



A Twist of Fate

A Quest Adventure by Sundial Games LLC



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"WHEN LUCK KNOCKS, IT'S BEST TO ANSWER SWIFTLY; IT HAS LITTLE PATIENCE FOR HESITATION."

— Bardric Glowspindle,
Traveling Storyteller and Occasional Thief

Summary

The players are entrusted with a powerful artifact, the Fate Finder, with the ability to guide the fate of those who use it. They are set on a quest to return this object to Talisor, the God of Fortune, before the world spins into chaos. Talisor resides in the Tower of Luck, a monumental residence that is slowly disintegrating. The players must reach the top, navigating traps and battling enemies who also seek the Fate Finder. If they meet Talisor, will they return the item or keep it for themselves?

Note: This adventure is meant to be agnostic to any RPG system. Creature and trap damage/abilities have been left vague for GM discretion for their system and party level.

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Adventure Hooks

The players will meet Ardinor, the Unreliable, and be given the Fate Finder to officially begin their quest.

A day or so before this meeting, tamper with the player's luck in both good and bad ways. Perhaps a player finds a random gold coin in the road but discovers their pocket has a hole in it, or they set off a trap only to have it misfire and do no harm.

Have them roll for simple tasks that wouldn't ordinarily call for a roll:

- Make a dexterity check before speaking, with a failure causing them to bite their tongue.
- Make a strength check when opening a tavern door, with a success causing it to hit a bandit who was waiting on the other side.

Reverse the fortune of an important roll:

- A natural 1 causes an attack to hit a goblin in the head for a kill shot.
- A natural 20 causes a player to slip when jumping over the pit trap.

Start subtly at first and ramp up the confusion just before Ardinor appears. The chaos stops once they are in possession of the Fate Finder.

While travelling

Ardinor can easily be met while traveling. He emerges from dense shrubs on the side of the road, looking dirty and disheveled. He is panicky and out of breath as if running from something.



In town

As the players are experiencing intense sways of luck while gambling, leading to accusations of cheating and a brawl about to erupt, Ardinor stumbles through the door, disheveled and panicky.

In his tower

An NPC friend of the party gets a message that Ardinor is in dire need of brave adventurers. The letter hints that he knows the cause of the strange swings of luck everyone has been experiencing. The players find him in his home, acting paranoid and avoiding all sharp objects.

*"One of you... must take it. Seek Talisor, the God of Fortune... return this... before the world spins too far... into chaos."
Ardinor gasps. He has a flair for the dramatic. You know, classic wizard stuff. The wizard coughs, clearly stalling for a bit more time. "And here is a map of where to find him in the... Tower of Luck... Make haste!"*

He refuses to accompany the party. He needs rest and feels he is just too old to adventure anymore. If players barrage him with further questions, he won't answer and will instead collapse dramatically. He may even die.

Fate Finder

The fate finder is a large icosahedron – a polyhedron with 20 equilateral triangular faces (d20), made of either wood or marble (your choice) featuring a symbol of a claw clutching a question mark on one face and window to a d20 die result on the opposite face.

It was created by Talisor, the God of Fortune, as a focal point for concentrating the universe's webs of chaos and manifesting them into outcomes of chance.



In-Game Use

Once per day, each player can use it to see their Fate. Shake the Fate Finder and save the number for any future d20 ability check or combat roll you make, or one made against you. You may use this number after the check is made.

Lesser Fate Finder

At the completion of the adventure, you may consider giving the players a lesser version of the powerful artifact.

Once per day, a single player can use it to see their Fate. Shake the Fate Finder and save the number for any future d20 ability check or combat roll you make, or one made against you. You may only use this number before the check is made.

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Motivation

Always a bungling wizard whose spells backfired more than they worked. Even with the finest teachers his magic is unreliable at best. Thus, Ardinator sought to change his Fate by claiming the Fate Finder. Ardinator was trapped in the tower for years trying to solve its riddles. After finally reaching the top and obtaining his prize, the tower began to crumble. In his escape, he knew the treasure would not be safe unless it were returned to its owner.

