

Chaos Magic ERRATA and Clarifications

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This document will be updated regularly with new information, spells, paths of chaos and other crunchy bits for the chaos mage.

STACKING MULTIPLE EFFECTS

It is possible to stack multiple effect elements of the same category (damage, materialisation, movement and transformation) within the same chaos magic spell. However, multiple elements of the same type cannot be the only effect elements contained within the spell. For example, if you are able to cast a spell containing three effect elements, all three cannot be damage effect elements.

In addition, you cannot put two elements of the exact same type in the same spell. So, you can have a spell with two transformation effect elements (provided there is at least one other effect element in the spell that is NOT transformation), but they must be elements of a different degree – one minor and one major, for example.

THE CONCENTRATION SKILL AND CHAOS MAGIC

Channelling raw chaos is hard – really hard. So, yes, on pg. 30 where it tells you to replace the spell level with the casting DC of the chaos magic spell when making concentration checks, that's what it means.

So, when casting very powerful chaos magic, you'll need to be careful to avoid anything which could disrupt your casting. It also means that casting defensively is beyond the reach of most chaos mages which is, again, by design. It is hard to cast chaos magic and anything that could disrupt the process can have dire consequences. Though see the Mind of Stone feat, below.

ERRORS IN THE EXAMPLE SPELLS

The following errors were found in the example spells as a result of changes to effect DCs brought about by playtesting feedback.

Ambush Tap

Effect Element: Movement, minor (15)
Area Element: Single subject (0)
Range Element: Touch (0)
Duration: Instantaneous (0)
Total DC: 15

Push Wave

Effect Element: Movement, minor (15)
Area Element: Burst (5), Enemies Only (5)
Range Element: Touch (0)
Duration: Instantaneous (0)
Total DC: 25





CHAOS MAGIC SAVING THROW TYPES

When a chaos magic spell allows a save, the DM determines the type of save required, using the following guidelines.

† If the spell affects a target directly, such as a damage, transformation, or movement effect, use a Will save.

† If the spell affects the environment around a target, or creates an object that affects the target (such as the case with most Materialization effects), use a Reflex save.

† In general, no chaos magic spell requires a Fortitude save - either you must use your willpower to resist the effects of chaos, or you must get out of the effect's way.

CHAOS FAMILIARS

As stated in the book, a familiar has mental ability scores (Charisma, Intelligence and Wisdom) equal to those of its creator and physical ability scores (Constitution, Dexterity and Strength) equal to one-half of its creator. However, the Enhanced Familiar feat (see below) can help to offset the physical weakness of the familiar.

Familiars do not gain additional skill points as their creator advances, barring use of the Symbiotic Familiar feat (see below).

Enhanced Familiar (Chaos)

Your chaos familiar's physical abilities are more closely linked to your own, providing it with a much greater physical presence than other familiars.

Prerequisites: Ability to cast chaos magic spells, a chaos magic familiar.

Benefit: When you gain this feat, your familiar's physical ability scores (Strength, Dexterity and Constitution) are immediately raised until one of these abilities is equal to your own ability, one is equal to your ability minus one and the last is equal to your ability minus two. You may choose which abilities are raised to which levels.

Symbiotic Familiar (Chaos)

You dedicate a portion of your own experience to your familiar, allowing it to increase in skill as you gain levels.

Prerequisite: A chaos magic familiar, Enhanced Familiar.

Benefit: You may donate 5% of your experience to your familiar, who then gains two skill points to be spent however you choose whenever you gain a level. Your familiar may never have more ranks in a given skill than you have levels, as it relies on your knowledge and personal connection to chaos to sustain its own expertise.

CHAOS MAGIC AND THE UNDEAD

An undead creature can become a chaos mage, but any subdual damage suffered as a result of casting chaos magic is taken as real damage, instead. The vibrant power of chaos magic is channelled more easily through the living, chaotic jumble of cells in a living being. A dead thing, locked in its current form and incapable of moving through the cycle of life, creates more resistance to the flows of chaos and, therefore, suffers more damage from channelling it.

CHAOS MAGIC ITEMS

Attack and Damage Bonuses

Attack and damage bonuses are infused separately, but only attack bonuses are used to overcome Damage Reduction.

Drained Items

When all the chaos magic has been drained from a storage item, the item immediately loses 2 points of hardness. It is, however, already tempered and may be infused again. The DC is based on the original cost of the item and the original capacity cannot be exceeded by secondary infusions.

If a storage item's hardness is reduced to 0 or less by the draining of its last chaos magic point, it does not explosively decay, but simply crumbles to dust.

Neutralising Chaos Magic Items

A chaos magic item may be neutralised by the chaos mage who created it, but the cost can be dire. The chaos mage must sever his attunement to the item,

which causes 1d4 points of temporary Charisma damage as the connection to primal chaos is flawed by the mage's actions. This damage heals normally, but may not be healed by magic. A chaos mage who tosses aside an item into which his essence is infused with chaos must be prepared to face the consequences.

THE BIG STACK OF EFFECTS AND CLARIFICATIONS

This section is a collection of effects for use in your games. While this list is much, much larger than that found in the original book, keep in mind that it is still not all-inclusive. Chaos magic is meant to be wild and exciting, so use these as inspiration and general guidelines, not the graven-in-stone limits of what you can do as a chaos mage.

Also included in this section are the clarifications and changes to the effects found in the original book.

Damage Effects

When combining multiple damage effects into the same spell, the chaos mage may never cause more than 2d8 hit points per chaos mage level. Thus, a 20th-level chaos mage could never cause more than 40d8 hit points of damage from a single spell, regardless of the number or types of damage effects he applied to the spell, and a 10th-level chaos mage is limited to 20d8 hit points of damage, total, for a given spell.

Persistent and Degrading Damage Effects and Duration

Persistent damage effects do not require a duration element and will continue causing damage each round until they have caused their maximum damage.

Degrading damage effects must have a by round duration in order to deliver their full damage. If a duration is not chosen for a degrading damage effect, it deals its initial blast of damage (one-half the Hit Dice of damage caused by the effect), but no more.

MATERIALISATION EFFECTS

Negligible

† A sound loud enough to wake all sleeping (though not magically suffering from the effects of a *sleep* or similar spell) creatures in the area of effect.

