



## WILD MAGIC

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. Wild mages are by no means specialist wizards - at least not in the traditional sense. Wild mages do not study within the confines of schools. Instead, their research into new theories of wild magic carries them into all different fields. Wild magic has strengths in some areas (particularly divination and evocation), but it is not confined to any single school of magic. The proponents of wild magic proudly trumpet their art's broad base and flexibility as its great advantages.

Of course, these same advocates are quick to downplay wild magic's drawbacks. First and foremost, it is *wild magic*. On rare occasions, any spell can have dangerously unpredictable results, including backfiring or creating an entirely different effect from what was desired. More commonly, the magnitude of a spell-range, duration, area of effect, or even damage may fluctuate from casting to casting. Spells cast by wild mages are inherently unpredictable...

Certain magical items behave differently in the hands of a wild mage. This is due to his understanding of the random processes that power them. Most notable of these is the *wand of wonder*. The wild mage may control the wand if he passes a concentration check with a -10 penalty, allowing him to use charges from the wand to cast any spell he already knows (but does not need to have memorized). The number of charges used by the wand is equal to the spell level desired. If the attempt fails, only one charge is used and a random effect is generated.

The wild mage can also control the following items by passing a concentration check with a -10 penalty: *amulet of the planes*, *bag of beans*, *bag of tricks*, *deck of illusions*, *deck of many things*, and the *well of many worlds*. Success allows him to select the result or item instead of relying on chance.

## LEVEL VARIATIONS

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 duration, area of effect or damage. Each time a wild mage uses a variable spell he must make a concentration check. Should this check fail, 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: Level Variation*. To determine the level at which the spell is cast, the player must roll a d20 when a spell is cast and the subsequent concentration check is failed.

The variation from the caster's actual level is found at the point where the character's true level and the die roll intersect. (True level refers to the current experience level of the wild mage.) If the result is a positive number, that many levels are added to the caster's true level for purposes of casting the spell. If the result is a negative number, that many levels are subtracted from the caster's true level. If the result is 0, the spell is cast normally. If your caster level falls below zero, the spell automatically fails. It may also fail at other caster levels, depending on the spell. The variation of a spell's power has no permanent effect on the mage's experience level or casting ability.

*For example, Theos, a 6th level wild mage, casts a fireball. A die roll is made on the Level Variation Table with a result of 19, indicating a level variation of +3. The fireball functions as if cast by a 9th level wizard (6 + 3), causing 9d6 points of damage. If the level variation had been -3 (die roll of 2), the spell would have operated as if the caster were 3rd level (but somehow able to cast fireball).*

One additional effect can occur when casting level-variable spells. If the result from Table 1 is **boldfaced**, the caster has inadvertently created a *wild surge* in the spell in addition to the spell's effects. 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.

When a wild surge occurs, the DM must roll on Table 2. Unlike many other instances in the AD&D game in which the DM is encouraged to choose a suitable result, wild surges are best resolved by random chance. Actively choosing a result biases the nature of wild magic. DMs are encouraged to be random and have fun.

## Wild Magic Tables

Table 1: Wild Magic Level Variation

Adjusted Level	Die Roll (d20)																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	-3	-2	-2	-2	-1	-1	-1	-1	0	0	0	0	+1	+1	+1	+1	+2	+2	+2	+3

This table gives a level variation for wild mages based on a d20 roll, used for normal spellcasting. "True level" is the caster's level. A **boldface** result indicates a *wild surge*; consult *Table 2: Wild Surge Results*.

