

The Genius Guide to: CHAOS MAGIC



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

"Nothing is true; everything is permitted."

-Hassan ibn Sabbah. Maybe.

Chaos magic is the eldritch force of pure, churning anarchy, outrageous coincidence, and unrelenting entropy. It is more than spells that draw on the chaotic element of the alignments that define the morals of creatures throughout the multiverse, it also is a way to dip into the pure stuff of madness and creation. Chaos magic requires its practitioners to embrace a lack of control, and accept that what they want isn't always going to be what they get. In return, they can create effects far beyond their normal level of power... though that isn't always a good thing.

Chaos magic is often considered evil by society, and while this isn't true, it's an understandable position. Those who draw on chaos magic are often power-mad and, only slightly less often, just plain insane – and thus are high-profile troublemakers. And even among those who embrace chaos magic for scholarly pursuits, or as the only means to oppose powerful enemies, or because they have no choice, the unpredictable nature of chaos magic often causes them to do as much collateral damage as real, lasting good. No one wants a chaos mage living in the center of town, and while the power she represents isn't malevolent, it's certainly antithetical to the goals of any organized society.

Even so, rare examples of chaos magic as an heroic power source do exist – mostly in lands suffering under crushing tyranny and merciless laws that protect only the rich and powerful. In such kingdoms, anything that disrupts the status quo may be embraced as a form of heroic independence and liberty. Such praise is generally short lived however – once the tyrant is overturned, the confusion and

random mishaps caused by chaos magic is as mistrusted by the new regime (however even-handed it may be) as it once was by the original oppressors.

Despite its questionable reputation, the power of pure anarchy is often sought after by those who simply desire power, and sometimes thrust on those who would prefer a more orderly kind of magic. Chaos is a natural part of the universe, and chaos magic cannot be contained or eliminated, no matter how many kingdoms would prefer it.

CHAOS SURGES

Numerous rules in this product refer to “chaos surges,” which are controlled by the rules presented here. A chaos surge is an unexpected magic effect that may be caused by a *chaos surge* spell, by a chaos mage suffering a failed concentration check (as described in the **Chaos Mage** archetype package, see **New Character Options**), or by spells being cast in an area of arcane ataxia (see **New Hazards**, below). A chaos surge usually closely emulates another spell, selected at random from one of three charts. Chaos surges are broken up by the type of targeting the attempted spell and the surge effect have (whether the spell is defined as having an area, an effect, one or more other creatures or objects as targets, or you as a target). Different spell effects are listed for each surge type. On the table below, a surge is defined as keeping the same targeting type as the chaos spell attempted, gaining a new targeting type, or creating an effect defined by the GM’s whim.

A spell created through a surge acts in most ways as a normal spell cast by the character who created the chaos surge. Any material components, or foci required by the surge effect are ignored. The surge spell occurs immediately, even if it normally has a longer casting time. If the spell that was attempted resulted in a chaos surge that required material components, they are consumed. A spell created through a chaos surge is cannot be dismissed by the caster.

The possible random effects for each type of chaos surge are detailed below. In each case, the GM should look up the surges of the designated type, and randomly select one of the three spells listed for the same level as the spell slot used when the chaos surge was created.

TABLE-1: CHAOS SURGES	
ROLL	1d20
01	GM’s Delight
02-04	Surge is an Area type spell
05-06	Surge is an Effect type spell.
07-08	Surge is a Targets type spell.
09-18	Surge is of the same targeting type as the attempted spell.
19	Surge is a You type spell.
20	Surge is the same as the spell that was attempted, but caster level is 1d4 levels higher.

For example, Skeff is a 6th level chaos mage sorcerer who knows *fireball*. He is, however, out of 3rd level spells slots. In a desperate fight, he decides to attempt a chaos *fireball* as a 2nd level spell (see the **Chaos Mage in New Character Options**, below). He fails his chaos concentration check by 8, causing a wild surge. Skeff rolls on the Chaos Surge table, and gets a result of 07. This means instead of being an area spell (as his *fireball* was supposed to be), Skeff has created a Target type surge. The GM looks up 2nd level Target type chaos surges, and randomly determines Skeff creates an *aid* spell on the target closest to the center of his attempted *fireball*.

The various types of chaos surge are detailed below.

GM’s Delight: The GM decides what happens. Anything that can be produced by a spell of no higher level than the spell slot used to create the chaos surge is fair game. Fate is fickle, and the GM is encouraged to create problems, even long-term problems. A medusa might fall in love with you, a summoned devil might attack you, a wall of iron might cut off your escape, the scorpions you were trying to *fireball* might instead be hit by a mass *enlarge* effect.

A GM uncomfortable with creating chaos surges on the spot can always rely on the Wild Magic effects table from Chapter 7 of the *Pathfinder Roleplaying Game GameMastery Guide*.

Chaos Surges for 'Effect' Type Spell: If the chaos surge has an 'effect,' it summons creatures from a *summon monster spell* (for arcane chaos surges) or *summon nature's ally spell* (for divine chaos surges) of the same level as the spell attempted. The type of creature is randomly determined. It appears 1d8 x5 feet from the caster in a randomly determined direction, and is not under the caster's control. Unlike a normal summoning spell, the creature does not have to be appropriate to the environment summoned, and its alignment is unchanged by the summoning. The creature acts according to its alignment and situation, as determined by the GM. Other than this, the chaos surge acts as a normal summoning spell cast by the spellcaster who created the surge.

Chaos Surges for 'Target' Type Spells: In most cases, a 'target' surge targets the same subject as the original spell attempted, even if the spell effect created by the surge doesn't normally have the range to reach that subject. If the original spell was not targeted on a creature, the surge targets the creature nearest to the caster (but not the caster himself). In a few cases the surge creates a spell with specific restrictions on what type of creature or object it can target, in which case, it targets the closest legal target within 400 ft. +40 ft. per caster level.

