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ENCYCLOPAEDIA
ARCANA

CHAOS MAGIC

WILD SORCERY

Wild Sorcery

Chaos magic is not for the faint hearted - those unwilling or unable to maintain the daring or force of will necessary to harness great, unwieldy energies will find themselves destroyed by the very power they sought. The true unfortunates will end their days locked into forms never meant for mortal eyes, let alone mortal flesh. Many are the failed practitioners of this art, and their wildly deformed bodies and warped minds serve as living testament to the dangers inherent in tampering with the basic fabric of the universe. Yet there is no shortage of those willing to throw themselves into the teeth of the storm, hoping against hope they will be the one legends speak of, the wielder of wild forces, a true Chaos Mage.

This volume of the Encyclopaedia Arcana series gives players and Games Masters alike the information they need to begin using chaos magic within their campaign. You will find chapters devoted to those who dare to tap into this primal energy, the methods used to channel primal chaos and information about the marvels and horrors of the Paths of Chaos. New feats, magic items and character types are also introduced to aid and hinder the neophyte chaos mage and his static magic counterparts.

FOR GAMES MASTERS AND PLAYERS ALIKE

Requires the use of the Dungeons and Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®

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CHAOS MAGIC SUMMARY SHEET

Casting Chaos Magic

Effect	Base DC
Damage	
Raw	10
Persistent	5
Degrading	10
Materialisation	
Negligible (1 oz./caster level)	5
Minor (1 lb./caster level)	10
Moderate (2 lb./caster level)	15
Major (5 lb. caster level)	20
Chaos Construct	20-30
Movement	
Minor (20 ft. + 5 ft./2 caster levels)	15
Moderate (100 ft. + 10 ft./caster level)	20
Major (400 ft. + 40 ft./caster level)	25
Extreme (1 mile + 1 mile/caster level)	30
Universal (1 plane)	35
Transformation	
Negligible	5
Minor	10
Moderate	15
Total	20
Chaotic Reconstruction	30

Additional Elements

Element	+ DC
Area	
Single Subject	+0
Burst	+5
Cone	+10
Spread	+10
Enemies Only	+5
Allies Only	+5
Chosen Subjects	+1/subject
Objects Only	+0
Range	
Touch	+0
Close (25 ft. + 5 ft./2 caster levels)	+1
Medium (100 ft. + 10 ft./caster level)	+5
Long (400 ft. + 40 ft./caster level)	+10
Extreme (1 mile + 1 mile/caster level)	+15
Duration	
Instantaneous	+0
Round (1 round/caster level)	+5
Minute (1 minute/caster level)	+10
Saving Throw	
-1 Penalty	+2
-2 Penalty	+5
-3 Penalty	+10
-4 Penalty	+15
-5 Penalty	+20
Spell Resistance	+ subject's SR

Casting Check

1d20 + chaos mage level + Cha modifier

Encyclopaedia Arcane Chaos Magic

Sam Witt

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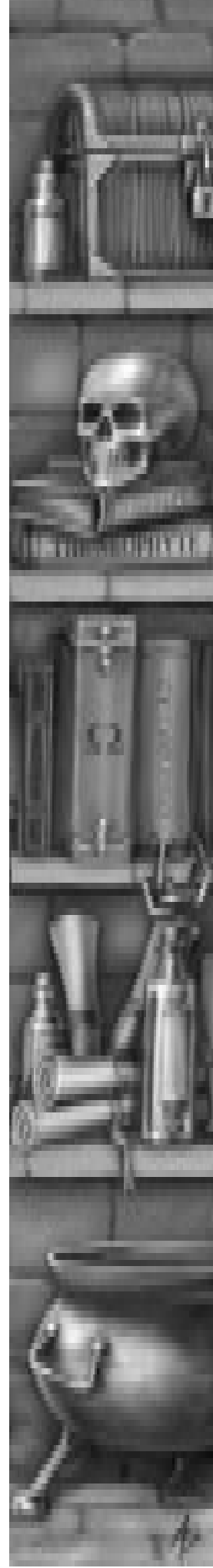
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INTRODUCTION

Your foot is on the wild path, the road of chaos. As you explore this strange school of arcane sorcery, the power of static magic will fall away, revealing the primal, wild forces corkscrewing through the world around you. A strong will and a quick mind is required to harness the essence of chaos, but even the wildest may not survive their brush with the raw element of creation. Though chaos magic does not deal with malevolent, intelligent forces or the denizens of the grave, its power is wild and untamed and wholly unnatural within the material world. It is in constant flux, coiling and writhing just beyond everyday life, and whatever it touches . . . changes.

