

The Test of Fate's Strength

A One Round AD&D Living City Adventure

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Tier Structure

<u>Total Party Level</u>	<u>Tier</u>
6-13	1
14-25	2
26-37	3
38-56	4
57+	5

DM Introduction

This is the first module in what is going to be a series of five tournaments that involve Madam Coth, first found in *Luck Takes a Vacation*, and the influences of a mystical entity that she refers to as Fate. It seems that Madam Coth is under the impression that this entity she calls Fate has decided to test the different aspects of Ravens Bluff and in particular those that call her home. In actuality, Madam Coth has been cursed and *seems* to be the instigator of all the tests herself. A refugee from the forbidden veils of Ravensloft, Madam Coth is experiencing the adverse effects of a curse laid upon her by Strahd himself. He so much hates to lose anyone from his realms. As the series of modules continues, Madam Coth will slowly lose her grip on the reality of this world and instead see a world created in her mind by Strahd's Curse. The curse is not able to be detected by the PCs.

The Curse has many aspects to it. It is warping the reality that Madam Coth experiences while giving her subconscious powers that she would not normally have.

The details of the curse will unfold as the series of modules continue as will the details as to how certain events are being created.

In this the first of Fate's tests, the PCs are beset by creatures brought to Ravens Bluff by Fate. Madam Coth believes that Fate is influencing her to act as the voice of reason and the voice supporting the city, and in this test of strength has found an evil priestess who unwittingly is playing the destabilizing enemy of the city. In fact, the evil priestess is the result of subconscious magical activities performed by Madam Coth, and the lingering magic which is part of Strahd's Curse.

Divination spells cast at or in reference to Madam Coth will automatically fail due to the nature of the. Fate as an entity is just Madam Coth's gypsy superstition makes. To her, Fate is the hand that guides the gypsies and Fate provides all. It is known to test the believers, periodically assuring that it has chosen well when it chose the gypsy to guide.

The tournament starts with the PCs receiving a note to visit Madam Coth at her silk shop in the merchant square. From there the PCs move through the following encounters, in some semblance of order.

Encounter One: Madam Coth is missing and her assistant only knows she was supposed to be back here BEFORE the PCs arrived. She remembers Madam Coth saying that she was going to visit the temple of Lliira but the PCs find there that she did not stay. They are directed to the old Temple of Leira, which is encounter 1B.

Encounter Two: Finding the hidden exit is easy when there are knowledgeable priests to point it out. The PCs will find themselves in a dark, damp place and for once it will not be the sewers. They have been transported far from Ravens Bluff and into a hidden maze. Each of the maze rooms is identical and the rooms are separated by curtains that have different effects upon those passing through them.

A couple of rooms have individual encounters within them. This encounter is set-up for all three of the possible rooms with encounters.

Encounter Three: The PCs are getting closer. They find an image of Madam Coth being held on the wall of this chamber, silvery chains seem to hold her image hard against the wall. The wall is semi-sentient and can produce up to eight more sets of silver chains in an attempt to capture the PCs. If they successfully defeat the chains and free Madam Coth's image, she will be

able to instruct them in what remains of the test and what they must do.

Encounter Four: A strange room with a complex puzzle is the exit out of the maze.

Encounter Five: This encounter is found in three consecutive parts along a corridor leading out of the maze. The priestess has set three guardians along the length of the corridor to defeat anyone who approaches.

Player's Introduction

Each of you received a vague note from a gypsy singer regarding a meeting this evening at the Silk Shop of Madam Coth. The shop is in the middle of the merchant square and was very well known before the start of the war. Many of the city's finest dressed swore by the remarkable wares sold by Madam Coth. Tonight the area is in disarray, and the wails of the hungry seem to be surrounding you.

Madam Coth is known to be a gypsy from a far off land. She has never before requested the assistance of the adventuring community but her note came at an opportune moment, as there has been a lull in the fighting for almost two rides. Arriving at her shop you find she has requested many of your fellow adventurers to meet with her this clear evening.

Allow the PCs to describe and introduce themselves to one another. For those that ask, the night is clear without a cloud in the sky. Selune is currently at her half-moon phase. When the PCs have finished and are ready to enter the shop continuing with the following. They will probably want to ask questions during the "box text" so it is preferable that you know what Isabella wants to relay so you may ad-lib her "box text" allowing the PCs to interrupt when they have questions.

The inside of Madam Coth's Silk Shop is immaculately clean. There are many gowns, dresses, scarves, and bulk pieces of silk in different areas of the store. A large section of the east wall seems devoted to clothing selections for a priest or priestess of Sune, although the selection is rather sparse.

A young half-elven girl with long brown hair and green eyes (Comeliness 13) steps out from behind a curtained back room. She is perhaps five feet tall in her sandals, and wears a simple frock of some non-

silken fabric. Many silk scarves and a shawl of dark black silk can be seen wrapped about her head.

"My name is Isabella and I am distressed to inform you that although Madam Coth had intended to hire you this evening, she is very late returning from an earlier meeting. She mentioned a terrible test that is to be inflicted upon the city. No not the battles among those of mortal blood, but Fate itself has come to test those who travel the streets of Ravens Bluff. She had planned to stop at the Temple of Lliira this evening before returning. I don't suppose you would be able to wait, I can make a small pot of tea?"

