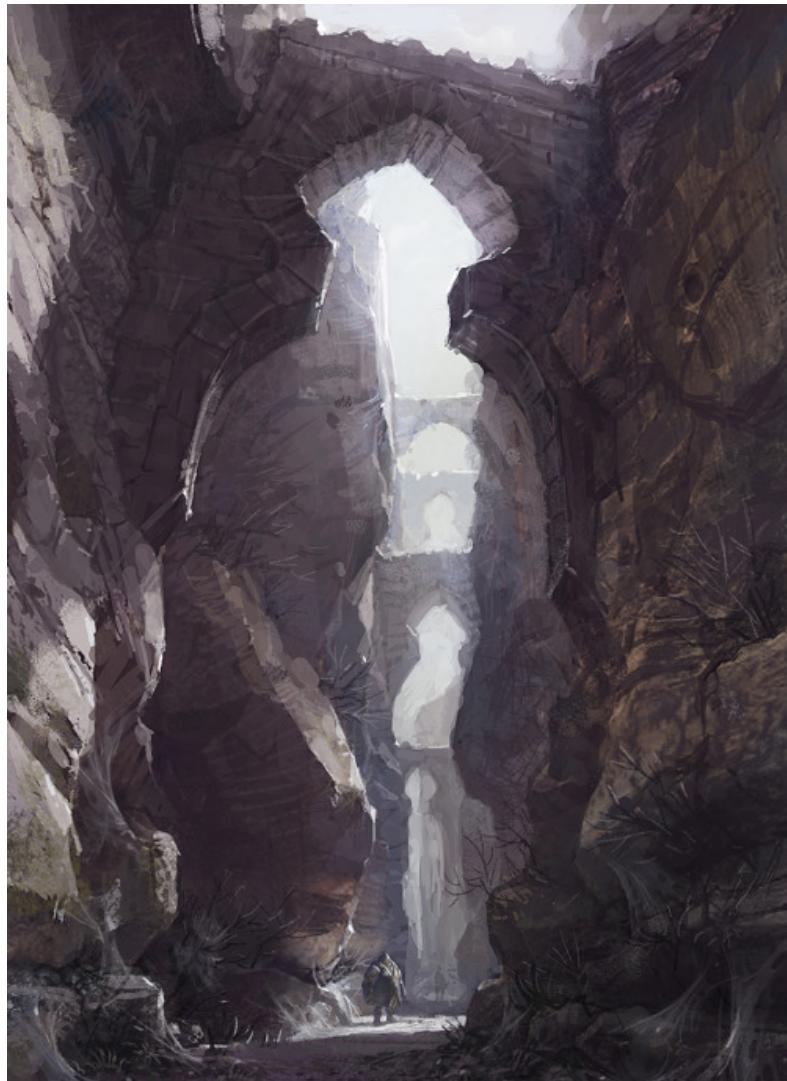


Canyon of Wild Magic

Description:

Walking towards a bridge in the distance you see a tremendous vast chasm within the crust of the plane. 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. Standing right on the edge you feel waves after waves of magic coming from the bottom 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 fall. 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 then 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 then 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.

Every real-time 2 minutes until combat takes place each player will roll a Percentile Die and a D10, and a magical effect will occur, follow the table below to see what effects take place depending on the role.

Example Rolls:

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

Wild Magic Table:

D100	Effect	D100	Effect
1	A puddle of grease appears where you are standing, with a 10-foot radius. You and anyone within 10 feet of you must make a DEX check at your spell save DC or fall prone.	51	Mushrooms sprout around you in a 5-foot radius and vanish after 1 minute. If one is harvested and eaten within this time, the creature must make a CON saving throw against your spell save DC. On a failed save, it takes 5d6 poison damage. On a successful one, it gains 5d6 temporary hit points.
2	You levitate 6 inches off the ground for 1 minute.	52	You can smell exceptionally well for 1 minute, gaining blindsight with a radius of 10 feet and advantage on all Perception (WIS) checks related to odor.
3	You gain tremorsense with a range of 30 feet for 1 minute.	53	Your feet sink into the ground, making you completely immobile for one minute. This has no effect if you were not standing on the ground when the spell was cast.
4	You make no sounds for 1 minute and you gain advantage on any Stealth (DEX) checks.	54	One random gem worth 100gp appears near you.
5	You grow a beard made of feathers, which remains until you sneeze. At the beginning of your turn make a DC 15 CON Saving Throw when failed you sneeze.	55	For the next minute, you have double vision. This gives you disadvantage on ranged attacks (including spell attacks) and Perception (WIS) checks involving sight.
6	You can't speak for 1 minute. When you try, pink bubbles float out of your mouth.	56	You are surrounded by a faint, pleasant odor. You gain advantage on all CHA checks you make within the next minute.
7	You are immune to intoxication for the next 5d6 days.	57	You lose proficiency on all skill checks for 1 minute.
8	You recover your lowest-level expended spell slot.	58	You gain freedom of movement for 1 minute.
9	For the next minute, you must shout when you speak.	59	You gain darkvision with a radius of 60 feet for 1 minute. If you already have darkvision, you lose it for 1 minute

