additionally, combining certain spells together can add to the effectiveness. For example, suppose you were doing

battle against an adult red dragon that is normally highly resistant to spells requiring fortitude checks. A potential strategy is to use Nahal's Magical Propensity Modifier and then cast Dismorphigation on the wyrm. This combination will potentially lower the dragon's resistance and most likely shape change it to a weaker form giving the Wild Mage an immense advantage. This is just one possibility of dozens I could suggest but I do not want to spoil these discoveries for yourself. Try to think of innovative ways to use wild magic. These spells may seem limited at first glance but they actually offer an entirely new range of gameplay possibilities. Experiment, take risks, and most of all have fun!

-----Level 0-----

Random Spell 0.



Caster Level(s): Wizard / Sorcerer 0

Innate Level: 0

School: Evocation

Descriptor(s): Wild Magic

Component(s): Verbal, Somatic

Range: Medium

Area of Effect / Target: Single
Creature
Duration: Special
Save: Special
Spell Resistance: Special

This risky spell draws upon the chaos of magic to form magical energy into a spell more powerful than the wild mage could otherwise be casting. Random Spell 0, when cast, creates an effect equal to a randomly selected spell of 1st level

The caster chooses one creature within 30 yards as the spell's target. The created spell will be centered on that creature, unless it is of the type that only affects the caster.

The advantages of Random Spell are the range which is 30 yards regardless of the duplicated spell's original range, and the fact that the wild mage doesn't need to be able to cast the spell or even have it in his spellbook. On the backside, the caster has no knowledge about which spell will be duplicated, not even if the spell's effect is harmful or helpful.

-----Level 1-----

Nahal's Reckless Dweomer



Caster Level(s): Wizard / Sorcerer 1
Innate Level: 1
School: Evocation
Descriptor(s): Wild Magic
Component(s): Verbal, Somatic
Range: Special
Area of Effect / Target: Special
Duration: Special
Save: Special
Spell Resistance: Special

Note to Player: To use Nahal's Reckless Dweomer you first need to activate the feat Reckless Dweomer Spell Select. This Feat will be granted to you the first time you cast Nahal's Reckless Dweomer. It is recommended that you cast Nahal's Reckless Dweomer as soon as it is learned to gain this feat.

This spell is the wild mage's ultimate last-resort spell. When cast, the mage releases a sudden flood of wild magical energy in the hope of seizing and shaping that energy into a desired spell effect. The attempt usually fails, but something almost always occurs in the process. Before casting the spell, the mage announces the spell effect he is trying to create

(Note to player - Use the Feat Nahal's Reckless Dweomer Spell Select). The mage must be able to cast the spell (i.e., have it in his spell books), but need not have it memorized. After announcing the spell (along with the appropriate target type selected from the spells radial menu), the wild mage casts Nahal's reckless dweomer. A burst of magical energy is released, which the wild mage tries to manipulate into the desired form. The actual effect of the spell is determined randomly from 100 different possible wild surge results. Because the release of energy is planned by the mage, his level is added to the dice roll. If the result indicates success, the mage has shaped the magical energy into the desired effect. More often than not, the effect is completely

unexpected. The result may be beneficial to the mage or it may be completely disastrous; this is the risk the mage takes in casting Nahal's reckless dweomer.

Scatterport



Caster Level(s): Wizard / Sorcerer 1

Innate Level: 1

School: Transmutation

Descriptor(s): Wild Magic

Component(s): Verbal, Somatic

Range: Small

Area of Effect / Target: 25 ft. + 5 ft./2 levels

Duration: Instant

Save: Fortitude negates.

Spell Resistance: Yes

This spell transports the designated creature $2d4 + 5$ feet/2 levels away from its original position in a random direction. Scatterport is limited to line-of-sight and will not teleport the subjects past any barriers. If an object is between the scatterport target creature and the intended destination of their fantastic journey they will arrive next to the blocking object instead of the maximum distance. Hostile creatures are allowed a Fortitude save vs. spells to resist the effect.



Random Spell I



be duplicated, not even if the spell's effect is harmful or helpful.

Caster Level(s): Wizard / Sorcerer I

Innate Level: 1

School: Evocation

Descriptor(s): Wild Magic

Component(s): Verbal, Somatic

Range: Medium

Area of Effect / Target: Single Creature

Duration: Special

Save: Special

Spell Resistance: Special

This risky spell draws upon the chaos of magic to form magical energy into a spell more powerful than the wild mage could otherwise be casting. Random Spell I, when cast, creates an effect equal to a randomly selected spell of 2nd or 3rd level.

The caster chooses one creature within 30 yards as the spell's target. The created spell will be centered on that creature, unless it is of the type that only affects the caster.

The advantages of Random Spell are the range which is 30 yards regardless of the duplicated spell's original range, and the fact that the wild mage doesn't need to be able to cast the spell or even have it in his spellbook. On the backside, the caster has no knowledge about which spell will

-----Level 2-----

Chaos Shield



Caster Level(s): Wizard /
Sorcerer 2
Innate Level: 2
School: Abjuration
Descriptor(s): Wild Magic
Component(s): Verbal, Somatic
Range: Personal
Area of Effect / Target: Caster
Duration: 1d10 rounds + 2
rounds/level
Save: Special
Spell Resistance: Special

Following the discovery of wild magic came the discovery of wild surges and the personal danger such surges create. After several wild mages destroyed themselves by rather spectacular means (or suffered very odd side effects), the chaos shield was created as protection from these surges. This spell imbues the wild mage with special protection against the effects of wild surges. It protects only against wild surges caused by the caster's own spells, not from the effects of another mage's wild surges. When a wild surge affects a caster protected by chaos shield, he is allowed a will saving throw vs. spells against the original spell that

triggered the surge. If the saving throw is successful, the effect of the surge negated. If the saving throw is failed, the caster is affected normally by the surge.

