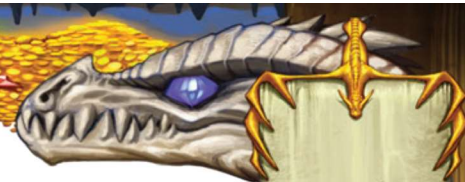


TABLE: WILD MAGIC

d100 Wild Magic Effect

- 01 A dust devil picks up the caster and moves them uncontrollably 60 feet in a random direction.
- 02 The target grows wings granting it a fly Speed equal to its land Speed for 1 minute. If it already had a fly Speed, it instead gains a +30-foot status bonus to its fly Speed for 1 minute.
- 03 For 1 minute, the caster can Leap 30 feet horizontally and 15 feet vertically with bursts of air. The caster can choose to Leap when the effect occurs.
- 04 A 60-foot line directed from the caster to the target is affected by *gust of wind*.
- 05 The caster is affected by the *shrink* spell for 1 hour, becoming Tiny.
- 06 The target grows a muscular physique, gaining a +2 status bonus on Athletics checks, Strength-based attack rolls, and Strength-based damage rolls for 10 minutes.
- 07 The caster is affected by a 4th-rank *enlarge* for 1 minute, becoming Huge.
- 08 Different parts of the target's body warp and grow asymmetrically, making them clumsy 2 for 1 minute.
- 09 The caster is blinded for 1 minute, as the world around them fades away leaving nothing but darkness in their sight.
- 10 The target is surrounded in a shroud of supernatural darkness with a 10-foot emanation for 1 minute; darkvision can't see through this darkness but the target can (regardless of its vision) and greater darkvision can as well.
- 11 The caster gains greater darkvision for 1 minute.
- 12 The target loses any darkvision or greater darkvision it has for 1 hour if it fails a Fortitude save.
- 13 The caster's life force is leached away and they're drained 2.
- 14 The target's attacks are devastatingly lethal. For 1 minute, all their attacks and abilities gain the death trait and can't be nonlethal. Additionally, their unarmed attacks gain the deadly d8 trait, unless they already had the deadly trait with a larger die.
- 15 The caster is protected by a grim veil of void energy. For 1 minute, the caster gains resistance equal to three times the spell rank to void damage and a +4 status bonus to saving throws against void and death effects.
- 16 The target is condemned to die by the reaper's scythe. After 3 rounds, the target takes 2d12 void damage per spell rank with a basic Fortitude save. This is a death effect.
- 17 The caster is knocked prone by ongoing tremors, and the tremors make it harder to rise, so the caster can only Stand as a two-action activity, instead of a single action; the caster additionally can't use the Kip Up feat or similar feats to Stand from these tremors.
- 18 The target is protected by a rock shield. It gains a +4 circumstance bonus to AC for 1 minute. If the target takes a critical hit before then, the shield is destroyed.
- 19 The caster's body becomes as tough as stone. The caster gains resistance to all physical damage except adamantine equal to twice the spell rank for 1 minute.
- 20 Tremors in a 20-foot emanation around the target cause all creatures on the ground in the area to become knocked prone unless they succeed at a Reflex save.
- 21 The caster becomes electrically polarized in a way that draws metal weapons toward them. For 10 minutes, All attacks with metal weapons and electricity effects gain a +1 circumstance bonus against the caster, and the caster takes a -1 circumstance penalty to Fortitude and Reflex saves against electricity and metal effects.
- 22 The target's melee attacks arc like lightning to an additional target for 1 minute. For that time, on any successful Strike, the target deals half the Strike's normal damage (don't double or otherwise adjust for a critical hit) to an additional creature of the target's choice within 15 feet. This damage to the second target is electricity damage instead of the Strike's normal damage type.
- 23 The caster is surrounded by an electric field. Adjacent creatures that hit the caster with a melee attack, as well as creatures that touch the caster or hit the caster with an unarmed attack, take electricity damage equal to the spell's rank and become shocked for 1 round each time they do. Creatures with the shocked condition are off-guard against electricity attacks and take a -2 circumstance penalty on Fortitude and Reflex saving throws against electricity effects. The shocked condition ends early if the creature takes any amount of electricity damage from a source other than persistent electricity damage, or if they spend an Interact action to discharge the electricity harmlessly.