Pause here in case the PCs have any questions. Isabella doesn't know too much of what is going on, she is just worried about her friend and boss. She speaks with a fairly high squeaky voice and tends to cringe if loudly spoken to.

What happens next is up to the PCs. Isabella would really like to make sure that the PCs hire on. She is worried about the futures Madam Coth has seen. She however does not know what Madam Coth was planning on paying them, but she will guarantee them 360 gp (total), taken from her savings. As long as the PCs take the job, she will ask them to check at the temple(s) to see if Madam Coth was there or might still be there.

Encounter One-A: The Joybringers

This encounter details the Temple of Lliira, the Joybringer.

The temple of Lliira is much closer to that of a well decorated tavern. There are a very large number of people going in and out of the temple and the sounds of celebration can be heard.

A priest of the temple can be found stumbling out of its doors. He is a bit inebriated and will stay and talk to the PCs for quite a while. In fact, he may attempt to stay with the group if any of them have a Comeliness score of over 12. Even if they try to get rid of him, he will follow them around like a puppy dog.

Yimeny Miket, hm P4: Int Average; AL CG; AC 8; hp 24; THAC0 17; #AT 1; Dmg Special (net); SA Nil; SD Nil; MR: Nil; SZ M; ML 9

Yimeny knows the following information about the temple and will be very willing to answer those questions that he can. He has no spells left for the day, having used them earlier at the first aid station.

- They are having a giant party inside the temple. It seems one of their clergy had a problem. He fell on a fellow party member knocking that party member further down a cliff and almost killing him.
- He can't remember the priest's name but he thinks it was Blimp.
- None of the priests or priestesses of Lliira are allowed to cause physical damage.
- Be careful of getting involved in the dance, it can really wear you out.

If the PCs decide to investigate the Temple, they will indeed witness a giant celebration. Lliira is the diety of happiness, joy and love. Her priests and priestesses have been helping the city in treating their wounded against the policy set forth by the high revelmistress Shanna Aslaros. Many people are up near the altar dancing literally until they drop. There is as much wine as the characters wish to obtain, all free. Unfortunately there is little food available.

Speaking with any of the priests or priestesses requires the character to make a saving throw versus spells with adjustments based on the following chart:

Alignment: Chaotic: -5 Neutral: -3 Lawful: -0

Failure to save results in the character joining the dance. The effects of the dance are extreme weariness and a tremendous feeling of joy and happiness that continues for the duration of the module. This feeling has the game benefits of +4 vs. Any effects of fear, pain, hopelessness or anger. This a feeling of pure joy that you can explain to characters that they have not felt since they were children.

Dancing characters can be lassoed using a to hit roll against an armor class equal to 10 minus only the targets dexterity and magical bonuses. They only other way a character will stop dancing is after 5 minutes per constitution point.

The priests of Lliira will not remember seeing Madam Coth tonight although she does regularly join their celebrations. They will recommend that the PCs try the old temple of Leira since people are still making the age old mistake between the two dieties.

Encounter One-B: The Temple of Mists

The abandoned temple of Leira can be found very near to the market place. The three column entrance marks what was the boundaries of truth and beginning of falsehoods. Despite its abandoned appearance a ceremonially robed priest or priestess slowly walks up to you their silvery faceplate hiding all traces of their true appearance. "I greet you in the name of the High Priest of Leira, Marcus of Cantinzium."

The speaker is actually a priestess of Cyric wearing the old ceremonial garb of the priests and priestess of Liera.

Beatrice, hf P9 of Cyric: Int High; AL CE; AC 2 (Bracers AC 7); hp 65; THAC0 14; #AT 1; Dmg 2d4 +2; SA Spells as Needed; SD *word of recall*; MR Nil; SZ M; ML 8

Beatrice will not stick around if attacked, she has had a spell cast upon her which will immediately transport her to Tantras if she attacked by a resident of Ravens Bluff. Her mission in the city was to approach all the priests and priestess of Leira and inform them that they should begin to correctly address their prayers to Cyric, or the Lord of Lies would begin to refuse their spells. Due to this responsibility and the tact required, Cyric has sent Beatrice, a forceful cleric whose superior attitude is well known through his temple. After all, its not as if the clergy of Leira has much choice in the matter.

If asked about the temple or Madam Coth go ahead with the following text:

"The temple is empty, an empty vessel of a dead god. There were only four mirrored doors whose glass was not broken, perhaps your future lies behind one of them. Yes, the young gypsy seemed interested in the old temple, but she entered hours ago."