10	Illusory butterflies and flower petals flutter in the air around you in a 10-foot radius for 1 minute.	60	Approximately 100 gallons of water appear over your head and those within 10 feet of you, evenly distributed above everybody within the radius.
11	You cast mirror image on yourself, which lasts for 1 minute and does not require concentration.	61	You gain a +1 to your AC for one minute.
12	You are surrounded by faint, ethereal music for 1 minute.	62	You fall victim to a horrible cramp in both legs, reducing your speed by 10 feet for 1 hour.
13	Gain 1d4 Hit Points	63	The next spell you cast within the next hour uses a spell slot of one level lower than what it normally requires. If the spell is a spell of 1st level, you still must expend a spell slot to cast it.
14	Your hair grows to double its current length over the next minute.	64	For the next hour, you are unable to read as the letters all appear jumbled.
15	Your hair falls out but grows back within 1 day.	65	For the next day, everything you say must rhyme. If it doesn't, you take 1d6 psychic damage.
16	You gain the ability to speak one additional language of your choice for 1 hour.	66	During the next hour, you may re-roll any one save, attack roll, or skill check. If you do, you must take the new roll's result.
17	You are invisible for 1 minute.	67	You grow 1d6 inches in height. You gradually return to your original height over the course of 1 day.
18	Your eyes permanently change color. If they are a blue or gray shade, they turn dark brown, or vice versa. A spell such as remove curse can end this effect.	68	You immediately take 2d4 psychic damage.
19	Small birds flutter and chirp in your vicinity for 1 minute, during which time you automatically fail any Stealth (DEX) check.	69	For the next hour, any time you make an ability check, roll 1d4 and subtract the result.
20	You feel the incredible urge to relieve yourself. Until you do, your Strength and Intelligence are reduced by 1. If you don't relieve yourself in the next 2	70	You gain the ability to speak with animals for one hour.