Level 1: *charm person, cure light wounds, magic missile*

Level 2: *aid, blindness/deafness, chill metal*

Level 3: *bestow curse, contagion, cure moderate wounds*

Level 4: *air walk, animate dead (nearest corpse), charm monster*

Level 5: *awaken (nearest plant or animal), baleful polymorph (into random legal animal), disrupting weapon (nearest weapon not in caster's possession),*

Level 6: *animate object (nearest unattended object), chain lightning, create undead (nearest corpse)*

Level 7: *destruction, heal, insanity*

Level 8: *cloak of chaos, finger of death, holy aura (all legal targets up to 1 creature/level, beginning with targets closest to you)*

Level 9: *dominate monster, freedom, imprisonment*

Chaos Surges for 'Area' Type Spells: An 'area' surge centers its area on the same point as the spell attempted, if it can. If that's not a legal targeting point (if the surge's range is too short, or if it automatically occurs centered on the caster), then it obeys the normal restrictions of the spell, but targets a point as close to the original area as possible. If the new area is a cone originating from the caster, it centers itself to face the original target area.

Level 1: *alarm, bane, burning hands*

Level 2: *calm emotions, deathwatch, detect thoughts*

Level 3: *crushing despair, fear, fireball*

Level 4: *antiplant shell, black tentacles, chaos hammer*

Level 5: *cone of cold, false vision, flame strike*

Level 6: *antilife shell, circle of death, forbiddance*

Level 7: *blasphemy, delayed blast fireball (1d4+1 rounds of delay), dictum*

Level 8: *antimagic field, dimensional lock, earthquake*

Level 9: *mage's disjunction, meteor swarm, storm of vengeance*



Chaos Surges for 'You' Type Spells:

The caster is allowed to make any decisions regarding 'you' type surges that affect her, except where noted differently below.

Level 1: *comprehend languages, disguise self, divine favor*

Level 2: *alter self* (random humanoid), *augury, blur*

Level 3: *arcane sight, beast shape I, blink*

Level 4: *dimension door* (random direction, maximum range), *elemental body I, fire shield*

Level 5: *commune with nature, overland flight, plant shape I*

Level 6: *find the path, form of the dragon I, legend lore* (current location)

Level 7: *ethereal jaunt, form of the dragon II, giant form I*

Level 8: *giant form II, iron body, moment of prescience*

Level 9: *foresight* (targeted on you), *shapechange, time stop*

A GM can always expand these tables (especially if using other rulebooks with spell options, such as the *Advanced Player's Guide* or *Ultimate Magic*).

BEDLAM AND CHAOS SPELLS

The addition of chaos surges allows for a new range of spells that work with the chaos surge options.

Most of the spells below are bedlam spells, which can be cast with a bit of extra chaos magic at the risk of creating a chaos surge. (The exceptions are the *chaos surge* spells, which are designed to create controlled chaos surges and can't be made any more powerful by pouring more chaos energy into them – though these

are still spells with the chaotic descriptor). Although bedlam spells call on the power of chaos, the descriptor defining them is "bedlam" rather than "chaos" to avoid confusion with the already-existent "chaotic" descriptor – though all bedlam spells are also chaotic.

When a character casts a bedlam spell, he may choose to call on additional chaos power to gain an additional effect (defined in each spell's description). The caster must make a concentration check, with a DC equal to 10 + caster level + spell level. On a successful check, the spell is successfully cast with the additional effect. On a failed check, the caster instead creates a chaos surge, using the rules in **Chaos Surges**, above.

ANTIPALADIN SPELLS

LEVEL 3

Loss of Order: Targets have limited options to aid other characters or receive aid.

LEVEL 4

Bedlam Blade: Turn a melee weapon into an anarchic weapon.

Chaos Curse: Force one target to reroll one die roll/round.

BARD SPELLS

LEVEL 1

Chaos Surge I: Try to cast a 0, 1st, or 2nd level spell you know at the risk of creating a chaos surge.

LEVEL 2

Bewilderment: Ignore mind-affecting spells at the cost of suffering a confusion effect.

Chaos Surge II: Try to cast a 3rd level spell you know at the risk of creating a chaos surge.

LEVEL 3

Chaos Surge III: Try to cast a 4th level spell you know at the risk of creating a chaos surge.

Spell Babble: Make foe's spellcasting unreliable.

LEVEL 4

Chaos Curse: Force one target to reroll one die roll/round.

Chaos Surge IV: Try to cast a 5th level spell you know at the risk of creating a chaos surge.

Erratic Dance: Force foes to run full-tilt in random directions.

Loss of Order: Targets have limited options to aid other characters or receive aid.

LEVEL 5

Chaos Surge V: Try to cast a 6th level spell you know at the risk of creating a chaos surge.

Wondrous Weirdness: Create the effect of a *rod of wonder*.

LEVEL 6

Chaos Surge VI: Try to cast a 7th level spell you know, or a 1st-4th level spell from your class spell list, at the risk of creating a chaos surge.

CLERIC/ORACLE SPELLS

LEVEL 1

Chaos Surge I: Try to cast a 0, 1st, or 2nd level spell you know at the risk of creating a chaos surge.

Think Twice: Force a foe to roll twice on his next attack against you or your allies.

LEVEL 2

Chaos Surge II: Try to cast a 3rd level spell you know at the risk of creating a chaos surge.

LEVEL 3

Bewilderment: Ignore mind-affecting spells at the cost of suffering a confusion effect.

Chaos Surge III: Try to cast a 4th level spell you know at the risk of creating a chaos surge.

LEVEL 4

Bedlam Blade: Turn a melee weapon into an anarchic weapon.

Chaos Surge IV: Try to cast a 5th level spell you know at the risk of creating a chaos surge.

Loss of Order: Targets have limited options to aid other characters or receive aid.

LEVEL 5

Chaos Surge V: Try to cast a 6th level spell you know at the risk of creating a chaos surge.

Wondrous Weirdness: Create the effect of a rod of wonder.

LEVEL 6

Chaos Surge VI: Try to cast a 7th level spell you know, or a 1st-4th level spell from your class spell list, at the risk of creating a chaos surge.