Inside the building a set of four mirrored doors are the only features in a hallway littered with shattered glass. Describe the inside of the building as ransacked with broken mirrors everywhere. Finally a hallway is found with the four mirrored doorways. Three of the mirrors are tinted with a slight color. The doors are Clear, Blue, Green and Red. The frames are all carved with strange symbols and a successful spellcraft roll will

indicate that the doorframes are crafted to prevent any scrying magic from looking past them. These doors if approached will cause a magic mouth to appear which states the following puzzle:

There lies a path behind one of these doors, lies guard the path, but can you ever be sure:

- 1. The clear mirror hides a hidden ballista, aimed at your heart it will certainly kill.*
- 2. The door with the symbol of Cyric holds death and is the color of the sky.*
- 3. The Green door does not have the symbol of a dead god.*
- 4. Bane and Leira are both still alive.*
- 5. The red door does not hide death and is not decorated with the symbol of Bane.*
- 6. The blue door hides a hidden fireball which will ripe through your ranks like the scythe of death.*
- 7. Lliira's Green doors holds the ballista aimed at your hearts.*
- 8. To find the secret exit to the temple stare into the symbol of lies and open the way to the truth.*
- 9. The symbol of Cyric is on the door hiding the Fireball.*

There is indeed a secret door behind one of the mirrors. It can be found by shattering the correct mirror. Which mirror is correct? Here is the solution:

The White door has the symbol of Cyric and hides the secret door.

The Red door has the symbol of Bane and hides the dead bodies.

The Blue door has the symbol of Lliira and hides the ballista.

The Green door has the symbol of Leira and hides the fireball.

All the clues are lies. Anything that is stated as true in the clues is actually false. For example, clue 9 states the symbol of Cyric is on the door hiding the fireball. That should be interpreted as the symbol of Cyric is NOT on the door hiding the fireball.

After each PC has gone through the door, continue with encounter two, once a particular PC has passed through the door they can not return nor can anyone communicate with them. Ropes attached will be severed.

The ballista and fireball traps do exist; each one does damage equal to 2-5 points of damage per tier level. The ballista fires a volley of many missiles (active

stoneskins will half the damage), the fireball fills the room. The door which hides death hides the skeletal remains of six human clerics of Leira, killed during the struggles against Beatrice.

Encounter Two: Enter the Maze of Fates

The magical darkness fades and light can be seen coming from the walls of the twenty by twenty room. There are two exits hidden by dark purple curtains that hang from the ceiling to the floor. Frigid cold seems to be emanating from one of the curtains or perhaps the room beyond. Unlit torches have been placed in brackets along both the north and south walls.

This first room is described as Room A on the map of the maze. Its two curtains are labeled 1 & 2. The Room descriptions and curtain effects are all listed below, labeled encounter three. Each curtain may be pulled down by the PCs. It takes a successful strength check to do so. The effects of the curtains still apply.

There is a secret door within this room. However, even if the PCs search and find it, or an elven character is able to notice it, the lever in Room E must be pulled in order for the door to be opened. Those with enough brute power to break in door may try. If they successfully break a magically sealed door, they will suffer 2d6 damage. The wall behind the secret door is far too thick to break down, although a party with mining equipment should be able to get through in about 30 minutes (of real time, take a break).

NOTE: A few rooms and curtains do have creatures or effects that can drain levels. Please be aware, a few actually receive a saving throw versus the life drain contrary to normal rules.

Room A: As described above, the room is plain with two curtained exits out of it.

Curtain #1: This is a normal curtain.

Curtain #2: Anyone touching this curtain is blessed and needs not save versus the spell effect in area B. Anyone who passes through without touching the curtain will need to make a saving throw versus spell when they first step into room B.

Room B: On the far wall is a large riddle which states: *Why did the chicken cross the road after the sun set?*

The riddle is carved into the rock of the wall and embossed in red paint. When the last PC enters the room a magic mouth will appear and state in a somber droll voice, “*Because the chicken was a knight!*” At this point any PC who did not touch curtain #2 must make a saving throw at -4 or suffer the effects of a *Tasha’s uncontrollable hideous laughter* spell. The effects will last for the next five minutes of game play.

Curtain #3: The first character to pass through this curtain will be attacked. The curtain is actually a giant creature which will attempt to engulf the PC in question. Remember some of the PCs may have trouble taking part in the melee due to their continual laughing at the chicken joke.

Tier One:

Common Mimic: AC 7; MV 3; HD 8; hp 40; THAC0: 13; #AT 1; Dmg 3-12 (smash); SA Glue; SD Camouflage; MR Nil; SZ L; ML 20

Tier Two:

Killer Mimic: AC 7; MV 3; HD 10; hp 50; THAC0: 11; #AT 1; Dmg 3-12 (smash); SA Glue; SD Camouflage; MR Nil; SZ L; ML 20

Tier Three:

Giant Mimic: AC 7; MV 3; HD 14; hp 100; THAC0: 9; #AT 1; Dmg 3-18 (smash); SA Glue; SD Camouflage; MR Nil; SZ L; ML 20

Tier Four:

Shadow Mimic: AC 7; MV 3; HD 10; hp 80; THAC0: 11; #AT 1; Dmg 3-12 (smash) plus strength loss (1d6 points); SA Glue; SD Camouflage; MR Nil; SZ L; ML 20

Characters glued to the mimic they will lose one strength point per round. Can be turned as a 10 HD undead.