Those who tamper with the chaotic energies flirt with transmogrification with every spell cast. Though mortals may tap into and direct chaos magic, it is beyond true understanding and control. At best, chaos mages can hope for a career balanced on the knife-edge between disaster and fabulous power. At worst, they find themselves caught in a snarl of maddening change that leaves them twisted far beyond recognition and comprehension. In many ways, dealing with chaos is far more dangerous than contracts with the infernal or pacts with the dead – chaos neither knows nor cares what happens to those who tamper with its roiling currents, leaving such mages at the mercy of primal forces. Still, the power promised by direct manipulation of chaos is too great for many to ignore and the number of chaos mages continues to swell.

No sane man would willingly embrace the changes wrought by the Paths of Chaos, no matter how beneficial they may seem. Then again, there are few chaos mages I would define as sane in any traditional sense. *The Morals and Ethics of the Arcane – Ypesliva*

Chaos mages are often regarded as insane, an opinion difficult to argue with in the face of the mental and physical changes most practitioners willingly accept in their pursuit of power. None who bathe in the Sea of Quiddity emerge unscathed, and many do not return at all. Of those who pursue the ultimate power offered by chaos, only a handful survive long enough to gain great power, and all of these have but a tenuous hold on their humanity. It cannot be stressed strongly enough – primal chaos changes all that it comes into contact with, and those who believe themselves the master often find themselves bound in chains forged from their own altered flesh, bone, and spirit.

ENCYCLOPAEDIA ARCANE

Chaos Magic – Wild Sorcery is the third volume in Encyclopaedia Arcane series, presenting a new and intriguing form of magic. Designed for easy integration with any fantasy-based d20 games system, the Encyclopaedia Arcane series does far more than merely introduce new spells to extend existing magic-using character classes. Instead, each book covers a completely new form of magic, adding further dimensions to campaigns. Such arts are not just intended for Games Masters to use in conjunction with non-player characters, however. Each book of the Encyclopaedia Arcane gives full details for players themselves to try the new magic system, along with plenty of information to aid Games Masters in the introduction of each book into his campaign.

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Chaos magic is not for every player – those who are unwilling or unable to maintain the daring or force of will necessary to harness these great, unwieldy energies will find themselves destroyed by the very power they seek. The true unfortunates will while away their days locked into forms never meant for mortal eyes, let alone mortal flesh. Many are the failed practitioners of this art, and their wildly deformed bodies and warped minds serve as living testament to the dangers inherent in tampering with the basic forces of the universe. Yet there is no shortage of those willing to throw themselves into the teeth of the storm, hoping against hope that they will be the one legends speak of, the master of wild forces, a true chaos mage.

The tear is small, a shallow rent in the smooth stretch of pale flesh in the hollow of her shoulder. She touches its feathered edges, tracing the raw, pink flesh with the tip of her ruby-lacquered fingernail. Just below the surface, an aquamarine glint winks at her, a curiously alien colour hidden by a lacy screen of oozing tissue. She knew the risks, she understood the strange dangers that would haunt her progress as a Chaos Mage, but this is not what she had imagined.

With a sigh she lifts a slender nail file from the sideboard of her vanity and examines its tip. The grooved metal is slender and flexible, but the tip is sharp and unyielding, just what she needs. She tilts the mirror before her, adjusting the angle of reflection until she can clearly see the gemstone flash buried in her flesh. The end of the file slips into the wound, its passage sending a brief tingle of pain spiralling away from the wound, tickling the surface of her thoughts. She scrapes the metal across the gauze of her flesh, parting the web-like tissue with ease.

The nail file drags lightly across the blue within her, releasing the faint, muffled tinkling of crystal. She can hear the sound in her head and she can feel it vibrating in her muscles like a quivering strand of silver wire. It hums across her nerves, dredging fine beads of greasy sweat from her pores. She feels queasy and euphoric, the revelation of this alien crystal has stripped away precious layers of sanity from the wild thicket of her mind. 'Out,' she grunts, probing the file around the visible edges of the tinkling spot of blue in her shoulder, 'come out.'

