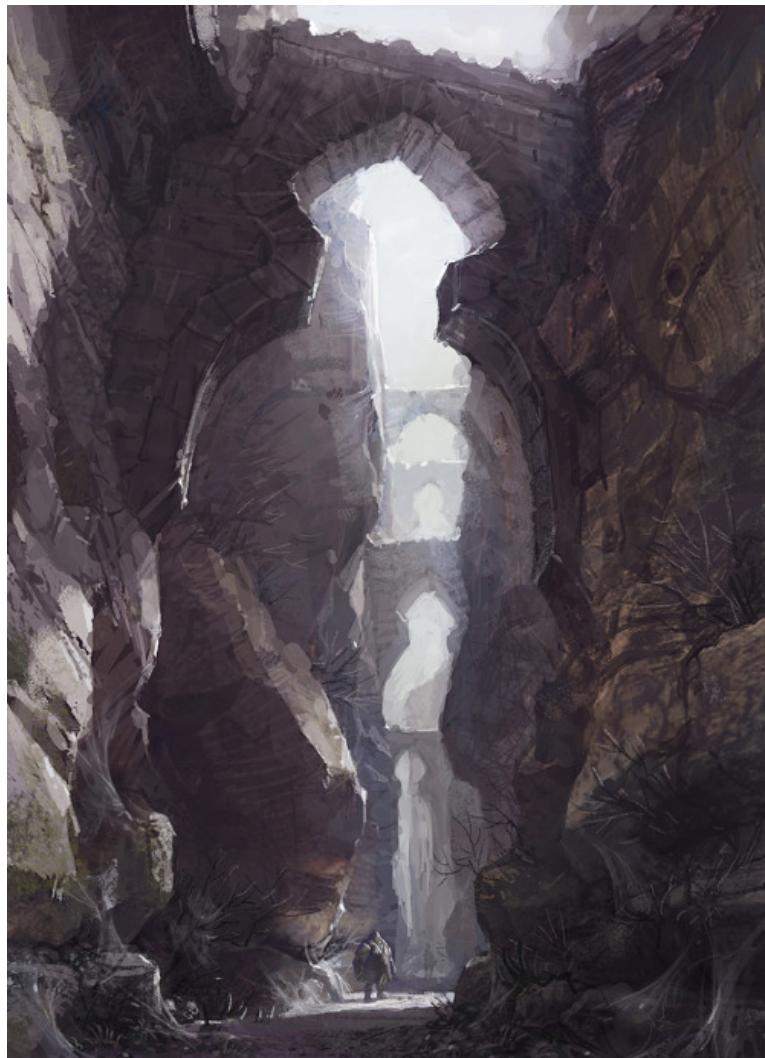


Canyon of Wild Magic

Description:

Walking towards a bridge in the distance you see a tremendous vast chasm within the crust of the plane with random pulses of rainbow magic affecting everywhere around it. Walking closer through the grasslands just outside the forest, you see the gash known as the Canyon of Wild Magic roughly 30ft wide and about 90ft deep (GM knowledge). Standing right on the edge you feel waves after waves of magic coming from the light blue misty haze of this canyon. With no safe way down, people who try to discover the secrets that this ravine holds ultimately fail, return with less of the party than when they started their adventure, or return changed. Jagged edges along each wall make climbing not as difficult but also more painful if they were to fail. While the walkway that bridges the gap still remains the carven gash in the earth stretches beyond the eyes.



When Entering: If the party decides to wall climb their way down, they must succeed 3 Athletic (STR) Check of DC 10.

- If they succeed, they safely land on the platform 30ft below the previous platform and must continue after 90ft have been traversed.
- If they fail, they must make an Acrobatics (DEX) Check of DC 10. Failing causes the player to take 30ft of falling damage (3D6) or half as much on a save, then must continue down until they reach the bottom.

When Exiting: If the party decides to wall climb their way up, they must succeed 3 Athletic (STR) Check of DC 10.

- If they succeed, they safely land on the platform 30ft below the previous platform and must continue after 90ft have been traversed.
- If they fail, they must make an Acrobatics (DEX) Check of DC 10. Failing causes the player to take 30ft of falling damage (3D6) or half as much on a save, then must restart until they make 3 Successes.



Once they reach the bottom of the canyon anyone who has innate spellcasting abilities may make an Arcana (INT) Check of DC 12.

- If they succeed, tell them that wild magic will affect them every 2 minutes in real-time.
- If they fail, they know wild magic is in the area.

Once they reach the bottom of the canyon have them roll for Wild Magic.

