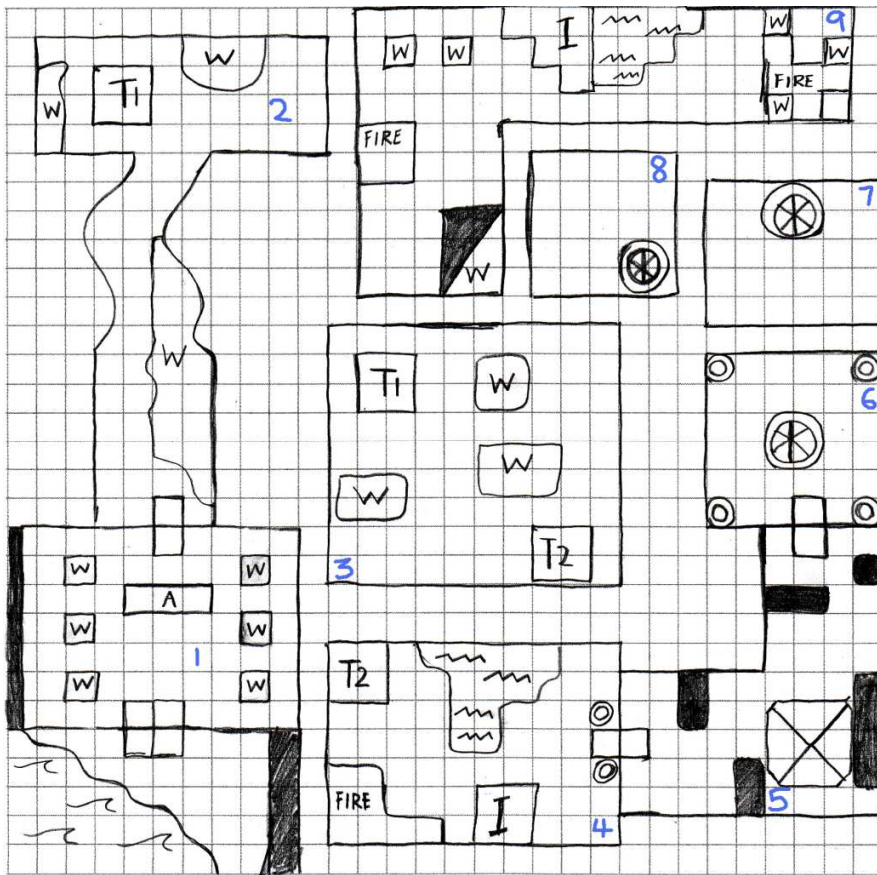


# RUINED TEMPLE OF THE WILD ARCANA – OUTER CHAMBERS



## Legend

- W – Wild Magic
- T1 – Teleporter 1
- T2 – Teleporter 2
- A – Altar
- FIRE – Undying fire area
- I – Cold frost area
- ⊗ - Arcane Nexus
- ⊗ - Sphere of Chaos
- ~ - Acid puddle
- ~ - Ocean
- - Door

## Hazards

The areas of wild magic burn at those who touch or enter them, clearing away the wild magic requires a powerful ritual. The Wild magic creates other areas of unpredictable magic. Cold Frost areas are hard to get through and slow those who go on them. Undying Fire areas deal fire damage to those who step into it. Acid puddles burn through armour and deals acid damage. Arcane Nexuses were once fonts of magic but have become a decayed form of energy placed in braziers, they can be thrown at enemies to deal necrotic damage.

## History

The Temple of Wild Arcana was once the home of hundreds of powerful chaos sorcerers who worshipped the chaos god, known only as The Eye. When The Eye became silent during the temple's greatest time of need, the orcs of the nearby hills invaded the temple and killed most of the sorcerers within. The sorcerers still alive however unleashed a spell that trapped the orcs within the temple and raised the dead sorcerers as spell-wraiths. Years have passed since then, but, the chaotic magic of the sorcerers still remain. The magic has decayed and become more chaotic, beginning to consume the temple and cause it to slowly fade away. Rumours of ancient relics and powerful scrolls that lie within the temple draws many adventurers here in the present day.

**The Archmage's Chambers** – In this room, the spell-wraith of the archmage still exists and his chaotic magic powers the whole temple. He is a powerful priest of The Eye and still retains his divine power. He can be negotiated to leave the temple and move on to his afterlife with a successful negotiation.

*Chaotic magic of room 2 and 4 causes the spells cast to go awry, roll a d20 to see what happens.*

**1 – 2** Spell backfires on caster, bad effects happen to him and good effects go to enemy.  
**3 – 6** Spell is weakened, half of effects do not happen.

**7 – 10** Spell functions normally.

**11 – 14** Spell's target is changed to another enemy.

**15 – 19** Spell's effects are doubled.

**20** Spell's effects are tripled or the spell can be used again in the next round.

## Room Key

1. **Altar of Chaos** – Has several groups of spell-wraiths, consisting of a spell-wraith priest and seven spell-wraith sorcerers. The altar holds a powerful chaotic rune that sustains the magical construct guardians of this room, if not removed fast enough, the constructs will be summoned.
2. **Walk of Shifting** – Once the place where the initiates of teleportation trained, the wild magic areas here cause PCs to shift to a random location in the Walk of Shifting. The monsters here consist of the Initiates of Teleportation, masters of shifting.
3. **Hall of Perfection** – Here, the monks of the chaos once trained, ghostly forms of the monks still exist here, training themselves eternally.
4. **Chamber of the Elements** – Here, the sorcerers of the chaotic trio once trained, using the powers of acid, fire and cold. The spell-wraiths of the tormented elementalists still exist. Here, the hazard areas deal double damage.
5. **Walk of shadows** – Once the place where the sorcerers of the mad shadow once resided. No spell-wraiths linger here, but, the room is covered in permanent darkness and to navigate one's way across this walk of traps and chasms is a feat. A trap is in the middle of the room, it constantly gives out waves of necrotic energy, damaging all in the room, to disable it, one must use the key of the shadow hidden somewhere within this room.
6. **Room of Rituals** – The place where magical components were once stored and rituals were cast. The strong magic in this room has become a powerful unmoving sphere of chaotic energy that causes a random effect to any PC that touches it, including teleporting a PC to another sphere of chaos. The Ritual Scroll that clears away the wild magic can be found here, if used, the spheres will bring PCs to the Archmage's Chamber and half all hazard damage. The Sphere of Chaos can also be manipulated to bring one to the Archmage's Chamber directly if a strong spell is used on it to overload its chaotic functions and make it do the desired effect. **(7 and 8 are the same)**