† A simple chaotic construct with a strength of 3 is created by this effect. The construct is animate and can perform a single task (determined at the time it is created). The construct is otherwise immaterial and disperses immediately if attacked.

† This effect creates a globe of light (of any colour) that floats in the air near the chaos mage. If this spell has an area of effect, the globe may move within that area of effect at 100 feet per round. If directed to move outside this area of effect, the light is immediately extinguished.

† This effect creates a cloud of chaotic darkness that clings to any light source in the area, preventing it from operating while the spell is in effect. Note that this spell cannot affect natural sources of light, such as the sun or moon.

Minor

† This effect creates a shield of chaotic force that provides three-quarters cover from any missile attack directed at the target and completely blocks any single-target spells with a missile effect (such as *magic missile*, *merf's acid arrow*, or similar spells) unless the caster of that spell defeats the chaos mage in an opposed caster-level check. If this effect is given an area of effect, it blocks attacks from one direction only, though the chaos mage may change the direction protected against at the beginning of each round as a free round action.

† This effect can be used to create an item of up to 1 pound in weight per caster level. This weapon is treated as a silver weapon for purposes of overcoming damage reduction.

† This effect can be used to create a suit of chaotic armour that surrounds the target creature or each creature in the area of effect. This suit provides a +1 armour bonus to the Armour Class of all affected creatures for every 2 chaos mage levels possessed by the caster, to a maximum armour bonus of +5.





† This effect creates a swirling cloud of chaos particles that obscure sight into or out of the area of effect. All creatures in the area of effect have total concealment from those outside the area of effect, and vice versa.

† Auditory effects at this level can mimic speech, but will always sound unnatural and distinctly different from normal speech. The sounds can be quiet or reasonably loud (audible up to 20 feet from the target location). The speech or other sound the spell materialises can be no longer than 2 seconds per caster level and will repeat throughout the duration of the spell.

† Any images created at this level of effect can be used to spell out words or present other fine details, but are certainly not able to accurately mimic even a simple painting of a creature, much less the creature itself. The image pattern can hold multiple colours, however, and is more than able to convey complex concepts and images as envisioned by the spellcaster. The images created by this spell can move around within the area of effect, but can be no longer than 2 seconds per caster level. Images created will repeat throughout the duration of the spell.

Moderate

† This effect creates glue-like strands of chaos energy throughout an area. Any target who fails their save against the effect is stuck fast to these strands and is unable to move or take any other action until they have freed themselves. Freeing yourself from this mass of chaos requires a successful Strength or Escape Artist check (DC 15 + 1 per chaos mage level of the caster). Once freed, the target may take a single 5-foot step – though if this step moves the creature into another area affected by this spell he must make his Saving throw or the process begins again. If this spell is cast upon a single target, the target (once freed) is not affected by the same spell again, even if it moves back into the area where the spell was originally in effect.

† Waves of chaos surround the target object or fill the target area. Attempting to grab or hold onto the object or move through the area require a successful Reflex save to succeed. If a target fails this save, it falls prone in the area and must make a Reflex save to stand again. If the save fails while attempting to grab an object, the object simply eludes the grasp of the target and remains where it was.

† This effect allows you to accurately duplicate any one object and all of its properties (magical or otherwise). However, while your duplicate is materialised, the original object may not be used in any way, or the duplicate is disrupted.

† This effect creates a dome of chaotic power over the selected target or area of effect. The chaos energy keeps the temperature inside the dome comfortable (roughly 70 degrees) and provides light roughly equivalent to candlelight. This dome is sturdy enough to prevent the entrance of rain or other precipitation and the effects of winds with speeds under 30 mph, but does not prevent the entrance of air or other gases. In addition, creatures may enter or leave the area of effect at will.

† This effect can be used to create an item of up to 1 pound in weight per caster level. This weapon is treated as a +2 weapon for purposes of overcoming damage reduction only.

† The target or all target creatures in the area of effect, are surrounded by an envelope of breathable air that lasts for the duration of the spell. This air has positive pressure that prevents poisonous gases or other fine materials from entering the surrounded creature's respiratory system and is powerful enough to allow breathing underwater.

† There is a tactile element to your sensory materialisations at this level, though not enough to be truly convincing. This sensation is enough to create a sense of solidity to the image, but the target can completely ignore the effect with a successful Will save. If such a save is successful, in fact, the target can resist any further sensation effects you create for the next 24 hours.

† Any auditory effects you create at this level can be as loud as a person shouting and sound convincingly like the speech of a creature of your race. The sound can last as long as the duration of the spell you cast and, if shorter than this duration, will repeat throughout the duration of the spell.

† Visual effects created at this level appear real, though a successful Will save allows the target to see the flaws in the image and understand that it is not real. The image can be made to move through the area of effect, or can be as large as the area of effect.

Major

† By forging chaos energy into a solid mass, the chaos mage is able to construct a wall that prevents passage. The wall fills one 10' cube per 4 chaos mage levels, though the cube may be shaped in any manner desired by the chaos mage. The material from which the cube is created has a hardness of 5 and has 10 hit points per 10-foot square per inch of thickness. Thus, the cube as a whole has 1,200 hit points.

† This effect can be used to create a suit of chaotic armour that surrounds the target creature or each creature in the area of effect. This suit provides a +1 armour bonus to the Armour Class of all affected creatures for every 2 chaos mage levels possessed by the caster, to a maximum armour bonus of +10.

† This level of materialisation has some real chaos power backing it up, and is effectively real if it is believed. At this level of materialisation, you can create any sound or image you can conceive, which appears as real as an actual creature or object. Those who know this image is false (such as yourself) or those who succeed at their Will saves, however, see through the sensory materialisation can only be slightly affected by the spell. You can believably create a creature with Hit Dice equal to your level, which will move freely throughout the spell's area of effect. This creature, if the target makes its Will save, can only cause a single hit point of damage per attack. Similarly, you are able to mimic a damage effect with this materialisation, but if it is disbelieved the damage causes but a single hit point per hit die of damage it would have caused had it been a real effect.