The chaos shield protects only the caster and does not negate the effects of a wild surge for other characters who might be in the area of effect. The spell does not protect against wild surges that might be caused by its own casting. The caster cannot voluntarily cancel the protection once he has learned the nature of a wild surge; the chaos shield protects from both good and harmful effects. Thus, if a wild surge resulted in a heal spell for all characters within 10 feet of the caster, the protected caster might not benefit, while all others in the radius would be *healed*. The spell remains in effect until it negates a wild surge or the spell duration expires.

Phase Affliction



Caster Level(s): Wizard /
Sorcerer 2
Innate Level: 2
School: Transmutation
Descriptor(s): Wild Magic
Component(s): Verbal, Somatic
Range: Short

Area of Effect / Target: Single Creature

Duration: 1d4 + 2 rounds

Save: Fortitude Negates

Spell Resistance: Yes

The ingenious Wild Mage Shazarian longed for a way to make himself incorporeal yet still interact with physical objects. He achieved his goal but with unforeseen consequences. The incantation struck him with a kind of ethereal sickness that reverberated throughout his body like a crescendo. His flesh was partially transformed into ether and the bits that remained were stained in wild colors making out a wire frame depiction of his former self. The ether would concentrate at different parts of his body for no apparent reason completely phasing that part out. This caused considerable problems. Among other things anything he was wearing in that spot would fall to the floor. Naked and frustrated Shazarian had an idea that saved these spell pages from the kiln; perhaps his enemies should taste this phase affliction.

The victim of Phase Affliction turns partially ethereal and benefits from a random amount of concealment ranging from 1 to 50

percent each round for the duration of the spell. In addition, every round of the affliction an additional random effect is applied depending on where the affliction is most concentrated within their body. Depending on the location there is a chance that the item their will be returned to the owners inventory or dropped on the ground. All other effects last 1 round. The results are determined by the following table.

D100

<1 - 10> Arms. Bracers or gloves are returned to inventory. Victim suffers -2 on attack rolls.

<11 - 22> Waist and Legs. Belt is returned to inventory. Victim moves at a 50 percent reduction in speed.

<23 - 33> Feet. Boots are returned to inventory. Victim falls down as per knockdown.

<34 - 44> Shoulders. Cloak is returned to inventory. Victim gains a +2 to his armor class (dodge).

<45 - 55> Head. Helmets are returned to inventory. Victim is blinded and deafened.

<56 - 66> Left Hand. Weapon or shield is dropped on the ground. Rings are returned to inventory.

<67 - 77> Right Hand. Weapon is dropped on the ground. Rings are returned to inventory.

<78 - 88> Neck. Amulets are returned to inventory. Victim is silenced.

<89 - 99> Chest. Armor is returned to inventory. Victim gains 2 points of damage resistance to piercing and slashing.

<100> Entire Body. Victim becomes completely ethereal as per Etherealness spell.

Organic Un-Wounding



Caster Level(s): Wizard / Sorcerer 2

Innate Level: 2

School: Necromancy

Descriptor(s): Wild Magic

Component(s): Verbal, Somatic

Range: Touch

Area of Effect / Target: One Creature

Duration: 7 rounds

Save: Special

Spell Resistance: Special

Organic Un-Wounding appears to accomplish the impossible; an arcane spell that heals. However, this is far from what it actually does. This spell simply reveals the impression that a living creature had previously made on the weave and then forces that creature's body to return to that time before it had been injured. It is not

healing if the person had never been injured in the first place.

While ultimately beneficial, this process is extremely stressful on the recipient's body. Organic Un-Wounding causes its target to fall down in a paralytic state for 7 rounds during which they are completely vulnerable. This state is critical to the un-wounding process and creatures immune to paralysis will not be affected by this spell. Additionally, the recipient loses 1 point of constitution for 1 hour after they regain use of their body. After the first round, the un-wounding process takes 6 additional rounds. Damage is removed each round according to the following table.

Round 1 - 1 point

Round 2 - 1d4 points

Round 3 - 1d4 points + 1 point / 4 caster levels (up to + 5)

Round 4 - 1d4 points + 1 point / 4 caster levels (up to + 5)

Round 5 - 1d4 points

Round 6 - 1 point

In an emergency, Organic Un-Wounding can target a hostile creature. While this spell removes their wounds, it will also force them into a paralytic state for 7 rounds. The Wild Mage must first succeed at a melee touch attack, then the

creature checks for spell resistance, and finally the hostile target is allowed a Fortitude Save vs spells to avoid being forced into the Un-Wounding state.

Random Spell II



Caster Level(s): Wizard / Sorcerer II

Innate Level: 2

School: Evocation

Descriptor(s): Wild Magic

Component(s): Verbal, Somatic

Range: Medium

Area of Effect / Target: Single Creature

Duration: Special

Save: Special

Spell Resistance: Special

This risky spell draws upon the chaos of magic to form magical energy into a spell more powerful than the wild mage could otherwise be casting. Random Spell I, when cast, creates an effect equal to a randomly selected spell of 3rd or 4th level.

The caster chooses one creature within 30 yards as the spell's target. The created spell will be centered on that creature, unless it is of the type that only affects the caster.

The advantages of Random Spell are the range which is 30

yards regardless of the duplicated spell's

original range, and the fact that the wild mage doesn't need to be able to cast the spell or even have it in his spellbook. On the backside, the caster has no knowledge about which spell will be duplicated, not even if the spell's effect is harmful or helpful.



