

Wild Mage Additions: Spells

New Spells

The new spells in this mod can be cast by all Wild Mages. Below is an overview of the new wild magic spells, followed by detailed descriptions in alphabetical order:

Level 1

Mynoc's Irresistible Appeal

Random Spell I

Rodent Form

Level 2

Blade Shower

Rhialto's Random Missiles

Summon Wild Horde

Level 3

Gymlainac's Lightbend

Random Spell II

Vile Word of Discord

Level 4

Cellular Regeneration

Corporeal Instability

Glyph of Wild Magic

Level 5

Paithan's Lucky Streak

Random Spell III

Vortex

Level 6

Meece's Wild Armour

Paithan's Fiasco

Wildstrike

Level 7

Hornung's Random Dispatcher

Random Spell IV

Summon Cow

Level 8

Entropy Burst

Eye of the Beholder

Mynoc's Wild Recuperation

Level 9

Entropy Shield

Wildfire

Wild Sphere

(Spells written in *italics* are new in v1.4)

Spell Descriptions:

Blade Shower* (Conjuration)

Range: 40 yards

Casting Time: 2

Duration: 3 rounds / 5 levels

Saving Throw: Special

Area of Effect: 1-25 creatures

Level: 2



The spell creates a set of magical daggers that hover in mid-air until fired at their targets. One dagger per level 1-5 is created, plus an additional set of 5 daggers for every five levels of the caster, up to 25 daggers at level 25. Each set of daggers is fired at once at 1-5 targets chosen by the caster. The daggers consist of instable chaos matter, and dissolve after the spell expires; for every set of daggers created, the spell's duration is extended by 3 rounds.

Each single dagger does 1d4 points of piercing damage. At level 5, the daggers are considered as +1 weapons for determining damage bonus and if a creature can be struck. This bonus is increased by one for every five levels of the caster: +2 at level 10, +3 at level 15, up to the maximum of +5 at level 25.

The daggers, being made of raw chaos stuff, bypass all physical and magical defenses and thus always strike the target. Nonetheless, the the caster must make an attack roll for each single dagger to determine a critical miss or hit. On a critical miss, the target takes no damage at all. On a critical hit, the dagger does double damage and the target must save against spells, or suffer one of the following effects for 5 rounds: Silence, Confusion, Horror, Sleep, Wild Magic.

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Cellular Regeneration* (Necromancy)



Range: Touch
Casting Time: 4
Duration: 6 rounds

Saving Throw: None
Area of Effect: One creature
Level: 4

By reshaping a strand of the Weave until it resembles the patterns created by a priest's healing spell, the wild mage can accomplish what was thought to be impossible: an arcane spell that cures wounds.

Cellular Regeneration increases the growth rate of the body's various tissues, causing them to mend together faster. Once the recipient is touched, the spell begins to work, restoring damage according to the table below:

Round	Healing
1	1
2	1d4
3	1d4 + level/5 (up to 1d4+5)
4	1d4 + level/5 (up to 1d4+5)
5	1d4
6	1

The regeneration process is so stressing for the body, that the recipient stays unconscious for the duration of the spell, and loses one point of constitution for one hour thereafter.

Corporeal Instability* (Alteration)



Range: Visual sight of caster
Casting Time: 3
Duration: 1 round/level

Saving Throw: Neg.
Area of Effect: One creature
Level: 4

Corporeal Instability temporarily distorts the various bonds that hold the victim's body together.

When the spell is cast on a creature, it has to save vs. spells at -5 or be liquefied. When failing the saving throw, the victim takes 1d20 points of system-shock damage as his body destabilizes into an amorphous, ever-shifting mass. The victim is unable to take any action for 1 round per level of the caster, but is also immune to anything save magical damage.

Entropy Burst* (Invocation)



Range: 0
Casting Time: 1
Duration: Special

Saving Throw: None
Area of Effect: 30' radius
Level: 8

Invoking the Entropy Burst spell creates magic of tremendous power. The caster acts as a bridge between the material plane and the primal forces of chaos, causing a burst of chaos-stuff centered on the caster and reaching up to a 30' radius.

The effect of this spell is completely harmless for chaotic creatures, everyone else is pushed away from the caster for several seconds; creatures of neutral alignment take 1d8 points of magical damage, while lawful creatures take 1d20 points of damage. In addition, one of the following effects applies to a lawful target, according to its level:

Hit Dice or levels -- Effects of Entropy Burst

Less than 4 -- Death
4 to 7 -- Stunned for 1 turn
8 to 11 -- Slowed for 1 turn with 75% chance of spell failure
12 and up -- Deafened for 1 turn with 50% chance of spell failure

There is no saving throw vs. this spell and the effects are instantaneous and last for the duration of the spell or until dispelled.