Chaos

† This powerful effect is able to change the reality with which the target interacts. You dictate the senses the character experiences, including sight, sound, pleasure, pain, taste and all other sensory input. You may cause damage to the target during this manifestation (1d8 per chaos mage level per round) but the target is given a Will save each round to avoid this damage. Additionally, if the creature makes its Will save at any time during this manifestation, it is not only immune to the current round's damage, but also to the rest of the damage from the spell and from all previous damage caused by the spell – as its belief in the spell fades, the creature recovers from the imagined damage. Note

that 1 hit point of damage per chaos mage level remains, a side effect from the lacerations of chaotic energy experienced by the target.

Movement Effects

The last line of the Extreme level of this effect element should read:

Alternatively, the chaos mage may instead choose to deprive the target subject of all of its actions for the duration of this spell – targets so affected are treated as if *paralyzed* for the duration of the spell.

Movement is also a lot more flexible than it is currently used, but requires some interpretation, especially where duration is concerned. When a spell with a movement effect has a duration, the chaos mage may decide that this duration affects the movement in one of two ways:

1. The movement occurs slowly, over the course of the duration.
2. The movement effect allows the target of the spell to move its full distance each round, as a move equivalent action, until the duration of the spell has expired. This allows very rapid movement and might even include flight – see below for more details.

While all of this is well and good, there is a very abusive trick formerly available to chaos mages using this effect. In short, chaos mages were transporting enemies high into the air and letting them fall, often creating a great deal of damage for a very small DC. This is clearly not a good idea, and is hereby rectified.

For the purposes of the movement effect, vertical elevation is more difficult than horizontal displacement, if the target is not moved to a location where he is on solid footing. That is, teleporting a creature fifty feet into the air is very difficult – teleporting a creature to a platform fifty feet into the air is not difficult at all. Unsupported vertical movement is considered five times more distant than horizontal movement for the purposes of chaos magic. This limitation is removed for willing targets of the effect, who may use movement effects to fly or levitate.





Minor

† The target object of this effect changes from opened to closed, or vice versa. Suitable targets for this effect include doors, windows, backpack flaps, pouches, or any other object that can be opened and closed. Note that this does not unlock or lock the item in question.

† The target of this effect, or creatures within the area of effect, receive damage reduction 10/- against missile attacks that are physical in nature (arrows, crossbow bolts, sling stones, etc) as the missiles are greatly slowed when entering the area of effect.

† Creatures of a racial type, sex, or other visible identifying characteristic are prevented from touching the target of this spell or moving into the area affected by this spell. This prevents all unarmed attacks against the target by the affected creatures, but does not inhibit attacks with weapons or magic.

† The chaos mage is able to transfer his spoken words to a single target, or all targets within the spell's area of effect. These words are transferred instantly from the mouth of the chaos mage to the ears of the targets. Note that the chaos mage's words cannot be heard as he speaks them, except by the targets of this spell.

† The target gains an additional move-equivalent action in addition to his other actions for the round. This action may be taken before or after the target's normal actions for the round.

Moderate

† The targets of this spell are prevented from leaving their current plane of existence for the duration of the spell, by any means. The target of this spell must be on the same plane as the caster at the time this spell is cast.

† The target object of this effect changes from opened to closed, or vice versa. Suitable targets for this effect include doors, windows, backpack flaps, pouches, or any other object that can be opened and closed. Note that this does remove one type of lock, restraint, bar, or other method of keeping the door closed. For each additional lock, restraint, or bar, the caster wishes to remove, increase the DC of this effect by one. Thus, if a door were locked, barred and magically restrained from opening, the caster would need to increase the DC of this effect by 2

(one for barred and one for magically restrained – the lock was opened for free).

† All creatures are prevented from entering the area of effect of this chaos magic spell or touching the object or creature affected by this spell. This effect may be reversed, however, preventing creatures in the area of effect from leaving it or preventing them from dropping an item or creature they currently hold.

† Targeted creatures are prevented from leaving the area of effect for this movement effect for the duration of the spell. Spells cast with this effect must have an area of effect of burst or spread.

† For the duration of this spell, all targets affected by this spell can hear one another perfectly as long as they remain within 100 ft. per caster level of one another. Those not affected by the spell cannot hear any of this spell's targets, as their words are moved directly from one target to another.

† The target, or target creatures in the area of effect, are able to walk up walls or across ceilings at one-half their normal movement rate for the duration of the spell.

† The target receives an additional partial action each round in addition to his normal actions. This action may be taken before or after his other actions during the round. This effect may also be used to restrict the actions of a target, allowing it to make only a single partial action each round.

Major

† The words of the target(s) of this spell are transferred to a designated recipient within 10 miles per chaos mage level for the duration of this spell.

† The chaos mage controls the actions of the target(s) of this spell for the duration of this effect. Those who fail their save are under the complete control of the chaos mage, who may direct them to attack or move, but may not control them to cast spells or use skills. Creatures attack using the chaos mage's base attack bonus minus one for each creature controlled after the first.

Extreme

† Target creatures, or creatures in the spell's area of effect, are immediately returned to their home plane.

Transformation Effects

All transformations really should have a duration – otherwise, the target(s) will flash into their transformed state then immediately flash back. The transformation effects only persist for the duration of the spell, after which the chaos power used to hold the transformation in place dissipates and the target returns to its natural state.

This leads to some issues the GM must resolve. First – it is recommended that transformations not be allowed to work on only part of an object or creature. This prevents some of the problems that can result when a transformed portion of a building suddenly ‘detransforms’ and regains its natural shape.

For example: A chaos mage decides that he’s going to transform two of a shack’s four walls into air. This would, naturally, lead to the rest of the shack collapsing. But, when the duration of the transformation effect expires, the walls return to their normal state. Since the other two, non-transformed, walls, have already fallen down, the newly restored walls also fall down! This creates a problem – the chaos mage has now achieved an original aim (the destruction of the building) even though he would not have normally been able to do that based on the size of the object he can transform.

If a creature is transformed into a non-living state, inanimate matter, raw energy, or whatever other transformations are used to remove the creature from the realms of the living, the creature will return to life at its original location (unless moved by external forces) at the end of the effect’s duration. Games Masters must pay careful attention to this, to avoid abuse by characters who use transformation to simply kill a creature.

Negligible

† The targets of any spell created with this effect are rendered invisible to normal sight for the duration of the spell. Note that this effect ends immediately if the target does anything to draw attention to itself, including attacking another creature or casting a spell.