Tier Five:

Shadow Mimic: AC 2; MV 12, Fl 30 (B); HD 12; hp 90; THAC0: 9; #AT 1; Dmg 3-24 (smash) plus energy drain; SA Glue; SD Camouflage; MR Nil; SZ L; ML 20

Characters glued to the mimic they will lose one strength point per round. Can be turned as a 12 HD undead.

Room D: This room is empty except for a large silver mallet in the Northeast corner. The mallet strikes as a warhammer and is worth 120 gp.

Curtain 5: Anyone passing through this curtain will have their hairs stand on end for a moment or two due to a small charge of static electricity that has built up in the curtain. Other than that there is no other effect.

Room E: This room has two levers on the southern wall. The first one has a label in common which reads, “*Pull this lever to seal your fate*” the other lever has a label in dwarven which reads, “*Wall Control*”. If the first lever is pulled the ceiling will open dropping piles of rock upon the PCs. The second lever allows the secret door to open. Damage due to the rock trap is very simple take the tier level and multiply it by 10. That is the damage suffered by all IN the room. If this damage would reduce a character to a negative amount, they may make a system shock roll. A successful roll indicates that the character is stable at ZERO hit points. Failure indicates they are still bleeding or dead. Thus, a 1st level magician with 4 hit points, can survive on a successful system shock roll. Any character deliberately standing near one of the curtains can make a dive for the curtains. A successful Dexterity check at -2 indicates they made it into the next room. Otherwise..... The second lever unlocks and opens the secret door in Room A.

Room F: This room is empty save for the curtain to the south.

Curtain 6: Anyone passing through this curtain without touching the curtain suffers damage equal to the tier level of the group times 3 when they enter the next room.

Room G: A foul symbol consisting of a black skull and gleaming red daggers suddenly lights up as the PCs enter the room. Those who did not touch the curtain above suffer damage equal to two times their tier level. This damage is not able to be healed magically although *Scarabs of protection* will automatically protect against this damage but it drains one charge from the scarab.

Curtain 7: This is a normal curtain.

Room H: The floor of this room is covered in small marbles. Dexterity checks must be made in order to cross the floor without falling. Falling PCs suffer a loss of dignity but not much else UNLESS they were doing something very foolish like carrying cocked arrows or even bags full of glass vials.

Curtain 8: This is a normal curtain. However on the floor just past the curtain in room J is a trap.

Room J: As stated above there is a trap on the floor just inside the room. The trap consist of a pressure plate on the floor and a wall full of loaded missiles that will fire when the pressure plate is stepped upon. Each character in their path, and that includes those in Room H who may not even see the missiles coming, will suffer damage as indicated below:

Tier One:

Each PC will be struck by 3-marching order (first in line will be struck by 5 darts, while the fourth in line will be completely missed.) Each dart inflicts 1d3 points of damage and has a THAC0 of 20.

Tier Two:

Each PC will be struck by 4-marching order (first in line will be struck by 5 daggers, while the fourth in line will be just be missed.) Each dagger inflicts 1d4 points of damage and has a THAC0 of 16.

Tier Three:

Each PC will be struck by 6-marching order (first in line will be struck by 7 arrows, while the fourth in line will be struck by 2 arrows.) Each arrow inflicts 1d6 points of damage and has a THAC0 of 12.

Tier Four:

Each PC will be struck by 8-marching order (first in line will be struck by 9 arrows, while the fourth in line will be struck by 4 arrows.) Each arrow inflicts 1d6 points of damage and has a THAC0 of 8.

Tier Five:

Each PC will be struck by 10-marching order (first in line will be struck by 9 spears, while the fourth in line will be struck by 6 spears.) Each spear inflicts 1d6 points of damage and has a THAC0 of 4.

Curtain 9: This is a normal curtain.

Room K: This room contains four statues of warriors in stoned in the middle of what appears to be a terrifying experience. This should create a great deal of paranoia but, there is nothing here to cause the player characters any problems.

Curtain 10: This curtain is strange, it will open up one way, once a character has passed through the curtain they may NOT go back through the curtain, they must continue forward.

Once the PCs are able to unlock the secret door via the lever or brute force and time, continue with the next encounter.

Encounter Three: Dungeon of Silver

The passage through the secret door is dark and your light glows dimly in its darkness. Ahead stairs lead up into a faint slivery light. Moving cautiously ahead you spot Madam Coth entangled in a mass of silvery chains. The chains securely hold her to one of the walls of this chamber, a chamber stocked with the various items of torture and interrogation.

Items that can be found here include a set of manacles, branding irons, thumbscrews, and various knives and prods. As the PCs begin to enter the room, Madam Coth will appear to awaken her face drenched in sweat.

“Beware the traps Fate has set for you adventurers. For ahead of you lies....”

The chains will contract causing Madam Coth much anguish and cutting short her prophesy, they will then immediately attack the PCs. The chains attempt to subdue the characters so to feed off their energies and supply the chains with much needed lifeforce. While entangled in the chains a PC loses one hit point per 10 rounds. Each PC may roll a surprise check at +1 to their roll.