Tags

Friendly

Intelligent

Dramatic

Unreliable

Abilities

He can be helpful if one of his spells manages to work.

- **Unreliable Missiles** - Magic Missile, where one will always miss and fizzle out.
- **Lukewarm Fireball** - Fireball, but with a chance to not be enough to do damage.
- **Critical Image** - Mirror Image, where the illusions constantly insult the caster.

Ardinator, the Unreliable

A hunched, silver-bearded wizard who leans heavily against his staff. His eyes are dim with age and exhaustion. He has a flair for being theatrical and speaks with many pauses to add unnecessary drama.

"LUCK IS A COIN SPUN BY FATE. SOME SEE THE SHINE, OTHERS THE SHADOW, BUT THE COIN FALLS FOR US ALL."

— Ardinator the Unreliable,
Wizard of Half-Made
Spells

Talisor, the God of Fortune

Talisor is an imposing yet otherworldly figure draped in flowing robes that shimmer like liquid gold, constantly shifting with faint patterns of constellations and webs of light. His golden eyes blaze with intensity. Despite his grand appearance, there is an air of exhaustion about him—a deity burdened by the fragile balance of the world's fate.

Motivation

As the God of Fortune, Talisor is the weaver of luck and chance, maintaining the balance between order and chaos. His power stems from the Fate Finder, an artifact of immense importance. Without it, the threads of fate unravel, and the world descends into uncontrollable chaos. Talisor has spent eons safeguarding this balance, but his strength wanes as the tower crumbles and his influence diminishes. Desperate, he seeks the return of the Fate Finder to restore equilibrium.

Tags

Divine Majestic Exhausted Mysterious
Manipulative Powerful

"FORTUNE WHISPERS TO FOOLS AND SHOUTS TO HEROES, YET BOTH OFTEN FAIL TO LISTEN."

— Talisor, the God of Fortune



Abilities

Talisor is not a traditional combatant but will defend himself and the Fate Finder if necessary. He primarily uses his powers to manipulate the battlefield, disorienting foes and creating opportunities for divine intervention. If pressed into direct combat, his attacks are devastating but calculated, aimed at disrupting rather than outright defeating his adversaries.



The Tower of Luck

The spire is the residence for Talisor, the God of Fortune, and a vault for the Fate Finder, a treasure that can alter one's fate. It also acts as a prison for those who try to obtain the treasure. There are no stairs in the tower. Each floor features a single door that randomly leads up or down to a different floor. Looking out the windows should reveal the unusual progression they are making upward.

Fortune has favored the players, and they will only move up. As players progress upward, the interior walls are more fractured and crumbling, eventually missing large slabs entirely.

Before you stands a stone spire with a spiraling pattern that reaches up into the sky, seemingly endless. Near the top, the spire is breaking apart. Chunks of its masonry are floating away while others plummet to the ground. A double-door entrance into the tower is set inside a stone archway.

Getting Inside

When Ardinator left, he didn't lock the doors behind him. However, the falling rubble can be deadly to those trying to get close enough to enter. Players must avoid the falling debris to safely reach the entrance without getting hit.

Enemies in the Tower

Chaotic Goo

Once the Fate Finder was removed, the Tower of Luck began disintegrating and collecting into unformed pools of unsolidified fate. The substance is essentially “chance” that hasn’t taken shape but can be molded with the will of one using it. The substances appear as shimmering goo in purple and black colors. The more it is used, the more it begins to solidify into a permanent object or creature.



Goo Blob

Pools of Chaotic Goo became animate creatures with no form. They are unstable and shift unpredictably, becoming increasingly dangerous as they adapt to combat. Initially featureless, it begins to sprout random limbs, spikes, or appendages as it interacts with its surroundings or attacks. These features remain until it is defeated, making it more defined and dangerous over time. It has a chance to have one or two features already when encountered. It dissipates when defeated.

Tags

Group

Small

Amorphous

Abilities

Resistant to physical attacks while in an unsolidified form. Once it takes on 3 features, it loses this resistance.

- **Unstable Form (Passive):**

At the start of each of its turns, roll 1d6 to determine the Goo Blob’s additional features. These features stack.