Example Rolls:

- PD [00] + D10 [0] = 100
- PD [00] + D10 [1] = 01
- PD [50] + D10 [7] = 57

Wild Magic Table

Mapping and Information:

When you reach the bottom of the canyon you begin feeling like you are in a maze of sorts that will only let you part through the specific way. Players who attempt to cross where the arrows don't allow will then take 1d4 cold damage and will return to walking through the opposite end of the same room. While in this fog players have a disadvantage on Perception checks.

When entering Initiative is rolled and players can use their movement to go through the walls of the mist, they may also use their action to dash through another room as well. When a player moves into a room they roll a d20 ...

- If they roll a **1-7** then a Wild Magic Wisp appears and follows the player who rolled them and attacks at the start of their turn. When they are summoned they come from a wall that can not be gone through.
- If they roll an **8-14** then nothing happens.
- If they roll a **15-20** then a Wild Magic Pixie appears and is under the control of the player whosoever turn it is. When they are summoned they appear from a wall that is possible to walk through.

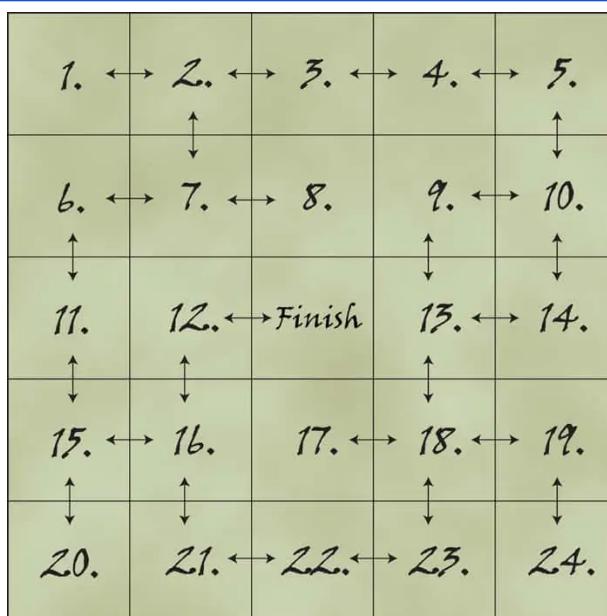
After every 5 rounds each non wild magic creature must roll a Wild Magic roll. If the player has a pixie and there is a wisp in the same room they can use their Bonus Action to send the Pixie into the wisp canceling them out.

Once they reach the finish the players are unable to be affected by the fog or the monsters within it be they of good or evil nature.

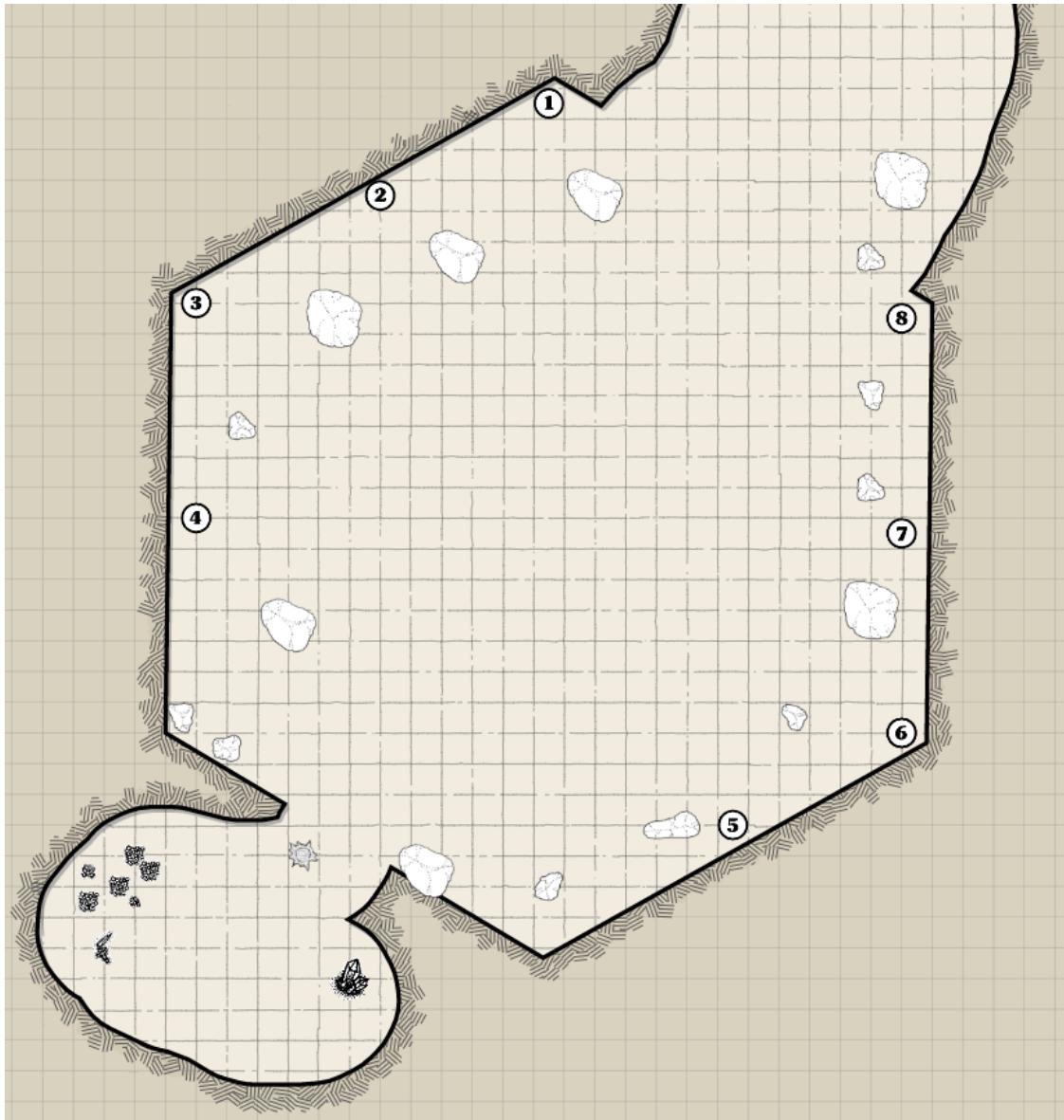
Encounter:

