

ROS2.5

Bonus Module

THE FOLIO

Mini-Module



ROSLOF KEEP CAMPAIGN

Test of the Tower

Mini-Module ROS2.5

by Scott Taylor

Test of the Tower is a fully 1E & 5E compatible adventure for characters levels 2-5 and contains all information needed to run a magical excursion in Roslof Keep.

Driven by Molo of the Five Wives, this adventure revolves around a test to determine membership into the famed Wizard's Conclave. Does the party have what it takes to pass this test, thus gaining them much needed access to the Conclave's resources?



Test of the Tower

Synopsis:

The wizard of the party (or appropriate spell caster type from 5E) is invited by Molo of the Nine Wives to participate in a test for membership into the Order of Towers. If accepted, the wizard will gain the chance to collect two mid-level magical items and become a member of the Order of Towers (granting access to many spells at a fraction of the cost). If the wizard fails, then Molo collects another soul for his necromantic collection!

All 'grey blocks' are for 5E conversions in this section.

Gamemaster's Notes

The test will challenge the wizard's intelligence, wisdom, and spell utilization.

Molo will allow other willing members of the party to participate, but warns that failure by any member will result in the collecting of a soul. However, a single mid-level magical item (or enchantment of a current item) will be made available to all those 'helping' the wizard pass the test, so there is added incentive for those wishing to partake.

Molo of the Nine Wives

Molo is above all else a necromancer, but his true passion lies in his ability to collect wives. This typically won't manifest too heavily in a campaign, unless of course the player wizard taking the test is a female. If that is the case, and she fails the test, instead of taking her soul, Molo will offer her a chance to be his 10th wife. Either way, the character is essentially retired, as being a wife of Molo is little more than slavery (although it might make for a cool side campaign trying to free her from this servitude).

Concerning his ability to take a soul, if any character falls to zero hit points during the test **[5E would be two failed death saves]**, Molo has prepared a powerful Vampiric Touch (3D6 necrotic damage) spell that passes through runes in the testing area and sucks the remaining life from the victim. He then channels this life into his relic staff, known as the Staff of the Nublar, which stores the energy as a charge per level of victim. The staff can then be used to enhance any evocation spell by multiplying the damage done by either 2 or 3, depending on the number of charges used.

The Order of Towers

The Order of Towers is an ancient sect of Wizards (if you are using the Nameless Realms setting, then use the Wizard race) who fall

predominately into three categories. Ebon Robes, who wear black and gold and lean toward the more questionable discipline of necromancy. The Ash robes, who wear grey and gold and strike a balance among the Order. And lastly, Snow Robes, who wear white and gold and venerate the more peaceful pursuits of abjuration and divination. Those who take the Test of the Towers find themselves bound to the guild, and have the right to study from their voluminous spell collections (consider any spell desired to be acquired in less than a week) as well as receiving gifts of magical items upon completion of the testing and reduced pricing on magical goods thereafter (50% discount).

The Acquisition Test

The test is broken into three distinct parts—the Soul, the Magic, and the Mind. Each will test a particular skill of the magic-user, but remember, the test is designed for a single taker. If the magic-user takes helpers into the test, then more problems will appear to combat the added strength (think Luke in going into the swamp cave and taking his weapons).

Introduction

Molo gives you greetings, eyes what you have brought with you, and then provides a thin smile as he clicks two bronze fingertip covers together on his left hand (a personality tic).

‘I am glad you’ve decided to take my test, and I hope you have prepared yourself, as this will not be an easy task. First, however, I must ask once again if you agree to the terms of test?’

At this point, he will wait for the player/players to agree verbally to accept the challenge of inclusion into the Order of Towers or death in the attempt. Non-wizard characters must take the same oath, although they realize that they will not become members of the Order of Towers and are only there to assist their friend.

‘Good, then it is settled!’ he replies before clicking his fingers together again. At the sound the wall behind him begins to glow, and he waives you forward, a palpable sense of magical energy washing over your skin.

Part One

The Soul

(The Testing of Wisdom)

1.

The magical light fades leaving the hair still standing on the back of your neck and the taste of sulfur heavy on your tongue. Before you, placed in a line, are three tables with three rolled scrolls.