LEVEL 7

Chaos Surge VII: Try to cast an 8th level spell you know at the risk of creating a chaos surge.

LEVEL 8

Chaos Surge VIII: Try to cast a 9th level spell you know at the risk of creating a chaos surge.

LEVEL 9

Chaos Surge IX: Try to cast a 7th level or lower spell from your class's spell list at the risk of creating a chaos surge.

DRUID SPELLS

LEVEL 6

Maelstrom Cloud: Create a cloud of random hostile effects.

INQUISITOR SPELLS

LEVEL 1

Think Twice: Force a foe to roll twice on his next attack against you or your allies.

LEVEL 3

Loss of Order: Targets have limited options to aid other characters or receive aid.

LEVEL 4

Bedlam Blade. Turn a melee weapon into an anarchic weapon.

LEVEL 5

Spell Babble: Make foe's spellcasting unreliable.



MAGUS SPELLS

LEVEL 1

Think Twice: Force a foe to roll twice on his next attack against you or your allies.

LEVEL 3

Loss of Order: Targets have limited options to aid other characters or receive aid.

LEVEL 4

Bedlam Blade: Turn a melee weapon into an anarchic weapon.

SORCERER/WIZARD SPELLS

LEVEL 1

Chaos Surge I: Try to cast a 0, 1st, or 2nd level spell you know at the risk of creating a chaos surge.

LEVEL 2

Chaos Surge II: Try to cast a 3rd level spell you know at the risk of creating a chaos surge.

LEVEL 3

Bewilderment: Ignore mind-affecting spells at the cost of suffering a confusion effect.

Chaos Surge III: Try to cast a 4th level spell you know at the risk of creating a chaos surge.

LEVEL 4

Bedlam Blade: Turn a melee weapon into an anarchic weapon.

Chaos Curse: Force one target to reroll one die roll/round.

Chaos Surge IV: Try to cast a 5th level spell you know at the risk of creating a chaos surge.

Spell Babble: Make foe's spellcasting unreliable.

LEVEL 5

Chaos Surge V: Try to cast a 6th level spell you know at the risk of creating a chaos surge.

Erratic Dance: Force foes to run full-tilt in random directions.

Maelstrom Cloud: Create a cloud of random hostile effects.

LEVEL 6

Chaos Surge VI: Try to cast a 7th level spell you know, or a 1st-4th level spell from your class spell list, at the risk of creating a chaos surge.

Wondrous Weirdness: Create the effect of a *rod of wonder*.

LEVEL 7

Chaos Surge VII: Try to cast an 8th level spell you know at the risk of creating a chaos surge.

LEVEL 8

Chaos Surge VIII: Try to cast a 9th level spell you know at the risk of creating a chaos surge.

LEVEL 9

Chaos Surge IX: Try to cast a 7th level or lower spell from your class's spell list at the risk of creating a chaos surge.

WITCH SPELLS

LEVEL 1

Chaos Surge I: Try to cast a 0, 1st, or 2nd level spell you know at the risk of creating a chaos surge.

LEVEL 2

Bewilderment: Ignore mind-affecting spells at the cost of suffering a confusion effect.

Chaos Surge II: Try to cast a 3rd level spell you know at the risk of creating a chaos surge.

LEVEL 3

Chaos Curse: Force one target to reroll one die roll/round.

Chaos Surge III: Try to cast a 4th level spell you know at the risk of creating a chaos surge.

LEVEL 4

Chaos Surge IV: Try to cast a 5th level spell you know at the risk of creating a chaos surge.

Erratic Dance: Force foes to run full-tilt in random directions.

Spell Babble: Make foe's spellcasting unreliable.

Loss of Order: Targets have limited options to aid other characters or receive aid.

LEVEL 5

Chaos Surge V: Try to cast a 6th level spell you know at the risk of creating a chaos surge.

Maelstrom Cloud: Create a cloud of random hostile effects.

Wondrous Weirdness: Create the effect of a *rod of wonder*.

LEVEL 6

Chaos Surge VI: Try to cast a 7th level spell you know, or a 1st-4th level spell from your class spell list, at the risk of creating a chaos surge.

LEVEL 7

Chaos Surge VII: Try to cast an 8th level spell you know at the risk of creating a chaos surge.

LEVEL 8

Chaos Surge VIII: Try to cast a 9th level spell you know at the risk of creating a chaos surge.

LEVEL 9

Chaos Surge IX: Try to cast a 7th level or lower spell from your class's spell list at the risk of creating a chaos surge.

SPELL DESCRIPTIONS

BEDLAM BLADE

School: evocation [bedlam, chaotic]; **Level:** antipaladin 4, cleric/oracle 4, inquisitor 4, magus 4, sorcerer/wizard 5

Casting Time: 1 standard action

Components: V, S

Range: touch

Target: melee weapon touched

Duration: 1 round/level (D)

Saving Throw: Will partial (see text); Spell Resistance: no

This spell allows you to channel pure chaos into any one melee weapon you touch. The weapon acts as an *anarchic weapon* with an enhancement bonus of +1 for every three caster levels (maximum +5 at 15th level). If this spell is cast on a magic weapon, the

powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with magic weapon or any other spell that might modify the weapon in any way. This spell does not work on artifacts. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack. The wielder OF THE WEAPON may choose to dismiss the spell as a swift action.

If cast with chaos magic, on a critical hit the weapon also forces a target to make a Will save or suffer a confusion effect for 1 round.

Bewilderment

School: enchantment (compulsion) [bedlam, chaotic]; **Level:** bard 2, cleric/oracle 3, sorcerer/wizard 3, witch 2

Casting Time: 1 immediate action

Components: none

Range: personal

Target: you

Duration: 1 minute/level (D)

You may immediately cast this spell any time you are affected by a mind-affecting or compulsion spell or effect. For the duration of this spell, you are immune to all mind-affecting and compulsion spells and effects except *bewilderment*. You also suffer a confusion effect for the duration of the spell. If the confusion effect ends (or for some reason does not affect you), the *bewilderment* spell ends.