<https://docs.google.com/presentation/d/1cwWk6-JkkYV7LaV---x9C2Yjd-0HT9gpDrMBktZ-C6M/edit#slide=id.p>

<https://www.dndbeyond.com/encounters/69e2c9ed-dfac-4eb5-9203-7174db1bf8f5>



When making it through the misty haze, you can sense waves of wild magical energy emanating from a blue light on top of a collection of rocks eroded from the canyon walls and placed meticulously to have a small cave created. Looking around you can see many magical waves of energy carved into the sides of the canyon walls and many sharp points stabbing through its foundation, and the only path the party can take is towards the light. When the party approaches the light they can see a blue orb with light blue lightning randomly striking around the orb and its base. Next, the party can see multiple bears with light blue symbols and sigils emanating from their fur.



Encounter:

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<https://www.dndbeyond.com/encounters/a032fde1-c3c0-4f36-9994-029fc58236c0>

Once the bears fall their corpse becomes that of a normal brown bear. If they choose to investigate the inside of the cave they can discover ...

- On an Investigation (INT) of ...
 - **Less than 10**
 - 100 + 5D10 GP scattered all around
 - [Shortbow +1](#) with 20 Arrows
 - **10 to 14**
 - [Cloak of Elvenkind](#)
 - **15+**
 - 100 additional GP scattered all around
 - [Immovable Rod](#)

Puzzle:

Once the Encounter is complete the players then can look around and can find 8 interesting symbols, for GM image key is below. Players with spellcasting abilities can make an Arcana (INT) check of DC 12 to figure out what these symbols mean.

- If they succeed, tell them that these symbols are each of the different schools of magic, and they can always discern which each of them is for the duration of the puzzle.
- If they fail, they are symbols that have some sort of magical background.

There are 8 symbols placed in an octagon and the players must cast a spell on the symbol of the correct school of magic, then the symbol lights up in a light blue sheen and the magical rainbow orb that is placed on the top of the cave and the cause of this wild magic will then begin to have a protective orb begin forming around it.

When the players investigate the icons closer they can read the different descriptions needed for the spells.

- **Abjuration:** Present an ability to protect.
- **Transmutation:** Present an ability to change matter.
- **Conjuration:** Present an ability to conjure creatures, energy, or objects.
- **Divination:** Present an ability to reveal information.
- **Enchantment:** Present an ability to influence or control.
- **Evocation:** Present an ability to create matter out of nothing.
- **Illusion:** Present an ability to alter the eyes.
- **Necromancy:** Present an ability to manipulate life.