-----Level 3-----

Hornung's Baneful Deflector



Caster Level(s): Wizard / Sorcerer 3
Innate Level: 3
School: Evocation
Descriptor(s): Wild Magic
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: Single Creature
Duration: 2 rounds/level
Save: None
Spell Resistance: No

This spell surrounds the recipient in a shimmering, hemispherical field of force. The field is transparent and moves with the subject, forming a shell about one foot away from his body. The shell serves as a shield against all forms of individually targeted missile attacks (including the spells Magic Missile, Melf's Acid Arrow, Flame Arrow, and Quill Fire). The Spell will deflect enchanted missiles, but any additional effects such as fire damage will still strike the protected creature.

Whenever an individual missile attack is directed at a protected creature, the baneful deflector activates. Instead of striking the target creature, the missile's target

is determined randomly among all creatures within a 30-foot hemisphere of the protected creature, including the protected creature. The missile then changes course toward its new target. The new target must make a Reflex save vs. spells to avoid the projectile.

Paithan's Lucky Streak



Caster Level(s): Wizard / Sorcerer 3
Innate Level: 3
School: Enchantment
Descriptor(s): Wild Magic
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: One Creature
Duration: Special
Save: None
Spell Resistance: No

This spell gives the recipient an incredible streak of luck. Each round a random bonus from 0-3 is individually calculated and added to the following; all saves, attack rolls, all skills, and armor class (dodge). If the benefactor of Paithan's Lucky Streak is the victim of a wild surge, a random bonus of 0 - 6 is added to the wild surge table increasing the likelihood of a positive result.

Each round of Paithan's Lucky Streak a d20 is rolled to determine its course. If a 1 is rolled the spell ends immediately due to bad luck. If a 2 is rolled the target experiences a temporary down turn in his luck and receives a -1 to his actions for that round (but not bad enough to end the spell). However, if a 20 is rolled for that round the target has extremely good luck and receives a bonus of 6 on all his actions and 12 to any wild surge results.

The duration of Paithan's Lucky streak is indefinite. It can continue as long as the target does not have bad luck by rolling a 1.

Vile Word of Discord



Caster Level(s): Wizard / Sorcerer 3

Innate Level: 3

School: Enchantment

Descriptor(s): Wild Magic

Component(s): Verbal

Range: Short

Area of Effect / Target: 30' circle around caster

Duration: 1d4 1 + 1 rounds / 2 levels

Save: Will negates

Spell Resistance: Yes

When casting the Vile Word of Discord the Wild mage selects a

hostile creature and then speaks the most unspeakable, the most savory of the unsavory, and the unholy of unholy insults at them. All creatures within 30' feet of the caster who hear this diatribe (deaf creatures are immune) and fail a Will saving throw versus mind effects have a powerful and uncontrollable reaction to the casters vile words based on their first inclination. To determine the reaction a d100 is rolled and the result is selected from the following table.

<Roll> - Effect

<1-20> - The listener is inspired to heroics. (+2 on all saves and skills).

<21-40> - The listener is deeply offended and goes into a rage. (+2 str, +2 con, +1 will save, -2 AC)

<41-52> - The listener reconsiders his allegiances. (target charmed)

<53-64> - The listener is deeply saddened. (-2 all saves, -2 all skills, -2 ab, -2 damage)

<65-76> - The listener is confused. (as confusion spell)

<77-88> - The listener breaks out into an uncontrollable fit of laughter. (as Tasha's Hideous Laughter)

<89-100> - The listener is terrified. (as Fear spell)

Unlike many spells the casters natural ability at insulting comes into play here and their charisma modifier is added (or subtracted) from the save dc of all listeners. Additionally, insults have to be completely understood in order to have maximum effectiveness and therefore creatures of a different base racial type may slightly misinterpret the message increasing the chance they will succeed on their will saving throw by 4. Finally, creatures that are considered mindless are completely oblivious to the casters rancor.

Random Spell III



Caster Level(s): Wizard / Sorcerer III

Innate Level: 3

School: Evocation

Descriptor(s): Wild Magic

Component(s): Verbal, Somatic

Range: Medium

Area of Effect / Target: Single Creature

Duration: Special

Save: Special

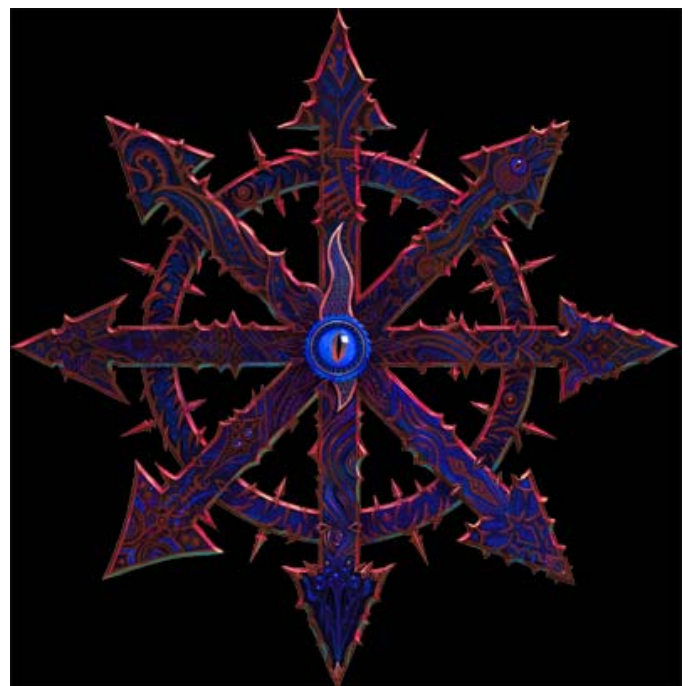
Spell Resistance: Special

This risky spell draws upon the chaos of magic to form magical energy into a spell more power

than the wild mage could otherwise be casting. Random Spell I, when cast, creates an effect equal to a randomly selected spell of 4th or 5th level.

The caster chooses one creature within 30 yards as the spell's target. The created spell will be centered on that creature, unless it is of the type that only affects the caster.