Tier One

Silver Chains (4): Int Nil; AL Nil; AC 5; HD 2; hp 14; THAC0 19; #AT 1; Dmg 1d8; SA entangle; SD immune to sleep, charm, hold, half damage from all magical attacks except for fire, from which they take normal damage, save as 5th level wizard; MR Nil; SZ M; ML 20

On a natural attack roll of 19 or 20 the chains entangle their opponents as the spell. An entangled opponent suffers 1d6 points of damage each round they are in the grasp of the chains. The chains do not do killing damage, only subdual damage.

Tier Two

Silver Chains (6): Int Nil; AL Nil; AC 2; HD 4; hp 25; THAC0 17; #AT 1; Dmg 1d8; SA entangle; SD immune to sleep, charm, hold, half damage from all magical attacks except for fire, from which they take

normal damage, save as 7th level wizard; MR Nil; SZ M; ML 20

On a natural attack roll of 18, 19, or 20 the chains entangle their opponents as the spell. An entangled opponent suffers 1d6 points of damage each round they are in the grasp of the chains. The chains do not do killing damage, only subdual damage.

Tier Three

Silver Chains (8): Int Nil; AL Nil; AC 2; HD 6; hp 35; THAC0 15; #AT 1; Dmg 1d10; SA entangle; SD immune to sleep, charm, hold, half damage from all magical attacks except for fire, from which they take normal damage, save as 9th level wizard; MR Nil; SZ M; ML 20

On a natural attack roll of 17 through 20 the chains entangle their opponents as the spell. An entangled opponent suffers 1d6 points of damage each round they are in the grasp of the chains. The chains do not do killing damage, only subdual damage.

Tier Four

Silver Chains (10): Int Nil; AL Nil; AC -2; HD 8; hp 45; THAC0 13; #AT 1; Dmg 1d10; SA entangle; SD immune to sleep, charm, hold, half damage from all magical attacks except for fire, from which they take normal damage, save as 11th level wizard; MR Nil; SZ M; ML 20

On a natural attack roll of 18 through 20 the chains entangle their opponents as the spell. An entangled opponent suffers 1d8 points of damage each round they are in the grasp of the chains. The chains do not do killing damage, only subdual damage.

Tier Five

Silver Chains (10): Int Nil; AL Nil; AC -2; HD 10; hp 65; THAC0 11; #AT 1; Dmg 2d8; SA entangle; SD immune to sleep, charm, hold, half damage from all magical attacks except for fire, from which they take normal damage, save as 13th level wizard; MR Nil; SZ M; ML 20

On a natural attack roll of 17 through 20 the chains entangle their opponents as the spell. An entangled opponent suffers 1d10 points of damage each round they are in the grasp of the chains. The chains do not do killing damage, only subdual damage.

The chains if taken weigh 30 pounds per. The chains are worth a total of 500 gp per set.

After the PCs free Madam Coth from the entanglement of silver chains, she will be able to tell them the following information. She is very secretive about this

as Fate has a way of equalizing advantages and disadvantages.

- She will tell the PCs about the next room, telling them the path through the room involves moving downward before again moving upward.
- Three guardians must be defeated before they may face Fate's chosen opponent.
- She believes their opponent is a powerful spellcaster who will attempt to wrack their bodies with fear and terror.
- She will offer to return the PCs to Ravens Bluff since she is afraid of the tests and had prepared a few spells back in her shoppe that would have better prepared them for what they might face.

Madam Coth, hf W10 (Gypsy): Int Exceptional; AL NG; AC 10; MV 12; hp 34; THAC0 16; #AT 1; Dmg by weapon -1; SA Nil; SD Spells; MR Nil; Coml 17; SZ M; ML 10

Traits: Secretive, neat, knowledgeable, beautiful.

After Madam Coth has revealed these pieces of information to the PCs she will bid the PCs luck as she disappears in a twinkling of stardust, telling them that she will await the verdict of Fate. If the PCs wanted to go with her she will of course gladly take them along....end of adventure for PCs who go with her.

Encounter Four: Pool of Doom

Exiting the torture chamber you find a square room 30 foot across. Against the far wall is a semi-circle pool of water, the water is sickly green and emits a foul odor. There appear to be no other exits from the room.

The pool of water actual goes under the wall it rests against and moves into the next chamber. Any character who drinks the water will actually be able to breath water although it does appear quite disgusting. A *potion of sweet water* will eliminate the disgusting color and odor, but it will also negate the water breathing effect of the pool.

The pool is 30 feet deep and 5 feet must be traversed to reach the other side. Of course once a character has passed under the wall, they will need to swim back up to the surface, another 30 feet. Without the swimming proficiency this will take a total of 3 rounds, not including any encumbrance penalties.

Those with the swimming proficiency and who are unencumbered need only make one swimming check to gain the surface without problems. All normal Dungeon Master Guide™ rules for drowning do apply.

There are no other exits to the room and the only hidden item is on the edge of the pool. There is carved writing which is covered with algae and other green growth. If it is uncovered it reads: "A healthy swallow allows movement with ease."

On the other side of the pool the other three parts of the crossed room are visible. The skeletons of dead adventurers rest uneasily on the two parts of the cross without a door. Make sure to describe the skeletons as fused to their armor. If any of the PCs decides to step over to one of those sections and they are wet from the pool, they will be inflicted with 1d6 points of damage per tier, save for half. The damage is due to an electrical charge in the floor.

