

Wild Magic - A DW Mini-Supplement

Compendium Class - The Wild Mage

When you are a Wizard who has spent time studying the mystical architecture that underlies all magic and realized it is beyond mortal understanding or you've been exposed to the effects (long or short-term) of a wild magic leak, zone, bubble, warp or aberration, the next time you level up, you may take this move.

Wild Mage

Your magic is strange and unpredictable, waxing and waning in power with the unfathomable tides of the astral seas. When you *cast a spell*, use this move instead of the standard move for your class.

Cast a (Wild) Spell

When you **release a spell you've prepared** roll + INT. On a natural (both dice come up six) 12, your spell is bolstered, improved, maximized or otherwise unexpectedly magnificent. On a 10+, the spell is successfully cast and you do not forget it - you may cast it again later. On a 7-9, the spell is cast, but choose one;

- it misfires in some unusual, amusing or dangerous way
- you forget the spell
- the spell is weakened, having some lesser effect (the GM will say how)

If you roll a natural (both dice come up one) 2, the spell misfires dramatically - it may, in fact, come out a wholly different spell, or cause some unexpected problem, terror or damage.

Once you've taken "Cast a (Wild) Spell" whenever you gain a level, you may choose from this list as well.

Four Leaf Clover

When you **make an appropriate sacrifice to the powers of luck** roll + WIS. On a 10+ hold 3, on a 7-9 hold 1. You may spend your hold to take +1 to any roll you make.

Spread It Around

(requires Four Leaf Clover)

You may spend your hold from **Four Leaf Clover** on any roll, yours or another player.

Chaos Theory

When you **make a choice randomly, without thought or logic** take +1 forward.

Hear Me Baby, Hold Together

When you use any magic item that requires a roll to activate, take +1 forward to do so.

Dipsomancer

If you use arcane magic while extremely drunk, take +1 forward.

Reckless Dweomer

You may cast spells that you do not have prepared, but when you do, something always, always goes wrong. The highest possible result when using this move is a 9, no matter the bonus you may have accrued.

Seriously Irresponsible Dweomer

(requires Reckless Dweomer, requires level 6-10)

You may use Reckless Dweomer to cast any spell you have heard of or seen cast before, regardless of whether it is inscribed in your spellbook, but it is particularly unpredictable. Treat any result as a 7-9 and the GM may immediately make a move following your spellcasting, no matter the actual result.

Leave Luck To Heaven

(Requires Irresponsible Dweomer, requires level 6-10)

You may cast Cleric spells using Reckless Dweomer as if they were Wizard spells. On a roll of 7 or less, you attract the attention of some demon, angel or other extraplanar force in addition to whatever else happens. You are tampering with things you do not truly understand.

New Rule - Wild Magic Zones

Whether the result of an ancient curse, sorcerous mishap or other arcane tragedy, there are places in the world where the true nature of magic comes bubbling to the surface. Where arcane force bends and warps reality. These places are strange - trees of glass twinkle with blood-red light cast from the fur of the mutated deer that graze at their roots. Raindrops sing in sad notes as they splatter against the boiling rock. These places are unnatural, but carry great power.

Beyond the natural and unnatural dangers such a chaotic place presents (not to mention to metaphysical strain of a place that does not always remember the rules of time or space quite right) any arcane magic cast in a wild magic zone comes out not quite right. Divine magic is safe, but any spell cast by a Wizard or invoked by a monster who taps into the same source of power finds their magic unpredictable.

Consider all uses of the "Cast a Spell" move by Wizards (or multiclass characters with access

to that move) to be uses of “Cast a (Wild) Spell” instead. Magic here is hard to control, at best. Anyone who already has the Wild Mage Compendium Class, or uses Cast a (Wild) Spell in place of their normal move takes a +1 ongoing to that move while in the Wild Magic zone. Chaos protects her own. Sometimes.

New Spells

First Level

Chaos Shield

Abjuration, Ongoing

Casting this spell weaves a bubble of stability and law around you. So long as this spell is ongoing, you are protected from the negative effects of the misfires of your spells. Just you, however. Your friends and allies are subject to misfire mishaps as usual.