If cast with chaos magic, once during the duration of the spell, you may roll twice for your confusion and select which result to take.



CHAOS CURSE

School: necromancy [bedlam, chaotic]; **Level:** antipaladin 4, bard 4, sorcerer/wizard 4, witch 3

Casting Time: 1 standard action

Components: V, S

Range: short (25 ft. +5 ft./2 levels)

Target: one creature

Duration: 1 round/level

Saving Throw: Will negates; **Spell Resistance:** yes

You inflict the negative aspects of chaos to hinder your target. Once each round you may force the target to reroll one die roll, immediately after the effects of the die roll have been revealed. You must have line of effect to the target to invoke this power of the curse. Additionally, the target fails at any ability check or skill check where it rolls a natural 1 (the d20 die shows a 1).

If cast with chaos magic, even when the target is not in line of sight, it must roll twice for the first saving throw it makes each round, taking the worse of the two results.

CHAOS SURGE I

School: universal [chaotic]; **Level:** bard 1, cleric/oracle 1, sorcerer/wizard 1, witch 1

Casting Time: 1 standard action

Components: V, S

Range: varies (see text)

Effect: one spell effect

Duration: varies (see text)

Saving Throw: varies (see text); **Spell Resistance:** varies (see text)

You create a surge of chaos energy and attempt to shape it into another spell you know. Select a 0, 1st, or 2nd level spell you know. This

is the spell you are attempting to cast. Make a concentration check. The DC for this check is DC of 11 + (your caster level) if you are attempting to cast a 0 or 1st level spell, or 16 (+ your caster level) if you are attempting to cast a 2nd level spell. If you succeed at the concentration check, you successfully cast the spell you were attempting. If you fail, you create a chaos surge, and must roll on table 1: Chaos Surges to see what spell you actually cast.

CHAOS SURGE II

School: universal [chaotic]; **Level:** bard 2, cleric/oracle 2, sorcerer/wizard 2, witch 2

As *chaos surge I*, except you may attempt to cast a 3rd level spell. The concentration check for this is 17 + (your caster level).

CHAOS SURGE III

School: universal [chaotic]; **Level:** bard 3, cleric/oracle 3, sorcerer/wizard 3, witch 3

As *chaos surge I*, except you may attempt to cast a 4th level spell. The concentration check for this is 18 + (your caster level).

CHAOS SURGE IV

School: universal [chaotic]; **Level:** bard 4, cleric/oracle 4, sorcerer/wizard 4, witch 4

As *chaos surge I*, except you may attempt to cast a 5th level spell. The concentration check for this is 19 + (your caster level).

CHAOS SURGE V

School: universal [chaotic]; **Level:** bard 5, cleric/oracle 5, sorcerer/wizard 5, witch 5

As *chaos surge I*, except you may attempt to cast a 6th level spell. The concentration check for this is 20 + (your caster level).

CHAOS SURGE VI

School: universal [chaotic]; **Level:** bard 6, cleric/oracle 6, sorcerer/wizard 6, witch 6

As *chaos surge I*, except you may attempt to cast a 7th level spell. Alternatively, you may attempt to cast a 4th level or lower spell from your class spell list, even if you do not know it. The concentration check for either option is 21 + (your caster level).

CHAOS SURGE VII

School: universal [chaotic]; **Level:** cleric/oracle 7, sorcerer/wizard 7, witch 7

As *chaos surge I*, except you may attempt to cast an 8th level spell. The concentration check for this is 22 + (your caster level).

CHAOS SURGE VIII

School: universal [chaotic]; **Level:** cleric/oracle 8, sorcerer/wizard 8, witch 8

As *chaos surge I*, except you may attempt to cast a 9th level spell. The concentration check for this is 23 + (your caster level).

CHAOS SURGE IX

School: universal [chaotic]; **Level:** cleric/oracle 9, sorcerer/wizard 9, witch 9

As *chaos surge I*, except you may attempt to cast a 7th level or lower spell from your class spell list, even if you do not know it. The concentration check for this is 24 + (your caster level).

ERRATIC DANCE

School: enchantment (compulsion) [bedlam, chaotic, mind-affecting]; **Level:** bard 4, sorcerer/wizard 5, witch 4

Casting Time: 1 round

Components: V, S

Range: close (25 ft. + 5 ft./2 levels)

Target: 1 creature per level, no 2 of which may be more than 30 feet apart

Duration: 1 round

Saving Throw: Will negates; **Spell**

Resistance: yes

The sound of a high-pitched, erratic hum fills the air compelling those who can hear it to dance, leap, and run. Affected targets move in a straight line in a random direction on their next turn. The distance they must attempt to travel is 5 feet per 2 caster levels. The targets must attempt to dash through narrow spaces, move through areas threatened by foes, and leap or climb over obstacles if they are capable of doing so. If a target is driven into clearly trapped or damaging terrain (such as a pit, spiked floor, stream of lava, or drop of 20 feet or more) it may make a second saving throw with a +4 bonus to end the spell immediately. If the creature cannot move the full distance due to an obstacle or a condition that prevents movement, the target takes 1d6 points of damage per 5 feet of movement it is unable to take. Deaf creatures are immune from the effect.

If cast with chaos magic, you may select the direction one of the targets begins moving when the spell is cast.

LOSS OF ORDER

School: necromancy [bedlam, chaotic, fear, mind-affecting]; **Level:** antipaladin 3, bard 4, cleric/oracle 4, inquisitor 3, magus 3, witch 4

Casting Time: 1 standard action

Components: V, S

Range: medium (25 ft. + 5 ft./2 levels)

Target: one living creature per 2 levels, no two of which may be more than 30 feet apart.

Duration: 2d4 rounds

Saving Throw: Will negates; **Spell**

Resistance: yes

Targets of this spell gain no benefit from morale bonuses, cannot take the aid another action nor benefit from other creatures using aid another, do not count as flanking and gain no bonuses when flanking, cannot use teamwork feats or count as a creature with teamwork feats for purposes of determining the benefit of other creatures with such feats.

If cast with chaos magic, targets are also unable to take the ready action.



