Wild Mage (Specialist Magic-User)

Ability Score Minimum: 16 Intelligence



With the discovery of wild magic has come the appearance of magicusers 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 magic-user other than a wild mage may attempt to use the spells of wild magic. Wild mages are not specialist magic-users 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, 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.

Wild mages gain no additional spell slots, as other specialist magicusers do. They gain no Saving Throw bonuses against spells of a particular school and their spell Saving Throw DCs gain no bonus.

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 DC 20 Concentration Check, 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 DC 20 Concentration Check: amulet of the planes, bag of beans, bag of tricks, deck of illusions, and the well of many worlds. Success allows him to select the result or item instead of relying on chance. Similarly, a wild mage may even attempt to control the card he draws from a deck of many things with a DC 25 Concentration Check. This check must be made for each card drawn from the deck.

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 with a DC of 10 plus the spell level of the spell. 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 caster 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.

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 magic-user (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: Wild Surge Results. 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 Table 1: Wild Magic Level Variation

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	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Adjusted Level	-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.

Wild Magic Table 2: Wild Surge Results

	igic Table 2: Wild Surge Results
d% Roll 01	Results Wall of Force appears in front of caster
02	Caster smells like a skunk for spell duration
	Caster shoots forth eight nonpoisonous snakes from
03	fingertips; snakes do not attack
04	Caster's clothes itch (-3 penalty to Initiative checks)
05 06	Caster glows as per a Light spell Spell effect has 60' radius centered on caster
	Next phrase spoken by caster becomes true, lasting for 1
07	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 Caster develops allergy to his magical items; cannot
11	control sneezing until all magical items are removed
	(allergy lasts 1d6 turns)
12	Caster's head enlarges for 1d3 turns
13	Caster reduces (reversed Enlarge) for 1d3 turns
14	Caster falls madly in love with target until a Remove Curse is cast
15	Spell cannot be canceled at will by the caster
16	Caster Polymorphs randomly for 1d6 hours
	Colorful bubbles come out of caster's mouth instead of words
17	(words are released when bubbles pop); spells with verbal
18	components cannot be cast for 1 turn Reversed Tonques affects all within 60' of caster
19	Wall of Fire 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 Cause Fear within a 60' radius centered on the caster; all in
23	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 27	Caster ages 10 years Silence, 15' Radius centers on caster
	10' long x 10' wide pit appears immediately in front of the
28	caster, 5' deep per level of the caster
29	Reverse Gravity beneath caster's feet for 1 round
30	Colored streamers pour from caster's fingertips
31	Spell effect rebounds on caster Caster becomes Invisible
33	Color Spray 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 Dispel Magic is cast
36	3d10 gems shoot from the caster's fingertips; each is worth 1d6x10 ap
37	Music fills the air
38	Create Food and Water
39	All normal fires within 60' feet of caster are extinguished
40	One magical item within 30' of caster (randomly chosen) is permanently drained
	One normal item within 30' of caster (randomly chosen)
41	becomes permanently magical
42	All magical weapons within 30' of caster are increased by
74	+2 for 1 turn
43	Smoke trickles from the ears of all creatures within 60' of the caster for 1 turn
44	Dancing Lights
	All creatures within 30' of the caster begin to hiccup
45	(double casting times, -1 to attack rolls)
46	All normal doors, secret doors, portcullises, etc. (including
47	those locked or barred) within 60' of the caster swing open 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	Monster Summoning II
51	Sudden change in weather (temperature rise, snow, rain,
	etc.) lasting 1d6 turns

