

Table of “Innocuous” Primal Magic Events

The following events are intended as a roleplay aid, and may be unleashed by the spellscar oracle as a result of being affected by primal magic. They should be limited to accompanying the use of magic or a revelation. These events are intended to have no effect on the gameplay mechanics whatsoever in order to keep things legal for Pathfinder Society play. The extent of the events on roleplay is up to the GM and players. These events will not cause anyone to become startled, frightened, blinded, lose concentration, change strategy, or whatever else might be a normal consequence of seeing flying pigs. There is also no impact on social skill checks, even if the oracle is attempting to use diplomacy while sporting bubblegum pink hair and speaking in rhyme. With the hiccups.

That said, some of the effects are a little more--well, affecting--than others. They shouldn't matter for PFS play (they are more likely to affect full campaigns), but if you don't like them, please consider ignoring just those effects if they're rolled and using the rest of the table.

No specific duration is given for the majority of the events, but in order to avoid wasting time and annoying other players, it is recommended that only one effect occurs per combat and does not persist long after that combat is over. I have had players enjoy the effects enough to remind me to roll one. Some events are obviously single, immediate events, while others are continuous or occur every time the oracle casts a spell or uses a revelation. Out-of-combat magic use should cause events as often as you think your fellow players will let you without killing you. In any case, you may decide to roll a die to determine the number of rounds or minutes the effect lasts, or whatever you feel like at the time. It's about chaos, after all.

Roll d% to randomly determine an event.

1-2	Colorful streamers fly out of the oracle's casting hand.
3-4	A stream of butterflies fly out of the oracle's casting hand.
5-6	Colorful bubbles come out of the oracle's mouth when he or she speaks.
7-8	Squirrels appear from the oracles clothing and equipment and scurry away.
9-10	A pair of doves fly out of the oracle's casting hand.
11-12	Grass and small flowers grow wherever the oracle walks.
13-14	A rainbow appears over the oracle's head.
15-16	Two gallons of water appear over the oracle's head and fall, as if someone had cast Create Water.
17-18	The oracle's clothes change color(s), style, and/or design permanently.

19-20	The oracle's face is blackened by soot, as if by a small explosion.
21-22	The oracle's skin color changes, going through the colors of the rainbow.
23-24	A cow's moo is heard.
25-26	The oracle's casting hand glows.
27-28	The oracle is drained of color.
29-30	Strange music fills the air. Possible choices include the following (roll 1d4): Ulfen battle chants, Chelish opera arias, Desnan prayers, or Vudrani monastic chants.
31-32	The area around the oracle glows purple.
33-34	The handedness of the oracle permanently changes.
35-36	A light rain of flowers falls around the oracle.
37-38	A light rain of rotten fruit falls around the oracle.
39-40	Strange, shifting curtains of color, akin to an aurora borealis, manifest in the sky

41-42	The oracle gets the hiccups.
43-44	Bright white sparkles fly out of the oracle's casting hand.
45-46	The oracle's hair color permanently changes.
47-48	The oracle is hit in the face with a snowball.
49-50	A woman's scream is heard.
51-52	Snow flurries appear.
53-54	The oracle's voice becomes squeaky.
55-56	The oracle's voice becomes very deep.
57-58	Smoke pours out of the oracle's ears.
59-60	The oracle smells like a skunk.
61-62	The oracle smells like citrus.
63-64	A Magic Mouth appears, insults the oracle, and vanishes.
65-66	The oracle's hair and clothes billow dramatically without wind.

67-68	When addressed, the oracle must respond in rhyme.
69-70	A tiny flying pig appears and circles around the oracle's head, oinking happily.
71-72	The oracle grows a beard. If the oracle already has a beard, it grows longer permanently (it can be trimmed normally).
73-74	The oracle's stomach growls loudly.
75-76	A single wheel rolls by.
77-78	The oracle changes sex permanently.
79-80	Chocolate rain falls.

81-82	The oracle babbles on about random things.
83-84	The oracle grows 4 inches taller permanently. If this would take the oracle outside an appropriate height range for his or her race, there is no effect.
85-86	The oracle shrinks 4 inches shorter permanently. If this would take the oracle outside an appropriate height range for his or her race, there is no effect.
87-88	The oracle speaks with a thick regional accent.
89-90	The oracle's hair grows a foot permanently. It can still be cut normally.
91-92	The oracle takes the appearance of another (player) race.
93-94	The oracle pontificates on the belief that all people are just part of a cosmic game.
95-96	A songbird flutters around the caster.
97-98	A random possession of the oracle begins to loudly complain about the bad working conditions, the lousy pay, the long hours, etc. until smacked.
99-100	The oracle's mother uses a Sending to complain that she doesn't have grandchildren.

Sources

While many of the events are original, I did salvage what I could from the sample primal magic events from Paizo, and borrowed, modified, or outright stole Wild Surges from Baldur's Gate and other 2nd edition AD&D material. Also, Hogfarb's Resplendent Immolation from [Girl Genius](#).

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