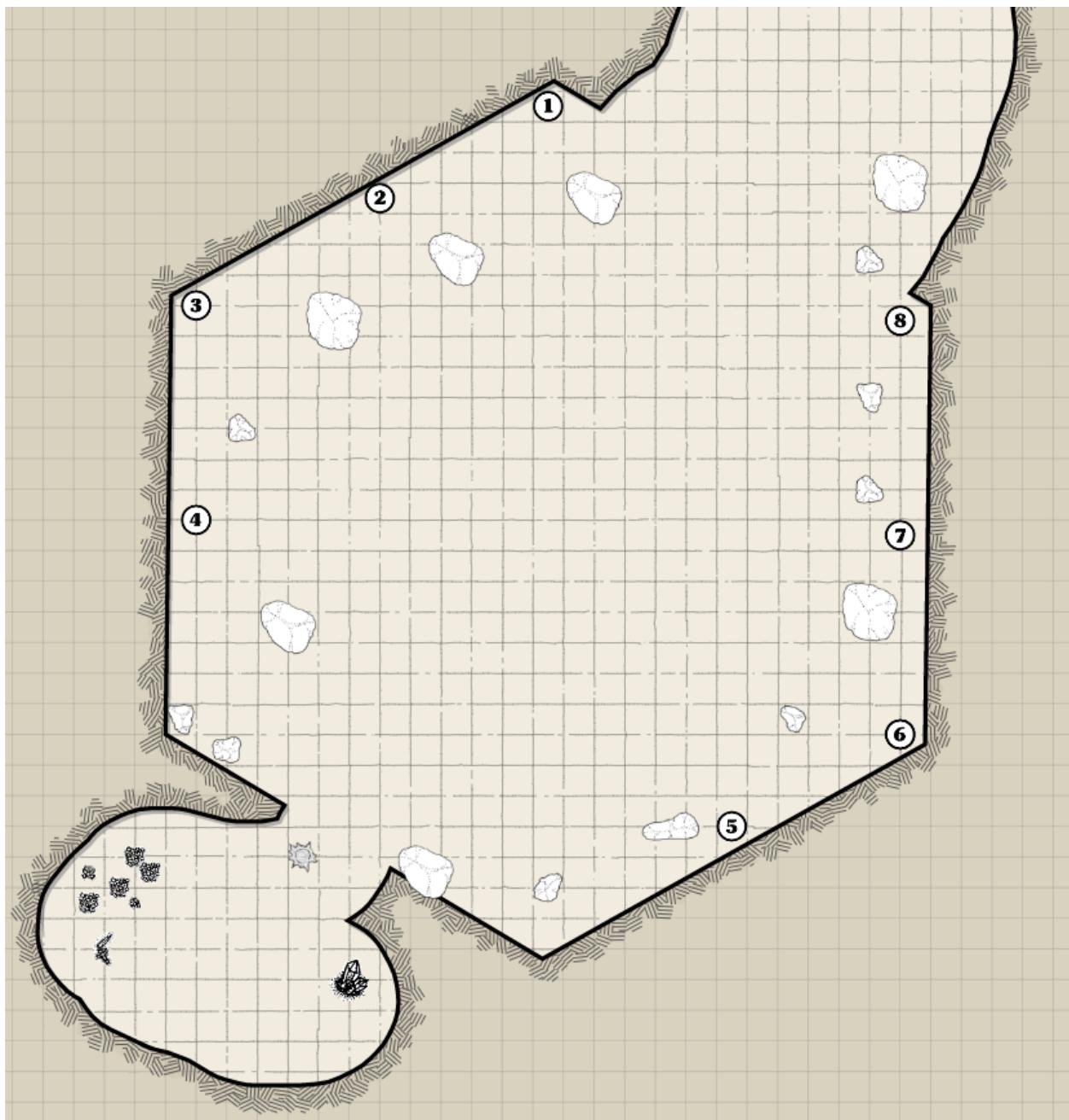
	minutes, the above effects are removed, but your CHA score is reduced by 4 for 1 hour or until you change your trousers.		
21	Gnats buzz around your head for 1 minute, distracting you. You must make a CON saving throw against your own spell save DC to cast any spell.	71	You gain a -1 penalty to your AC for 1 minute.
22	You are surrounded by a faint, offensive odor for 1 minute. You gain disadvantage on all CHA checks.	72	You gain the use of an unseen servant for 1 hour.
23	For the next minute, all spells with a casting time of 1 action or 1 bonus action require 2 consecutive actions to cast.	73	The next spell you cast within the hour uses a slot level one level higher than what it normally requires.
24	You have the irresistible urge to scratch an itch in the middle of your back, just out of reach, for 1 minute. If you don't scratch it using a back scratcher or some similar device , you must succeed in a CON saving throw against your spell save DC to cast a spell.	74	A bad joke comes to mind and until you tell it (which takes an entire action), you suffer a WIS penalty of 1.
25	You have a momentary vision of your own death. If you fail a WIS saving roll at your spell DC, you are frightened for 1 minute.	75	You hear a ringing in your ears for 1 minute. During this time, casting a spell that requires a verbal component requires a CON check against your spell save DC.
26	Your CHA is increased by 2 for 1 minute.	76	You lose 1d6x5 pounds. You gradually return to your original weight over the course of 1 day
27	Over the next minute, all plants within 20 feet of you grow as if affected by the plant growth spell when cast as an action.	77	Your clothes become dirty and filthy. Until you can change and/or clean your clothes, your CHA is reduced by 1.
28	Your eyes glow red for 1 minute.	78	You gain proficiency in WIS checks for the next hour, if you don't already have it.
29	Your CON is increased by 2 for 1 minute.	79	You shrink 1d6 inches in height. You gradually return to your original height over the course of 1 day.