- 24 A *lightning bolt* strikes in a line between the caster and the target, damaging all creatures in the line except the caster (if the caster is the target, the caster is the only one who takes damage). The *lightning bolt* is the spell's rank; if this is below rank 3, the *lightning bolt* deals 2d12 damage at rank 1 or 3d12 damage at rank 2.
- 25 The caster spontaneously combusts, suffering 1d4 persistent fire damage per spell rank.
- 26 The target's melee attacks cause explosions for 1 minute, dealing an amount of fire splash damage on a successful attack equal to the spell's rank to the attacked creature and all adjacent creatures other than the target themselves.
- 27 The caster is surrounded by blue flame, with the effects of *fire shield* of rank 4 or the spell's rank, whichever is higher.
- 28 A *fireball* is centered on the target. The *fireball* is the spell's rank; if this is below rank 3, the *fireball* deals 2d6 damage at rank 1 or 4d6 damage at rank 2.
- 29 For 1 minute, all of the caster's movements have an equal but opposite impulse of force that buffets the caster. The caster takes force damage equal to 1/5th the distance traveled in feet. For example, if the caster Strides 20 feet, they take 4 force damage.
- 30 For 1 minute, all of the target's successful melee attacks also reposition the attacked creature 5 feet due to threads of force wrapping around the target and their weapons. This is forced movement.



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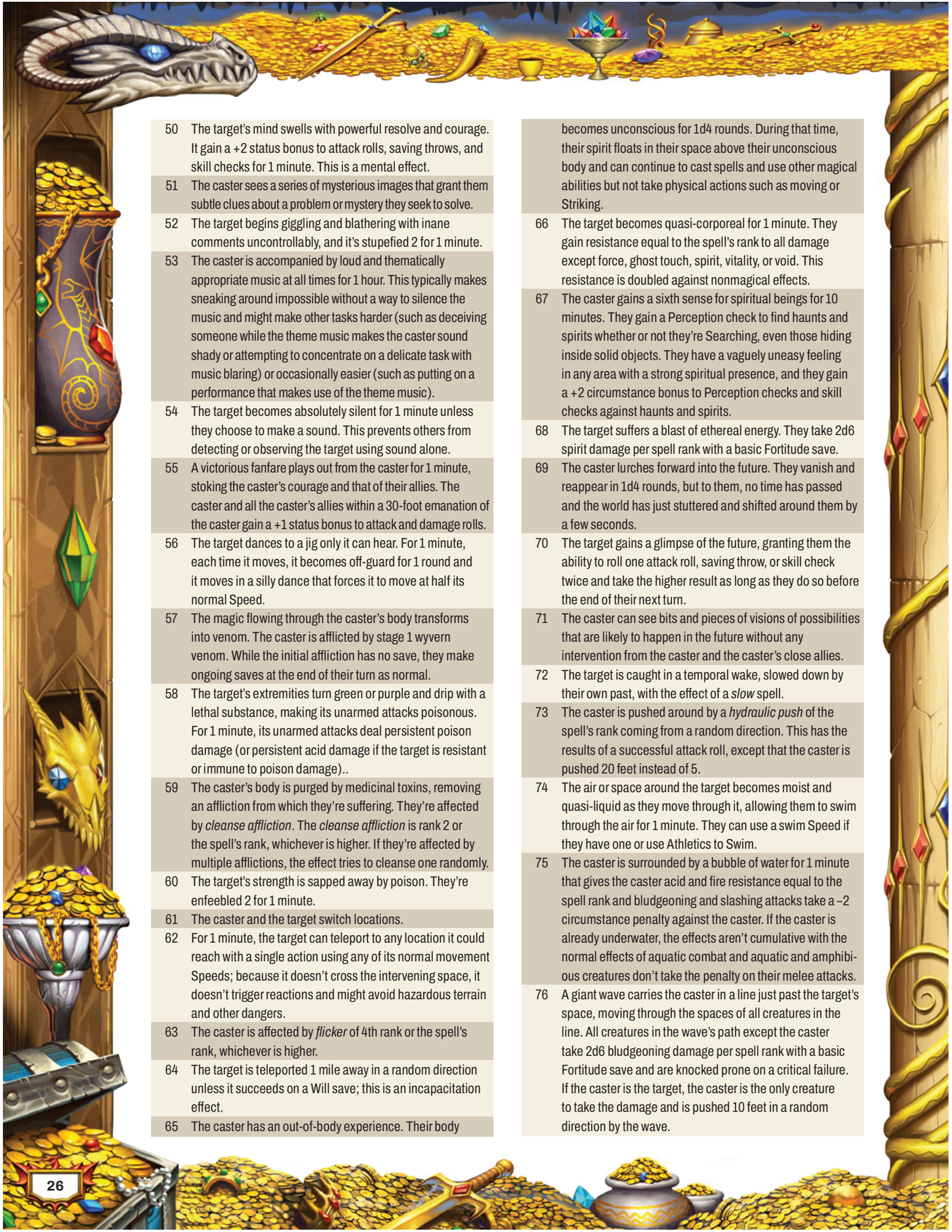
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- 31 For 1 minute, the caster gains a force field protecting them from harm. The caster gains a +4 circumstance bonus to AC from the force field, but whenever this circumstance bonus causes an attack to become a success instead of a critical success or a failure instead of a success, roll the attack's normal damage and apply the damage to the force field either instead (for a hit that became a miss) or in addition (for a critical hit that became a hit). The force field has 10 Hit Points per spell rank and it shatters early if it loses all its Hit Points.
- 32 The target becomes attached to the caster by strings of force unless it succeeds at a Fortitude save. On a failure, for 1 minute, whenever the caster moves, the target moves the same direction and distance and vice versa; this is forced movement. If either the target or the caster uses a teleportation effect, the strings break and the wild magic effect ends early.