† The target of this spell, or any creatures within the spell’s area of effect, is immune to all 0 level static magic spells, unless the caster of those spells defeats the chaos mage in an opposed caster level check.

Minor

† The target of this effect becomes less susceptible to damage from a specific energy type (acid, cold, fire, electricity, or sonic) and gains energy resistance 1 per caster level from attacks of that energy type for the duration of the spell.

† Any spell from any single school of magic is prevented from affecting the target or targets in the area of effect for the duration of this effect, unless the caster of the spell defeats the chaos mage in an opposed caster level check.

† The target of this spell, or any creatures within the spell’s area of effect, are immune to all 0-level spells, unless the caster of those spells defeats the chaos mage in an opposed caster level check.

† This effect creates a hole in a solid object of up to 1’ diameter and 1’ depth per chaos level of the chaos mage. The targeted object is entitled to a saving throw, as normal.

† The target of this effect, or all creatures in its area of effect, are immediately rendered unconscious for the duration of the spell as chaotic impulses short out their minds and prevent them from taking any actions.


† The target of this spell, or those in the spell’s area of effect, immediately regards enemies as allies and vice versa. If the targets are currently under attack, they receive a +5 bonus to their saving throws. Note that this level of effect only works on creatures of the same type as the spellcaster (humanoid, abomination, etc.). Removing this restriction increases the effect to a moderate transformation.

† Target, or targets in area of effect, receive the ability to see perfectly in total natural darkness up to 5’ per caster level, twice that distance in low light conditions. This ability does not permit the user to see through magical darkness.

† The critical threat range of the target weapon or weapons in the area of effect is increased by one.

† All fires completely encompassed by the target area of effect are immediately extinguished by this effect, which does not affect magical fires.





† Strike fear into the hearts of creatures, causing them to flee for 1d4 rounds.

† Cause creatures to believe your words are true, despite proof to the contrary.

Moderate

† The target of this effect becomes less susceptible to damage from a specific energy type (acid, cold, fire, electricity, or sonic) and gains energy resistance 2 per three caster levels from attacks of that energy type for the duration of this effect.

† This effect suppresses any magical effect that enters its area of effect, or any magical effect currently affecting the target creature or object. These magical effects are not removed from the target creature, but their effects are completely nullified for the duration of this effect. When this effect's duration ends, the other magical effects immediately take effect once again.

† The target creature or creatures in the area of effect receive damage reduction 5/+1 per 4 levels of the casting chaos mage.

† The target of the spell is forced to take a single action or restricted from taking a single action. Spells using this effect must have at least a one-round duration – if the action a target is instructed to take can be taken more than once, the target will take it every round for the duration of the spell. Note that any action that is directly harmful to the target creature entitles the creature to a +10 circumstance bonus to his save. Directly harmful things include committing suicide, walking into a known environmental hazard (such as a fire), or walking off a cliff. If this spell is cast with an area of effect, all affected targets will take the directed action, or are restricted from the action, as the case may be.

† The target, or targets in the area of effect, receives the ability to see perfectly in total natural darkness up to 5' per caster level, twice that distance in low light conditions. This ability does permit the user to see through magical darkness of any type and can be used to restore sight to those afflicted by magical blindness.

† The critical threat range of the target weapon, or all weapons in the area of effect, is doubled.

Total

† All existing spell effects in the area of effect are immediately disrupted and cease to function entirely. If a saving throw is allowed for this effect, the caster of the spells affected is entitled to the save – if he succeeds, the spells he cast are not dispelled.

† Target creature or creatures in the area of effect are immune to all spells or spell-like effects targeted at them or the area of effect for the duration of this spell, unless the caster defeats the chaos mage in an opposed caster level check.

† Target creature, or creatures in the area of effect, as well as all carried equipment, become insubstantial and able to pass through even the smallest cracks or holes. While in this state, insubstantial creatures may move at their normal movement rate but are unable to fly or swim. In addition, insubstantial creatures receive damage reduction 20/+1 and are unable to physically attack others or cast spells that require somatic or material components. The target creature or creatures are transformed into another type of material with hardness equal to at least 5. While in this state, the target creature or creatures may take no action.

† You are able to resculpt the mind of your target. For each round of the duration of this effect, you are able to permanently change one of the target's memories totally and completely. Note that this memory is only changed in a single context. You could, for example, change a memory so that the target remembers seeing you in a bazaar, rather than in the middle of his alchemical laboratory. You could not, however, change his memory so that he never remembered seeing you at all, because the memory of your face is tied in with other memories, such as him remembering that he doesn't much care for you.

† You are able to actually seize control of the target's mind for the duration of this spell and control it just as if it were your own. The target is allowed a Will save against any activity you choose to undertake that is directly harmful to his person, or which is strongly against his beliefs (such as forcing a paladin to murder an innocent).

HEALING EFFECTS

It is possible for a chaos mage to heal himself or his companions, but the cost can be considerable for both parties. The infusion of chaos magic as a way

to repair damage is very straining and few chaos mages are able to perform the requisite manipulations of power to pull it off consistently.

Conversion Healing Effect

Casting DC: 15

Save: Fort negates (harmless)

Spell Resistance: Yes (mandatory)

Continued Concentration: Yes

This type of healing transforms normal damage into subdual damage, allowing creatures to heal from grievous wounds much more rapidly than would otherwise be possible. When cast this spell transforms a number of hit points of real damage per chaos mage level into an equal number of points of subdual damage. This transformation occurs for all targets of the spell, provided the chaos mage maintains his concentration for the entire spell.

When the duration of this spell ends, the chaos mage must make a successful Will save against the DC of this spell. If he fails this save, he and all targets of the spell automatically suffer 1 hit point of real damage per chaos mage level. This is in addition to any damage the chaos mage suffers for casting the spell, all of which becomes real damage (rather than the standard subdual damage). Targets are not allowed a saving throw against this damage, as they have already allowed the spell's energy to infuse them in order to be healed.

Transferral Healing Effect

Casting DC: 20

Save: Fort negates

Spell Resistance: Yes (mandatory)

Continued Concentration: Yes

The chaos mage can use this healing effect to transfer any subdual damage from one target to another. Neither target needs to be willing, but if the target to which the damage is transferred makes it saving throw to resist the spell, the damage rebounds onto the original target, replacing the original subdual damage as real damage.