Roll d6	
1	Gains sharp teeth for a bite attack.
2	Grows claws, granting a slashing attack.
3	Develops a spiked tail, enabling a smashing attack.
4	Sprouts tentacles, allowing it to grapple targets.
5	Forms a stinger, adding poison damage to its attacks.
6	Grows a horn, enabling a charge attack.

- **Feature Mimicry (Reaction):**

The Goo Blob can copy the damage type of an attack that hits it. For the next round, its attacks deal this damage type (e.g. Fire, Lightning) in addition to physical damage.

- **Explosive Dissolution (Death Effect):**

Upon defeat, the Goo Blob collapses violently, splashing chaotic goo. All creatures within 10 feet must make a Dexterity save or take splashing damage.



Chaos Knight

A hulking, humanoid figure encased in Chaotic Goo, the Chaos Knight is an embodiment of brute force and malleable power. The Chaos Knight's body is covered in a shifting shell of black and purple goo, which solidifies into jagged, otherworldly armor. Its weapon glows faintly with chaotic energy, reshaping itself to suit the knight's next move.

Tags

Group

Cautious

Slow

Armored

Abilities

- **Unyielding Defense (Passive):**

Roll 1d4 at the start of combat to determine the knight's defensive trait:

Roll d4	
1	Gains resistance to slashing damage.
2	Gains resistance to piercing damage.
3	Gains resistance to bludgeoning damage.
4	Gains temporary hit points at the start of each turn.

- **Shifting Weapon (Attack):**

At the start of each turn, roll 1d6 to determine the weapon's form and its properties:

Roll d6	
1	Blunt weapon (hammer)
2	Blunt weapon (mace)
3	Piercing weapon (sword)
4	Piercing weapon (spear)
5	Thrown weapon (axe) allows ranged attacks
6	Thrown weapon (javelin) allows ranged attacks

Luckshade

A cunning manifestation of misfortune, the Luckshade is a shadowy figure that stalks its prey silently, turning their luck against them. With a penchant for sabotage and misdirection, it thrives in the chaos of the tower. The Luckshade appears as a wisp-like humanoid silhouette with glowing, flickering eyes. Its form is semi-transparent, blending into the shadows cast by the crumbling tower. Its presence chills the air and makes even the most seasoned adventurer question their steps.

Tags

Solitary

Sneaky

Devious

Abilities

- **Shadow Meld (Passive):**

The Luckshade can blend into shadows, becoming invisible in dim light or darkness until it attacks.



- **Deceptive Strike (Attack):**

The Luckshade makes a precision attack, targeting a weak spot. Roll 1d6 to determine the effect:

Roll d6	
1	Causes disadvantage on the target's next roll.
2	Deals psychic damage and reduces the target's movement speed by half.
3	Temporarily disables one of the target's magic items.
4	Deals necrotic damage and drains 1d6 hit points to heal itself.
5	Confuses the target, making them attack the nearest creature (friend or foe) on their next turn.
6	Inflicts a curse, reducing the target's ability to make critical hits for the rest of the encounter.

- **Twist of Misfortune (Reaction):**

When a player rolls a natural 20, the Luckshade can force them to reroll, and it chooses which result to keep. If the new roll is a natural 1, the Luckshade gains temporary hit points.

- **Illusory Doubles (Bonus Action):**

The Luckshade creates 1d4 illusory duplicates of itself. These duplicates move and act like the Luckshade but vanish if hit. As long as a duplicate is present, attacks against the Luckshade are made at disadvantage.



Fortune Wraith

A spectral creature that embodies the volatile essence of luck and chance. It is a translucent humanoid entity, its form flickering with shards of light and shadow. It constantly shifts between ethereal and solid, glowing faintly with the colors of the chaotic goo (purple and black). The Fortune Wraith thrives on unpredictability, its actions dictated by rolls of fate.

Tags

- Solitary
- Large
- Amorphous
- Devious
- Terrifying
- Slow

Abilities

- **Ethereal Luck (Passive)**
At the start of each round, roll 1d6 to determine its current state:

Roll d6	
1-2	Ethereal - Immune to physical attacks but vulnerable to magic.
3-4	Solid - Resistant to magic but vulnerable to physical attacks.
5-6	Chaotic - Gains advantage on all attacks and resistance to all damage types.