- 33 The caster is frozen in ice. They take a -30-foot status penalty to their Speeds for 1 minute but also gain a +2 circumstance bonus to AC from the encasing layer of ice. The caster or an adjacent ally can use an Interact action to remove ice to reduce the status penalty to a -10-foot status penalty and the circumstance bonus to AC to +1, and a second Interact action removes the effect entirely. Any effect with the fire trait or that deals fire damage has the same effect as an Interact action to remove ice.
- 34 The target's melee attacks freeze all they strike. For 1 minute, creatures hit by the target's melee attacks take a cumulative -5-foot status penalty to their Speeds to a maximum of a -30-foot penalty after six attacks. Interact actions and fire effects reduce the penalty by 20 feet as for the effect above on a roll of 33.
- 35 A dreary cloud appears above the caster's head, swirling flurries of snow in a 5-foot emanation around the caster for 1 minute. All creatures within the snow become concealed, and all creatures outside the snow become concealed to creatures within it. The caster can see through the snow normally without concealment.
- 36 The target is surrounded in a 3-action *howling blizzard* of the spell's rank. If the rank is below 5, the blizzard deals 2d6 cold damage at rank 1, 4d6 cold damage at rank 2, 6d6 cold damage at rank 3, and 8d6 cold damage at rank 4.
- 37 For 10 minutes, whenever an effect causes the caster to recover Hit Points, they recover half as many as normal.
- 38 The target's wounds are instantly healed, affecting the target with a two-action *heal* of the spell's rank.
- 39 The caster gains a swirling buffer of life energy, granting them 6 temporary Hit Points per spell rank for 1 minute.
- 40 Horrific cancers, cysts, and polyps grow all over the target's body. This out of control growth causes the target to become sickened depending on the results of their Fortitude save (sickened 0 on a critical success, sickened 1 on a success, sickened 2 on a failure, sickened 4 on a critical failure).

- 41 For 10 minutes, the caster is surrounded in a halo of light that makes them look like a saint or angel but forces them to tell the truth, avoiding all falsehood, misleading statements, and even lies of omission.