Table 2: Wild Surge Results

d% roll	Results
01	Wall of force appears in front of caster
02	Caster smells like a skunk for spell duration
03	Caster shoots forth eight nonpoisonous snakes from fingertips; snakes do not attack
04	Caster's clothes itch (-3 penalty 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, lasting for 1 turn
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>reduces</i> (reversed <i>enlarge</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 for 1d6 hours
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' of caster
19	<i>Wall of fire</i> encircles the caster
20	Caster's feet enlarge, reducing movement to half and imposing a -2 penalty to dexterity checks for 1d3 turns
21	Caster suffers same spell effect as target
22	Caster levitates 20' 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 1d6 rounds
26	Caster ages 10 years
27	<i>Silence, 15' radius</i> centers on caster
28	10' long x 10' wide pit appears immediately in front of the caster, 5' deep per level of the caster
29	<i>Reverse gravity</i> beneath caster's feet for 1 round
30	Colored streamers pour from caster's fingertips
31	Spell effect rebounds on caster
32	Caster becomes <i>invisible</i>
33	<i>Color spray</i> from caster's fingertips
34	Stream of butterflies pours from caster's mouth
35	Caster leaves monster-shaped footprints instead of his own until a <i>dispel magic</i> is cast
36	3d10 gems shoot from the caster's fingertips; each is worth 1d6x10 gp
37	Music fills the air
38	<i>Create food and water</i>
39	All normal fires within 60' feet of caster are extinguished
40	One magical item within 30' of caster (randomly chosen) is permanently drained
41	One normal item within 30' of caster (randomly chosen) becomes permanently magical
42	All magical weapons within 30' of caster are increased by +2 for 1 turn
43	Smoke trickles from the ears of all creatures within 60' of the caster for 1 turn
44	<i>Dancing lights</i>
45	All creatures within 30' of the caster begin to hiccup (double casting times, -1 to attack rolls)
46	All normal doors, secret doors, portcullises, etc. (including those locked or barred) within 60' of the caster swing open
47	Caster and target exchange places
48	Spell affects random target within 60' of caster
49	Spell fails but is not wiped from caster's mind
50	<i>Monster summoning II</i>
51	Sudden change in weather (temperature rise, snow, rain, etc.) lasting 1d6 turns
52	Deafening bang affects everyone within 60'; those who can hear must make a wisdom save or be stunned 1d3 rounds
53	Caster and target exchange voices until a <i>remove curse</i> is cast
54	<i>Gate</i> opens to a randomly chosen Outer 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 (8 HD) elemental and cannot be controlled by caster; elemental remains for the duration of the spell and its touch causes the spell effect
59	All weapons within 60' of the caster glow for 1d4 rounds
60	Spell functions; any applicable saving throw is not allowed
61	Spell appears to fail when cast, but occurs 1d4 rounds later
62	All magical items within 60' of caster glow for 2d8 days
63	Caster and target switch personalities for 2d10 rounds
64	<i>Slow</i> spell centered on target
65	Target <i>deluded</i>
66	<i>Lightning bolt</i> shoots toward target
67	Target <i>enlarged</i>
68	<i>Darkness</i> centered on target
69	<i>Plant growth</i> centered on target
70	1,000 lbs. of nonliving matter within 10' of target <i>vanishes</i>
71	<i>Fireball</i> centers on target
72	Target turns to stone
73	Spell is cast; material components and memory of spell are retained
74	Every within 10' of caster receives the benefit of a <i>heal</i>
75	Target becomes dizzy for 2d4 rounds (-2 AC, dexterity checks and attack rolls, cannot cast spells)
76	<i>Wall of fire</i> encircles target
77	Target levitates 20' for 1d3 turns
78	Target suffers <i>blindness</i>
79	Target is charmed as per <i>charm monster</i>
80	Target <i>forgets</i>
81	Target's feet enlarge, reducing movement to half normal and imposing a -2 penalty to dexterity checks for 1d3 turns
82	Rust monster appears in front of target
83	Target <i>polymorphs</i> randomly
84	Target falls madly in love with caster until a <i>remove curse</i> is cast
85	Target changes sex
86	Small, black raincloud forms over target
87	<i>Stinking cloud</i> centers on target
88	Heavy object (boulder, anvil, safe, etc.) appears over target and falls for 2d20 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 (-3 penalty to initiative for 1d10 rounds)
92	Target's race randomly changes until canceled by a <i>dispel magic</i>
93	Target turns ethereal of 2d4 rounds
94	Target <i>hastened</i>
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 <i>dispel magic</i> is cast
98	Target changes color (canceled by <i>dispel magic</i> )
99	Spell has minimum duration of 1 turn (e.g.: a <i>fireball</i> creates a ball of flame that remains for 1 turn, a <i>lightning bolt</i> bounces and continues, possibly rebounding, for 1 turn, etc.)
00	Spell effectiveness (range, duration, area of effect, damage, etc.) increase 200%