30	You add your proficiency bonus to all CHA checks for the next hour, if you don't already add it.	80	Your skin permanently darkens as if you have a tan, or if you are already dark-skinned, your skin becomes one shade lighter. A spell such as remove curse can end this effect.
31	Your spell components seem to have been rearranged. During the next hour, you must make an INT check against your spell save DC to cast any spell that requires a material component.	81	For 1 minute, one creature of your choice within 30 feet of you gains a -1 penalty to attack rolls, damage rolls, and their AC.
32	For the next minute, you have advantage on the next roll you make where you don't already have advantage.	82	For the next hour, any time you make an ability check, roll 1d4 and add the result.
33	Every creature within 15 feet of you takes 1 necrotic damage. If you are wounded, you regain hit points up to the amount of damage dealt. If you are not wounded, you gain this amount of temporary hit points.	83	If you cast a spell with a saving throw within the next minute, the target gains disadvantage on its saving throw.
34	A magic mouth appears on a nearby wall or flat surface. When you speak, your voice comes from the magic mouth. This lasts for 1 minute.	84	Your STR is increased by 2 for 1 minute.
35	You can hear exceptionally well for 1 minute, gaining advantage for all Perception (WIS) checks related to sound.	85	One creature of your choice gains a +1 bonus to attack rolls, damage rolls, and its AC for 1 minute.
36	You lose the ability to smell for 1 hour.	86	You immediately heal 2d10 hit points.
37	For the next day, each time you say a word with the "s" sound, it sounds like a hissing snake.	87	You gain proficiency on all INT checks for the next hour, if you don't already have it.
38	A gentle gust of wind blows outward from you. All creatures within 40 feet of you can feel it, but it otherwise does nothing.	88	The power of your magic is strong! For the next hour, any spell you cast does not require a verbal component.
39	Your DEX is increased by 2 for 1 minute.	89	You gain 1d6x10 pounds. You gradually return to your original weight over the course of 1 day.

40	You immediately take 1d10 radiant damage.	90	You gain proficiency in all DEX checks for the next hour
41	One randomly-chosen non-magical item in your possession that weighs 1 pound or less vanishes and is forever gone.	91	Your fingernails and toenails grow to an uncomfortable length. Until you trim them, your DEX is reduced by 1 and your speed is reduced by 5 feet, even if you're not wearing shoes.
42	Your WIS is increased by 2 for 1 minute.	92	You gain the effects of the blur spell for 1 minute, which does not require concentration to maintain.
43	You immediately gain 10 temporary hit points.	93	For the next hour, you appear to others to be the opposite gender.
44	3d6 silver pieces appear near you.	94	You gain the service of a 2nd-level spiritual weapon for 1 minute.
45	You regain 5 hit points per round for 1 minute.	95	The power of your magic is strong! For the next hour, any spell you cast does not require a somatic component.
46	An imp appears near you. Make a CHA saving throw against your spell save DC. If you succeed, the imp is subservient; otherwise, it is hostile. The imp, if not banished or defeated, vanishes after 1 hour.	96	You gain proficiency in all CON checks for the next hour, if you don't already have it.
47	Your speed is increased by 10 feet for 1 minute.	97	Every inanimate object that isn't being worn or carried within 40 feet of you becomes enshrouded with shadows for 1 minute. Enshrouded objects are considered heavily obscured.
48	You gain proficiency on all STR checks for the next hour, if you don't already have it.	98	Your fingers become sore for 1 hour. During this time, you must succeed on a DEX saving throw against your spell save DC to cast a spell with a somatic component.
49	Your INT is increased by 2 for 1 minute.	99	You feel extremely nauseated. Make a CON saving throw against your spell save DC. If you fail, you must spend your next action throwing up.
50	One randomly-chosen non-magical item in your possession that weighs 1 pound or less is duplicated.	100	You gain the effect of a long rest.

Mapping and Information:

At the bottom of the canyon 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 rainbow orb with random colored lightning randomly striking around the orb and its base. Next, the party can see multiple bears with rainbow symbols and sigils emanating from their fur.



Encounter:

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

<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.

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.



Abjuration	Conjuration	Divination	Enchantment	Evocation	Illusion	Necromancy	Transmutation

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.