A PC who is dry or able to levitate, fly or similar spell may retrieve the bodies. Also, a grappling hook will bring the bodies back to the edge of the pool. If the bodies are searched the PCs will be able to find:

Scroll of protections from devils

Scroll with *magic missile* spell (5d4+5)

Potion of extra-healing

Potion of hill giant strength

Bastard sword +2

If the PCs inquire about the bodies, anyone who successfully makes a healing proficiency check can determine that the bodies are those of six human males. Each of the bodies were clad in chainmail which has rusted terribly since their deaths. Anyone with a metal working skill who makes a proficiency check should be able to estimate that the rust on the armor probably indicates the bodies have lain here for about six months.

Encounter Five: The Guardians of Fate

Behind the doorway a corridor leads off into the darkness. The corridor is ten foot wide and travels out past the range of your light source and the best of your night vision capabilities. Nothing appears to be moving in the corridor, but neither is there the dust and signs of disuse that one might expect from an empty corridor.

This encounter is found in three consecutive parts along a corridor leading out of the maze. Madam Coth has unknowingly summoned three guardians along the length of the corridor to defeat anyone who approaches. The sites of the guardian attacks are shown on the map. A magical *detect traps* will not find the ambush sites however, a *detect magic* will indicate a magical emanation from each of the ambush sites. Make sure to have the PCs' light source clearly defined as well as their marching order.

Ambush Site A: Death

As PCs pass the appropriate area of the corridor read them the following:

The corridor appears to turn up ahead, suddenly from the wall itself a startling figure steps. It is skeletal wielding a large scythe and dressed in flowing black robes. "Fate has decreed one must perish, that one is YOU!", are its only words as it quickly attacks

_____." Fill in the Name of whichever PC is in the second rank on the left...Make SURE not to choose a low level magician, find at least a warrior to attack. Use that PC to figure out Death's stats.

Death: Int Genius; AL N; AC 5 - PC's level; HD same as PC's level; hp 6 per hit die; THAC0 10 - PC's level; #AT 1 Dmg 1d4 per tier; SA nil; SD immune to cold, fire, lightning attacks; MR 5 x PC's level; SZ L (8'); ML 20.

If anyone except its chosen foe attacks it successfully (causes damage), that PC summons another death with statistics based on their level and strength.

Once a death has slain its chosen target (or been slain) it will disappear. Characters slain by death cannot be saved with magic less than a *raise dead*.

Ambush Site B: The Fiend

After the characters defeat Death (or not), they may proceed down the corridor, probably a bit more on edge. As they find ambush location #2, read them the following information:

Rounding the bend in the corridor, a dreadful creature steps out of the right wall, its origins unknown as it growls at you, "My master tells me I must bedevil you all to qualify for transmutation, so you must be bedeviled!"

The baatezu is not here to attack the PCs, it will however defend itself to its best ability. It really is here to pose a puzzle to the PCs. The baatezu will state the

rules explicitly before asking his riddle. As long as the PCs do not attack immediately continue with the following text:

“The rules are very simple. I will ask you a question. You then have six minutes to discuss the answer amongst yourselves. At the conclusion of that time you will give me an answer. Are you ready? The question is:

*The path of life is strewn with challenges,
workers toil, hands grow callused.
A reading of cards spread out on a table,
Look closely at them, while you are still able.*

*The man on my right held five cards with three ace,
While the lady to my left a straight from her to her face.
A vampire sat close to the lady, his hand a high flush
to a delicate stone,
A foolish gnome sat two seats to my right, his hand
he folded with only a pair of his own.*

*Now, no one held a card under an eight, and the only
king sat in my plate, the aces had friends, two lovely
eights.
The lady to my left held five lonely clubs. Now I won
this hand, and if you are able, please tell me the
hands that played at this table?”*

Correct Answer:

Fiend: Straight Flush to the King in either Spades or Hearts

Other Hands:

Flush to the Ace, Queen, Ten, Nine, Eight

Straight Flush to the Queen of Clubs

Full House - Aces over Eights

and a pair of Jacks (Fools)

If the characters give the wrong answer, nothing happens to them (the fiend still teleports away), but they should still be worried about what the baatezu might do to them. If they try to get past without giving an answer, they are teleported back to the maze exit and must redo/retrace their steps to this point, including the combats with death and the chains.