- **Chaotic Strike (Attack)**
A tendril of light and shadow lashes out at a random target within a range of 10 feet. Roll 1d6 to determine the effect:

Roll d6	
1	Deals necrotic damage and heals itself.
2	Deals psychic damage and causes confusion (target attacks nearest ally or enemy).
3	Deals radiant damage and blinds the target for 1 round.
4	Deals slashing damage and knocks the target prone.
5	Deals force damage and pushes the target back 10 feet (potentially knocking them off platforms).
6	Deals lightning damage and paralyzes the target for 1 round.

- **Fate Twist (Reaction)**
Once per round, when the Fortune Wraith is hit by an attack, it can force the attacker to re-roll their attack. It must take the new result.

Rooms in the Tower

1. Entry Hall

The entry hall is large and ornate. A grand statue of the God of Fortune, Talisor, stands in the center, blindfolded and using a cornucopia of gifts to spread luck. Great pillars flank the hall, supporting the massive tower. This hall is larger than the outside would suggest. A door on the far side of the hall with a plaque that reads, "Beware: Most who enter shall never return. For all others, may fate guide you."

There is no auditory or visual signal that it disappears. Once all players cross the threshold, there is just no doorway. In the same way sense, there always appears to be an empty room on the other side until they all step through. Effects to detect magic will not register the door as magical.

Once players enter, roll d12 to determine the next room the players encounter. No room should appear twice; move to the next unvisited room instead. Have players reach the final room (the Final Floor) once you feel their characters are exhausted, nearing the end of your session time, or are otherwise ready. For a longer game, visit all the rooms.



Nothing else is notable in this room except for the doorway at the opposite end of the entrance, which will lead the players to a random floor and disappear behind them once all players enter through it. For this and all other doorways except the main entrance to the tower, players can never see or otherwise experience the door disappearing.

Roll d12 to visit	
1	Entrance hall
2	Moving Doors
3	Swinging blades
4	Pit Fight
5	Ardinor's Respite
6	Hall of Mirrors
7	Rubble Room
8	Forgotten Library
9	Indoor Garden
10	Shifting Gravity
11	Dining Room
12	The Final Floor



2. Moving Doors

You are in an empty square hall with windows looking out. Nothing else occupies the room except a single stone door standing in the middle.

The door will teleport to random places in the hallway when:

- Moving 5 feet toward the door.
- Talking too loudly.
- Casting a spell.
- Attacking the door.
- Throwing something toward the door.

The door will stop teleporting once a living creature can touch the handle.

3. Swinging Blades

A long, thin hall stretches before you. Sharp blades hang from ropes swinging side to side at a constant rhythm. The blades are arrayed to swing across, down, and diagonally. A few have tangled themselves up after crashing into one another. Slimy, goo-like substances of shimmering black and purple are undulating uneasily. They begin to move toward you slowly. The swinging blades don't seem to affect them.

There are d4 **Goo Blobs** situated randomly around the hall.

The blades will continue to swing even after striking a player or monster. For every 10 ft of movement, a player must make a dexterity check to avoid them or get hit by an axe. Spending time studying their pattern grants an advantage to this check. The blades can be disabled by tangling up the ropes, cutting them, or obstructing them somehow.



4. Pit Fight

Large square tiles line the floor of this hall. At the far end is a door with a small black chest sitting beside it. In the middle of the room, a humanoid creature encased in shimmering black and purple goo seems to be staring down into a square pit the same size as the tiles on the floor. The creature is motionless with its back facing you.

A third of the floor tiles hide pit traps that open once a creature steps on them. Half of these contain spikes that impale the unfortunate one that falls below.