The advantages of Random Spell are the range which is 30 yards regardless of the duplicated spell's original range, and the fact that the wild mage doesn't need to be able to cast the spell or even have it in his spellbook. On the backside, the caster has no knowledge about which spell will be duplicated, not even if the spell's effect is harmful or helpful.



-----Level 4-----

Glyph of Wild Magic



Caster Level(s): Wizard / Sorcerer 4

Innate Level: 4

School: Evocation

Descriptor(s): Wild Magic

Component(s): Verbal, Somatic

Range: Long

Area of Effect / Target: 20' circle

Duration: 1 round / 2 lvl

Save: Special

Spell Resistance: Special

A glyph of wild magic is a powerful inscription magically drawn on the ground or any other surface. Once placed the glyph will remain until an unfortunate creature passes across it or the duration expires. If someone steps on the runes they will explode in a fierce torrent of raw magical energy and fire a random spell between level 1 and 6 that is guaranteed to result in a wild surge. The probability of each level being cast is as follows.

Level 1 = 10%

Level 2 = 20%

Level 3 = 25%

Level 4 = 20%

Level 5 = 15%

Level 6 = 10%

One spell/surge is created for each creature within a 40' area. The actual recipients of the spells/surges are chosen at random from within the blast area.

Naturally, the spell's outcome is completely random. Victims can be strengthened by the wild surges, or they can be completely annihilated. The larger the number of creatures within the area of effect, the more chaotic the outcome, and the higher the probability that the glyph will cause a lot of damage.

Nahal's Magical Propensity Modifier



Caster Level(s): Wizard / Sorcerer 4

Innate Level: 4

School: Divination

Descriptor(s): Wild Magic

Component(s): Verbal, Somatic

Range: 30 yards

Area of Effect / Target: One Creature

Duration: Special

Save: None

Spell Resistance: Yes

Nahal's Magical Propensity Modifier wildly alters the tendency to which a creature is susceptible to magic. The Wild Mage can not completely control this reaction but through exertion of will may

bias the outcome in one direction or another tipping the scales of fate so to speak.

The target of Nahal's Magical Propensity Modifier rolls two random numbers that range from negative to positive based on the experience level of the Wild Mage who cast the spell. If the target is a hostile creature the higher of these two numbers is added to the DC of the next spell they save against increasing their chance for failure. If the creature is friendly the lower of the two numbers is used increasing the chance for success. For Example, Shazarian, a level 8 Wild mage (and a level 2 Wizard) casts this spell on a hostile wizard. Two random numbers are rolled that range from negative to positive based on his level, in this case the range is -10 to +10. Let's assume the numbers rolled are -8 and 5. The next saving throw the hostile wizard makes will be made with a penalty of 5 significantly increasing his chance for failure. It is possible that both numbers rolled are negative in which case Nahal's Magical Propensity Modifier has backfired and increase the chance the target will save against the next spell for which a saving throw is required. Fortunately for the Wild Mage the deck is stacked in his favor and

more times than not the outlook for hostile targets will be poor while his friends will have generally positive outcomes.

Hostile targets of Nahal's Magical Propensity Modifier are not allowed a saving throw to avoid its effects but any magic resistance they may have magic resistance still applies. The effect imbued upon the target will remain indefinitely until they make their next saving throw against spells.

Paithan's Fiasco



Caster Level(s): Wizard / Sorcerer 4
Innate Level: 4
School: Enchantment
Descriptor(s): Wild Magic
Component(s): Verbal, Somatic
Range: Touch
Area of Effect / Target: One Creature
Duration: Special
Save: None
Spell Resistance: Yes

This spell is the reverse of Paithan's Lucky Streak (Level 3). The recipient has an unfortunate run of bad luck. The caster must make a successful melee touch attack against the target. If successful, each round a random penalty from 0-3 is individually

calculated and subtracted from the following; all saves, attack rolls, all skills, and armor class (dodge). If the target of Paithan's Lucky Streak is the victim of a wild surge, a random penalty of 0 - 6 is subtracted from the wild surge table increasing the likelihood of a negative result.

Each round of Paithan's Fiasco a d20 is rolled to determine its course. If a 1 is rolled the spell ends immediately due to good luck. If a 2 is rolled the target experiences an up turn in his luck and receives a +1 to his actions for that round (but not good enough to end the spell). However, if a 20 is rolled for that round the target extremely doomed and receives a penalty of 6 on all his actions and 12 to any wild surge results.

The duration of Paithan's Fiasco is indefinite. It can continue as long as the target does not have good luck by rolling a 1.

Random Spell VI



Caster Level(s): Wizard / Sorcerer VI

Innate Level: 4

School: Evocation

Descriptor(s): Wild Magic

Component(s): Verbal, Somatic

Range: Medium

Area of Effect / Target: Single Creature

Duration: Special

Save: Special

Spell Resistance: Special

This risky spell draws upon the chaos of magic to form magical energy into a spell more powerful than the wild mage could otherwise be casting. Random Spell I, when cast, creates an effect equal to a randomly selected spell of 5th or 6th level.

The caster chooses one creature within 30 yards as the spell's target. The created spell will be centered on that creature, unless it is of the type that only affects the caster.

The advantages of Random Spell are the range which is 30 yards regardless of the duplicated spell's original range, and the fact that the wild mage doesn't need to be able to cast the spell or even have it in his spellbook. On the backside, the caster has no knowledge about which spell will be duplicated, not even if the spell's effect is harmful or helpful.

-----Level 5-----

Discombobulation



Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Transmutation
Descriptor(s): Wild Magic
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: One Creature
Duration: 1d10 + 1 round / 2 levels
Save: Will Negates
Spell Resistance: Yes

At the core of every creature lies certain aspects. These traits define the creatures strength and weaknesses. The spell Discombobulation causes erratic rearrangement of these capabilities. A creature that was once exceptionally strong but dismally dim witted once discombobulated may find that they have new insight into many things yet can barley stand from weakness.