Spells using this effect can only transfer 2 hit points of subdual damage per chaos mage level per round per target. When the spell is complete, the target to which the damage was transferred may be able to heal the damage instantly, provided all the damage came from a single target. If this condition is true, the target is allowed a single Fortitude save (DC equal to the total number of points of subdual damage transferred). If the save is successful, the

target heals all the damage immediately and suffers no ill effects. If the target fails, however, the damage is not healed and remains as subdual damage.

Chaotic Healing Effect

Casting DC: 20

Save: Fort negates (harmless)

Spell Resistance: Yes (mandatory)

Continued Concentration: Yes

When a spell using this effect is cast, it calls for the powers of chaos to cure the chaos mage. These spells may only target the chaos mage who casts the spell and must have a duration of by minute. At the end of each minute of this spell's duration, the chaos mage may either transform a number of hit points of real damage equal to one half of his current chaos mage level into subdual damage or heal a number of hit points of subdual damage equal to his current chaos mage level. The chaos mage must maintain his concentration on the spell during this entire time – if he loses his concentration at any time, all damage healed so far by the spell is re-applied and any subdual damage he is currently suffering becomes, instead, real damage.

Throughout this spell's duration, the chaos mage's body is surrounded by intense lights and a thrumming sound that carries for at least 50 feet and can be detected without effort at that distance. This display is caused by the chaotic power flooding the chaos mage's body and cannot be avoided in any way.


Note that if a 1 is rolled for the casting check for this spell, the chaos mage automatically gains an additional level on his path of chaos – no second roll is needed.

TRIGGERS

While chaos magic is intentionally difficult to cast, it is possible to decrease the difficulty of casting a spell by placing limitations on its activation. Known as triggers, these methods are also useful for limiting the effect of a spell to a specific area or for ensuring that it only affects creatures who perform (or fail to perform) a specific action. In general, a trigger limits the effect of the spell, thereby decreasing the difficulty of the spellcasting check. Like chaos magic effects, triggers come in different categories, each of which is described below.

Triggers can react to either the attempt to do something, in which case they go off before the





attempted action, or as a response to an action taken, in which case they go off immediately following the successful completion of an action.

Common Triggers (DC –5)

Common triggers can be easily met and are most often used to set chaos magic ‘traps.’ While a trigger might not be tripped, thereby making the spell worthless, a little practice will allow the chaos mage to craft spells and triggers that will be tripped by his enemies or allies, as the case may be. Examples of minor triggers are:

† The spell is actually transferred through a physical attack and will only affect those who are physically struck. Note that this does not mean the chaos mage has to do the hitting – the spell could be cast upon an allied fighter, for example, who then transfers the effect to targets he strikes.

† The spell only affects those who perform a specific action within its area of effect, such as making a melee attack, casting a spell, drawing a weapon, or running. Note that this action must be a volitional act that requires real effort on the part of the affected party – a trigger that affects anyone who breathes, for example, is not a valid trigger.

† The spell goes off after a specific amount of time has passed, but this time can be no less than one minute.

Uncommon Triggers (DC – 10)

These triggers are more difficult to set off and may never be tripped at all. These require a specific action of a specific type to be fulfilled, as illustrated in the examples below.

† Casting a *fireball* spell fulfils the trigger.

† Attacking the chaos mage (or another, specific target) will fulfil the trigger and set off the spell.

† Using a specific skill is enough to set off the trigger.

Rare Triggers (DC – 15)

Triggers of this sort are likely to never go off and are often used as a threat hanging over the head of the target. These triggers have a specific action of a specific type against a specific target, at the

minimum before they go off, as shown in the examples below.

† Casting a *lightning bolt* spell at the chaos mage.

† Using the Decipher Script skill to decode a specific message.

† Reciting a particular bit of poetry while standing in a specific spot.

Triggers and Duration

The duration of a spell does not begin until its trigger has been tripped. At that point, the spell goes off as normal and its duration begins. A spell cast with a trigger condition will persist for one day per caster level, or until its triggering condition has been met.

Triggers and Saving Throws

Whenever a chaos magic spell with a trigger is cast, that spell does not require the need for a saving throw or spell resistance check until the trigger condition is satisfied. The spell clings to the target until it is triggered, lying dormant within the pattern of the target’s aura until it is ignited by the fulfilment of the trigger.

Triggers and Range

Once a spell with a trigger is cast, it remains in place until the trigger is fulfilled. This means the area of effect remains where it was cast, or the spell remains targeted on the person it was originally cast upon, until it is triggered, regardless of how far or how fast the target moves.

Triggers and Counterspells and Dispel Magic

A chaos magic spell with a trigger must be counterspelled at the moment it is cast, it cannot be countered when it is triggered. *Dispel magic* or other spells or effects designed to destroy magic will affect an untriggered spell, however, potentially removing it before the trigger can be fulfilled. Of course, the canny chaos mage will set up a trap designed to trigger the spell whenever someone attempts to *dispel* it.

NEW PATHS OF CHAOS

The following are some new Paths of Chaos for your enjoyment. Many of these paths are a bit grotesque, so you have been warned.

Path of Teratic Progeny

Chaos is found in the growth of all living things and, in some cases, chaos causes such growth. For those who find themselves upon this path, their bodies slowly transmogrify, becoming a fertile ground for teratic growths and tumourous pregnancies. In its final stages, the path leads the chaos mage toward his new life as a distorted womb, from which spill countless nightmarish and deformed children.

- 1. Humps of Life:** Small lumps begin to appear just beneath the chaos mage's skin. These are quite tender to the touch and the surrounding tissue is clearly engorged with blood.
- 2. The Eyes of a Child:** Roughly one-half of the lumps on the chaos mage's skin split open and begin weeping a clear, viscous fluid. Clearing away the fluid reveals a small eye in the centre of each of the lumps, perfectly formed but marred by a thick cataract over the pupil. These eyes are clear after a day or so of weeping, after which covering them causes the chaos mage a great deal of pain.
- 3. Vomitous Resilience:** The other half of the lumps found beneath the chaos mage's skin burst open, revealing tiny mouths lined with chalky teeth and filled with forked tongues. Whenever the chaos mage suffers damage, these mouths vomit up chunks of damaged flesh in a stew of vile-smelling fluid. This has the benefit of converting 2 hit points of damage from any attack the chaos mage suffers into subdual damage.
- 4. Babe's Cries:** The mouths that opened on the flesh of the chaos mage begin mewling and loudly clicking their teeth at random times. This causes a -2 circumstance penalty for any Hide or Move Silently skill checks the chaos mage makes.