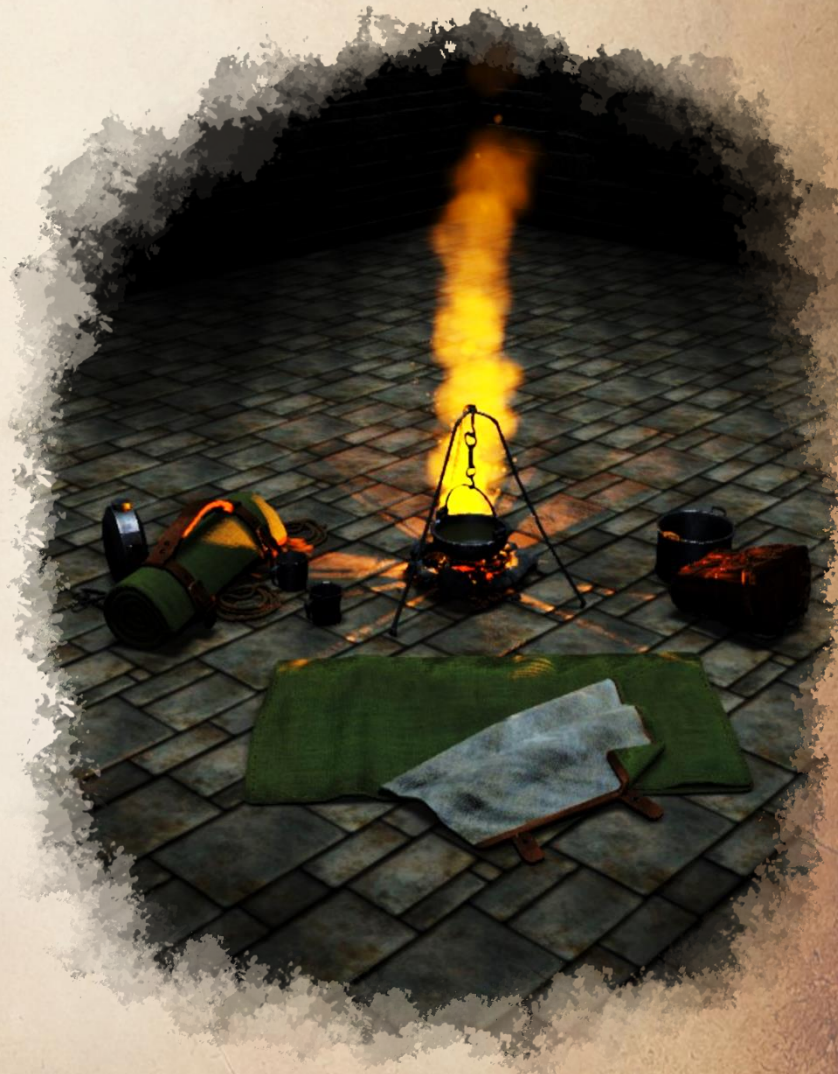
The creature is a **Chaos Knight** and will try to attack the players once it is aware of their presence. If the players let it approach, it might fall into a pit trap. It has no qualms with jumping into a pit to attack the nearest player.

The chest is a **Goo Blob** that struggles to attack the player as it has mostly taken complete form as a chest.

5. Ardinor's Respite

You arrive in a room littered with papers. There are scorch marks on the walls. There is a bed made of hay and feathers with a blanket laid over them. A small fire warms the room with a pot of savory stew hanging over it.

In his attempts to conquer the tower, Ardinor frequently found himself returning to this room by chance. He found safety and set up a cozy place to rest. The players may rest and recover here. The food will not go bad, and the fire will not go out unless disturbed. The scattered papers contain Ardinor's indecipherable writing. Spending time trying to discern them will allow the players to learn one of his unreliable spells: Unreliable Missiles, Lukewarm Fireball, Critical Image.



6. Hall of Mirrors

You step into a long hallway lined with enormous mirrors, each reflecting not just your image but alternate versions of you. Some look heroic, others villainous – possible versions of yourself had luck taken a different route in your life at one point. The air hums with an eerie tension, and faint whispers echo all around you. The end of the hallway features a mirror that reflects your true self. The exit door appears to exist at the far wall but only in the reflection of the mirror.

Breaking any mirror causes it to shatter and possibly cut themselves with the flying shards.