The target of Discombobulation is allowed a Will save to negates its effects. If failed, all of the creature's ability scores are randomly shuffled. For example, a human sorcerer with the following ability scores, Str-8, Dex-14, Con-

12, Int-10, Wis-10, Chr-18 could possibly end up with the following after the discombobulation, Str-12, Dex-10, Con- 18, Int- 8, Wis- 14, Chr- 10. In this particular case the sorcerer's spellcasting will suffer considerably, but it should be noted that it was possible that his charisma score could have got his Dex of 14 or even got its own score of 18, but chances (5 in 6) were that this particular caster was going to have to make due with one of his lesser attributes. Only base attribute values are randomly shuffled. Bonuses from items or magical effects will remain on their intended attribute unaffected by this spell.

Discombobulation is most effective against creatures that rely heavily on only one or two attributes such as casters, warriors, and rogues. Creatures with a balanced set of abilities may hardly even notice the effects of Discombobulation.

Vortex



Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Evocation
Descriptor(s): Wild Magic
Component(s): Verbal, Somatic
Range: Medium

Area of Effect / Target: 8' circle /
caster's familiar
Duration: 1d4 + 1 round / 2 lvl
Save: Reflex 1/2
Spell Resistance: Yes

This spell takes advantage of the magical link between a wizard and his familiar. The wild mage manipulates this connection transforming his familiar into a mass of swirling raw magical energy. Once the transformation is complete all semblance of personality and loyalty in this once faithful companion is lost, however its new form temporarily renders the familiar's life impervious to harm. Each round the caster can attempt to possess the Vortex temporarily controlling its movement. However, his control is not perfect and there is a 50%

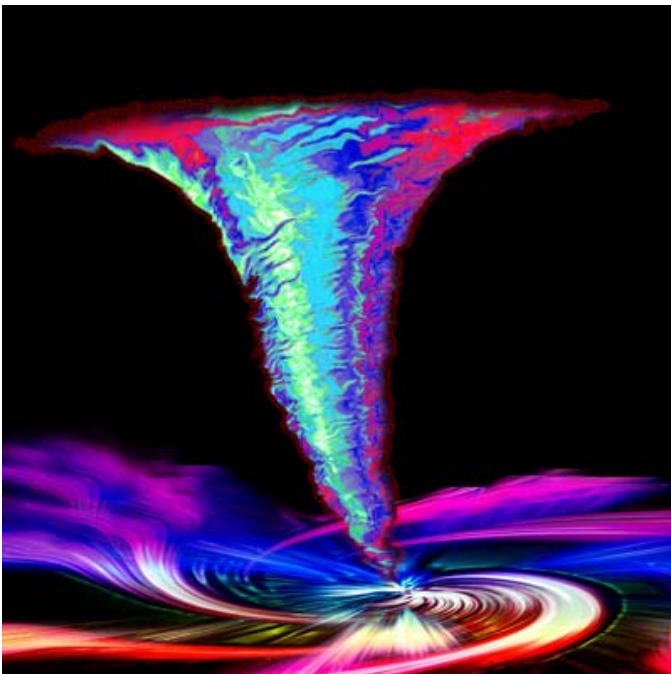
chance of losing control each round. If he loses control, or does not take control in the first place, the Vortex will move around randomly. The link between the caster and the Vortex is not as strong as it was with his familiar and if the Vortex moves beyond 30 meters he will be unable to possess it. At the end of the spell the casters familiar reforms and remains invulnerable for 1 round but afterwards it may suffer the ire of any creature it damaged during its rampage.

The vortex is composed of raw magical energy. Nonmagical creatures within 8 feet of the vortex suffer 1d4 points of damage per level of the caster. Magical creatures and spellcasters suffer 1d6 points of damage per level of the caster. Creatures struck are allowed a Reflex saving throw vs. spells to suffer only half damage. Each time a creature is struck, there is a 5% chance that the vortex will explode in a wild surge. When this happens a random spell between levels 1 and 6 is cast targeting a random creature within 8 feet of the vortex. This spell is guaranteed to cause a wild surge. The probability of each level being cast is as follows.

Level 1 = 10%

Level 2 = 20%

Level 3 = 25%



Level 4 = 20%

Level 5 = 15%

Level 6 = 10%

If the vortex causes a wild surge,
the spell ends immediately.

-----Level 6-----

Dysmorphigation



Caster Level(s): Wizard / Sorcerer 6

Innate Level: 6

School: Transmutation

Descriptor(s): Wild Magic

Component(s): Verbal, Somatic

Range: Medium

Area of Effect / Target: One
Creature

Duration: 1d4 + level/2 rounds

Save: Fortitude Negates

Spell Resistance: Yes

This spell severely disrupts the structure of the weave that binds the target creature to its current shape. This attack to the most basic elements of their form forces the creature's essence into a primordial state similar to when their form was originally chosen for them. No creature can remain in this state for more than a fraction of an instant and a new form is hastily taken as determined by the powers that be.

There is no way to predict the shape the target will take. Those who have witnessed a Dysmorphigation report a wide variety of shapes including common livestock, dire animals, outsiders, and even dragons.

Dysmorphigation differs in several ways to self-imposed polymorph. The target creature will be disoriented and clumsy in their new form suffering -2 to attack rolls, saving throws, and to all skills. Their hit points will be determined by their level and the constitution of their new shape. Additionally, if they happen to become a creature that is frailer than themselves their hit point total will be adjusted accordingly. For example, the ingenious Wild Mage Shazarian casts Dysmorphigation on a level 9 fighter. Shazarian is extremely lucky and the fighter dysmorphs into a dire rat. Instead of gaining a hit point bonus from the transformation, as typical in self-imposed polymorphs, his hit point total lowers from 108 to 14. If the target manages to live through the duration of the spell they regain their lost hit points upon reformation.

