

WALK ON THE WILD SIDE: A COMPILATION OF WILD MAGIC SPELLS FOR 5E

Concept: In D&D 2nd edition (AD&D) the Tome of Magic contained additional spells, many of which were for a new class kit at the time, the Wild Mage. While the concept itself has survived through all editions since, these spells have not. This is an attempt to bring some of them back, reinterpreted to match 5th edition design, with a few tweaks of my own.

WILD MASS GUESSING

Divination Cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration up to 1 minute

Nine or ten "reflections" of yourself swarm about you, taking in your surroundings and whispering suggestions on a course of action in your ear. You receive a 1d4 bonus to one ability check that requires one minute or less to perform. Alternately, the DM may provide one to four answers to a question that represent alternate "selves" with different experiences guessing at the solution for you. These answers are not guaranteed to be correct - merely guesses you might've had if you'd led a different life up to that point.

NAHAL'S RECKLESS DWEOMER

1st level evocation

Casting Time: Special

Range: Special

Components: Special

Duration: Special

A wild mage's last resort, Reckless Dweomer channels raw chaotic magic into a desired shape. When you cast this spell, you choose one 1st level spell on your spell list(s). This spell conforms in all ways to that spell's statistics: casting time, duration, and so on, except that it is an evocation spell. When you cast this spell, roll a d20. A 16 or higher means the spell is cast and a 15 or below means the spell fails. In either case, a wild surge also occurs.

PATTERNWEAVE

1st level divination (ritual)

Casting Time: 1 action

Range: self

Components: V, S, M (a small hand lens)

Duration: Concentration up to 10 minutes

You twist local wild magic to make sense of the chaos around you and potentially reverse its flow. Once the spell is cast you can observe a seemingly random physical element in a 30 foot radius - broken pottery shards, bits of paper, overlapping footprints - and make an ability check using your spellcasting ability as an action, against a DC determined by its state of disarray: barely random (8), somewhat random (12), mostly random (16), almost completely random (20).

If you succeed you can estimate its original form or discrete parts, and may even put it back together given time and materials (this may take repeated castings). This spell has no effect on elements that had no structure or organization to begin with.

SURGE PROTECTOR

2nd level abjuration

Casting Time: 1 reaction, which you take when a wild surge occurs with you as a target

Range: Self

Components: V, S

Duration: instantaneous

When cast, this spell can negate the effects of a wild surge on you (whether they come from a spell you've just cast or someone else). You may choose to cast this spell after you know the result of the surge. This spell only protects you from that surge, no one else. Surge Protector cannot protect from a surge that its own casting causes.

BANEFUL DEFLECTOR

2nd level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small glass prism)

Duration: Concentration up to 1 minute

This shimmering field protects a creature you touch from direct ranged attacks by randomizing the target. Whenever a ranged attack, magic missile, or line effect would hit them, roll randomly for a new target within 15 feet (including the original target), and the attack roll, saving throw, or damage is now resolved against the new target. Baneful Deflector cannot protect from the same projectile, magic missile, or line effect twice in the same casting.

WILDFIRE

3rd level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small paintbrush and pot)

Duration: Concentration up to 1 minute

You can take control of existing energy, liquid, or gas by adjusting probabilities to make it spread in certain directions. As a bonus action you can control up to a 20 foot cube of such material, move it up to 30 feet, and shape it so long as no part is less than 5 feet wide and remains contiguous with each other and a solid or liquid surface. The elements can move through creatures' space, and any creature that ends its turn within the element must make a Dexterity save or take 3d6 damage (bludgeoning if no other damage type is appropriate).

If the element would propagate (i.e. fire in a field of dry grass, or water from a well), you can leave amounts of it behind as you move it. These portions are uncontrolled and function in their natural state, potentially causing other hazards.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every slot above 3rd.

APHASIA

3rd level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small whistle made of bone)

Duration: 1 hour

You and up to eight other willing creatures are able to speak in a language only they understand. The creatures must be able to speak a language already, and can still choose to speak other languages. To anyone else it sounds like nonsense, and even spells that decipher any language cannot make sense of it.

Alternately, you can use this spell to curse an unwilling creature to speak in nonsense. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails this save, it can only speak in random words and phrases. At your choosing you can still comprehend its speech, but no one else can. Any ability or spell with a verbal component requires the creature to make a concentration check against your spell DC. On a failure, the ability or spell fails.

SHROW'S DINGER

4th level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of cat fur in a tiny sealed box)

Duration: 10 minutes

A thin green ray springs from your pointing finger to a target that you can see within range, combining shadow and wild magic to render its existence...flexible. This target must be a nonmagical object, and if the target is bigger than Large size, the spell affects a 10-foot-cube portion of it. All creatures within 60 feet of the object must make an Intelligence saving throw (you and only you may choose to fail this save). A failure means you may choose whether that object still exists for that creature and any actions they would take. For example, if a 10 foot section of a wall is targeted, you may choose for some creatures to see that space as empty and those creatures would be able to walk through and beyond it without issue (as well as fire spells and arrows through it.)