Hooking the tip of her make-shift surgical tool under the crystal gives her the leverage she needs, and she forces the file down to pull it out of her body. Flesh tears and pain skewers her nerves with jagged hooks, but she perseveres and the digging continues. Her brow is beetled in concentration and tiny ruby droplets splash up from the wound to stain her face with pink threads of mingled sweat and blood.

Then the crystal obeys her will, sliding up, away from her flesh. Its faceted angles are revealed in a rush, a crystalline crescent of deep blue that glimmers with an uncertain light. The sound grows louder as it worms its way to the surface, no longer a subtle tinkling but the cacophony of shattering glass. She can no longer hear her grunts of pain and is glad for the distraction as she seizes the tip of the thing with bloody fingers.

A savage jerk of her fist yanks the crescent further from the sheathe of her flesh, but cannot drag it the last bit to extract it from her skin. 'Please,' her voice is a petulant whine, a pleading whimper, 'please.'

But the sound of shattering echoes in her ears, and the wicked hook of aquamarine crystal juts from her bloody shoulder, a bitter reminder of her failure. Why she thought this time would be different she cannot say, but she knows now that there can be no going back. With deft fingers she threads a needle and begins stitching the wound closed, sealing the ragged wound around the alien protrusion. In the mirror she sees the other marks, the growing line of crystals sprouting in a sinuous line down her sternum and across her abdomen.

'Such is the price of power,' she laughs, a mad bark, and goes back to her stitching.

CHAOS MAGIC - AN OVERVIEW

The world is composed of two things – substance and form – all else is illusion. On the one hand, all sentient creatures are servants of Law, as sentience can only exist where there is order. Their thoughts, wishes, and desires form the basis for the shapes of all things. Without Law, without some order, the universe would be a raw and seething mass of undifferentiated chaos inimical to life as it is now understood. In the constantly shifting maelstrom of chaotic forces there would be no permanence, no sense of growth or stability, only an eternal state of change.

But without chaos, the universe would be filled with empty concepts yearning for realisation. Into the forms Law has created, primal Chaos pours, flowing through the interstices of reality to create a living and vibrant multiverse. As the raw stuff of creation, Chaos is filled with possibility, and those that understand how to use these possibilities for their own benefit can rival the gods.

Or so the chaos mages believe. This is their view of the multiverse, stripped down to its most basic components, Law and Chaos. Where other mages squeeze power from reality via the channel of spells, chaos mages craft their magic from the raw stuff of creation, focusing the power of primal chaos into a freeform, instinctual magic. Even sorcerers, with their ability to spontaneously cast any spells they have learned, are still limited by the stringent framework provided by those spells. Chaos mages know no such limits and can fashion spells as desired, though the effort may be considerable and the danger great.

THE NATURE OF CHAOS

All things spring from Chaos, and it is the nature of all things to return to its primal state. Mortals rise from random collections of primitive blood, flesh, and bone; they spend their lives struggling to reach their goals, to apply the order of their thoughts to their world. In the end, however, they find themselves falling apart, stricken with illness or injury, their body becoming less stable, their thoughts more erratic. And once the spirit

passes from the realms of the living, flesh and blood and bone is once again reduced to primitive, decaying mulch. Even the gods are at the mercy of chaos – their best laid plans are often disrupted or halted by unforeseen circumstances or the fickle hand of random occurrence.

Chaos is the force behind all change, it is the potential that defies categorisation and rigid stability. It is also the corrosive energy that eats away at any order that is imposed on the multiverse by intelligent creatures. While it is the potential of chaos that enables men to build empires and dwarves to carve mighty homes of stone, it is the constant changes of chaos that causes kingdoms to fall into barbarism and caverns to collapse into shattered ruins. Though nothing is possible without chaos, neither is anything allowed to last in its presence.

At its best, chaos is the fuel for great transformations that leave the world changed for the better. But at its worst, chaos gives rise to depravity and madness as the constant influence of change erodes the minds and bodies of those it affects. For all of that, chaos can be wielded as a powerful tool, a primal force that has no will or desires of its own, merely waiting for a hand to guide it.

DISCIPLES OF CHANGE

Chaos mages attempt to harness the great potential of chaos for their own ends. Through sheer force of will they channel chaotic energies into spells that are at least the equal of more traditional spellcasting. Unfortunately, the price for direct manipulation of chaos energy has great potential to change the user, often with fatal results. Those who follow the path of the chaos mage must balance their own desire for power with their instinct for survival.