- 42 Light bends around the target, granting it the effects of a 2nd-rank *invisibility*.
- 43 For 1 minute the caster's eyes shine with rainbow colors, causing them to see things as they truly are. They can see invisible creatures and this effect attempts to counteract illusions they see; on a success, they can see the truth behind the illusion, rather than ending the illusion entirely.
- 44 For 1 minute, strobing lights surround the target, causing them to be dazzled.
- 45 For 1 hour, the caster's backpack, pouches, pockets, and all other available space fills up with random junk objects made out of scrap metal. These junk objects have no value, but they have enough Bulk combined to make the caster encumbered, and enough junk items to make the caster encumbered find their way back into the caster's gear within 1 round no matter how much the caster divests themselves of either the junk items or their normal gear.
- 46 For 1 minute, all of the target's Strikes, both from unarmed attacks and weapon, are covered in a strange mystic supermetal. They deal 1 additional damage die of the weapon or unarmed attack's normal weapon die size and type, and they count as adamantite, cold iron, silver, and orichalcum.
- 47 The caster's body transforms into a metallic version of their normal body (or a denser magical version if they're already made of metal) for 1 minute. While their body is metallic, they don't need to breathe, allowing them to handle environments without air and avoid inhaled toxins. They gain a +2 status bonus to AC and saves against death, disease, drained, fatigued, paralyzed, poison, sickened, vitality, and void effects and a -5-foot penalty to their Speed. Their fist unarmed attack increases to deal 1d10 damage and gains the magical trait but loses the agile and finesse traits. Lastly, the caster becomes too dense to swim through water. Instead the caster falls to the bottom of any body of water where they can Stride. Striding on the bottom in this way is difficult terrain.
- 48 An enormous sword falls from the sky and impales the target before disappearing, dealing 2d8 piercing damage per spell rank with a basic Reflex save. On a critical failure, the target is also off-guard for 1 round.
- 49 The caster's thoughts, imaginations, and fantasies appear around them, allowing everyone except the caster to see them. Conscious thoughts appear as words floating in the air near the caster's head while images from the caster's imagination and mental imagery appear as hazy images in the air near the caster's head. If the caster is aware of the effect and wishes to hide certain thoughts, they can attempt a Deception check against the effect's DC to avoid thinking compromising thoughts.



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- 50 The target's mind swells with powerful resolve and courage. It gain a +2 status bonus to attack rolls, saving throws, and skill checks for 1 minute. This is a mental effect.
- 51 The caster sees a series of mysterious images that grant them subtle clues about a problem or mystery they seek to solve.
- 52 The target begins giggling and blathering with inane comments uncontrollably, and it's stupefied 2 for 1 minute.
- 53 The caster is accompanied by loud and thematically appropriate music at all times for 1 hour. This typically makes sneaking around impossible without a way to silence the music and might make other tasks harder (such as deceiving someone while the theme music makes the caster sound shady or attempting to concentrate on a delicate task with music blaring) or occasionally easier (such as putting on a performance that makes use of the theme music).
- 54 The target becomes absolutely silent for 1 minute unless they choose to make a sound. This prevents others from detecting or observing the target using sound alone.
- 55 A victorious fanfare plays out from the caster for 1 minute, stoking the caster's courage and that of their allies. The caster and all the caster's allies within a 30-foot emanation of the caster gain a +1 status bonus to attack and damage rolls.
- 56 The target dances to a jig only it can hear. For 1 minute, each time it moves, it becomes off-guard for 1 round and it moves in a silly dance that forces it to move at half its normal Speed.
- 57 The magic flowing through the caster's body transforms into venom. The caster is afflicted by stage 1 wyvern venom. While the initial affliction has no save, they make ongoing saves at the end of their turn as normal.
- 58 The target's extremities turn green or purple and drip with a lethal substance, making its unarmed attacks poisonous. For 1 minute, its unarmed attacks deal persistent poison damage (or persistent acid damage if the target is resistant or immune to poison damage)..