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Entropy Shield* (Abjuration)



Range: Touch	Saving Throw: None
Casting Time: 9	Area of Effect: The caster
Duration: 2 turns	Level: 9

This spell surrounds the caster in a protective field of raw magical energy. This field will absorb the energy of any wild surge and all but the most powerful spells.

For the spell's duration, the caster is immune to all spells of 7th level or lower, this includes spells like Ruby Ray Of Reversal that are specifically designed to cancel spell protections. Only pierce shield and spellstrike are capable of bringing down an entropy shield.

In addition, the caster gains a +100 bonus to rolls on the wild surge table, forcing all his spell to be cast normally; this also applies to Nahal's Reckless Dweomer - as long as the entropy shield is active, the caster always succeeds in creating the desired spell effect.

Eye of the Beholder* (Evocation)



Range: Visual range of caster	Saving Throw: Special
Casting Time: 5	Area of Effect: Special
Duration: 1 round / 5 levels	Level: 8

When this spell is cast, one of the wild mage's eyeballs pops out, and is transformed into a Beholder's eye stalk.

Once per round, the wild mage may use this eyestalk to gaze at a target, causing one of 10 possible effects to shoot forth from the eye. The exact result (including saving throws, duration, etc.) are determined at random from among the 10 functions of a beholder's eye stalks: Charm Person, Paralyze, Disintegrate, Fear, Slow, Petrification, Cause Serious Wounds, Hold Person, Lightning Bolt or Death

Usually, the caster's eye returns to it's original shape and place after the spell has expired.

Glyph of Wild Magic* (Evocation)



Range: 40 yards	Saving Throw: Special
Casting Time: 3	Area of Effect: 30' radius
Duration: 1 round / 10 levels	Level: 4

A glyph of wild magic is a powerful inscription magically drawn on the ground or any other surface. The glyph will remain there until someone comes too close, at which point it will explode and create one weave disturbance for each creature within a 30' radius. Each disturbance causes a multitude of wild surges, targeted at random creatures (including the caster, should he still be nearby).

For every 10 experience levels of the caster, the disturbances remain in existence for 1 round, though it is possible to dispell them prematurely by causing a distortion with physical or magical means.

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.

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Mynoc's Irresistible Appeal* (Invocation/Evocation)



Range: Visual sight of caster	Saving Throw: None
Casting Time: 1	Area of Effect: 1 creature
Duration: Instantaneous	Level: 1

Other than its name suggests, this spell has nothing to do with making the caster more attractive. When Mynoc's Irresistible Appeal is cast, a rope consisting of raw magical energy appears; this rope loops itself around the targeted creature and then shortens, drawing the target toward the caster.

There is no saving throw against this spell and it bypasses all magic resistances the targeted creature might have. While this spell is mainly used to get friends out of trouble (or learn to know new ones), some wild mages are known to be crazy enough to cast this spell on enemies to force them into melee.

Mynoc's Wild Recuperation* (Evocation)



Range: 0	Saving Throw: None
Casting Time: 10	Area of Effect: The caster
Duration: Instantaneous	Level: 8

When casting this spell, the wild mage willingly releases raw magical energy in form of a wild surge. If he manages to control the wild surge, he can use the energy to bring back into memory 1d4 spells that have been previously cast. If no spells have been cast yet, then nothing happens, and the spell is wasted.

For determining the result of the wild surge, the wild mage gains a +40 bonus on the wild surge table; making it very likely that the spell has at least some kind of favorable result. Mynoc's Wild Recuperation can only restore spells of 7th-level or less.

Paithan's Lucky Streak* (Enchantment/Charm)



Range: Touch	Saving Throw: None
Casting Time: 5	Area of Effect: 1 creature
Duration: Special	Level: 5

This extremely potent spell gives the target a run of good luck. The recipient gains 1d8 points of luck, receiving this amount as bonus to any of his actions. This includes saving throws, to hit chances, thieving skills, etc. In addition, twice the rolled amount is added to any roll the recipient makes on the wild surge chart.

At the end of each round, a d20 throw is made to determine if the spell expires. On a roll of 2 or higher, a new 1d8 bonus is rolled, and the spell continues for another round.

On a roll of 1, there is still a 25% chance for the spell to continue: If the result of a second d20 roll is 16 or higher, the spell does not only continue, but the next round is also a "Good Luck" round, in which the recipient gets not only 8 points of luck bonus, but also the almost supernatural ability to avoid death, level drain, and anything that limits his movement.