5. Tears of Venom: The opened eyes begin weeping more copiously, releasing thick, cloudy streams of fluid from the chaos mage's flesh. Though disgusting to see, this fluid actually helps the chaos mage by removing toxins from his system at a much faster rate than normal. This provides the

chaos mage with a +2 natural bonus to any Saves made to resist the effects of poison.

6. Freakish Gestation: The teratic growths within the chaos mage's body begin to mature, draining away his vitality as they accelerate toward birth. The chaos mage must consume three times as much food and water each day as he would normally require and suffers the permanent loss of 1 point of Constitution.

7. Gestative Coma: The eyes from steps 2 and 5 of the path close and are sealed with a thick crust of black mucous. Even if cleared away, this substance reforms within moments, keeping the eyes sealed as they enter the final stages of their development. Unfortunately, this means that the bonuses gained from Tears of Venom are no longer available to the chaos mage.

8. Chaotic Gravidity: The body of the chaos mage begins to swell to nightmarish proportions, reducing his ability to move and sapping him of his strength. The teratic children growing within his body are so large now that he suffers a permanent loss of 1d3 points of Dexterity and 1 point of Strength.

9. Squirming Ejecta: The first horrific births take place as the sections of the chaos mage's body burst open to eject thick, wriggling creatures formed from waste tissue and chaotic energy. These creatures live only moments before their horrific forms collapse into reeking scraps of corrupted flesh and oily liquids. 1d4 of these creatures are birthed each day, causing 1d6 hit points of damage to the chaos mage each. While the damage caused by their births can be healed, the permanent loss of 1d3 points of Constitution when this step on the path is gained cannot.

10. Womb of Madness: The chaos mage's entire body is disrupted and reformed to operate as a womb for all manner of chaotic creatures. Horrific beasts, all with HD equal to or less than the chaos mage's level at the time of his transformation, emerge wriggling from his bleeding birth canal to rampage across the earth.

Path of Agonised Ecstasy

The chaotic pathways forged through the body of the chaos mage become overloaded with sensation when this path is walked. Painful experiences become intensely pleasurable, while other





sensations are magnified and distorted in similar ways by the forces of chaos. The distracting nature of these changes leaves many chaos mages completely mad, their minds unable to process the new floods of sensation they experience, reducing them to drooling imbeciles.

- 1. Love of the Lash:** Sources of pain now provide pleasure for the chaos mage, with more intense pains providing more intense pleasures.
- 2. Self Abuse:** The chaos mage finds it impossible to stop inflicting minor injuries upon his person. He scratches at himself, uses dagger tips to cut furrows in his flesh and gnaws mercilessly at his own tongue. The pleasure he derives from these experiences is indescribable, leaving others vaguely disturbed if they spend more than a few minutes in his presence. The scratches and other wounds are clearly visible, though they are not yet detrimental to his health.
- 3. Embrace of Pain:** The chaos mage receives a +1 circumstance bonus to any Concentration checks he must make as a result of injury. He has successfully mastered his pain, at this point, and can ride out the waves of pleasure that assault him when his body is damaged.
- 4. Sensory Skew:** Nothing the chaos mage perceives is quite right, any longer. His tastes are radically changed, leaving him with a hunger for offal and dirt while his stomach recoils at the thought of steak or lobster. Colours shift and skew before him and whispers become roars while loud noises are reduced to an indecipherable background murmur. This change in his senses leaves the chaos mage with a -1 circumstance penalty to all Initiative checks he makes.
- 5. Lust for Horror:** In addition to the physical pleasure brought on by pain, the chaos mage becomes mentally aroused by things others find horrific. As a result, the chaos mage receives a +2 morale saving throw bonus versus any spell, spell-like ability, or circumstances that would normally cause fear.
- 6. Debilitating Ecstasy:** The injuries the chaos mage inflicts upon himself become more severe and the wounds are never given a chance to heal. This reduces the chaos mage's hit points by 1d6 points permanently.

7. Image of Obsession: Not content to keep his injuries hidden from the world, the chaos mage feels the need to share his ecstatic pain with others. Pliers and candle flames reduce his lips to withered worms of grey scar tissue, while constant cutting at his nostrils for that most exquisite pain has rendered his nasal pages into a fretted and flayed gawp in the centre of his face. As a result, the chaos mage has a hard time dealing with others and suffers a -6 circumstance penalty to all Animal Empathy, Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Innuendo, or Sense Motive checks he makes. If the chaos mage ever needs to make a Charisma check as a result of a social situation (other than attempting to horrify or intimidate others for which there is no bonus nor penalty), they suffer the same penalty.

8. Rushing Feedback: Your senses are so badly crosswired that pain translates to pleasure and pleasure to pain. When you are not concentrating on stopping the cycle, this can lead to a feedback loop that wracks your nervous system with conflicting blasts of pain and skull-rattling waves of pleasure that leave you unable to function. Whenever you suffer a number of hit points of damage equal to or greater than one-half of your current Constitution score, you must immediately make a Concentration skill check (DC 10 + damage suffered by the attack). If this check succeeds, you may continue acting as normal (though additional Concentration checks may be needed if you are casting a spell, for example). Otherwise, you immediately become incapable of any action for 1d3 rounds, after which you regain control of your nerves.

9. Addiction to Pain: The pleasure you receive from physical injury becomes so great you subconsciously sabotage your body's natural instincts for survival. You are always considered flat-footed against any attacks or spells directed against you by a creature that has already injured you during the current combat.

10. Viral Sensation: You become a chaotic wave of energy laden with your own confused sensations. The physical body is transmuted into a pure representation of your own agonised ecstasy, which is in turn returned to the chaotic flows of the universe. The spot of your passing becomes renowned among those who seek extreme pleasures or heights of pain, and pilgrims of the outré find

their way to your grave for midnight trysts in the hopes of receiving some sort of orgasmic insight.