Dysmorphigation will transform the target creature into a form of power manageable, but still dangerous, to a level 11 caster approximately 40 percent of the time. Another 40 percent of the time the form will be of a power level anywhere from slightly annoying to pathetically weak. However, the other 20 percent of

the time an extremely powerful and deadly form will take shape. This risk must be weighed against the advantages of dysmorphing a creature which include a typically lowered AC, no equipment, and inability to cast spells.

Erratic Essence Exchanger



Caster Level(s): Wizard / Sorcerer 6

Innate Level: 6

School: Necromancy

Descriptor(s): Wild Magic

Component(s): Verbal, Somatic

Range: Small

Area of Effect / Target: 80' diameter circle

Duration: 1 round / level

Save: None

Spell Resistance: No

Erratic Essence Exchanger destabilizes the life-force of any creatures caught within its area of effect. Random connections are then made between these creatures similar to how a lake is connected to a sea allowing health to flow between them like a river. This connection seeks balance, and the

flow can not stop until both side of the connection are equalized.

Everyone within 40 feet of where Erratic Essence Exchanger is centered randomly selects a creature with which they form a connection. At this time, if the selected creature is not themselves, their Hit Point total is changed to that of the random creature. If the hit points are greater than their normal maximum they are added as temporary hit points that can not be healed and will disappear when the spell's duration expires. If the hit points are less than what they currently have they take an amount of irresistible damage equal to the difference between totals. These hit points will be returned when the spell expires.

Wildstrike



Caster Level(s): Wizard / Sorcerer 6

Innate Level: 6

School: Conjuration

Descriptor(s): Wild Magic

Component(s): Verbal, Somatic

Range: 30 yards

Area of Effect / Target: One Creature

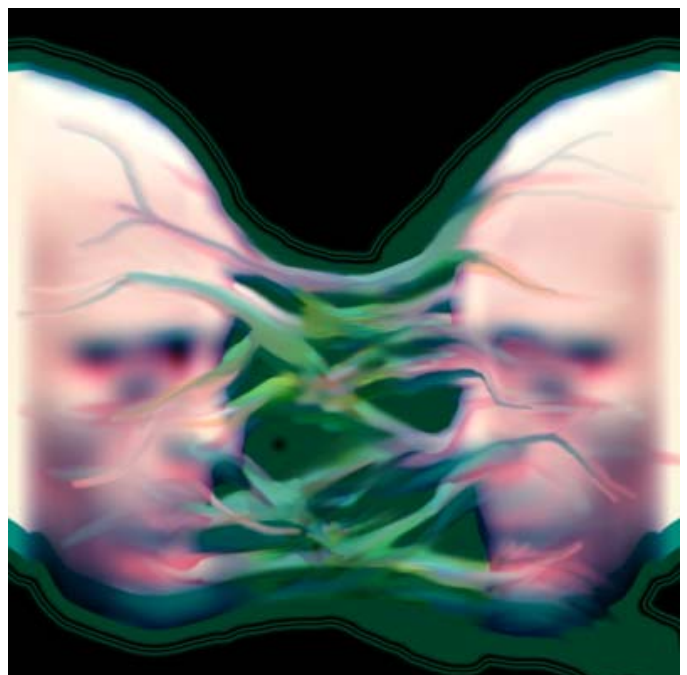
Duration: 4-12 rounds

Save: Will save Negates

Spell Resistance: Yes

This spell is used primarily against hostile spellcasters. It

distorts all attempts at spellcasting, converting spell energy into wild surges. The victim of a wildstrike is allowed a saving throw; if successful, the spell has no effect. If the saving throw is failed, the target is enclosed within a field of wild magic. If the victim casts spells a wild surge is automatically created. When determining the effects of this surge, the true level of the wild mage who cast the wildstrike is subtracted from the die roll, making the effects of the wild surge more likely to affect the victim.



-----Level 7-----

Hornung's Surge Selector



Caster Level(s): Wizard / Sorcerer 7

Innate Level: 7

School: Abjuration

Descriptor(s): Wild Magic

Component(s): Verbal, Somatic

Range: Personal

Area of Effect / Target: Caster

Duration: Special

Save: N/A

Spell Resistance: N/A

The great Hornung, having been blasted more than once by his own wild surges, devised a method of improving the results of wild magic and, not incidentally, his own chances of survival. The result was Hornung's surge selector. By casting this spell, the wild mage gains greater control over wild surges. When the caster's spell creates a wild surge, two separate results are determined. The caster can then choose which of the two results will take effect. This spell can be used in conjunction with Nahal's reckless dweomer.

The spell's duration is a fixed number of surges or 12 hours, whichever comes first. The wild mage is able to shape one wild surge per five levels of his

experience; thus, a 15th-level caster could shape three wild surges within a 12-hour period. At the end of 12 hours, the spell expires, regardless of the number of surges remaining.

Mass Magical Propensity Modifier



Caster Level(s): Wizard / Sorcerer 7

Innate Level: 7

School: Divination

Descriptor(s): Wild Magic

Component(s): Verbal, Somatic

Range: Caster

Area of Effect / Target: 60' diameter sphere

Duration: 1d4 + 1 round / 4 caster levels

Save: None

Spell Resistance: Yes

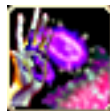
Mass Magical Propensity Modifier is in many ways similar to the 4th level single target version except for a few key differences. First, every creature within 30 feet of the caster (including the caster) is affected by the spell. Second, all saves against spells are modified for the duration of the spell. Each round within the area of effect a new modifier is calculated for each individual creature. Third, once the spell expires the effect of the spell is removed from the target



creature and they will make their saving throws normally.