As long as it doesn't expire due to "Bad Luck" (1 on D20, then 15 or lower on D20), the spell continues infinitely.

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Paithan's Fiasco* (Enchantment/Charm)



Range: Touch	Saving Throw: None
Casting Time: 5	Area of Effect: 1 creature
Duration: Special	Level: 6

Paithan's Fiasco is the reverse version of the level 5 spell Paithan's Lucky Streak. The target, usually an enemy, suffers a run of bad luck. The victim is affected by 1d8 points of bad luck, taking this amount as a penalty to all of his actions. This includes saving throws, to hit chances, thieving skills, etc. In addition, twice the rolled amount is subtracted from any roll the recipient makes on the wild surge chart.

At the end of each round, a d20 throw is made to determine if the spell expires. On a roll of 19 or lower, a new 1d8 penalty is rolled, and the spell continues for another round.

On a roll of 20, there is still a 25% chance for the spell to continue: If the result of a second d20 roll is 5 or lower, the spell does not only continue, but the next round is also a "Fiasco" round, in which the victim gets 8 points of bad luck penalty and suffers one of the following things: stumble and drop down to the ground for two rounds, drop weapon due to a sudden spasm, fail horrible at parrying and loose all attacks for this round, hurt himself for 1d20 hitpoints or getting blinded by splinters from his own weapon for three rounds.

As long as it doesn't expire due to "Good Luck" (20 on D20, then 6 or higher on D20), the spell continues infinitely.

Random Spell I - IV* (Invocation/Evocation)



Range: 30 yards	Saving Throw: Special
Casting Time: 1	Area of Effect: Special
Duration: Instantaneous	Level: 1,3,5,7

These risky spells draw upon the chaos of magic to form magical energy into a spell of 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 2nd or 3rd level. Random Spell II creates effects equal to a random 4th or 5th level spell, and so on.

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 casting time which is always 1, 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.

Rhialto's Random Missiles* (Evocation)



Range: Visual range of caster	Saving Throw: None
Casting Time: 1	Area of Effect: 1 creature
Duration: Instantaneous	Level: 2

This spell is an improved, randomized version of the first-level spell Magic Missile. It creates a random number of missiles that dart forth from the wizard's fingertips and unerringly strike their target, which must be a creature of some sort.

The actual number of missiles is dependent on the caster's level of experience:

1d4 at first level, 1d6 at fourth level, 1d8 at eighth level and 1d10 at 12th level.

Each missile inflicts 1d4+1 points of either acid, cold, fire, electrical or magical damage. The chaotic nature of the missiles gives them a 25% chance to bypass any natural or magical resistances the target might have.

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Rodent Form* (Alteration)

Range: 0
Casting Time: 1
Duration: 1 turn

Saving Throw: None
Area of Effect: The caster
Level: 1



This spell transforms the caster into a cute little squirrel. Due to the rodent's tiny size, the caster gets an Armor Class bonus of 2 points against normal weapons, and 4 points against missile weapons. Unlike other polymorphing spells, the caster retains his spellcasting abilities while in rodent form.

Hopefully, the current revision of this spell does NOT change the caster's personality or mentality.

Summon Cow* (Summoning)

Range: Visual range of caster
Casting Time: 3
Duration: Instantaneous

Saving Throw: Special
Area of Effect: 1 creature
Level: 7



Upon casting this spell, a cow is summoned in the air 50-200 yards above the targeted creature. The exact height is dependent on the caster's level, and determines the damage done to the target.

Once summoned, the animal will fall down upon the target. The impact as well as the crash to the ground cause crushing damage equal to $3d10 + 1d10$ for every three levels of the caster, up to a maximum total of two times $10d10$ at Level 21. There is no saving throw against the physical impact, though a very lucky or agile individual may drop to the ground without taking additional damage.

If the targeted creature survives the impact, there's a chance of 10% +10% for every three experience levels of the caster, that the victim drops random equipment while falling. The maximum chance is 80% at Level 21; there is no saving throw.

Finally, the whole situation is so confusing and frightening, that the target must save against spells or flee in panic for three rounds. The saving throw starts with a modifier of +2, which is decreased by 1 for every three levels of the caster, until it reaches -5 at 21th level.

Warning:

Basically, this spell is just a purposeful release of a specific wild surge. As such, there is a chance for unwanted side effects.

It is also strongly advised against using this spell in the presence of rangers or druids.