- 59 The caster's body is purged by medicinal toxins, removing an affliction from which they're suffering. They're affected by *cleanse affliction*. The *cleanse affliction* is rank 2 or the spell's rank, whichever is higher. If they're affected by multiple afflictions, the effect tries to cleanse one randomly.
- 60 The target's strength is sapped away by poison. They're enfeebled 2 for 1 minute.
- 61 The caster and the target switch locations.
- 62 For 1 minute, the target can teleport to any location it could reach with a single action using any of its normal movement Speeds; because it doesn't cross the intervening space, it doesn't trigger reactions and might avoid hazardous terrain and other dangers.
- 63 The caster is affected by *flicker* of 4th rank or the spell's rank, whichever is higher.
- 64 The target is teleported 1 mile away in a random direction unless it succeeds on a Will save; this is an incapacitation effect.
- 65 The caster has an out-of-body experience. Their body

becomes unconscious for 1d4 rounds. During that time, their spirit floats in their space above their unconscious body and can continue to cast spells and use other magical abilities but not take physical actions such as moving or Striking.

- 66 The target becomes quasi-corporeal for 1 minute. They gain resistance equal to the spell's rank to all damage except force, ghost touch, spirit, vitality, or void. This resistance is doubled against nonmagical effects.
- 67 The caster gains a sixth sense for spiritual beings for 10 minutes. They gain a Perception check to find haunts and spirits whether or not they're Searching, even those hiding inside solid objects. They have a vaguely uneasy feeling in any area with a strong spiritual presence, and they gain a +2 circumstance bonus to Perception checks and skill checks against haunts and spirits.
- 68 The target suffers a blast of ethereal energy. They take 2d6 spirit damage per spell rank with a basic Fortitude save.
- 69 The caster lurches forward into the future. They vanish and reappear in 1d4 rounds, but to them, no time has passed and the world has just stuttered and shifted around them by a few seconds.
- 70 The target gains a glimpse of the future, granting them the ability to roll one attack roll, saving throw, or skill check twice and take the higher result as long as they do so before the end of their next turn.
- 71 The caster can see bits and pieces of visions of possibilities that are likely to happen in the future without any intervention from the caster and the caster's close allies.
- 72 The target is caught in a temporal wake, slowed down by their own past, with the effect of a *slow* spell.
- 73 The caster is pushed around by a *hydraulic push* of the spell's rank coming from a random direction. This has the results of a successful attack roll, except that the caster is pushed 20 feet instead of 5.
- 74 The air or space around the target becomes moist and quasi-liquid as they move through it, allowing them to swim through the air for 1 minute. They can use a swim Speed if they have one or use Athletics to Swim.
- 75 The caster is surrounded by a bubble of water for 1 minute that gives the caster acid and fire resistance equal to the spell rank and bludgeoning and slashing attacks take a -2 circumstance penalty against the caster. If the caster is already underwater, the effects aren't cumulative with the normal effects of aquatic combat and aquatic and amphibious creatures don't take the penalty on their melee attacks.
- 76 A giant wave carries the caster in a line just past the target's space, moving through the spaces of all creatures in the line. All creatures in the wave's path except the caster take 2d6 bludgeoning damage per spell rank with a basic Fortitude save and are knocked prone on a critical failure. If the caster is the target, the caster is the only creature to take the damage and is pushed 10 feet in a random direction by the wave.



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- 77 Vines, branches, and other plants grow out of nowhere to tangle the caster's feet wherever they go, causing all spaces within 10 feet of the ground, a tree, or other plants to be difficult terrain for them for 1 minute.
- 78 The target grows leaves and their skin turns green for 1 hour. While affected, if they spend 10 minutes resting in direct sunlight, they recover Hit Points equal to 10 plus four times the spell's rank.
- 79 A tree grows in a random unoccupied 5-foot square adjacent to the caster, providing cover and causing movement through the space to be difficult terrain. If there's no unoccupied adjacent square, the tree grows as close to the caster as possible.
- 80 The plants in an area around the target come to life and ensnare creatures in the area, causing an *entangling flora* centered on the target.
- 81 The caster switches voices with the target.