Each scroll contains a small story that tests the wizard's acumen for determining the truth. Once read, the wizard must answer whether the story is true or false. A Wisdom check must be rolled to determine if the wizard is correct. The Wisdom check becomes 1 point harder for every person who has accompanied the character on the mission. Thus a magic-user with a 14 Wisdom and three companions would need to roll an 11 or less on a D20 to successfully answer the question **[Wisdom DC 13 +1 per companion]**.

If successful, the magic-user can then read from the next scroll. If unsuccessful, a number of skeletons appear that equal the total number of HD of the party members.

1 Skeleton: [AC 7, HD 2, HP 10, #AT 2, D 1-6, ½ damage versus slashing/piercing weapons]

TREASURE

NONE.

1 Skeleton [AC 13, HD 2d8+2, HP 10, #AT 1, Hit +4, Dam Claws 5 (1d6+2)]

This repeats until all scrolls are either failed or successfully answered. Once the final scroll is read and the results dealt with, another magical portal will appear in the chamber wall.

2.

A flash from the gate blinds you momentarily before you find yourself in a dusty chamber with walls covered in ancient holy glyphs. Each glyph represents an act of goodness perpetrated by a god. However, further investigation seems to indicate that some of the acts of goodness had negative effects on mortals in the worlds they were done. As you study the great stories that surround you, a magic mouth appears and asks, 'Pick the three greatest and purest acts of goodness from the tales upon the walls.'

Again, this is a test of Wisdom using the same system as room one, however instead of skeletons appearing upon a failed Wisdom check, a single Glyph Golem appears with a total number of HD equal to that of the entire party*.

1 Glyph Golem: [AC 7, HD Varies*, HP Varies*, #AT 1, D 2-16, +1 or better weapon to hit]

TREASURE

NONE.

1 Glyph Golem [AC 14, HD Varies*, HP Varies*, #AT 2, Hit +8, Dam Slam 16 (2d10+5), Multiattack, Damage Immunities: Acid, Poison, Psychic;

Bludgeoning, piercing, and slashing from non-magical weapons]

Once any summoned Golems are defeated and three glyphs have been chosen, another portal will appear in the far wall of the chamber.

3.

Once again the light settles around you revealing a small study with at least thirty books piled up on a desk. As you approach, another magic mouth appears asking, ‘From these tomes secrets can be discerned of your near future. Find three of worth, and you will receive a boon.’

The books describe various creatures, immunities, and spell effects. The wizard must again make three Wisdom checks as above. However, unlike the previous rooms, there is no apparent effect or result of any of the checks. In reality, the checks carry over into the next section of testing and play out there.

Once three things of ‘worth’ have been determined (regardless of positive or negative outcome), another portal will open on the wall of the study chamber.

Part Two

The Magic

(The Testing of Magic)

1.

Another light, but this time you find yourself in total darkness, the eerie sound of lilting string music playing against your senses.

The first test here requires a light spell or cantrip. If not memorized, the wizard will be in some trouble unless he/she managed successes in Room 3 during Part One of this trial. Within the dark room is a Phantasmal Bard, a construct of magical energy that can be killed instantly by any one of the magic-user’s spells (GM’s choice), and if the magic-user passed a Room Three ‘worth’ test, they can use that success to know exactly which spell will do the trick (if the Phantasmal Bard is either unseen or seen). If, however, the magic-user does not use the correct spell for some reason, or if the party employs another means of light, like a torch or lantern, the Phantasmal Bard will attack on round 2.

If more than just the magic-user is present in the test, then the ‘worth’ spell will only negate the Phantasmal Bard’s requirement of a +2 or better weapon to hit **[Damage Immunity: Non-magical]**, and the party will have to contend with him physically. Once defeated, the party will see a single exit in the room leading to the north.

Phantasmal Bard: [AC 3, HD 3, HP 18, #AT 2, D 1-6/1-6 (Short Sword), Can be destroyed by a single spell]

TREASURE

NONE.

1 Phantasmal Bard [AC 17, HD 4d8+6, HP 19, #AT 2, Hit +4, Dam Short Sword 5 (1d6+2), Multiattack, Can be destroyed by a single spell]

2.

A strange green glow emanates from the dark wall of this large chamber. Inside, a single chair rests on its side, a goblet beside it with a bit of spilled wine still wet on the stone floor.