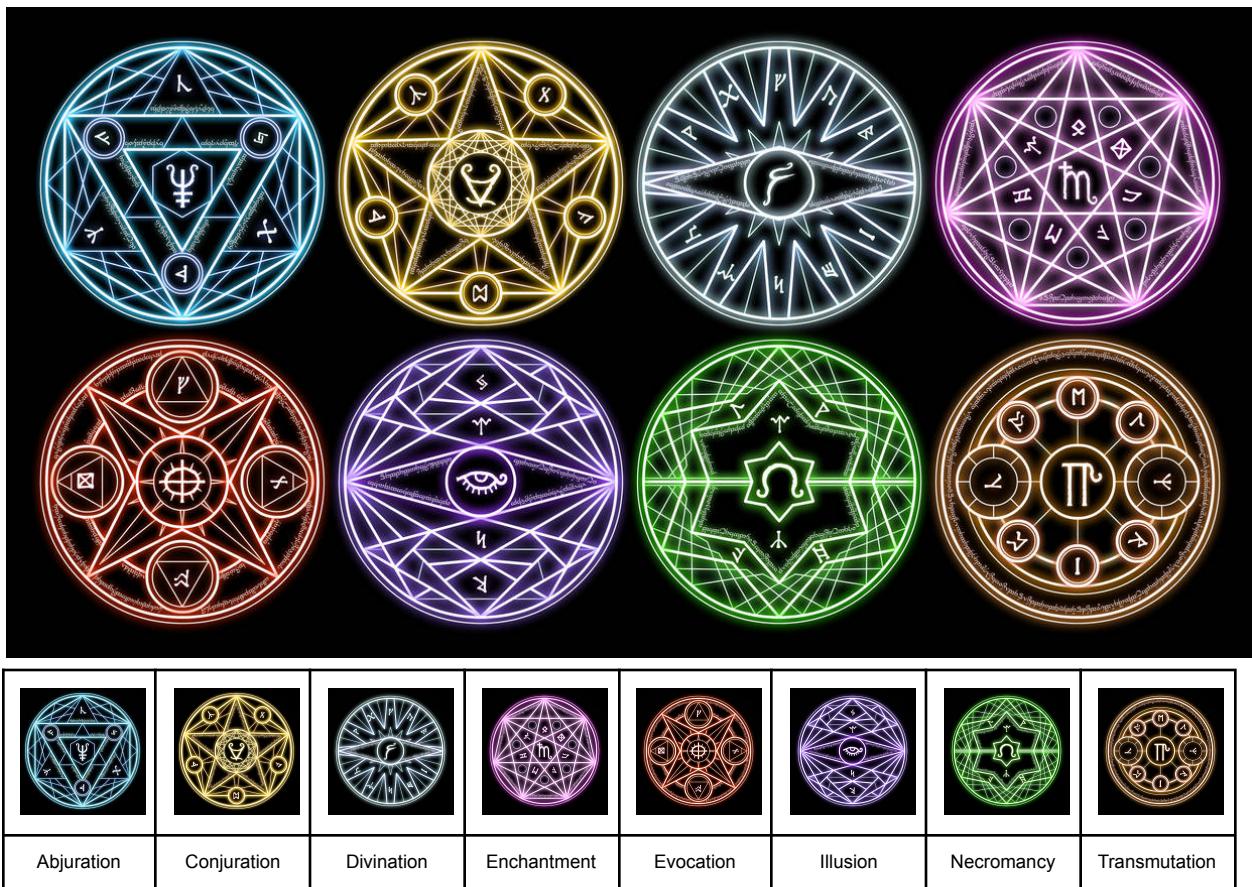
If the players don't have the ability to use a certain school of magic then they can make an Arcana (INT) check of DC 10 to determine what to do next.

- If they succeed, tell them that touching the rainbow orb will hurt them with a d4 random damage by rolling a d4 (1: Cold, 2: Fire, 3: Lighting, 4: Acid) but then will gain a random spell by rolling a d8 that they can cast once within the next hour
 - 1: Resistance (**Abjuration**)

- 2: Control Flames (**Transmutation**)
- 3: Acid Splash (**Conjuration**)
- 4: Guidance (**Divination**)
- 5: Vicious Mockery (**Enchantment**)
- 6: Frostbite (**Evocation**)
- 7: Minor Illusion (**Illusion**)
- 8: Chill Touch (**Necromancy**)

- If they fail, they sense that the magical orb may be able to help.

If they end up touching the magical ball and attempt to pull a spell, when they pull their hand out they hold out a bright white light with a symbol of the school of magic on it.



When all lights are lit the protective orb is then fully formed and the orb then rolls onto the ground in front of the players.