This powerful and risky spell may be just what it takes to turn the tide of battle to the favor of the Wild Mage. However, nothing is certain with wild magic and Mass Magical Propensity Modifier may become a recipe for the caster's demise.

Spell Shape



Caster Level(s): Wizard / Sorcerer 7

Innate Level: 7

School: Abjuration

Descriptor(s): Wild Magic

Component(s): Verbal, Somatic

Range: 0

Area of Effect / Target: Caster

Duration: 1d4 + 1 rounds

Save: Special

Spell Resistance: No

This spell gives the wild mage the ability to seize magical energy directed at him and reshape it as he desires. While it is in effect, the spell gives no visible sign of its existence. It offers no protection against area effect spells.

If a wild mage is the target of a spell or magical item, this spell automatically allows him a saving throw. If the saving throw is failed, the opponent's spell has normal effects. If the saving throw is successful, the spell shape absorbs the magical energy of the opponent's spell. The wild mage can then choose to let the energy dissipate or he can instantly use it to cast a spell back at the opposing mage. The return spell must be of an equal or lesser spell level than the original one and must be currently memorized by the mage. The act of returning the spell does not cost the wild mage any of his memorized spells. Spell energy cannot be saved; if not used immediately, it dissipates.

For example, Hamos, a wild mage, is protected by spell shape and is struck by a finger of death (a 7th level spell). He succeeds at his saving throw and is now able to cast a spell of 7th level or lower. Hamos currently has feeblemind

memorized. Since it is only a 5th-level spell, he chooses to cast it back at his enemy. He makes his level variation check (and doesn't get a wild surge) and the feeblemind is sent hurtling back at his foe. Hamos still has his original feeblemind memorized. The remaining two spell levels are lost.

-----Level 8-----

Wildstorm



Caster Level(s): Wizard / Sorcerer 8
Innate Level: 8
School: Evocation
Descriptor(s): Wild Magic
Component(s): Verbal, Somatic
Range: Long
Area of Effect / Target: 120' diameter sphere
Duration: 3 - 6 rounds
Save: Special
Spell Resistance: Special

Wildstorm is a powerful and chaotic anomaly caused by an intentional tear in the weave. All creatures within 60 feet of the tear are affected by the outpouring raw magical energy. The wild mage who created the tear has a small amount of control over who is affected and the probability of a negative effect occurring.

Each round a creature spends within the Area of Effect of the Wildstorm they roll a random number from 1-21 which determines the effect that is applied to them. If the target is under the effects of Paithan's lucky streak or Fiasco the surge modifier is applied to the roll. For all rolls 10 and under a Fortitude Save is

made to negate the effect. The possible outcomes are:

<Roll> - Effect

<1> - Death.

<2> - Effected by Black Lotus Extract. 3d6 damage Constitution. Duration 3-6 rounds.

<3> - Petrified. Duration permanent.

<4> - Level drain. 2-8 levels. Duration 3-6 rounds.

<5> - Magical damage. 1d6 per caster level.

<6> - Paralysis. Duration 3-6 rounds.

<7> - Curse. -2 to -4 to each attribute rolled individually. Duration 3-6 rounds.

<8> - Slow. Duration 3-6 rounds.

<9> - Struck blind, deaf, and silenced. Duration 3-6 rounds.

<10> - Magical damage taken increased by 50%. Duration 3-6 rounds.

<11> - All magical effects on the target are dispelled.

<12> - Magical damage reduced by 50%. Duration 3-6 rounds.

<13> - True seeing. Duration 3-6 rounds.

<14> - Haste. Duration 3-6 rounds.

<15> - All abilities increased by 2-4 points each (rolled individually). Duration 3-6 rounds.

<16> - Freedom of movement. Duration 3-6 rounds.

<17> - Stone to Flesh.

<18> - Spell absorption. Absorbs spell levels up to 8. Good for 24 spell levels or 3-6 rounds.

<19> - Concealment. Amount of concealment varies from 50-100% randomly. Duration 3-6 rounds.

<20> - Damage reduction as per premonition spell. Duration 3-6 rounds.

<21> - Immunity to death magic and contingent heal on death for 200 hit points.

Wildstorm affects the caster's allies and foes differently. For both, their roll is affected by a buffer zone equal to the casters level divided by 3. If an ally rolls a number less than the buffer they must reroll. The maximum number of rerolls is the caster's level divided by 10. The target must reroll until they get a score out of the buffer or their rolls are up. Hostile creatures use a similar system except their buffer zone extends from 21 minus the buffer. For example, Shazarian, a level 16 Wild Mage, casts Wildstorm. He along with 1 ally and 2 enemies are within its area of effect. His level indicates that the buffer will be 5 points and the maximum number of rerolls will be 1. This means that if an ally rolls anything less than or equal to 5, or if an enemy rolls

anything greater than or equal to 16 they must reroll. Shazarian initially rolls a 3 (purification) which is less than the buffer so he uses 1 reroll. His next roll is a 13 and he gains true seeing. His ally initially rolls an 18 which is not in his buffer zone and he gains 63% concealment. The first enemy rolls a 21 which is in his buffer zone. His reroll is a 19 which is also in his buffer zone, but he has no more rerolls so he gains damage reduction. The second enemy first rolls a 16 (Stone to flesh) but since this is in the buffer he rolls again, gets a 1, fails his saving throw, and dies.

A Wild Mage's power over the Wildstorm increases dramatically when he reaches epic levels. For example, at level 24 the buffer zone is 8 points and there are 2 rerolls. At level 30, the buffer zone covers all the negative effects for his allies and all the positive effects for his enemies. Additionally, there are an incredible 3 rerolls!