MAELSTROM CLOUD

School: conjuration [bedlam, chaotic]; **Level:** druid 6, sorcerer/wizard 5, witch 5

Casting Time: 1 standard action

Components: V, S

Range: medium (100 ft. + 10 ft./level)

Area: cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level (D)

Saving Throw: see text; **Spell Resistance:** see text

You create a condensed cloud of chaotic energy. Though the cloud is stationary and has a fixed area, the effects of the cloud change each round as determined by the chart below.

D%	SPELL EFFECT
1	Cloud triggers a Chaos Surge and then disperses, ending the spell.
2-25	Cloud has the effect of a <i>stinking cloud</i> for 1 round.
26-50	Cloud has the effect of a <i>cloudkill</i> for 1 round.
51-75	Cloud has the effect of a <i>solid fog</i> for 1 round.
76-99	Cloud has the effect of an <i>incendiary cloud</i> for 1 round, but the cloud damage is reduced to 4d6 points of fire damage.
100	You may select one of the effects on this list.

If cast with chaos magic, once during the duration of the spell you may reroll what effect the cloud has for the next round.

SPELL BABBLE

School: enchantment (compulsion) [bedlam, chaotic, mind-affecting]; **Level:** bard 3, inquisitor 5, sorcerer/wizard 4, witch 4

Casting Time: 1 standard action

Components: V, S

Range: medium (100 ft. +10 ft./level)(see text)

Target: all creatures in a 15-ft.-radius burst

Duration: 1 round/level

Saving Throw: Will negates; **Spell Resistance:** yes

This spell randomly changes the magic energies summoned by the targets, making them unable to depend on their spellcasting abilities. Roll on the following table at the start of each subject's turn each round to see what the result of their spellcasting will be for that round.

D%	SPELL EFFECT
0-25	Spells cast normally.
26-50	Any spell cast fails and is lost.
51-75	Any spell cast is centered on or targets spellcaster.
76-100	Any spell cast results in a chaos surge.

A creature under the effects of this spell is aware of the risks it runs from spellcasting, but doesn't know the exact effect its spellcasting will have each round until after it attempts to cast a spell. Note that this spell only affects spells cast by the subjects (including scrolls), not spells

from magic items such as wands or staves, or spell-like or supernatural abilities the subject might have.

If cast with chaos magic, if a target creates a chaos surge as a result of this spell, roll two chaos surge results. You may select which one occurs.

THINK TWICE

School enchantment: (compulsion) [bedlam, chaotic, mind-affecting]; **Level:** cleric/oracle 1, inquisitor 1, magus 1

Casting Time: 1 standard action

Components: V

Range: medium (100 ft. + 10 ft./level)

Target: one living creature

Duration: 10 minutes/level

Saving Throw: Will negates; **Spell Resistance:** yes

The first time the target attempts to attack you or one of your allies, it must roll the attack twice and use the lower of the two rolls.

If the spell is cast with chaos magic, it also causes the target to gain the dazed condition for 1 round if it attempts such an attack.

WONDRIOUS WEIRDNESS

School: evocation [bedlam, chaotic]; **Level:** bard 5, cleric/oracle 5, sorcerer/wizard 6, witch 5

Casting Time: 1 standard action

Components: V, S

Range: medium (100 ft. +10 ft./level)(see text)

Target: one creature (see text)

Duration: variable (see text)

Saving Throw: variable (see text); Spell Resistance: no

You create a random, weird magic effect as if you had activated a *rod of wonder*. Roll randomly on the *rod of wonder* wondrous effect chart. For every four caster levels you have, you may add or subtract one from the d100 roll to determine what effect is created. (You may choose to add or subtract this value after seeing what results would be created by doing so.)

For the purpose of this wondrous effect, you are the wielder and one target within the spell's range is the target. That target is always considered in range of the wondrous effect, even if the effect lists a shorter range. If a saving throw is required, determine the save DC using your ability scores, feats, spell level and other modifiers, rather than the DC listed with the wondrous effect. (Do not modify durations or damage done by the wondrous effects.)

A spellcaster able to cast this spell can skip the *confusion* and chaotic alignment requirements to create a *rod of wonder* without penalty. Different versions of this spell exist that create wondrous effects from variant versions of the *rod of wonder*.

If cast with chaos magic, you may make two entirely separate rolls on the *rod of wonder* chart, and select which occurs.

NEW CHARACTER OPTIONS

The rules for chaos magic, and in particular chaos surges, makes it possible to create spellcasters who are just-barely in control of their magic powers. This is a fairly classic trope for fantasy fiction but it's one that, for lots of good reasons, doesn't get used that often in fantasy rpgs. One big reason is that it's notoriously difficult to balance. If chaos spellcasters can't ever rely on their powers they are often useless, and their presence can be a detriment to other characters (and thus make the game less fun for other *players*). And since their powers have to be somewhat unreliable (or the entire "not in full control" idea gets lost), there has to be some reason for a character to take such options, and that usually means having access to more powerful (if also unreliable) options to make up for the lack of dependability. However, if a player gets lucky (or manages to work around the limitations), and his "inconsistent" powers turn out to work most of the time, the extra power added to make the option on-par with normal spellcasters ends up as a free power boost.

And on top of all that, if there is ever any chance a *bull's strength* will turn into a *fireball* in the middle of the party, there's a chance the chaos spellcaster is going to hurt his own team. Tensions between players can be fun if they lead to good roleplaying or more tactical thinking... but they can also just make the game less enjoyable for everyone involved.



While every effort has been made to balance the following two archetypes (the chaos mage and spellstorm), a GM should carefully consider the dynamic of his playing group before allowing either of these chaos spellcaster options. If they tend to enjoy every extreme, surprising, random thing that happens during a game (especially if they are the kind of players who like both critical hit and critical failure options be added to the combat system), then adding the chaos mage and spellstorm should be fine. If the players hate ever being caught off-guard, not knowing how their abilities are going to work, or want only optional rules that make things more likely to go in their favor (such as hero point rules, or reroll options), then they may find these chaos casters to be more frustrating than fun.