Looking at their reflections will make them feel inferior to their potential, guilty for what they could have been, or dirty for their evil thoughts. If they try not to look at their reflections, the whispers will taunt them. Players tend to go crazy the longer they remain in this room.

Have them take mental saves to stay resilient or take small amounts of damage.

They can get out by looking at their true reflection walk through to exit (e.g. walking backwards as they look at their reflection go through the door), or simply breaking the far mirror.

7. Rubble Room

You find yourselves in a dark room with no windows and only the light from a few torches along the walls to cast long shadows. Piles of rubble litter the room which once held a grand display of huge stone statues featuring various depictions of Talisor. The statues and pillar supports have eroded and crumbled into large heaps. The exit door is nowhere to be seen.

The exit door is hidden beneath a pile of rubble. A **Luckshade** stalks from the shadows.





8. Forgotten Library

The room is vast, with staircases and shelves that stretch endlessly into the darkness above. Books float through the air, glowing faintly as if they have a life of their own. Whispering voices echo through the room, speaking fragments of stories and half-formed words. At the center of the room, a massive hourglass sits with golden sand, its base covered in runes that pulse faintly with light. As you step inside, the exit door on the far wall slams shut, and the hourglass begins to drip.

The door is locked but can be picked with an extremely difficult check.

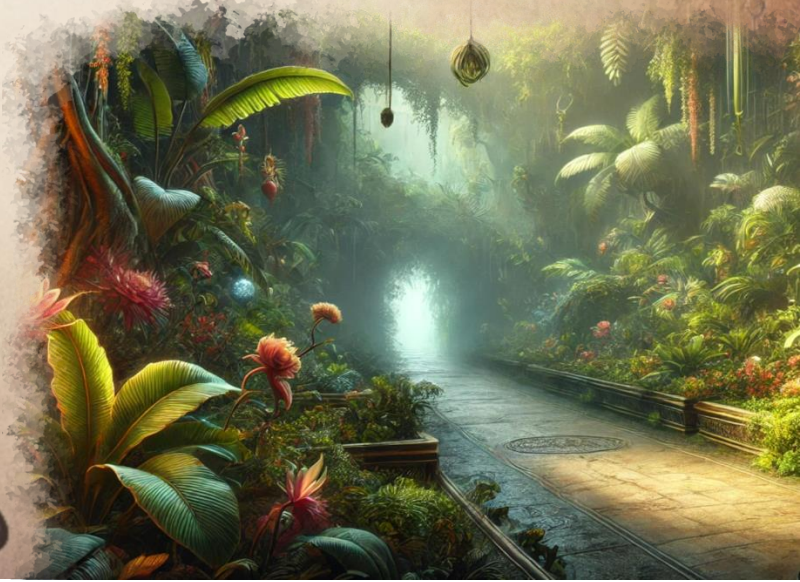
The hourglass can be turned to keep the sand running. As it gets closer to being finished, the runes and books glow brighter and the bookcases tremble. Add some tension to this. Once it runs out of sand, the door will unlock.

If players examine books, there is a chance that they will uncover a **Goo Blob**. A **Luckshade** hides on some bookshelves high above if the players climb too high.

9. Indoor Garden

You step into a lush indoor garden that seems impossibly vibrant for a place steeped in chaos. Exotic plants with glowing flowers and shimmering leaves grow along winding paths of polished stone. However, the air is unsettling—too still, as if the garden itself is holding its breath. Above, hanging vines sway unnaturally, and shadows move where there should be none. A large mound of foliage rests in front of the exit door."

The mound of foliage hides a **Chaos Knight** that will attack if disturbed. If the flowers are inspected, they release bursts of spore clouds, requiring players to make Constitution saves or take damage.



10. Shifting Gravity

“You step into a large square room that is otherwise empty. The exit door appears on the far wall, upside down and on the ceiling.”

The room is a perfect square of 30' x 30' x 30'. The gravity of this room shifts. For every five feet of movement, gravity will pull the player in a different direction. If they are pulled in the opposite direction of their current gravity, they will take falling damage.