This chamber works just like Room 1 in that a single spell (again GM’s choice, and should be chosen before each encounter) can destroy the magical creation within if the magic-user is alone. If accompanied, the creature’s magical resistances will be disabled with the spell as above.

As you approach the chair, the wine shimmers and shapeshifts into a crimson praying mantis.

Once manifested, the mantis will leap to attack, jumping from victim to victim causing havoc among the party due to its speed and small size. When defeated, the remainder of the room can be searched revealing another hall beyond a tapestry on the north wall.

Crimson Mantis: [AC 0, HD 4, HP 22, #AT 2, D 1-6/1-6, Two Claw Attacks, ½ damage versus slashing/piercing weapons]

TREASURE

NONE.

1 Crimson Mantis [AC 20, HD 5d8+6, HP 26, #AT 2, Hit +4, Dam Claws 5 (1d6+2), Multiattack, Can be destroyed with a single spell]

3.

A circular chamber opens up beyond the hall. Six recessed alcoves lie within the curved walls, three on each side of the hall, with another hall directly across the thirty-foot span in the center of the room.

When the magic-user enters, six glowing orbs will fire from the alcoves, hang menacingly

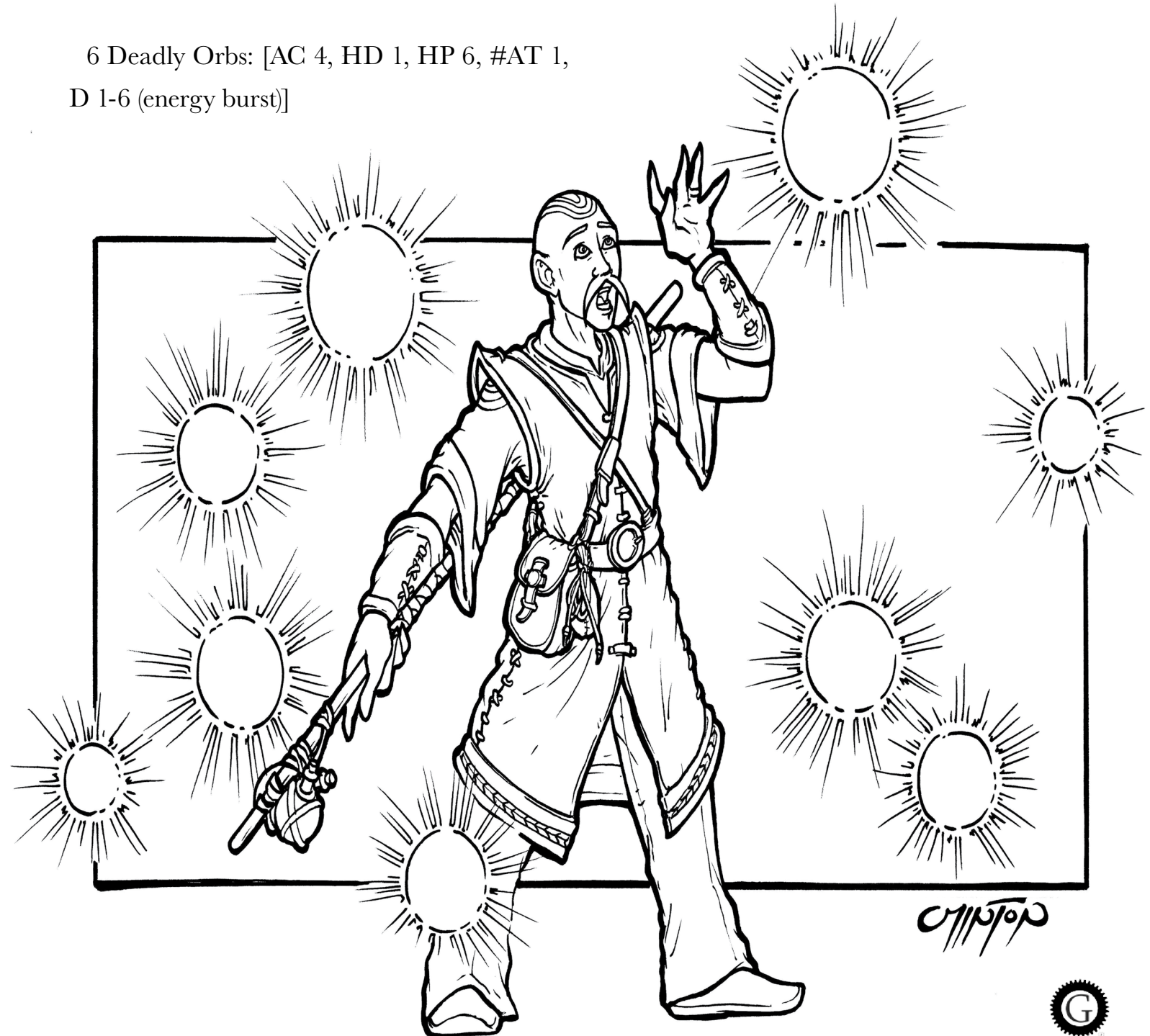
for a single round, and then attack. They can be destroyed instantly with a 'worth' spell (preferably an area of effect if the magic-user has one memorized), or defensively negated if more party members are present. Each orb will attack a random target on round two if not negated, but at least one will always concentrate on the magic-user if possible.