Tier One:

Green Abishai: Int High; AL LE; AC 3; MV 9, FL 12 (C); HD 5+2; hp 35; THAC0 15; #AT 3; Dmg 1-4/1-4/2-5 plus poison on the last attack; SA Innate Abilities *animate dead, charm person, command, produce flame, and scare*; SD Regenerate 1 hp/rd, 1/2

damage from cold and gas, Immune to Fire, poison and normal weapons; MR 30%; SZ L; ML 16

Tier Two:

Red Abishai: Int High; AL LE; AC 1; MV 9, FL 12 (C); HD 6+3; hp 50; THAC0 13; #AT 3; Dmg 1-4/1-4/2-5 plus poison on the last attack; SA Innate Abilities: *animate dead, charm person, command, produce flame, and scare*; SD Regenerate 1 hp/rd, 1/2 damage from cold and gas, Immune to Fire, poison and normal weapons; MR 30%; SZ L; ML 16

Tier Three:

Red Abishai: Int High; AL LE; AC -1; MV 9, FL 12 (C); HD 8+3; hp 70; THAC0 9; #AT 3; Dmg 1-6/1-6/2-12 plus poison on the last attack; SA Innate Abilities: *animate dead, charm person, command, produce flame, and scare*; SD Regenerate 1 hp/rd, 1/2 damage from cold and gas, Immune to Fire, poison and normal weapons; MR 30%; SZ L; ML 16

Tier Four:

Pit Fiend: Int High; AL LE; AC -5; MV 15, FL 24 (C); HD 13; hp 100; THAC0 7; #AT 6; Dmg: 1-4x2/1-6x2/2-12/2-8 +6 to all damage rolls; SA Fear, poison, tail constriction; SD Regenerate 2 hit points per round, +3 weapon needed to hit; MR 50%; SZ L; ML 19

Innate Abilities: *Animate Dead, Charm Person, Suggestion, Detect Magic, Detect Invisibility, Fireball, Hold Person, Improved Invisibility, Produce Flame, Wall of Fire* any one once per round as well as attacking physically. Damage and duration is calculated as if cast by a 9th level magic-user.

NOTE: The *symbol of pain*, and the *wish* spell have already been used and are not available to this pit fiend.

Tier Five:

Pit Fiend: Int High; AL LE; AC -5; MV 15, FL 24 (C); HD 13; hp 100; THAC0 7; #AT 6; Dmg: 1-4x2/1-6x2/2-12/2-8 +6 to all damage rolls; SA Fear, poison, tail constriction; SD Regenerate 2 hit points per round, +3 weapon needed to hit; MR 50%; SZ L; ML 19

Innate Abilities: *Animate Dead, Charm Person, Suggestion, Detect Magic, Detect Invisibility, Fireball, Hold Person, Improved Invisibility, Produce Flame, Symbol of Pain, Wall of Fire* any one once per round as well as attacking physically. Damage and duration is calculated as if cast by a 9th level magic-user.

NOTE: The *wish* spell has already been used and is not available to this pit fiend.

Ambush Site C: The Hanged Man

In this next encounter they will automatically receive the initiative although don't let them know that, simply make sure they win initiative.

The corridor ends in an ornate set of double doors. The doors appear to be made of brass. However, as you begin to approach a rumbling is heard from the wall on your right. The wall slides and behind it you see a strange looking tree resembling an oak. From the many branches of the tree, vines in the shape of a hangman's noose drape down at a variety of heights. There seems to be a body in one of the nooses.

Hangman Tree: Int Low; AL NE; AC 3; HD 6 hp 10 times level of highest level character; THAC0 7; #AT 3; Dmg 1-3; SA special; MR 25%; SZ H; ML 15

If the hangman tree successfully strikes a PC with all three attacks they will be pulled up into the tree and will begin to be strangled. A PC has a number of rounds equal to 1/3 their Constitution before they fall unconscious. A PC has 5 rounds of unconsciousness before they are dead.

It is possible to get past the hangman tree without fighting it, simply by walking by without fighting it. It is in an alcove which the PCs must enter to check it out. The body is very dead and has nothing of interest on it.

Conclusion

The ornate doors open slowly, their counter-weights assisting your efforts to push them open. Inside a hideously old woman sits behind a long oak table, 60 feet away from the door. She smiles wickedly, her gray hair falling across her shoulders, as she twirls a long black wand, "So you are those Fate has chosen to oppose me. We shall see!", she cackles, "You may have survived this test but Fate has not yet made its final judgment and I strongly believe that Fate will rule with me!"

This priestess is not that tough. Fate (in the guise of Madam Coth) is tired of the game; the characters have proven themselves. This battle is sort of a formality. It is also not necessary. The PCs can convince her that they have no wish to fight her and that they will let her win. If they "surrender" in this manner, she vanishes in a puff of smoke (skip to the next boxed text section).

Tier One

Thocania, hf P3: Int Exceptional; AL N; AC 8; hp 18; THAC0 19; #AT 1; Dmg 1d6+2 (Flail); SA Spells; SD Actually a simulacrum of the true priestess; MR Nil; SZ M; ML 12

Spells: 1st level—*cause light wounds, curse* (lose 1d4 Strength), *curse* (lose 1d4 Constitution); 2nd level—*hold person*.

Tier Two

Thocania, hf P4: Int Exceptional; AL N; AC 8; hp 18; THAC0 19; #AT 1; Dmg 1d6+2 (Flail); SA Spells; SD Actually a simulacrum of the true priestess; MR Nil; SZ M; ML 13

Spells: 1st level—*cause light wounds, curse* (lose 1d4 Strength), *curse* (lose 1d4 Constitution); 2nd level—*hold person, charm person*.

