

This document details the progression and class details for the wild mage.



Wild Mage

Description: Most wizards and sorcerers choose to pursue arcane knowledge, and dedicate their lives to doing just that. By whatever cruel twist of fate this choice has already been made for the wild mage: eldritch magics seem to pursue and hound them, seeping out into the world using the hapless caster as a conduit whether they like it or not.

Also known as chaotes, channeler warlocks or wayward wizards, wild mages are rare and often dangerous to those around them. Their magic isn't the relatively orderly give-and-take of books and rituals, but rather a riotous wave of arcane power. The most successful wild mages learn to ride the wave and roll with the punches, as the results of mishandling such forces are usually lethal.

Hit Points: A wild mage gains 1d5 hit points at each level.

Weapon training: A wild mage can use clubs, maces, hand axes, daggers, short swords, staves and spears. For ranged combat they are proficient with the sling and shortbow. Metal armor hinders the spellcasting of wild mages as it does that of other arcane casters.

Alignment: Due to their questionable gift, most wild mages are beings of concentrated chaos, although some do strive for the peace brought on by a neutral, balanced mindset. Lawful wild mages are extremely rare, and often live their lives at odds with their strange abilities.

Caster level: A wild mage's caster level is their level as a wild mage. Note that wild mages do not add their caster level to their spell check rolls: this bonus is replaced by the Wild Surge Die (see below).

Wild magic: While chaotes are weird and wild, most of the rules governing wizards and their arcane castings apply to the wild mage as well. Many things differ however, and these differences are detailed below.

- *Innate spells:* When gaining a level, a wild mage is immediately imbued with new magical knowledge. In these situations roll new spells randomly from the wizard spell table (DCC rulebook pg. 127). Use a d30 for spell levels 1-3, and a d10 for spell levels 4-5; when a wild mage has access to spells from multiple levels randomize the level of the new spell appropriately. Results of *Patron bond* and *Patron spell*, as well as any result which does not directly indicate a spell (i.e. a result of 28 when rolling a 1st level spell) is treated as Judge's choice¹ (the Judge chooses *any* spell of the appropriate level and the wild mage gains that spell). Wild mages can replace their known spells with spells from grimoires, scrolls and other sources at Judge's discretion; similarly, any connections to patrons are left up to Judge's discretion as well - most supernatural powers view wild mages as anomalies to the general rules of magic, and avoid consorting with them.
- *More mercurial:* Wild mages roll for mercurial effects in the same fashion as wizards do, with one exception: any initial result of 41-60 (No change) is re-rolled once. The second roll stands, whatever the result: indeed, some wild mages are lucky enough to not have horrible side effects on *all* of their spells.
- *Spell checks & the Wild Surge Die:* A wild mage rolls their spell checks as ACTION DIE + WILD SURGE DIE + INT MOD. The die represents the chaotic energies of magic coursing through the wizard, and channeling them is often an arduous task. The Wild Surge Die functions similarly to a warrior's Deed Die, except in reverse: any result of 1 on the Wild Surge Die indicates that things have gone wrong and the spell results in a misfire (roll a result on the spell's misfire table, or on the generic spell misfire table). Note that the spell itself may still take effect, depending on the total result rolled.
- *The rules of increased uncertainty:* A few additional factors may produce uncertain and explosive results. Firstly, the fumble range of all spells known by a wild mage is equal to the spell's level (i.e. a 3rd level spell treats results 1-3 as a 1 on the spell result table). Secondly, any result of 1 on both the casting action die AND the Wild Surge Die results in a *completely* random spell cast at spell check result 23, with targets and effects chosen at random by the Judge. Finally, a spell critical (natural 20) along with a maximum result from the Wild Surge Die results in a *different* spell of the same level as the one that was attempted, chosen by the caster and manifesting at the rolled result.

¹ Note that this need not be a spell from this list: cleric spells and spells from outside of the DCC rulebook can be thus introduced into the wild mage's repertoire.

- **Mindburn:** Wild mages break the universal rules of magic, and the transactional nature of spellburn is far too law-like for their magery. Instead, wild mages can allow any spell to take away from their person, feeding the arcane flame with their own logic and personhood. Instead of spending physical attributes to power their spells, wild mages may expend points from their Intelligence and Personality to energize their magic. Note that this cannot make them forget their spells, as they are an integral part of who they are, although reducing their Intelligence modifier may certainly hinder further castings.

Languages: Wild mages gain one additional language per point of Intelligence modifier. Roll these additional languages from the wizard language list (DCC rulebook pg. 441).

Action dice: Wild mages may use their action dice for attacks, spell checks and actions.

Table A: Wild Mage Advancement									
Level	Attack	Crit die / table	Action die	Ref	Fort	Will	Wild Surge Die	Known Spells	Max Spell Level
1	+ 0	1d6 / I	1d20	+ 1	+ 0	+ 0	+ d4	4	1
2	+ 1	1d8 / I	1d20	+ 1	+ 1	+ 0	+ d5	5	1
3	+ 2	1d8 / II	1d20	+ 2	+ 1	+ 1	+ d6	6	2
4	+ 2	1d8 / II	1d20	+ 2	+ 2	+ 1	+ d7	7	2
5	+ 3	1d10 / II	1d20 + 1d14	+ 3	+ 3	+ 2	+ d8	8	3
6	+ 3	1d10 / II	1d20 + 1d14	+ 3	+ 3	+ 3	+ d10	9	3
7	+ 4	1d12 / II	1d20 + 1d16	+ 4	+ 4	+ 3	+ d10 +1	10	4
8	+ 4	1d12 / II	1d20 + 1d16	+ 4	+ 4	+ 4	+ d10 +2	12	4
9	+ 5	1d14 / II	1d20 + 1d20	+ 5	+ 5	+ 4	+ d10 +3	14	5
10	+ 5	1d14 / II	1d20 + 1d20 + 1d14	+ 5	+ 5	+ 5	+ d10 + 4	16	5

Titles: Wild mages rarely live long enough to gain titles of merit. Rather, they are most often simply known by their greatest mishap: Ellandra of the Unfortunate Fireball, Bilgobald Frog-Storm and Grigorio Spiderpants are all famous in this fashion.