Wildzone



Caster Level(s): Wizard / Sorcerer 8

Innate Level: 8

School: Conjuration

Descriptor(s): Wild Magic

Component(s): Verbal, Somatic

Range: 0

Area of Effect / Target: 300' x 300' square

Duration: 2d6 turns

Save: None

Spell Resistance: No

This powerful spell creates a disruption in magical forces similar to the conditions found in wild magic regions (areas where the effects of magic have been permanently altered). This spell has only a temporary effect, although the effects of wildzone could possibly be rendered permanent. The spell creates a wild magic region centered on the caster. The area of effect cannot be shaped in any way; it is always a square 300 feet long on each side (90,000 square feet). Within the wildzone, wild magic reigns. Any spell cast in the area of effect is automatically treated as a wild surge. Spells cast into the wildzone from outside the area of effect function normally, but spells cannot be cast out of the area of effect without triggering a wild surge.

-----Level 9-----

Stabilize



Caster Level(s): Wizard /
Sorcerer 9
Innate Level: 9
School: Abjuration
Descriptor(s): Wild Magic
Component(s): Verbal, Somatic
Range: 0
Area of Effect / Target: 30'
Diameter circle
Duration: 1d4 + 1 turns
Casting Time: 4 rounds
Save: None
Spell Resistance: None

This spell requires immense magical effort to cast, relegating it to the highest spell level. Stabilize negates the effects of wild magic regions, allowing the caster and all creatures in a 30-foot radius to cast spells and use magical items normally. The spell is centered on the caster and follows his movements.

The caster's own spells never cause wild surges when cast within the duration of a stabilize spell, nor do the effects of wild surges extend into the protected area. Furthermore, the wild mage's spells function at his true level. A random roll is not used to determine level

variation. The spell affects wildstrike and wildzone.

Attempting to cast the spells Nahal's Reckless Dweomer or Wildfire while Stabilize is in effect creates an inverse juxtaposition in the weave immediately destroying the protection of Stabilize and subjects the Wild Mage's body to tremendous strain. Those attempting Nahal's Reckless Dweomer will suffer 1d10 magical damage as a result; those attempting Wildfire take 9d10.

Wildfire



Caster Level(s): Wizard /
Sorcerer 9
Innate Level: 9
School: Evocation
Descriptor(s): Wild Magic
Component(s): Verbal
Range: 0
Area of Effect / Target: Special
Duration: Special
Save: Special
Spell Resistance: Special

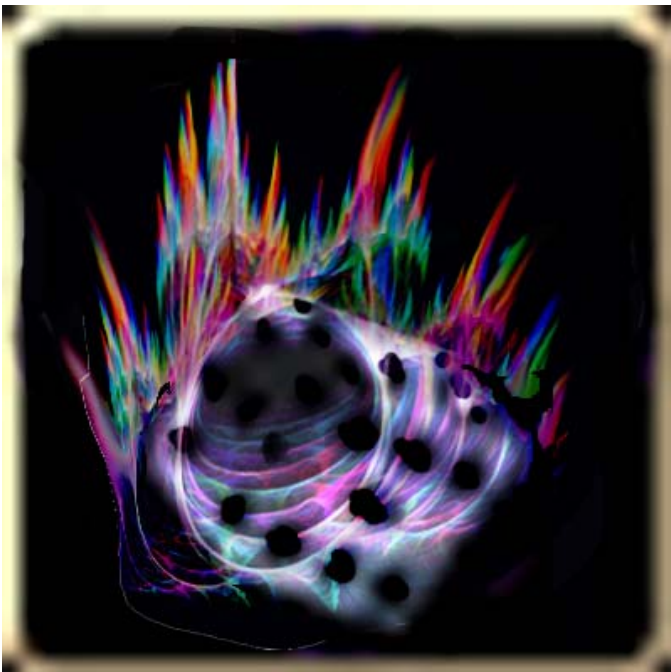
***Note to Player: To use Wildfire you first need to activate the feat Wildfire Spell Select. This Feat will be granted to you the first time you cast Wildfire. It is recommended that you cast

Wildfire as soon as it is learned to gain this feat.***

By means of this spell, the Wild Mage is able to channel raw magical energy through himself, shaping it into any form or effect he desires. However, the results are more often than not unpredictable and not what the Wild Mage had intended. The energy is similar in many ways to a Nahal's Reckless Dweomer, but has unique differences.

Wildfire allows the caster a chance to create the effect of any spell including mimicking the effects of divine magic. He need only have

general knowledge of the spell and its effects; the spell does not need to be in his own spellbooks.



Odds and Ends

New Wizard Spells

-----Level 5-----

Wall of Force



Caster Level(s): Wizard / Sorcerer 5
Innate Level: 5
School: Evocation
Descriptor(s):
Component(s): Verbal, Somatic
Range: Medium
Area of Effect / Target: Wall 30 ft Long
Duration: 6 seconds / 2 Levels
Save: None
Spell Resistance: No

This spell creates an invisible wall of force. The wall is completely immune to damage of any kind, cannot be passed thru by any object, and is totally unaffected by most spells. However, *Disintegrate* immediately destroys it, as does *Mordenkainen's Disjunction*. Spells and breath weapons cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier.

New Cleric Spells

-----Level 3-----

Create Food and Water



Caster Level(s): Cleric 3
Innate Level: 5
School: Conjuration
Descriptor(s):
Component(s): Verbal, Somatic
Range: Close
Area of Effect / Target: Creature
Duration: 8 hours (see below)
Save: None
Spell Resistance: No

This spell creates enough food and water for one human for one day per level. The food this spell creates is simple fare - highly nourishing (even somewhat restorative), if rather bland. The food decays and becomes inedible within 8 hours. The water doesn't go bad as the food does.

New Magical Items

Rod of Wonder



The Rod of Wonder is a mysterious magical device that can generate any number of weird and random effects when used.

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