Roll d6 for gravity:

1	Down
2	Up
3	North
4	East
5	South
6	West

11. Dining Room

You enter a grand dining hall illuminated by flickering chandeliers. A massive, opulent table stretches the length of the room, laden with an extravagant feast.

The food gleams with a strange, otherworldly light, and the scent is tantalizing but unnatural. Plush chairs are drawn neatly to the table, and an ornate silver goblet sits at each place setting.

Despite the grandeur, the room feels unnervingly silent, as if waiting for something—or someone.

The food and goblets are enchanted and react unpredictably when touched or consumed. Each time a player interacts with the feast, roll 1d6 for its effect:

Roll d6

1	Restores hit points as if the player drank a healing potion.
2	Poisons the player, dealing damage over time until a Constitution save is passed.
3	Grants temporary heightened abilities (advantage on attack rolls and saving throws) for 1 minute.
4	Induces lethargy, reducing movement speed and imposing disadvantage on rolls for 1 minute.
5	Teleports the player to a random empty chair at the table.
6	Summons a Goo Blob into the chair.



12. The Final Floor

You find yourself in the open at the top of the tower. The center contains a tall spiral staircase leading sixty feet further upward toward a point of flickering and dancing chaotic light in the sky. The ceiling is gone. The walls around you are decaying and crumbling as chunks of stone blocks are pulled into the sky, some of those stones plummeting to the ground.

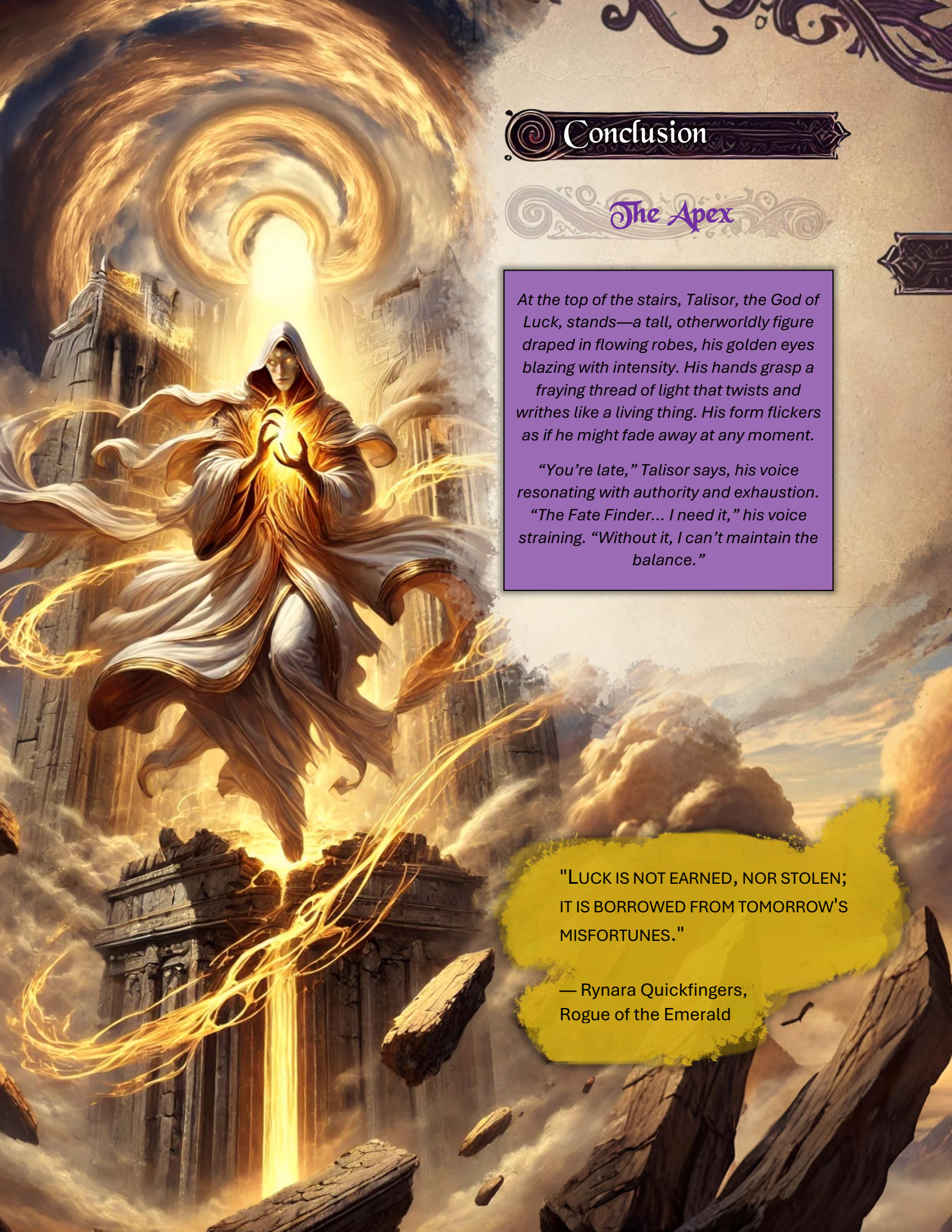
The staircase is 60 feet tall. With chunks missing from it, traversing it is difficult, requiring jumping to leap across gaps. Random parts of the stairs will break apart and float away with players on them. If they manage to stay on it, it will fall to the ground once it is away from the tower.