Path of the Whore

While most chaotic paths create physical transmogrifications combined with mental changes that lead to more dangerous and pervasive insanities, the path of the whore is almost entirely a social and mental affliction. The chaos mage becomes obsessed with the concept of prostitution, in all its many forms, as a metaphor for the give and take of chaos magic. In an attempt to better understand his art, the chaos mage thus becomes the ultimate prostitute, advancing at last to become a wretched, cosmic whore enslaved to the will of beings from beyond the realms of mortals.

- 1. Questions of Worth:** The chaos mage begins questioning the value of everything, doing his best to categorise the actions of others according to their 'value' in terms of gold, gems, or whatever other system of judging wealth he adopts.
- 2. Hired Help:** The chaos mage is simply unable to do anything that he can hire someone to do for him. Shining his shoes, cleaning his clothes, or performing sexual favours are all things the chaos mage not only pays for, but prefers to pay for them above earning them in other ways. If presented with the opportunity to buy the services of someone, the chaos mage must take the opportunity, even if it is financially ruinous.
- 3. Whore's Eye:** The chaos mage is adept at judging the value of things, or at least the perceived value of things. This provides a +2 bonus to all Appraise checks the chaos mage makes.
- 4. Crude Proposal:** Unable to restrain himself, the chaos mage continually propositions anyone he meets to perform some action they would normally find, at best, out of character. The chaos mage has no control over this – if he has a conversation with someone he doesn't know, or has met before only briefly, he will proposition them in some way before the conversation is complete.
- 5. Seductive Offering:** After a few slaps in the face and possible legal entanglements, the chaos mage has learned how to make proposals that are more enticing. The chaos mage receives a +2 natural modifier to any use of the Bluff or Sense Motive skills when attempting to convince someone to

perform some service for him in exchange for pay. The pay for this attempt must be reasonable.

- 6. Gleam of Coin:** Hiring others no longer appeals to the chaos mage, who now believes his handling of chaos magic has entitled the world to a piece of him, if they are willing to pay the price. The chaos mage will perform any service for a reasonable price, though he may refuse those that offer immediate personal injury in their terms. He will, however, use his chaos magic in the service of others.
- 7. Obsessive Servitude:** The chaos mage hires himself out for menial or repulsive tasks, often hiring himself out to a warehouse or other places of demeaning and spiritually exhausting labour. The chaos mage must spend a total of one month out of every three (though not necessarily all at one go) performing this type of work to the exclusion of all else. This reduces his Strength and Constitution by 1 point, as the work erodes his physical health.
- 8. Hireling:** The chaos mage becomes incapable of performing actions without being hired to do so. Even his companions must make reasonable offers of pay if they wish to get the chaos mage to keep his end of the bargain up, and the chaos mage simply will not perform work of any kind without promise of pay.
- 9. Soul of the Slave:** The chaos mage has little will of his own at this point, but will offer his services to any who can make even the feeblest attempts at pay. Those who know of the chaos mage's condition can freely prey upon him – offering him a copper piece to sever one of his own fingers seems just as reasonable as would a request for the chaos mage to shine a lord's shoes.
- 10. Whore of Chaos:** The chaos mage offers his body and soul up to the forces of chaos, the mindless and seething energies beyond the realms of men. Sadly, they hear his offer and take him away to amuse themselves with his puny mortal existence for the next few generations, after which his vital energies are dispersed back into the universe at large.





NEW CHAOS MAGIC PRESTIGE CLASSES

Chaos magic opens up many new avenues for character development. Beyond simply learning new ways to use the energies of chaos for spellcasting, those of great personal strength can also learn to bend the primal energies to perform amazing physical feats, as well. The prestige classes found in this section offer new ways to infect characters with the powers of chaos, or allow practitioners of the alien arts new methods of honing their skills. Here you will find not only prestige classes for chaos mages, but also for those who wish to dabble with the powers of chaos for other purposes.

CHAOTIC FIST

While most chaos mages are content to channel their chaotic energies into spells, the chaotic fist has adapted the flows of chaos into a martial art. Coupling the unpredictable nature of chaos with his personal strength, the chaotic fist is capable of unleashing a terrific flurry of attacks in a very short time span.

As an answer to the monk's steadfast discipline and ordered mind, the chaotic fist sees the world as a kaleidoscope of sensations and frozen instants of time. During combat, he is able to perceive and react to unpredictable events at an alarming rate, as the flows of chaos move him through the battle. The random nature of this style makes it difficult to defend against, and the raw warping power of chaos creates a potent weapon indeed.

Hit Die: 1d6

Requirements

Charisma: 15+.

Concentration: 8.

Feats: Improved Initiative, Improved Unarmed Strike.

Spellcasting: The ability to cast chaos magic.

Class Skills

The chaotic fist's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Spot (Wis), Swim (Str), Tumble (Dex)

Skill Points at Each Level: 2 + Int modifier.

Class Features:

All of the following are class features of the chaotic fist prestige class.

Weapon and Armor Proficiency: Chaotic fists gain no proficiency in any weapon or armor upon taking a level of this prestige class. In addition, wearing any armor at all inhibits the chaotic fist's ability to move with the flows of chaotic energy and prevents them from using any of the special abilities of this prestige class while the armor is worn.

+1 Level Chaos Mage: When indicated on the table below, the chaotic fist gains a level of spellcasting ability as if he had taken a level of the chaos mage prestige class. No other benefits of the chaos mage prestige class are gained, however, though these levels do stack with standard chaos mage levels for purposes of determining caster level and making chaos magic spellcasting checks.

Armour Of Chaos: When this ability is gained, the chaotic fist's body becomes suffused with chaotic energy that allows him to avoid blows easier than most. The chaotic fist receives a +4 natural armour bonus as long as he is not wearing any other armour.

Chaos Touch: The raw chaos coursing through the body of the chaotic fist increases the damage of any unarmed attack he makes. This ability adds 1d4 hit points of chaos damage to all the character's unarmed attacks, plus one additional hit point of chaos damage per level of this prestige class.