Certainly a GM who is uncomfortable with the ideas presented in these two archetypes should never allow a player to use social pressure to force these rules onto others. Even in games normally open to new player options, these two chaos casters can change the fundamental balance of how the game works. A player should neither assume these archetypes will be allowed, nor try to convince a dubious GM to accept them against the GM's better judgment.

CHAOS MAGE

Chaos mages can call upon powerful magic forces, but can't always control them. Any spellcaster can be a chaos mage, but they are most common among oracles, sorcerers, and witches. While chaos mages have greater flexibility than others, and can try to push the limits of their mystic ability, they pay a price

if they lose focus on the swirling, turbulent powers they summon. Pure chaos helps fuel a chaos mage's spells, but also constantly tries to mutate those spells into new, dangerous effects.

At an early age, chaos mages show both a strong affinity for magic, and a weak ability to control it. Many are born or raised under unusual circumstances—conceived under a red moon, birthed on the day a comet first appears, left at the doorstep of a small abbey as an infant, or secretly trained in magic by fairies as a child. They are often the subject of ancient (and annoyingly vague) prophecies and legends. It's not unusual for a chaos mage to undergo mystic training from a number of instructors, each eventually kicking out the chaos student for being unable to learn that teacher's rules of control. Of course the chaos magic isn't a result of poor training, but an innate part of the power the character summons whenever casting a spell.



POWERS LOST

The powers a chaos mage loses depends on what spellcasting class it is added to, as detailed below. Like all archetypes, if a power is sacrificed by the archetype, all modifications and increases to that power gained at later levels are also lost. If a campaign is using *The Genius Guide to Arcane Archetypes*, the chaos mage can be treated as an archetype package using those rules.

BARD: A chaos bard gains no bardic music.

CLERIC: A chaos cleric gains no domains.

INQUISITOR: A chaos inquisitor gains no judgments.

MAGUS: A chaos magus gains no arcana pool.

ORACLE: A chaos oracle gains no mystery.

SORCERER: A chaos sorcerer gains no bloodline.

SUMMONER: A chaos Summoner has no *summon monster* ability (though the spells are still considered to be on his class list for purposes of item creation and spell completion items) and has one fewer spells/day at each spell level.

WITCH: A chaos mage witch gains no hexes or greater hexes.

WIZARD: A chaos wizard gains no school specialization (not even for universal spells).

Overcasting (Su): **This is the core ability** of the chaos mage, to use lower-level spell slots to cast higher-level spells. You do this by casting chaos spells which draw on the raw, primeval energy of pure anarchy. (You can only do this with spells gained through a class

THE CHAOS MAGE ISN'T FOR EVERY CAMPAIGN

The unpredictable spellcaster who may create as many problems as solutions is a very common fantasy character trope, and we couldn't resist including it in this product as the chaos mage archetype package. However, it comes with a warning. The chaos mage won't fit in every campaign, and won't work with every group.

As a result of being able to (at least try to) cast higher-level spells with lower-level spell slots, a chaos mage can be very effective with a little planning and luck. However, a chaos mage can also suffer accidental disasters that are just as likely to aid his enemies or, worse, damage and even kill allies. For some groups, playing with that kind of walking *wand of wonder* in a party is a fun and exciting challenge. For others it's upsetting both when the chaos mage is lucky as casts more spells than his allies, and when things blow up in the party's face. On top of that, the chaos mage involves a lot of calculations, charts, and odd rules, which many players see as the opposite of fun. Even if a game has room for the occasional *chaos surge* spell or unpredictable magic item, it may not be a happy home for a full chaos mage.

Only a GM can tell how a local group of gamers is going to react to a chaos mage, and if in doubt, it's a good idea to talk it over with your players before allowing one in as a regular part of your campaign.

with the chaos mage archetype package). Of course chaos spells are inherently dangerous and difficult to control, and casting them requires a chaos concentration check (detailed below). A failed check can have consequences ranging from the chaos mage suffering penalties for a few rounds, to a chaos surge (using the normal rules for a chaos surge, detailed earlier in this product).

Preparation Chaos Mages: If you are a caster that prepares spells in advance (including clerics, druids and wizards) you must take time to attempt to prepare a higher level spell as a chaos spell in a lower-level slot. Only spells you know *can be prepared in this way*. Unlike most casters who prepare spells in advance, you can also unprepare a spell from a slot you have already placed it

in. This takes ten minutes per spell slot (to both empty the *spell slot*, and prepare a new spell in it), and the spell prepared in the now-vacated slot is automatically a chaos spell (even if it is of a spell level the same or lower level as the spell slot).

For example, Swift is a 9th level elven wizard with the chaos mage archetype package. When **she prepares her spells** for the day, Swift decided to use some 1st level spell slots to prepare 3rd level spells. She prepares a chaos acid arrow, chaos invisibility, and chaos summon monster II. If she decides to cast any of those spells during the day, she must make a chaos concentration check (see below) to see if she succeeds, marginally succeeds, or creates a chaos surge.

Because she is a chaos mage, Swift can also decide to unprepare spell slots. So if she

had prepared magic missile as a 1st level spell, she could take time to make that 1st level spell slot available again. However, whatever spell she placed in the emptied slot is now a chaos spell (even if it's a 1st level or 0-level spell), and will require a chaos concentration check when cast.

Spontaneous Chaos Mages: If you are a caster that casts spells spontaneously (including bards and sorcerers), you can use chaos spells without any special preparation, but only under certain conditions. You can only use a lower-level spell slot to cast a higher level chaos spell when you have no spell slots left of the required level or higher. Also, you must use the highest-level spell slot you have remaining any time you cast a chaos spell.

For example, Fharhanna is a 9th level human sorcerer with the chaos mage archetype package. She knows *ice storm*, and can cast five 4th level spells per day. Once she has run out of 4th level spell slots, she can try to cast a chaos *ice storm* as a 3rd level spell, which requires a chaos concentration check (see below). If she runs out of 3rd level spell slots, she can (if she dares) try to cast a chaos *ice storm* as a 2nd level spell, though the concentration check is much harder.