Summon Wild Horde* (Conjuration/Summoning)

Range: 0
Casting Time: 3
Duration: 1 round/level

Saving Throw: Special
Area of Effect: Special
Level: 2



This summoning spell calls forth $1d20$ aggressive rabbits that defend the caster with their lives.

The tiny animals don't really pose a threat besides distracting the caster's enemies. When one of the rodents dies, however, there is a 25% chance that it will explode in a fireball, doing $2d4$ points of fire damage to everyone within a 20 foot radius (save vs. spell for half).

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Vile Word of Discord* (Enchantment/Charm)

Range: Visual range of caster Saving Throw: Special
Casting Time: 3 Area of Effect: 30' radius
Duration: 2 rounds Level: 3



This spell, a combination of ventriloquism and confusion magics, is the very essence of discord, with the potential to destroy not only formations but also allegiances.

The caster points out a single creature, which then appears to shout insults in a strange, sinister language. The surprise, the unexpected source and the magic hidden within those words hit all bystanders completely unprepared.

Everyone within a 30' sphere around the target must save vs. spells at -4 or suffer a randomly chosen effect: attack each other, flee in panic, stand around in confusion, ally with the caster or stumbling around uncontrolled. In addition, there's a 20% chance that some of the victims drop random equipment.

The spell affects the caster's allies as well as his enemies; only the caster and the creature which was targeted in the first place are immune to the effect.

Usually, this spell can't be backtraced to the caster: the only person, the victims might be angry at, is the spell's original target. Nonetheless, ongoing fights between the affected creatures might continue even after the spell ends.

Vortex* (Evocation)

Range: 30 yards Saving Throw: Half
Casting Time: 5 Area of effect: 7-foot-diameter sphere
Duration: 3-15 rounds Level: 5



A vortex is a swirling mass of magical energy, barely controllable by the caster. After casting the spell, a 7 foot tall, multicolored sphere appears. From this moment on, the caster must maintain concentration in order for the vortex to remain.

Each round, the caster can move the vortex 60 feet. However, control of direction is not perfect. If the caster fails to concentrate just for a moment, the Vortex moves on on its own.

The vortex is composed of raw magical energy. Once per round, all creatures close to the vortex suffer 2d6 points of each: stunning, electricity and magic damage. Creatures struck are allowed a saving throw vs. spells to suffer only half damage.

The duration of the spell is 3 rounds at level 10, plus one round for each additional level - up to 15 rounds at level 34. The caster is held immobile for the whole duration of the spell; he can't cancel it, even when he completely lost control over the vortex.

Wildfire* (Invocation/Evocation)

Range: 0 Saving Throw: Special
Casting Time: 1 Area of Effect: Special
Duration: Special Level: 9



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.

Wildfire allows the caster to create the effect of any wizard spell of 8th level or lower. He need only have general knowledge of the spell and its effects; the spell does not need to be in his own spellbooks.

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Wild Sphere* (Conjuration/Summoning)



Range: Visual range of caster	Saving Throw: Special
Casting Time: 1 round	Area of Effect: 30' radius
Duration: 6 turns	Level: 9

This powerful spell creates a temporary rift in the Weave. The area of effect is a sphere with 30 foot radius; within chaos reigns.

Any spell cast within the Wild Sphere automatically causes a wild surge. Effects from magical items that expend charges also cause wild surges when used in the area. Other magical items function normally. Even after a victim left the area of effect, it takes one round for his spell casting capabilities return to normal.

In addition, everyone within the area of effect must make a save vs. spells at -5 every round, or cause a weave disturbance that fires multiple wild surges at random targets for one round, comparable to the 4th level spell Glyph of Wild Magic.

Victims that also fail the save vs. spells without modifier, are subject to one of the following random effects: randomly teleported, polymorphed into a squirrel, confused, paralyzed, healed by 1d8 hit points, take 1d8 hit points of damage, rendered unconscious or hasted.

Wildstrike* (Conjuration/Summoning)



Range: 30 yards	Saving Throw: Neg.
Casting Time: 3	Area of Effect: One creature
Duration: 1-15 rounds	Level: 6

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, to which a -1 modifier is applied for every 10 levels of the caster. If successful, the spell has no effect. If the saving throw is failed, the target is enclosed within a field of wild magic.

Each attempt to casts spells or uses a charge from a magical item, automatically creates a wild surge. When determining the effects of this surge, 5 is subtracted from the die roll for every five levels of the wild mage who cast the wildstrike, making the effects of the wild surge more likely to affect the victim.

The duration of the spell is 1 round plus two rounds for every five levels of the caster, up to a maximum of 15 rounds at level 35.