Deafening bang affects everyone within 60'; those who can hear must make a wisdom save or be stunned 1d3 rounds Caster and target exchange voices until a Remove Curse is cast Gafe opens to a randomly chosen Outer Plane; 50% chance for extraplanar creature to appear Spell functions, but shrieks like a shrieker Spell effectiveness (range, duration, area of effect, damage, etc.), decreases by 50% Spell reversed, if reverse is possible 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 All weapons within 60' of the caster glow for 1d4 rounds Spell functions; any applicable saving throw is not allowed Spell unctions; any applicable saving throw is not allowed Spell intercent and target switch personalities for 2d10 rounds later All magical items within 60' of caster glow for 2d8 days Caster and target switch personalities for 2d10 rounds Spell shoots toward target Target deluded, as per a delusion potion Lightning Boti shoots toward target Target florged Darkness centered on target Plant Growth centered on target Spell is cast; material components and memory of spell are retained Every within 10' of caster receives the benefit of a Heal Target becomes dizzy for 2d4 rounds (-2 A.C. Dexterity checks and attack rolls, cannot cast spells) Eireball centers on target Target Levitates 20' for 1 d3 turns Target size forgets Target sicharmed as per Charm Monster Target is charmed as per Charm Monster Target Target Levitates 20' for 1 d3 turns Target size and papears in front of target Target 1 scharmed as per Charm Monster Target 1 scharmed as per Charm	d% Roll	Results
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Target is charmed as per Charm Monster Target Forgets Target's feet enlarge, reducing movement to half normal and imposing a -2 penalty to Dexterity checks for 1d3 turns Rust monster appears in front of target Target Polymorphs randomly Target falls madly in love with caster until a Remove Curse is cast Target changes sex Small, black raincloud forms over target Heavy object (boulder, anvil, safe, etc.) appears over target and falls for 2d20 points of damage Target begins sneezing and is unable to cast spells for 1d6 rounds Spell effect has 60' radius centered on target (all within suffer the effect) Target's clothes itch (-3 penalty to Initiative for 1d10 rounds) Target turns ethereal of 2d4 rounds Target Hastened All cloth on target crumbles to dust Target sprouts leaves (no damage caused, can be pruned without harm) Target sprouts new useless appendage (wings, arm, ear, etc.) which remains until Dispel Magic is cast Target changes color (canceled by Dispel Magic) Spell has minimum duration of 1 turn (e.g.: a Fireball creates a ball of flame that remains for 1 turn, a Lightning Bolt bounces and continues, possibly rebounding, for 1 turn, etc.) Spell effectiveness (range, duration, area of effect,	77	Target Levitates 20' for 1d3 turns
Target Forgets Target's feet enlarge, reducing movement to half normal and imposing a -2 penalty to Dexterity checks for 1d3 turns Rust monster appears in front of target Target Polymorphs randomly Target falls madly in love with caster until a Remove Curse is cast Target changes sex Small, black raincloud forms over target Stinking Cloud centers on target Heavy object (boulder, anvil, safe, etc.) appears over target and falls for 2d20 points of damage Target begins sneezing and is unable to cast spells for 1d6 rounds Spell effect has 60' radius centered on target (all within suffer the effect) Target's clothes itch (-3 penalty to Initiative for 1d10 rounds) Target's race randomly changes until canceled by a Dispel Magic Target turns ethereal of 2d4 rounds Target Hastened All cloth on target crumbles to dust Target sprouts leaves (no damage caused, can be pruned without harm) Target sprouts new useless appendage (wings, arm, ear, etc.) which remains until Dispel Magic is cast Target changes color (canceled by Dispel Magic) Spell has minimum duration of 1 turn (e.g.: a Fireball creates a ball of flame that remains for 1 turn, a Lightning Bolt bounces and continues, possibly rebounding, for 1 turn, etc.)	78	Target suffers Blindness
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and imposing a -2 penalty to Dexterity checks for 1d3 turns Rust monster appears in front of target Target Polymorphs randomly Target falls madly in love with caster until a Remove Curse is cast Target changes sex Small, black raincloud forms over target Stinking Cloud centers on target Heavy object (boulder, anvil, safe, etc.) appears over target and falls for 2d20 points of damage Target begins sneezing and is unable to cast spells for 1d6 rounds Spell effect has 60' radius centered on target (all within suffer the effect) Target's clothes itch (-3 penalty to Initiative for 1d10 rounds) Target's race randomly changes until canceled by a Dispel Magic Target turns ethereal of 2d4 rounds Target turns ethereal of 2d4 rounds Target sprouts leaves (no damage caused, can be pruned without harm) Target sprouts new useless appendage (wings, arm, ear, etc.) which remains until Dispel Magic is cast Target changes color (canceled by Dispel Magic) Spell has minimum duration of 1 turn, a Lightning Bolt bounces and continues, possibly rebounding, for 1 turn, etc.) Spell effectiveness (range, duration, area of effect,	80	Target Forgets
Rust monster appears in front of target Rust monster appears in front of target Target Polymorphs randomly Target falls madly in love with caster until a Remove Curse is cast Target changes sex Small, black raincloud forms over target Stinking Cloud centers on target Heavy object (boulder, anvil, safe, etc.) appears over target and falls for 2d20 points of damage Target begins sneezing and is unable to cast spells for 1d6 rounds Spell effect has 60' radius centered on target (all within suffer the effect) Target's clothes itch (-3 penalty to Initiative for 1d10 rounds) Target's race randomly changes until canceled by a Dispel Magic Target turns ethereal of 2d4 rounds Target Hastened All cloth on target crumbles to dust Target sprouts leaves (no damage caused, can be pruned without harm) Target sprouts new useless appendage (wings, arm, ear, etc.) which remains until Dispel Magic is cast Target changes color (canceled by Dispel Magic) Spell has minimum duration of 1 turn (e.g.: a Fireball creates a ball of flame that remains for 1 turn, a Lightning Bolt bounces and continues, possibly rebounding, for 1 turn, etc.) Spell effectiveness (range, duration, area of effect,	Ω1	Target's feet enlarge, reducing movement to half normal
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86 Small, black raincloud forms over target 87 Stinking Cloud centers on target 88 Heavy object (boulder, anvil, safe, etc.) appears over target and falls for 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 Dispel Magic 93 Target turns ethereal of 2d4 rounds 94 Target Hastened 95 All cloth on target crumbles to dust 96 Target sprouts leaves (no damage caused, can be pruned without harm) 97 Target sprouts new useless appendage (wings, arm, ear, etc.) which remains until Dispel Magic is cast 98 Target changes color (canceled by Dispel Magic) Spell has minimum duration of 1 turn (e.g.: a Fireball creates 99 a ball of flame that remains for 1 turn, a Lightning Bolt bounces and continues, possibly rebounding, for 1 turn, etc.) Spell effectiveness (range, duration, area of effect,	04	cast
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97 etc.) which remains until Dispel Magic is cast 98 Target changes color (canceled by Dispel Magic) Spell has minimum duration of 1 turn (e.g.: a Fireball creates a ball of flame that remains for 1 turn, a Lightning Bolt bounces and continues, possibly rebounding, for 1 turn, etc.) Spell effectiveness (range, duration, area of effect,		
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