As a spontaneous spellcaster with the chaos mage archetype package, you can also attempt to add a metamagic feat to a spell on the fly without any additional casting time, by casting it as a chaos spell. In this case, you use the same level spell slot normally required for the spell and metamagic feat in question, but you can do this even if you have not run out of higher level spell slots. Thus, even if Fharhanna still had 4th level spell slots remaining, she could chose to cast a chaos, silent *fireball* as a 4th level spell without increasing the spell's casting time.

Casting Chaos Spells: When you cast a chaos spell, you must make a special chaos concentration check, with a DC of 10 + (caster level) + (original level of chaos spell) + (difference between original spell level and level of the spell slot used to cast it x5). Thus a 5th level chaos mage trying to cast a 3rd level spell using a 2nd level slot must make a DC of 10 (base) +5 (for her caster level) +3 (for the spell's original level) +5 (for the one level of difference between the third level spell, and the second level spell slot x5), or a total of 23. For this check, a natural result of 1 on the die roll is always a failure, and a natural result of 20 is always a success.

If you succeed at the chaos concentration check, the chaos spell is successfully cast with no ill consequence. If the chaos concentration check fails by up to 5, the spell is cast, but you treat your caster level as half its normal value for all calculations regarding the spell. If this means your spell cannot reach a target (if its range is no longer far enough, for example), the spell gets as close to the target as possible and then goes off.

If the chaos concentration check fails by 5 or more, you have created a chaos surge. This is a randomly determined spell effect other than the one attempted, as defined in Chaos Surges (defined earlier in this product).

Loss of Control (Ex): Any time a chaos mage fails a concentration check by 5 or more, she also creates a chaos surge. For example, if elven wizard, Swift, makes a concentration check to avoid losing a spell when threatened by a foe, and she fails by 1-4, she simply loses the spell as normal. But if she fails by 5 or more, she actually casts a spell that creates a chaos surge instead of the spell she were attempting.

RULES NOTE:

CONCENTRATION IS NOT A SKILL

Obviously, how powerful a chaos mage is depends a great deal on how high she can get her concentration check. It is thus important to note that concentration is not a skill in the *Pathfinder Roleplaying Game Core Rulebook*. Bonuses to skill checks, even all skill checks, don't apply to concentration checks. You can't take Skill Focus with concentration. You can take Combat Casting, but the bonus it offers does not apply to chaos concentration checks. Not only are there no magic items in the core book that add to concentration checks (other than by increasing your ability scores), there aren't even rules to determine how much such an item would cost.

A GM should be very, very cautious about allowing anything (from any source) that adds a bonus to concentration checks if using the chaos mage archetype package. If you do allow such items, you should seriously consider having them not apply to chaos concentration checks caused by casting a chaos spell. (After all, the power of pure anarchy isn't going to be easily sidestepped by something as simple as a *ring of chaos control*, or it wouldn't be pure anarchy.) If you do allow chaos mages to boost their chaos concentration checks with feats, spells or magic items, they may become overpowered and unbalancing very quickly. Of course, ultimately each GM must decide what's reasonable and balanced for the games they run.

SPELLSTORM

Some innate spellcasters can barely contain the power that exists within them, and must constantly struggle not to be overwhelmed by their eldritch energies and consumed by a kind of mystic fury. Called spellstorms, these dangerous spellcasters can draw upon the raw power that lives within them by entering a rage-like state of eldritch fury, but doing so can make them a danger to friend and foe alike.

Most spellstorms are sorcerers, who gain this power in place of their bloodline (gaining none of the benefits of a bloodline -- no bloodline spells, feats, or powers). Less often a spellstorm may be an oracle, gaining the spellstorm powers in place of a mystery (thus gaining no mystery skills, spells, or revelations). Very rarely bards can be spellstorms (losing all bardic performance abilities).

A GM could allow a chaotic inquisitor who worshipped a god of rage or insanity to be a spellstorm (a kind of holy madman), in which case all inquisitor class features based on Wisdom (including spell casting) should be changed to Charisma. Such inquisitor spellstorms do not gain judgments or any class features regarding judgments.

ARCHETYPE FEATURES

Eldritch Fury (Ex): A spellstorm can call upon inner reserves of passion and determination, driving herself into a state of emotional frenzy. Unlike the animalistic rage of a barbarian, a spellstorm's eldritch fury is an altered mental state that stokes

all her passions, and uses the power of her mental surge to enhance her mystic powers.

Starting at 1st level, a spellstorm can use her eldritch fury for a number of rounds per day equal to 4 + her Charisma modifier. At each level after 1st, she gains 2 additional rounds of eldritch fury. Temporary increases to Charisma, such as those gained from eldritch fury and spells like *eagle's splendor*, do not increase the total number of rounds that a spellstorm can use this ability each day. A spellstorm can enter an eldritch fury as a free action. The total number of rounds of eldritch fury per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in an eldritch fury, a spellstorm gains a +4 morale bonus to her Constitution and either Intelligence, Wisdom or Charisma (whichever ability determines what level of spell the spellstorm can cast), as well as a +2 morale bonus on Fortitude saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the spellstorm 2 hit points per hit die, but these disappear when the eldritch fury ends and are not lost first like temporary hit points. While in an eldritch fury, a spellstorm cannot use any Dexterity-based skills (except Fly).

A spellstorm can end her eldritch fury as a free action and is fatigued afterward for a number of rounds equal to 2 times the number of rounds spent in the eldritch fury. A spellstorm cannot enter a new eldritch fury while fatigued or exhausted but can otherwise enter an eldritch fury multiple

times during a single encounter or combat. If a spellstorm falls unconscious, eldritch her fury immediately ends, placing her in peril of death.