Tier Three

Thocania, hf P6: Int Exceptional; AL N; AC 8; hp 28; THAC0 17; #AT 1; Dmg 1d6+2 (Flail); SA Spells; SD Actually a simulacrum of the true priestess; MR Nil; SZ M; ML 14

Spells: 1st level—*cause light wounds, curse* (lose 1d4 Strength), *curse* (lose 1d4 Constitution), *sanctuary* (precast); 2nd level—*hold person, charm person, heat metal*; 3rd level—*cause blindness, dispel magic*.

Tier Four

Thocania, hf P8: Int Exceptional; AL N; AC 8; hp 38; THAC0 15; #AT 1; Dmg 1d6+2 (Flail); SA Spells; SD Actually a simulacrum of the true priestess; MR Nil; SZ M; ML 14

Spells: 1st level—*cause light wounds x2, curse* (lose 1d4 Strength), *curse* (lose 1d4 Constitution), *sanctuary* (precast); 2nd level—*hold person x2, charm person, heat metal*; 3rd level—*cause blindness, dispel magic, protection from fire* (precast); 4th level—*spell immunity* (precast, vs *dispel magic*), *free action* (precast)

Tier Five

Thocania, hf P9: Int Exceptional; AL N; AC 8; hp 44; THAC0 14; #AT 1; Dmg 1d6+2 (Flail); SA Spells; SD Actually a simulacrum of the true priestess; MR Nil; SZ M; ML 16

Spells: 1st level—*cause light wounds x2, curse* (lose 1d4 Strength), *curse* (lose 1d4 Constitution), *sanctuary* (precast); 2nd level—*hold person x2, charm person x2, heat metal*; 3rd level—*cause blindness, dispel magic, protection from fire* (precast), *cause disease* (Failing the saving throw will result in serious pneumonia with potential to lose 1 point of

Constitution if not cured within a day); 4th level—*spell immunity* (precast, vs *dispel magic*), *free action* (precast), *poison*; 5th level—*slay living*.

The body of the priestess falls to the ground, dissipating into a small puddle of water and dirt. The water slowly condenses into a cloud of vapor around the crone's chair, gradually the vapor fades leaving behind the table, the chair and a smiling Madam Coth. "You have been victorious my friends. Fate has smiled upon you and your defeat of the Baatezu, Death, the Hanged Man and the priestess's Tower have spoiled her plans. Still, I expect she will return, so you must be ready. Fate has decreed you strengthen yourselves, for Fate has not yet made its final judgment concerning Ravens Bluff."

Madam Coth rises from behind the table, here are the pieces that Fate has left for you:

In honor of your victories Fate has left each of you one magical item to remind you of the tests you have undergone, a magical link of pure silver. This link will grant each of you the ability to heal 2 hit points once per adventure.

Madam Coth's offer to teleport the group out of the maze and back to the surface is accepted as she brings you out of the Underdark and back to her small shop in the merchant square. "I had also planned on rewarding your service," she explains once Isabella has brought out some tea. "I can pay each of you with 150 gp worth of dyed silk in addition to the moneys Isabella has given you. Don't worry, I will replace her funds."

With your mission concluded, you make your way back to the quiet city streets and the sounds of a waking city.

Experience Summary

Encounter One:

Encounter with the clerics of Lliira 50 xp
Defeating Beatrice, this counts causing her to magically depart 50 xp

Encounter Two:

Per Curtain Passed (300 xp max.) 50 xp
Per Room Explored (500 xp max.) 50 xp

Encounter Three:

Defeating the Silver Chains 400 xp

Encounter Four:

Passing through the Pool Successfully 200 xp

Encounter Five:

Per Death defeated by the Party 300 xp
(Max: 600 xp)
Correctly answering the baatezu's riddle 500 xp
Defeating the Hangman Tree 200 xp

Encounter Six:

Defeating the Simulacrum 200 xp

Maximum Experience Points: 3,000 xp

Treasure Summary

If it's not on this list, the PCs cannot have it.

Up to 6,000 gp from the Silver Chains
360 gp from Isabella (total)
Silver Mallet worth 120 gp.
150 gp worth of dyed silk each
Each PC receives a magical Silver Link which can heal two hit points per adventure
Scroll of protections from devils
Scroll with *magic missile* spell (5d4+5)
Potion of extra-healing
Potion of hill giant strength
Bastard sword +2

Players Handout:

Riddle from the Temple of Leira

There lies a path behind one of these doors, lies guard the path, but can you ever be sure:

1. The white door hides a hidden ballista, aimed at your heart it will certainly kill.
2. The door with the symbol of Cyric holds death and is the color of the sky.
3. The Green door does not have the symbol of a dead god.
4. Bane and Leira are both still alive.
5. The red door does not hide death and is not decorated with the symbol of Bane.
6. The blue door hides a hidden fireball which will ripe through your ranks like the scythe of death.
7. Lliira's Green doors holds the ballista aimed at your hearts..
8. To find the secret exit to the temple stare into the symbol of lies and open the way to the truth.
9. The symbol of Cyric is on the door hiding the Fireball.

MAP for Test of Fates Strength

1 sq = 5 feet