TREASURE

NONE.

6 Deadly Orbs: [AC 16, HD 1d10+2, HP 7, #AT 1, Hit +4, Dam Energy Burst 5 (1d6+2)]

6 Deadly Orbs: [AC 4, HD 1, HP 6, #AT 1, D 1-6 (energy burst)]



Part Three

The Mind

(The Testing of Intelligence)

1.

The hall stretches out before you, the stone floor slowly being replaced with smooth black and white tiles in a seemingly discernable pattern. After twenty feet, the remaining plain stone peters out, leaving only polished tiles before you.

This is the first test of the magic-user's Intelligence attribute. Like Wisdom in Part One, the player must roll an appropriate check against that statistic to discern the pattern of the floor or cause a trap to be sprung.

For every person who has accompanied the wizard on the mission, the Intelligence check becomes 1 point harder, thus a magic-user with a 14 Intelligence and three companions would need to roll an 11 or less on a D20 to successfully determine the pattern **[Intelligence DC 13 +1 per companion]**.

If successful, the party passes without incident. If not, the following flame trap blasts the party from the walls.

Flame Trap:

3d6 Fire damage **[9 (3d6)]**

2.

As the pattern fades back to stone, the hall continues to move inexorably on, finally twisting and turning before widening to twenty feet. Once expanded, a series of globes, 4 large, 12 medium, and 2 small, all in varying hues, appear in the air before you.

This is a puzzle representing the 4 seasons, 12 months, and 2 solstices. With a successful Intelligence check (as above), the magic-user can solve the puzzle by placing each in perfect succession and continue down the hall. If failed, 3-18 of the globes will send an elemental 'shockwave' through the chamber, damaging everyone that fails a saving throw. Damage is 1 point per globe that 'attacks'. This only occurs once, and then all the globes disappear.

3.

The wide hall finally comes to an end at a set of rune-covered double doors. Two great rings hang from them, and upon the stone in which they are set a series of arcane commands have been etched.

The magic-user must read magic upon the etched arcane symbols in the stone and then translate them into the proper order to open the door. Once again, we have a standard Intelligence check as above, and a failure to pass the test results in the rings on the doors ‘knocking’ against the metal frame causing a single point of damage per party member (4 members of the party, 4 points per character). However, unlike the previous tests, this one **MUST** be successfully passed to open the doors, thus continued Intelligence checks will need to be made until the doors are open, each fail causing the same damage.

Conclusion

Once the final doors open, Molo will be waiting, the black obsidian Staff of the Nublar in his hand. Any characters who have died will have had their souls sucked into the staff at this point, but nonetheless, he will greet the party and congratulate them for passing the test. He will then provide each with a gift (+2 weapon or enchantment of an existing weapon or armor), and then provide the magic-user with an evocation-based wand of some type and a Robe of Armor +4 that is of the appropriate color to match the alignment and nature of the magic-user who passed the test.

Note on Magic-User Death

If the magic-user taking the test dies during the test, leaving other party members still inside, then they must attempt to finish the test, using the highest INT or WIS attribute in the party for the attempts. Obviously, some tests require a base of magical skill, so by default anyone with any type of casting ability can ‘finish’ a test that requires some magic, like the final door.

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