A **Fortune Wraith** emerges on the stairs as the players ascend the final staircase.

Successfully handing the **Fate Finder** over to **Talisor** at the Apex can also cause this creature to be defeated.

For additional difficulty, consider adding **Goo Blobs**, **Chaos Knights**, and **Luckshades** to the battle.





Conclusion

The Apex

At the top of the stairs, Talisor, the God of Luck, stands—a tall, otherworldly figure draped in flowing robes, his golden eyes blazing with intensity. His hands grasp a fraying thread of light that twists and writhes like a living thing. His form flickers as if he might fade away at any moment.

“You’re late,” Talisor says, his voice resonating with authority and exhaustion. “The Fate Finder... I need it,” his voice straining. “Without it, I can’t maintain the balance.”

“LUCK IS NOT EARNED, NOR STOLEN; IT IS BORROWED FROM TOMORROW'S MISFORTUNES.”

— Rynara Quickfingers, Rogue of the Emerald

Decisions and Consequences

If the players return the Fate Finder:

"Talisor takes the artifact, and he and the Fate Finder are enveloped in a golden light that grows brighter. Soon, it is too bright to see, and you must avert your eyes. Once the light dims away and you can see it again, the tower is restored.

"Thank you for your help, mortal. You've done the world a service. I'll be keeping my eye on you." Talisor then vanishes."

When the players leave through the door to this level, they return to the Entry Hall and can leave freely.

You may have Talisor give the players a lesser version of the Fate Finder. Also, you may have him appear for the players in the future and offer his help should the players need divine intervention.

"FATE IS NO MASTER, MERELY A JESTER WHO DELIGHTS IN WATCHING US TRIP OVER OUR OWN HUBRIS."

— Eldra Vinewhisper,
Sage of the Silver Grove

The players try to strike a bargain:

"Clever but dirty, mortal. I am in no position to argue. Very well, I will grant my favor. Luck will follow you in ways no other mortal can claim. Now, quickly, hand it over!" Talisor replies.

Talisor reluctantly agrees to their terms, granting the party a boon tailored to their request, perhaps a faded and lesser version of the artifact. Read the text section above.

The players keep the Fate Finder:

"Mortals! What are you doing? Don't be foolish. The world will spin into chaos. No! I cannot let this happen." Talisor admonishes you before disappearing in a brilliant light that forces you to avert your eyes. You hear him scream in agony as he sacrifices himself to save the world. Once you can see it again, Talisor is gone. The tower has stopped breaking apart, but it is still a wreck. The once-floating pieces of the tower tumble to the earth below."

Without the God of Luck alive, the Fate Finder reverts to a lesser version of itself.

The players must traverse the tower to escape. The rooms are reset, the monsters are still present, and the players must continue until they eventually reach the Entry Hall. Players can visit rooms more than once until they finally escape.

THE END