Chaotic Flesh: The power of chaos begins rearranging the body of the chaotic fist, making him more difficult to damage. The chaotic fist receives a +5 chaotic bonus to his armour class (which does stack with the bonus provided by Armour of Chaos), but this bonus only applies on the confirmation attack roll for a critical hit. Though the character is not less susceptible to standard damage, it is much more difficult to land a critical strike against him.

Chaotic Surge: By calling upon the chaotic energies in his body, the chaotic fist is able to increase his Strength and Dexterity for a short time, though he must pay a dear price for doing so. When activated, this ability allows the chaos mage to increase his Strength and Dexterity by up to 5 points for a number of minutes equal to his current

The Chaotic Fist

Class Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spellcasting
1	+0	+2	+2	+2	Chaos Touch	
2	+1	+3	+3	+3	Chaotic Flesh	
3	+2	+3	+3	+3		+1 level chaos mage
4	+3	+4	+4	+4	Armour of Chaos	
5	+3	+4	+4	+4	Concentrated Chaos	
6	+4	+5	+5	+5		+1 level chaos mage
7	+5	+5	+5	+5	Flow of Chaos	
8	+6	+6	+6	+6	Chaotic Surge	
9	+6	+6	+6	+6		+1 level chaos mage
10	+7	+7	+7	+7	Chaotic Warfare	

character level. When this ability ends, however, the character immediately suffers 1d3 points of temporary ability damage to both Strength and Dexterity as the unrestrained flows of chaos rip through his flesh. This ability may be used once per day per two chaotic fist levels.

Chaotic Warfare: The chaotic fist is able to see the flows of chaos through the battlefield and may alter them with the power of his will alone. Once this ability is gained, the chaotic fist may spend a full-round action to assess the state of a given physical combat. At the end of this time, he may attempt to tweak the lines of chaos to create a more favourable situation for himself and his allies. This requires a successful Concentration check (15 + the highest level or Hit Die of creatures on the opposing side of the battle). For every five full points by which this Concentration skill check succeeds, the chaotic fist's allies (who are within 50 feet of his current location) receive a +1 insight bonus to all attack and damage rolls until the combat ends. The chaotic fist also immediately suffers 1d4 hit points of damage per point of insight bonus granted, the price for playing with the forces of chaos.

Concentrated Chaos: The chaotic fist is able to use the power of chaos to bolster his powers of concentration. The chaotic fist now receives a natural bonus to all Concentration skill checks equal to one-half his current levels in this prestige class, rounded down.

Flow of Chaos: The chaos mage may take an additional 5-foot step before or after each melee attack he makes during the round. This step does not provoke an attack of opportunity and does not count against his normal movement rate for the round.

CHAOTIC SPECIALIST

Wielding the raw power of chaos is an exhilarating experience and the flexibility provided by this power is envied by static mages the world over. But there are those who feel they do not need to access all facets of chaotic power, but instead prefer to focus their efforts on a particular type of chaos magic. Damage and transformation are the most popular forms of specialization, but any effect can be the focus of specialization.

While they are able to conjure more powerful chaos effects in their area of expertise, specialists suffer shortfalls with other effect elements. Given the dangers of chaos magic, however, there are those who find the trade-off beneficial – by focusing on their area of expertise, they are less likely to suffer a chaotic backlash and find it easier to shed their steps on a chosen Path of Chaos.

Hit Die: 1d4

Requirements

Charisma: 14.

Concentration: 10 ranks.

Feats: Alertness, Combat Casting.

Spellcasting: The ability to cast chaos magic.

Class Skills

The chaotic specialist's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Profession (Wis), Search (Int), Speak Language (None), Spellcraft (Int), Spot (Wis)

Skill Points at Each Level: 2 + Intelligence modifier



Chaotic Specialist

Class Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Attuned	+1 Level Chaos Mage
2	+1	+1	+1	+3	Increased Affinity	
3	+1	+1	+1	+3		+1 Level Chaos Mage
4	+2	+1	+1	+4	Purge	
5	+2	+2	+2	+4		+1 Level Chaos Mage
6	+3	+2	+2	+5	Reduced Backlash	
7	+3	+2	+2	+5		+1 Level Chaos Mage
8	+4	+3	+3	+6	Chaotic Burst	
9	+4	+3	+3	+6		+1 Level Chaos Mage
10	+5	+3	+3	+7	Chaotic Core	

Class Features:

All of the following are class features of the chaotic specialist prestige class.

Weapon and Armor Proficiency: Chaotic specialists gain no proficiency in any weapon or armor upon taking a level of this prestige class.

+1 Level Chaos Mage: When indicated on the table below, the chaotic specialist gains a level of spellcasting ability as if he had taken a level of the chaos mage prestige class. No other benefits of the chaos mage prestige class are gained, however, though these levels do stack with standard chaos mage levels for purposes of determining caster level and making chaos magic spellcasting checks.

Attuned: The chaos mage must select his speciality effect as soon as he takes his first level of the chaotic specialist prestige class. Only one attuned effect may be chosen, ever.

Chaotic Burst: When this ability is used, the specialist may reduce the casting check DC of any single spell containing his specialised effect by 5. This reduction comes with a price however – the caster immediately suffers one point of temporary damage to one of his physical abilities, determined randomly. This damage may not be healed magically.

Chaotic Core: The specialist has achieved a state of knowledge about his current specialisation that a generalist can never hope to achieve. By suffering damage as real hit points of damage rather than as

subdual damage, the chaos mage is able to reduce the DC of any spell he casts that contain his specialised effect element by 5. This reduction stacks with that gained from Chaotic Burst, but if it is used in this way the damage from Chaotic Burst becomes permanent ability score damage (that can be healed magically) rather than temporary damage. The DCs of all spells that do not contain his specialised effect are increased by 5, however.

Increased Affinity: Whenever the specialist gains a level of chaos mage spellcasting ability (either from chaos mage levels or levels of this prestige class) he also gains a +1 insight bonus to any spellcasting checks he makes when constructing a spell containing his attuned effect.

Purge: When this ability is gained, the chaotic specialist may immediately purge himself of one step on his current path of chaos.

Reduced Backlash: When this ability is cast, the specialist suffers one hit point less of subdual damage when casting spells containing his specialised effect. However, the casting check DC of all spells that do not contain this effect element are increased by 5.

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