- 82 The target and caster switch into each other's bodies for 1 minute, but the switch is only cosmetic aside from the new body's size. The caster and target otherwise keep all their original statistics and abilities, even those which are extremely implausible in the new body such as reach on unarmed attacks, flight, incorporeality, and so on.
- 83 A rainbow appears and changes the color of the caster's skin, feathers, scales, hair, and other predominant body features to especially bright colors for 1 day.
- 84 Space distorts in a 30-foot emanation around the target for 1 minute, allowing the target and nearby creatures to slip through space along the diagonal seams in reality to avoid obstacles. Within the area, all diagonal spaces are only 5 feet apart per diagonal 5-foot square for all purposes (movement, range, area, and so on). If you're not playing on a grid, decide which directions are diagonal based on the mystical properties of the location (by default, on a planet with magnetic poles similar to Earth you can use northwest, northeast, southwest, and southeast), and all distances along those axes within the emanation are only roughly 2/3 as long as they should be.
- 85 For 1 minute, whenever the caster speaks, the words come out as rainbow-colored bubbles, which each release the caster's words when they pop, potentially putting their speech out of order. The caster can ensure their words come out promptly and in the correct order for 1 round by using an Interact action.
- 86 For 1 hour, the target sees every creature (including animals, constructs, and undead but not trees and other non-creature plants) as looking identical to themselves. This can make it difficult to distinguish creatures from each other, but the target can still see posture, items, and so on, and so a cat might look like a copy of themselves on all fours while a monarch might look like a copy of themselves wearing finery and a crown.
- 87 The caster reverts to their appearance as a child for 1 hour. This might reduce their size category depending on the creature: for instance, many Medium creatures become Small, and dragons become the size of a young dragon of that kind.

- 88 For 10 minutes, the target explodes harmlessly every 1d4 rounds, starting with an immediate explosion when the wild magic effect occurs. The harmless explosion always includes colorful light and a loud bang, and might also produce confetti, glitter, or the like.
- 89 The caster falls in love with the target for 1 hour, with effects similar to a critical failure against the *charm spell*.
- 90 For 1 hour, the target gets a strange paranoia that everything around them might be an adversary in disguise—their allies might be doppelgangers, statues might be constructs, and other objects might be animated objects or mimics. This makes it difficult for them to work together with others, and they can't receive benefit from the Aid reaction, but they gain a +1 circumstance bonus on Perception checks for initiative due to their extra caution.
- 91 The caster's outfit changes in style dramatically for 1 day, often into a bizarre or embarrassing style. If the outfit has any protective or magical effects, the style changes don't alter them.
- 92 For 1 day, the target must speak in a pompous and archaic way, regardless of their intent. This might give them a circumstance penalty on some Diplomacy checks and a circumstance bonus on others.
- 93 The caster reveals their deepest desire. Then for 1 minute, each round on their turn, they blurt out another embarrassing secret (if not in initiative, they blurt embarrassing secrets roughly every 6 seconds).
- 94 For 1 hour, the target leaves behind a colorful trail of spectral flower petals wherever they go. This usually makes it fairly easy to track them for the duration.
- 95 For 1 day, the caster sees all other sapient creatures as talking animals of different sorts, with the exception of actual talking animals, who they instead see as leshies or other sapient plant creatures.
- 96 For 1 hour, the target is followed by a spotlight like a character in a stage play, complete with different colored mood lighting depending on the emotions of the "scene" at the time. This spotlight is a bright light that shines in the target's space only.
- 97 The caster transforms to match the appearance of the person, creature, or being they most admire for 1 day (or their most admired person other than themselves if they're a narcissist); this transformation is purely cosmetic and does not change any of the caster's statistics, including size.
- 98 The target smells strongly of cinnamon (or another potent spice) for 1 day. Creatures with imprecise scent can detect the target from twice their normal range and gain a +2 circumstance bonus to Track it via scent.
- 99 The caster talks in rhyming couplets for 1 day.
- 00 The spell works normally with double the range, area, and duration (if any). If the wild magic effect didn't originate from a spell, the caster can choose a spell they have prepared or in their repertoire of the wild magic effect's spell rank or lower.