Third Level

Arcane Dilation

Enchantment

Casting this spell creates a hanging enchantment in the air - a temporary bubble of unstable time, thick like molasses. It is invisible and undetectable to normal senses. The next spell you cast passes through this bubble, its effects dragging out as though time were passing more slowly. Fireballs burn in the air like clouds of flame, The next spell you cast has its duration increased by an order of magnitude - moments become hours, hours become days. Ongoing spells are unaffected by this magic.

Mutagen

Conjuration

A single target gains some strange mutation at random - an extra limb, wings, tentacles, psychic powers, the ability to smell diamonds, etc. This mutation is permanent.

Fifth Level

Chaos Craft

Conjuration, Ongoing

This spell has no effect cast outside of a wild magic zone. When invoked to harness the unstable power of those places, the caster can use this spell to conjure any item, mundane or magical, that can be imagined. However, the magic is twisted and random, and intent is often foggy in places of such unreal reality. Caster beware.

Wildstrike

Invocation

When this spell is cast, the caster can intentionally summon up the random powers of chaos and attempt to channel them into a harmful effect. Choose two of the following effects,

- your target takes 3d6 damage

- the damage from this move ignores armor
- you do not take 2d6 damage

Ninth Level

Wildzone

This incredibly powerful spell must be tended and nurtured - its full effects require the caster to be present and attentive, doing nothing but focusing their will on the spell for 24 hours minus the casters Intelligence. When the required time is complete, the caster may roll 2d8. Within that range, in miles, a wild magic zone is born. Casting this spell costs the caster 1 permanent point of Constitution, their life-force being drained to awaken arcane chaos.

New Magic Items

Wand of What-Are-You-Doing?!

“Oh gods, no. Not that thing again.”

When this wand is discovered, it contains 4 charges. No more, no less. Each use consumes a charge and when it is depleted, this thing mercifully disappears, recharges itself and is ready to be found by some other idiot willing to wave it.

When you wield the Wand of What-Are-You-Doing?!, roll + CHA. On a 10+ hold 2, on a 7-9 hold 1. Then roll 2d6 and consult the following table. You may use your hold, 1-for-1 to add to or subtract from your roll up or down. The GM will give you the specific details.

2. Time slows down for the target for a handful of moments - each minute that passes is like an hour for them.
3. A powerful gust of wind blasts out of the wand, strong enough to knock down a hut, maybe.
4. The weather changes suddenly and unreasonably. Think snowstorms, hurricanes, etc. This lasts as long as it might normally. Indoors or outdoors, the effect is the same.
5. A random, natural animal appears - it is one that could survive naturally (no sharks in the desert) and its demeanor is generally somewhere between confused and enraged.
6. A stream of a thousand thousand winged insects (locusts, butterflies, etc) emerges from the wand, swirling around the target and the local vicinity.
7. A sphere of perfect darkness appears spontaneously. It is about the size of a tavern and will last a hundred years.
8. The target and the wielder exchange sizes, with one growing or shrinking to the size of the other and vice versa. This is permanent.

9. The target and caster swap races and alignments.

10. A torrent of 200 coins spills forth from the end of the wand at an alarming velocity. They are miscellaneous coins minted in no familiar kingdom and do 1d10 damage to anyone the wand was pointing at at the time.

11. The wand transmutes into some other random object. A sword, a fish, a turnip, etc. It remains in this form even once it runs out of charges and disappears. Who knows what it was originally?

12. A ball of fire, blast of lightning, spray of powerful acid, etc erupts from the end of the wand, affecting everything in a cone of about 90' in front of the wielder.

Transmutation Crown

Donning this strange helm, covered as it is in wires, tubes and blinking diodes, is an exercise in foolhardiness and dedication to chaos. When you put the helm on, it activates and cannot be removed until it is deactivated. The process takes about ten minutes during which whoever is undergoing the transmutation cannot move. Their physical and mental attributes are reconfigured. The player may, thankfully, guide this transformation.

Strength, Dexterity, Intelligence, Wisdom, Constitution and Charisma must all shuffle around, finding a new home. No stat may stay in the same place.

Once this transformation is complete, the character may choose a new alignment, race and any physically-derived "look" options, as they like. Gender may be changed or discarded or some new variation invented.

The wearer and any player who witnesses the transformation takes the "Confused" debility.