Any creature witnessing something "impossible" as a result of this spell (such as enemies firing through a solid wall) may take an action for a second Intelligence saving throw. A success on this second save means they may now choose whether the object exists for them or does not. At the end of the spell's duration, the object is restored to its original state, just as it was before the spell took hold.

VORTEX

5th level divination

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 1 minute

A glittering tornado of chaos magic rampages across the battlefield. The vortex is a 10 foot wide, 20 foot high cylinder that begins anywhere within range.

Until the spell ends, you can use your action to move it 30 feet in any direction along the ground. At the start of each of your turns, the vortex also moves 10 feet in a random direction (roll 1d8 to determine). A creature must make a Dexterity saving throw the first time on a turn it enters the vortex or the vortex enters its space, including when it first appears. A creature takes 6d6 force damage on a failed save, or half as much damage on a successful one. A creature that fails its saving throw also triggers a wild surge, as if they are both the caster and target of the spell. This wild surge can only occur once a round, and once five surges have been triggered no more will occur for the spell's duration.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage and total surges increase by 1d6 and one for every slot above 5th.

WILDSTRIKE

6th level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a small glass tube)

Duration: 1 minute

This spell creates a localized wild magic zone that sticks to the enemy and infects them with chaotic power. Choose a creature you can see within range. At the start of their turn until the spell ends, the creature must make a Wisdom save or roll on the Wild Surge table twice. You choose which result occurs and make any choices in the effect (the enemy is treated as both the target and caster of the wild surge).

WILDZONE

8th level conjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (several paint pots of varying colors spilled across a sheet of hammered silver worth 2,000gp)

Duration: 1 day

You create a zone of wild magic in the shape of a cube 300 feet on a side. Any spell cast from or to a point within this zone must roll on the wild magic surge table. Lawful creatures that are not native to the material plane must make a Wisdom saving throw when they first enter the zone or go berserk (as if affected by a Confusion spell). If you cast Wildzone every day for 30 days in the same location, the wildzone is permanent, cannot be dispelled, and the material components are consumed on the last casting.

STABILIZE

8th level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 10 minutes

For the duration, no wild magic surges can occur in a 30 foot radius sphere centered on a point you choose within range. Wild surge results that target something within the sphere have no effect, and surges that overlap with the area have that part of their effect suppressed.

Any prior results of wild surges that are not of instantaneous duration are suppressed within the sphere. If this spell is cast in the location of a wild magic zone every day for 30 days, the portion of the wild magic zone affected by this spell is permanently removed.

WALL OF WONDERS

9th level evocation

Casting Time: 1 action

Range: 1000 feet

Components: V, S

Duration: concentration, up to 10 minutes

You conjure a mass of faint, iridescent sparks that forms a transparent wall of pure wild magic, on a point you can see within 60 feet. The wall can be up to 90 feet long, 30 feet high, and 1 inch thick. Alternatively, you can shape the wall into a sphere up to 30 feet in diameter. If you position the wall where it begins with a creature in its space, the spell fails. The wall sheds dim light out to 30 feet. You and up to eight creatures you designate when you cast the spell can walk through the wall or stand near it with no effect. Other creatures within 20 feet of the wall are treated as if they are in a wild magic zone.

You can move the wall 60 feet as a bonus action, to the limit of its range. At the start of your turn until the spell ends, roll twice on the wild magic surge table and choose one of the two results. A creature must make a Dexterity saving throw the first time on a turn it passes into the wall or the wall enters its space. A creature takes 10d6 radiant damage on a failed save and suffers the wild surge result, or half as much damage and no wild surge on a successful save. If a creature passing through the wall carries any magic items, is maintaining concentration on a spell, or has a spell active on their person, they have disadvantage on the Dexterity save. Spells can't be cast through the wall.

SUGGESTED CLASSES

While the wild mage sorcerer should undisputably remain the master of wild surges, many of these spells could fit other classes. Here are my suggestions on what fits best thematically:

Wild Mass Guessing - Sorcerer, Warlock

Nahal's Reckless Dweomer - Sorcerer

Patternweave - Wizard

Surge Protector - Sorcerer, Cleric

Baneful Deflector - Sorcerer, Warlock

Wildfire - Sorcerer, Druid

Aphasia - Sorcerer, Wizard, Bard

Shrow's Dinger - Sorcerer, Wizard

Vortex - Sorcerer, Druid

Wildstrike - Sorcerer

Wildzone - Sorcerer

Stabilize - Cleric

Wall of Wonders - Sorcerer, Wizard



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