While a spellstorm can cast spells and use spell-like and supernatural abilities while in an eldritch fury, the raw, primal nature of the energies fueling her spellstorm makes such powers unpredictable. Whenever a spellfury uses such abilities while in eldritch fury she must make a concentration check (DC 10 + caster level + how many rounds she has been in the eldritch rage) or create a chaos surge (see **Chaos Surges**, above). If the chaos surge is sparked by the use of a spell-like ability without a defined spell level or a supernatural ability, treat it as a "target" type spell of the highest spell level the spellfury can cast for purposes of defining the chaos surge it creates.

Fury Powers (Ex): As a spellstorm gains levels, she learns to use her fury in new ways. Starting at 2nd level, a spellstorm gains a fury power. She gains another fury power for every three levels of spellstorm attained after 2nd level. A spellstorm gains the benefits of fury powers only while raging, and some of these powers require the spellstorm to take an action first. Unless otherwise noted, a barbarian cannot select an individual power more than once.

CHAOS FURY (Su)

Prerequisite: Stormspell 12

Benefit: While in an eldritch fury, the stormspell gains SR against spells cast by lawful creatures and spells with the lawful descriptor. The SR is equal to the stormspell's level +11.



DIRECTED CHAOS (Su)

Benefit: When the spellstorm creates a chaos surge while in an eldritch fury, the GM informs the spellfury what chaos surge effect is going to occur before applying its effects. The spellfury may opt to negate this chaos surge, causing a different random result to occur, though doing so expends 1 round of her eldritch fury. The spell fury may do this only once per chaos surge.

DRAGON WINGS (Su)

Prerequisite: Stormspell 10

Benefit: When a stormspell selects this fury power, the Fly (Dex) skill becomes a class skill for her if it isn't already. While in an eldritch fury and wearing medium or lighter armor, the spellfury can spend a standard action to manifest a pair of spiritual dragon wings that grant her a fly speed equal to her base speed (average maneuverability). She can expend 2 rounds of her eldritch fury to instead spend an immediate action to gain this fly speed. She can end her fly speed at any time, even when it is not her turn. Each round she spends flying counts as 2 rounds of eldritch fury. Her ability to fly ends automatically when her eldritch fury ends.

ELDRITCH ACCURACY (Su)

Benefit: While in an eldritch fury, whenever the spellfury makes a touch or ranged touch attack as part of a spell's attack, the threat range for the touch attack is 19-20. After the spellfury successfully makes a critical hit with a touch spell, the ability ceases to function for the rest of the eldritch fury.

ELEMENTAL RESILIENCE (Su)

Prerequisite: Stormspell 8

Benefit: While in an eldritch fury, the stormspell may take a standard action to gain resistance to one energy type or her choice—acid, cold, electricity, fire, or sonic. This resistance equals 1/2 her spellstorm class level. This ability may be used only once per eldritch fury, and the resistance ends automatically when her eldritch fury ends.

LIGHTNING DODGER (Su)

Benefit: While in an eldritch fury, the stormspell gains the benefits of evasion (as the rogue class feature). If she already has evasion, she instead gains the benefits of improved evasion.

MADMAN'S POWER (Su)

Benefit: While in an eldritch fury, the spellstorm adds her Charisma modifier to all weapon damage done.

Massive Chaos (Su)

Benefit: When the spellfury creates a chaos surge, the surge is determined as if the spell causing it had been 1 spell level higher than its true level.

MIND OVER BODY (Ex)

Prerequisite: Spellstorm 8

Benefit: A spellstorm may reroll a failed Fort save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The spellstorm must take the second result, even if it is worse. This power can only be used once per spell fury.

RAGING CHAOS (Su)

Prerequisite: Stormspell 6

Benefit: While in an eldritch fury, the stormspell gains a +4 bonus to any caster level check made to dispel magic effects (such as when using the *dispel magic* and *greater dispel magic* spells).

STORM SHIELD (Su)

Prerequisite: Stormspell 6

Benefit: While in an eldritch fury, the stormspell gains a force effect granting a +1 deflection bonus to armor bonus. This bonus increases by +1 for every four levels the stormspell has attained.

UNPREDICTABLE (Ex)

Benefit: while in a spell fury, the spellstorm adds her caster level to the DC of Sense Motive checks made regarding her, and Spellcraft checks made to determine what spell she is casting.

UNTOUCHABLE (Ex)

Benefit: While in a spell fury, the stormspell is treated as if she has Combat Casting. If she already has the feat, she may also add her Constitution modifier to her concentration checks to cast defensively.

NEW HAZARDS

ZONE OF ARCANES ATAXIA

A zone of arcane ataxia is a region where magic does not follow the normal rules clerics and wizards depend on to create magic effects. It is in many ways similar to, though more limited in scope, a plane with the wild magic trait. Within a zone of arcane ataxia, magic is hard to control, and spells often twist into surprising and new magic effects.

Zones of arcane ataxia are rare, and normally the after effect of some cataclysmic magic disaster. Defiled temples to gods of magic, the graves of dead gods, ruins of academies of magic that blew up, and battlefields where archmages clashed, are all likely locations for a zone of arcane ataxia. Such zones are also normally temporary, lasting only until the magics that created them fade away (though in the most extreme cases, this could take centuries).

Whenever a spell or spell-like ability is cast in a zone of arcane ataxia, be it from a spellcaster, magic item, or innate ability, there is a chance of a chaos surge. Whoever cast the spell or triggered the item must make a Will save, the DC determined by the DC of the zone of arcane ataxia (see below).

A zone of arcane ataxia normally shouldn't be the only element of an encounter, but it can be effectively added to other encounters (most often fights, but it can also make an interesting addition to a haunt, trap, or more natural hazard, as it can make the spells normally used to bypass such encounters much less reliable).

Normal examination of an area does not reveal it is a zone of arcane ataxia. However, any spellcaster who casts a spell within the area may make a Spellcraft check (DC equal to the save DC of the area) to recognize the effects of the zone, its borders, and the DC of the will save to successfully cast magic within it.

ZONE CR	SAVE DC
1-2	11
3-4	12
5-6	14
7-8	16
9-10	18
11-12	20
13-14	22
15-16	25
17-18	27
19-20	30



WE ERR ON THE SIDE OF AWESOME!

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